

REMARKABLE RACES[®]

Pathway to Adventure Edition

BY J. M. KUBISZ



COMPENDIUM OF UNUSUAL PC RACES

PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



ALP-RRP16:

REMARKABLE RACES

PATHWAY TO ADVENTURE EDITION
COMPENDIUM OF UNUSUAL PC RACES



Role Playing Game Supplement

New Player Character Races for use with the Pathfinder® Roleplaying Game

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Introduction

Introduction

Add new life to your Pathfinder Roleplaying Game! The *Remarkable Races Compendium* offers players and Gamemasters alike a brand new selection of truly interesting and unique races. Our philosophy behind Remarkable Races was to release new and unique races that the Pathfinder Roleplaying Game universe has never seen before, and will likely never see published by Paizo. Much like authors of the past have done with dwarves, hobbits, orcs, and elves; Remarkable Races reflect forces in our modern world. Remarkable Races consist of fifteen new races, each with full write-ups, racial feats, monster statistics, magic items, and lots of extras. Each race is also color illustrated by talented artists with all original art.

This book is divided into two sections: The Player's Guide to the Races and the Gamemaster's Section. The Player's Guide begins by giving you the details to play all fifteen character races, including racial traits, physical qualities, ecology, player notes, example adventurers, and suggestions for using each race in your game.

The Player's Guide also includes a racial prestige classes for each race, as well nearly a hundred new racial feats. The feats truly round out the races, giving each even more unique flavor. The player's chapter ends with a few novel spells.

In the Gamemaster's Section, the focus is on tools for creating exciting adventures using the new races. The chapter begins with the specifics of two innovative realms: the treacherous Isle of Benfalas, home to the two-headed taddols; and the enigmatic MnoI, the demiplane of commerce and origin of the money-loving numistians.

Afterwards, one can find unique magical equipment related to the new races. This section also includes two powerful artifacts to spice up your campaign world: the destructive Dagger of Suval and the sun-hating Skull of Atakla.

And what would adventuring be like without adversaries and monsters? The majority of the Gamemaster's section is packed with over three dozen creatures based on the new races.

Use the whole book or pick your favorites; Remarkable Races were designed to be modular. Each race can be easily added to nearly any existing campaign with little effort, and they do not require any other races to be used. So whether it is to populate a new world, or add some new life to an old one, the *Remarkable Races Compendium* will be a priceless resource for your Pathfinder Roleplaying Game experience.

The Remarkable Journey

I started playing Dungeons & Dragons when I was 7. Back then, it was the basic Dungeons & Dragons Box set. I immediately fell in love with the game, and by age 9, I was Game mastering for my friends. At age 12, I bought my first Advanced Dungeons & Dragons book, and ran my first AD&D game that same day. In the early 90s, I was very reluctant to buy into 2nd Edition. However, a few years later, I jumped head first into it, buying nearly all the books, and subscribing to Dragon Magazine. I was a tireless GM, known for running week long adventure marathons for upwards of 16 people at a time.

I continued an almost fanatical obsession with the game right up to August 2000, where I purchased the 3rd Edition Players Handbook at Gen Con. Having to piece together the Game mastering rules from the back of the 1st printing PHB was no picnic, but I managed to start a d20 game before the DMG hit the shelves. Several months later, I began professionally writing for the game.

However, it was my illustrations that were first published in the new edition. In a module by Mystic Eye Games called the Pit of Loch Durnan, my artwork was first officially available to the public. I was well received by the small d20 company, and my first d20 writing credits were in Nightmares and Dreams: A Creature Collection, also by Mystic Eye Games. Since then, both my writing and my art have been published in over a dozen books and electronic downloads by other companies. My credits included Relics & Rituals (I&II), Creature Collection II, Mystic Warriors, and Minions: Fearsome Foes.

After pouring decades into designing campaigns, I not only ended up with a huge repertoire of self-made gaming material, I had also honed the presentation of that material into a solid product. One night, while waiting for a player to show up, a discussion arose. With volumes of home-brew handouts littering the table, floors, and chairs...it suddenly occurred to us that others might want to use these materials. I had done a lot of freelance writing during 3rd edition. I worked especially closely with Mystic Eye Games and picked up a general feel for the game publishing business then. After a few more lengthy discussions, Alluria Publishing was born.

The book you have before you is the compilation of not only the series of individual Remarkable Races, but nearly thirty years of writing, game mastering, play testing, and game design. I am proud to present this now for the Pathfinder Roleplaying Game, one of the latest and greatest incarnations of the game that many of us have enjoyed our whole lives. Happy gaming!



J. M. Kubisz

Lead Designer and Author



Player's Guide to the Races

This section contains everything a player would need to play any one of the fifteen new races that this book has to offer. The Remarkable Races can be divided into three groups: the newly discovered, the ancients returned, and the aliens among us.

The newly discovered are brand new to the universe, either recently created or newly evolved. What they lack in history, they make up for in enthusiasm. They are bold pioneers and brilliant explorers of the unknown. These races include the boggle, the entobian, the mogogol, the oakling, and the obitu.

The ancients returned have been lost to this world for ages, and just recently rediscovered. They are shrouded in both history and mystery. They teach us much about the past as well as help lead us into a bold new future. These races include the anumus, the mahrog, the relluk, the taddol, and the zif.

The aliens among us are from a rare extraterrestrial world. They come to this reality seeking refuge, accidentally, or to seek something that is missing from their own world. Their alien habits show us new ways to do things while struggling to fit in. These races include the kval, the muse, the numistian, the squoles, and the xax.

Below are brief descriptions of all the races that appear in this book.

Anumus: The anumi are pets who have undergone a radical transformation into humanoid versions of their former selves. More than just anthropomorphic animals, they have an ancient secret that once made them direct representatives of the gods themselves. With this catch-all bestial race, personify your favorite animal and lead him into combat against evil! Dogs, wolves, cats, tigers, horses, pigs, rats, birds, and more are all an option.

Boggle: We all know the legends of the brownie tinkers. Many of us have seen a movie or read a book or two of goblins, gnomes, or other little people gifted with the ability to craft wondrous objects and strange mechanical devices. The boggles are the embodiment of that concept. They are the product of arcane tinkering; derived from lowly and dim goblin slaves. Boggles are born with an instinctual knack for building, breaking, and fixing things. They thrive on solving puzzles, crafting new solutions, and unraveling mechanical mysteries.

Entobian: These tenacious caterpillar people thrive in human societies. They hunger for adventure, individuality, and diversity. Driven by many of the same desires as other adventurers, they freely and willingly relate well with other races. They also have all the great aspects that make insects so interesting: six appendages, the ability to spin silk, and a truly different physiology than the other PC races. As an added bonus, at higher levels they have the option to metamorphosize into a completely different insect; gaining not only a new form, but new powers and abilities as well.

Kval: The kval is about a foot tall, has horns, a tail, and has hands as big as a man's. In an isolated pocket dimension, the kval appear and begin to slowly multiply, destroying and consuming the fiends trapped there and eventually purging the infested land. Then, when the process is complete, the kval are deposited back into world in great numbers; thus maintaining balance. Kval quest to find and defeat evil wherever it may be.

Mahrog: The mahrogs are a primitive human ancestor. Mothered by an overprotective nature goddess, the mahrogs shun modern conveniences like metal armor and fancy swords in favor of wood, bone, and stone. Best of all, it works well for them due to some divine intervention on the part of their goddess protector.

Mogogol: Driven by an insane desire to do good deeds and led by other manic tendencies, a most unusual family of amphibians left the dismal swamps and embarked on a remarkable journey. Nearly two-hundred years later, the mogogols emerged as a unique race in their own right; the descendants of the Mogogol family and hundreds of other frog-like people.

Muse: The muse is a munificent denizen of the realm of dreams who can inspire any adventuring party to new levels of power. Fleeing terrible nightmares planted by Hell itself, the muses escaped certain death by invading our world. A vision come to life, these beautiful and creative creatures continue to inspire greatness in all who strive to serve the gods. The muse is a truly selfless soul whose power is meaningless alone. No group will want to be without a muse to help them succeed.

Numistian: Hailing from the largest shopping mall in the multiverse are the numistians; a merchant race that specializes in making money. Originating from Mnol, the mysterious demiplane of commerce, these humanoids can vary their height, eat and bleed coins, and have a great eye for lucrative endeavors.

Oakling: When the first oaklings marched inexplicably from the forest, the tree-huggers cheered a new ally. After all, oaklings have all the hallmarks of a friend of the wood; being basically Medium-sized living trees with green leafy faces. However, they turn out to be quite the opposite of what many expected. Oaklings are an industrious species that has little regard for sentiment or emotion. Coldly logical, the oaklings took up branch to their own cause; the betterment of themselves.

Obitu: The obitu were to be a life force as docile and obedient as the lich's other minions with one marked difference; they were technically living, breathing entities. This made the obitu immune to

turning and other pitfalls common to his other low level soldiers. Best of all, they shared the same visage as the lich's favorite shock troops, the skeleton. Created by infecting undead with an arcane disease, the numbers of obitu grew quickly to the thousands. As they marched towards the forces of good, something else began to grow as well; their free will. The obitu rapidly converted to the side of good and became a bane to undead ever since.

Relluk: The relluks were made to be stony protectors for a remote island nation of the distant past. Unfortunately, they failed...the nation was obliterated before the Relluks could even be activated. They stood in droves for millennia waiting to spring to life. Rediscover an ancient technology with these odd beings with menacing tribal faces, crystal souls, and bodies crafted from volcanic rock.

Squole: Expanding the arcane formula that created the gelatinous cube, a species of benevolent slime created human-shaped ambassadors to help prove to the multiverse that not all slime is awful, not all jellies are ochre, and ooze doesn't have to be a four-letter word...well not a bad one in any case. Not quite human, these mannequin-like slimes take on adventurous tasks to prove their worth, discover the secret to humanity, and generally add a lot of flavor to any campaign.

Taddol: The Taddol is bound to be the talk of the table as it offers the first-ever two-headed (one character sheet) player option. Taddols are a quirky blend of ettin (two-headed giants; mean, slobbering, stupid) and elves (sophisticated, beautiful, ingenious). They are strong, smart, and tall.

Xax: Standing under 4 feet tall, these very odd-looking creatures appear more like hideous monster than friendly ally. However, they are truly benevolent and intellectual beings that preach tolerance, acceptance, and the oneness of the universe. Still, it would be wise not to cross these great thinkers, as the blood of anarchy and insanity still runs hot in their veins.

Zif: It came from the deep dark depths of the sea. It is eons old; it saw the dinosaurs evolve and vanish. It survived countless cataclysms. It features a slimy squid-like parasitic brain inside an amorphous armored body. Run! Run for your life! No, wait! It is just the friendly zif. Join this benevolent snail-like PC race on a quest for knowledge and fortune.

Anumus Character Race



Fremedi the tomb raider discovered a fabulous treasure. However, it was not gold nor was it gems. It was not a powerful magical artifact or even a weapon of wondrous power. Fremedi, a charlatan by reputation, discovered a clay jar full of perfectly preserved seeds. Hieroglyphics on the jar described how to use them, and with a slight effort, the worldly rogue deciphered the antique code. It was then that he hatched a plan that would bring a new race to the world.

With a little help from a farmer friend, Fremedi cultivated these strange little seeds and soon had a small grove of odd spiky bushes. With time, the shrubbery finally bore a bluish-purple fruit. It was marketed as "Fremedi's Wonder Fruit" and sold with special instructions and with the great advertising phrase, "They gave their lives to you, now give their lives to them!" The anumi were born, and Fremedi became very wealthy.

Long ago, when the gods bore the forms of beasts, the anumi plant was created with the aid of divine magic to transform particularly beloved sentry animals into special temple guardians. Fremedi simply adapted the recipe to work for all beloved pets who had reached the end of their service due to infirmity or old age. A humane alternative to euthanasia, the fruit is mashed together with the blood of the animal's master and mixed in with the animal's favorite food. Upon digestion of this strange mixture, the creature becomes instantly revitalized and transforms into an anthropomorphic form; a swarthy and muscular human body with the head of the animal. Along with the facial semblance, the bestial companion retains rudimentary and dreamlike memories of its former life. It begins life again as a young adult sentient humanoid.

While the long forgotten anumi of the ancient world had specific purpose and direction, this new generation often struggled for identity beyond a personified pet. After a few decades, they sought the now aged Fremedi and beseeched him for an answer. For a hefty sum, Fremedi parted with his secret, and the anumi became caretakers of both the sacred fruit and its secret. They carried on the business and continued to inspire the tradition of bestowing new life to animal companions whose existence was otherwise near an end.

PHYSICAL DESCRIPTION: Anumi, from the neck down are identical to very fit Medium-size humans. Their skin tone varies from olive to dark brown and is both flawless and hairless. Gender cues are exaggerated; females have perfect hourglass forms and males feature bulging biceps and rippling abdominals. From the neck up they are entirely bestial and extremely varied. While proportionate to a human head, the animal head can be that of just about any imaginable natural creature. Canines, felines, and avians are most common. However, bears, boars, horses, and even lizards are also well-known. Any natural beast that someone might have considered a beloved pet or companion may become an anumi. If a species type is not listed, the Dungeon Master may decide to add new statistics and powers.

Over the last few decades, the anumi have been trying to create a unique identity in the world. In their new forms, many study the crumbling ruins of the civilization that invented their magical origins. Some anumi have adopted a style similar to that which they observed depicted in ancient hieroglyphics and often pattern clothes, jewelry, and other personal effects to reflect this antiquated design. A few anumi even venerate these forgotten gods in an effect to resurrect a long dead religion. In their hearts, however, most hold true to the values of their original master, whom they often regard as a parent figure. Many continue adventuring with their original master for several years after they start their second life.

ECOLOGY & SOCIETY: Despite their attractive (from the neck down), and fully-sexed forms, anumi are completely sterile. They cannot have children, and have no way of naturally creating offspring. Instead, they defer toward using the anumi fruit to ensure that the species lives on.

The juice of the fruit itself is highly magical, though inert until mixed with blood. The blood acts as a catalyst only if the master truly cared deeply for his/her animal companion. Otherwise, it has no effect. Originally, it was thought that the mixture called specifically for human blood. Fremedi's original directions stated this explicitly. However, experiments show that the blood of any sentient creature will suffice, so long as the sentiment is true. Regardless of the blood used, the body form always appears human.

The mixture only works on natural beasts of the non-magical variety. The beast's original abilities, powers, skills, and so on are all replaced by those of

the anumus. The Gamemaster may also rule that certain beasts are immune to the mixture.

The change in form is permanent and irreversible. Biologically, the anumus begins life with the body of a fit 16 year old human. Their countenance reverts to the way the animal looked in the prime of its life, adjusted for size proportion to the new body. Afterwards, the anumus ages much the same as a human.

As to its mental state upon first reaching humanoid form, an anumus resembles an amnesiac. At best he has blurry memories of a past in which he was an animal, though he seems to have a firm grasp of language and other basic skills needed for survival. During this period of mental confusion, the anumus is typically nurtured by its original master. In a few short months, the anumus is ready to set out on his own, if he so desires.

RELATIONS TO CORE RACES: Anumi relate most strongly to humans, as they tend to share both a history and similar physiology. Many anumi consider humans to be both their parents and their parent race. Anumi also enjoy the company of halflings and gnomes, as these races are also fond of pets. Anumi are generally annoyed by elves, who they view to be very condescending. Certain subspecies are known to gravitate to other known races as well. Porcine anumi, for example, find they have much in common with half-orcs.

RELATIONS TO REMARKABLE RACES: A relation of note is the one between amphibian anumi and the mogogols. While a few amphibian anumi are the result of a beloved toad familiar, most originated as the prized pets of the mogogol race. The bond between their two races is undeniable.

ALIGNMENT & RELIGION: Anumi vary in alignment, often according to subrace. Amphibians, avians, canines, and equines are generally good. Felines, porcines, reptiles, and ursines travel the middle of the road; preferring more neutral paths. Arachnids, ophidians, and rodents like to travel the darker paths of evil. Equine, canine, reptile, and ophidian anumi gravitate towards lawful thinking, while arachnid, rodent, feline anumi enjoy more chaotic endeavors.

Anumi most often venerate the religion of their masters. Some have been known to create cult-like representations of the gods of the ancient civilization that developed the anumi fruit.

ADVENTURERS: Anumi often share the same ideals, virtues, and vices of their original masters; this is often very similar to a parent-child relationship. An anumus who had a very strict master is as likely to be very strict as they are to be especially lenient. In any case, anumi often show a great deal of respect and understanding of their original master's values.

Anumi also harbor an inner struggle with their bestial nature. This makes them especially easy to stereotype by species. For example, canine anumi are often very loyal. Feline anumi, on the other hand, are fiercely independent. Avian anumi are free spirits, while porcine anumi are often gluttons. Reptiles can be callous; arachnids single-minded; rodents jumpy; equines trustworthy. Unfortunately, these stereotypes do nothing good for their already diminished reputations. One of the biggest obstacles that an anumus faces is to be seen as a serious individual in their own right, and not just a personified animal.

It is often this lessened status that drives an anumi to the adventuring life. They have much to prove, and often have little trouble finding their niche. Often, an anumi picks up where their master left off: continuing a quest in their absence. In addition, anumi are fueled by the same goals as most humans; glory, gold, honor, and love. At their core, they are both human and animal. An anumus's motivations tend to match both.

Many anumi take up the cause of animal rights, and are among the first beings in the realm to help orchestrate the formation of humane animal shelters, veterinary clinics, and laws that prevent animal cruelty. Most anumi will not stand by to see an animal be mistreated, and will react in violent opposition. Some anumi often adopt pets of their own, many which become anumi themselves after living a long, happy life.

NAMES: Anumi often keep the names given to them when they were animals. However, some prefer to adopt names that are reminiscent of the extinct culture that created the anumi fruit.

MALE NAMES: Ace, Ajax, Amon, Anubis, Bear, Bingo, Butch, Duke, Fido, Horus, Jaws, Killer, Lucky, Rover, Silver, Snapper, Thoth

FEMALE NAMES: Babe, Daisy, Dixie, Duchess, Fluffy, Foxie, Hathor, Isis, Jaws, Killer, Peaches, Pepper, Precious, Silver, Snapper, Snuffles



ANUMUS RACIAL TRAITS

+2 Strength: All anumi are strong, and each subrace has an additional bonus and penalty as described below.

Medium: All anumi are Medium creatures and have no bonuses or penalties due to size.

Normal Speed: Most anumi subraces have a base land speed of 30 feet.

Keen Senses: Anumi receive a +2 racial bonus on Perception skill checks.

Languages: Anumi begin play speaking Common. Anumi with high intelligence scores can choose any normally available languages they want.

Subracial Traits: All anumi have one subrace that corresponds to the type of animal that they originated from. This subrace grants them additional racial traits as described below.

AMPHIBIAN (FROG) TRAITS

+2 Wisdom, -2 Charisma: Amphibian anumi are wise, but are known to be somewhat crude.

Acid Resistance: Amphibian anumi gain resist acid 5.

Hold Breath: An amphibious anumus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning., and this duration is not reduced by taking standard actions.

Bestial Fortitude: Amphibian anumi receive a +2 racial bonus on all saving throws against disease and poison.

Great Swimmers: Amphibian anumi gain a +4 racial bonus to all Swim skill checks.

ARACHNID (SPIDER) TRAITS

+2 Intelligence, -2 Charisma: Arachnid anumi are known to be quite clever, though give off a very creepy vibe.

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

Bestial Reflexes: Arachnid anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.

Great Climbers: Arachnid anumi gain a +4 racial bonus to all Climb skill checks.

Web Caster: Arachnid anumi can cast *web* once per day as a spell-like ability. The radius for this effect is a 10-foot radius spread. The caster level for this effect equals the Arachnid anumus's class level. The DC for this effect is equal to 10 + the anumus's Intelligence modifier. This spell-like ability is otherwise identical to the spell.

AVIAN (BIRD) TRAITS

+2 Charisma, -2 Intelligence: Avian anumi have very likable personalities, but tend to be a bit bird-brained.

Bestial Reflexes: Avian anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.

Eagle Eyes: Avian anumi receive a +1 racial bonus on ranged attack rolls.

Feather Magic: Avian anumi can cast *feather fall* once per day on themselves as a spell-like ability. This effect cannot be used on other creatures or objects, but is otherwise identical to the spell.

CANINE (DOG) TRAITS

+2 Charisma, -2 Wisdom: Canine anumi are lovable souls, though they do tend to be a bit naïve.

Improved Trip: Canine anumi receive Improved Trip as a bonus feat at 1st level, even if they do not meet the prerequisites.

Scent: Canine anumi gain the scent extraordinary ability. See the Appendices in *the Pathfinder Roleplaying Game* for more information on this ability.

EQUINE (HORSE) TRAITS

+2 Intelligence, -2 Wisdom: Equine anumi are known to have keen intellects, although, much like canine anumi, they are often too trusting.

Enhanced Speed: Equine anumi have a base speed of 40 feet. This speed is never modified by armor or encumbrance.

Bestial Fortitude: Equine anumi receive a +2 racial bonus on all saving throws against disease and poison.

Rushing Charge: When making a charge attack, an equine anumus may make both a bull rush and a basic melee attack (in that order). Other rules for charging and bull rush apply normally.

FELINE (CAT) TRAITS

+2 Charisma, -2 Wisdom: Feline anumi have adorable personalities, but are quick to act without thinking.

Low-Light Vision: Feline anumi can see twice as far as humans in conditions of dim light..

Cat-like Grace: A feline anumus may reroll a failed Reflex save. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumus must take the second result, even if it is worse.

Sure-footed: Feline anumi receive a +2 racial bonus on Acrobatics and Climb skill checks.

OPHIDIAN (SNAKE) TRAITS

+2 Wisdom, -2 Charisma: Ophidian anumi are very observant but tend to be untrustworthy.

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

Bestial Fortitude: Ophidian anumi receive a +2 racial bonus on all saving throws against disease and poison.

Bestial Reflexes: Ophidian anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.

Contortionist: Ophidian anumi receive a +2 racial bonus on Escape Artist skill checks. In addition, they can move through a tight space without having to make an Escape Artist skill check.

PORCINE (PIG) TRAITS

+2 Intelligence, -2 Charisma: The knowledgeable porcine anumi are known for their great memories. However, they are not known to have great manners.

Bestial Fortitude: Porcine anumi receive a +2 racial bonus on all saving throws against disease and poison.

Boarish Ferocity: Once per day, when a porcine anumus is brought below 0 hit points but is not killed, he can fight for one more round as if disabled. At the end of his next turn, he immediately falls unconscious and begins dying unless brought to above 0 hit points.

Scent: Porcine anumi gain the scent extraordinary ability. See the Appendices in *the Pathfinder Roleplaying Game* for more information on this ability.

REPTILE (LIZARD) TRAITS

+2 Wisdom, -2 Intelligence: Reptile anumi are highly in tune with their surroundings. Unfortunately, they tend to shy away from intellectual endeavors.

Bestial Fortitude: Reptile anumi receive a +2 racial bonus on all saving throws against disease and poison.

Ferocious Hunger: Reptile anumi receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.

Reptilian Mind: If a reptile anumus fails a Will saving throw, he may roll again and take the second result.

RODENT (RAT) TRAITS

+2 Intelligence, -2 Charisma: Rodent anumi can foster ingenious plans. However, their jitteriness often unnerves those they work with.

Bestial Reflexes: Rodent anumi receive a +2 racial bonus on all saving throws against area attacks with the electricity, fire, or light descriptors.

Jittery: Rodent anumi receive a +2 racial bonus on Initiative checks.

Rodent Resilience: A rodent anumus may reroll a failed Fortitude save. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumus must take the second result, even if it is worse.

URSINE (BEAR) TRAITS

+2 Wisdom, -2 Intelligence: Ursine anumi are highly spiritual creatures who enjoy the simpler side of life.

Bear's Might: Ursine anumi receive a +1 racial bonus on one unarmed melee attack roll per round. If this attack hits, it deals an additional point of damage.

Bestial Fortitude: Ursine anumi receive a +2 racial bonus on all saving throws against disease and poison.

Improved Grapple: Ursine anumi receive Improved Grapple as a bonus feat at 1st level, even if they do not meet the prerequisites.

OTHER ANUMI TYPES

Other anumus species are certainly possible and even plausible. One simple way of adding new types is to find the type that is closest and either use that or swap out a few traits to make a better match. For example, to create a wolverine anumus, the Gamemaster may decide that the bear anumus is the closest equivalent. Bear's might could be easily exchanged for boarish ferocity, to make a completely new species; the wolverine anumus. Of course, the Gamemaster may decide to design entirely new racial traits, as well. When doing so, it is important to note that most physical traits are somewhat supernaturally manifested—the anumus is still basically human from the neck down.

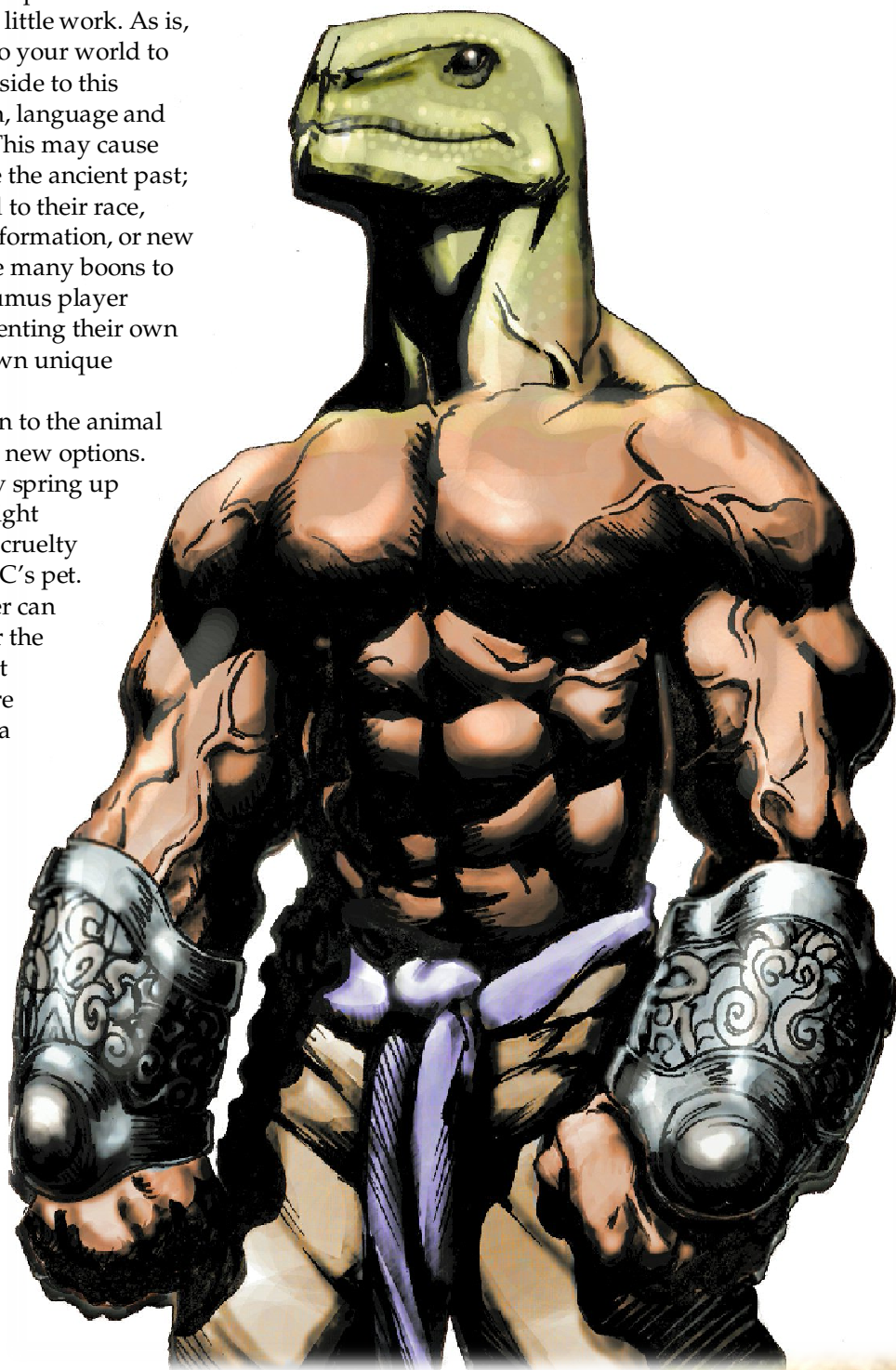
ANUMI IN YOUR GAME

Anumi in this text are presented as a fairly fresh race to the world. While they do have ancient origins, there is no history to worry about between then and now. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One down side to this "newness" is that they lack tradition, language and history common to other PC races. This may cause some anumi to research and explore the ancient past; perhaps finding ancient relics keyed to their race, special secrets relating to their transformation, or new paths to explore. However, there are many boons to being a brand new race as well. Anumus player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions.

Anumus add a new dimension to the animal companions in your game, and give new options. For example, a local dog pound may spring up in the area run by anumi. Anumi might develop new pet items, new animal cruelty laws, or take a special interest in a PC's pet.

Optionally, the Gamemaster can create a more detailed back story for the anumi. Perhaps there was an ancient uprising of the species and they were wiped out. Now that they are back, a cult with primeval ties may be hunting the anumi or watching to make sure they stay in line. Perhaps the anumi are completely new; the results of recent arcane experiments resulting in a new fad. Then again, the anumi might be an established race in their own right, with a history, biology, and origin akin to other PC races.

Whatever the case, the anumus will make a welcome addition to any game as a representative of the animal world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything or even a fun alternative for those that really like their pets.



Anumus Character Race

Boggle Character Race

Boggle Character Race



Boggles are specially bred and magically engineered goblins that excel in all things magical and mechanical. Originally from slave stock of an ogre mage named Dianlor, these small green humanoids appear a bit different from their ancestors. Nearly a century of selective breeding, magical experimentation and subjection to special serums were designed to turn the common goblin into an expert builder. Dianlor and his protégés planned to use a hoard of these altered goblins to build and maintain a mobile fortress, and then lead this new battle bastion out to conquest. However, with intelligence came cleverness and independence.

The boggles used scrap to build a secret fleet of flying machines, drugged the ogre legions with a homemade potion, and flew to far away safety. The magi lords awoke to find their unfinished fortress mostly dismantled for parts and no trace of the boggles. Dianlor's legions have since fallen into anonymity, but the boggles remain.

With intelligence came a conscience as well, and most boggles turned away from evil and treachery. The majority exist as beneficial artificers, spreading works of genius and magic throughout the land. They abhor slavery, and still harbor a grudge towards the ogre magi. Occasionally, an older boggle will go crazy from lack of boggle brew, which is something that the race has trouble being open about.

PHYSICAL DESCRIPTION: Boggles are Small-sized, green skinned, hairless humanoids. Their faces are particularly goblinoid, though they feature fairly large noses. A boggle's eyes are generally red, but may also be orange or violet. These goblinoids are known for their long, donkey-like ears that move according to their mood. This race has short legs and long arms that end in four digits—three fingers and a thumb.

Boggles look very similar to goblins with larger, longer ears, more proportionate heads, and no hair. However, the similarity is skin deep. This race is highly intelligent with a mind for solving puzzles, crafting devices and unlocking magical secrets. Many who are used to their less refined cousins find a boggle's appearance and mannerisms a bit comical; a mistake that they are quick to forgive.

Boggles dress in mismatched and patchwork clothes that are cobbled together more for functionality than fashion. The typical individual of this race has a hodge-podge of pouches, tool clips, and other bags placed conveniently around their body. Some boggles even sport mechanical appendages; a specialty of some boggle craftsmen.

ECOLOGY & SOCIETY: Due to lack of hair and fashion sense, males and females are hard to tell apart by a non-boggle. They tend to share all roles, and make few distinctions. Males are a bit heavier-set than females, but this is not a definitive indicator.

Boggles have children like most humanoids, with a large proportion of twins and triplets. They mature quickly, reaching adulthood at the age of 10, but have tragically short lives, living only to their mid-thirties. Old age comes on sudden, and is marked by the onset of Boggle Madness (see disease entry on next page). Their demise is almost always violent.

Though most know about it, few approach the subject, elderly boggles need a daily elixir to keep from going mad. A mixed-up and unnatural biochemistry requires a constant infusion of special herbs and other ingredients to keep the boggle's finely-tuned mind from slipping gears. On the 25th hour of not having this boggle brew, the poor creature becomes subject to the Boggle Madness. This is likely to culminate in an older boggle becoming a raving lunatic, capable only of attacking every moving creature or object. Without a dose of this serum, only complete immobilization, luck, or death will stop this boggle's rampage. Some particularly destitute boggles procure special garments that can be fastened into a straitjacket, in a pinch.

RELATIONS TO CORE RACES: Boggles get along well with most humans, dwarves, and half-orcs. Dwarves and boggles will even work together on engineering projects, each admiring the other's expertise. Halflings find these fellow small folk fascinating, though boggles often misinterpret the halflings fascination for nosiness. Elves and gnomes tend to view boggles as dangerous and unpredictable hybrids and have trouble trusting them. In return, boggles often keep their distance to avoid confirming the stereotype. Gnomes and boggles harbor an instinctual dislike for one another, and even when they share a common goal or even personality, they will still find it hard to work together peacefully. Goblins fear boggles terribly, believing that they might catch whatever it is that the boggles have. Boggles look at goblins like humans look upon mahrogs; they consider them to be primitive ancestors.

RELATIONS TO REMARKABLE RACES: Boggles are intrigued by relluks, and will often aid them in the creation of new forges. They enjoy the philosophical ramblings of the xax, and will often seek a xax for inspiration. For more potent inspiration, nothing beats a muse, and boggles will often donate large sums of money to a local temple just to gain the favor of a

muse that frequents that establishment. Boggles and mahrogs mutually despise each other, and see each as an affront to their core philosophy.

ALIGNMENT & RELIGION: Boggles are almost always lawful as their minds work well in conjunction with law and order. Many find that self-discipline leads to a long life, and have been able to combat the onset of boggle madness for a short time though sheer will. Chaotic boggles almost always perish early, as their minds interpret lawlessness as carelessness.

Boggles often worship gods of craft, invention, and progress. Occasionally, a boggle may have a faith based on magic or creation. They avoid nature-based religions, as many view the boggle race itself as unnatural. Some temples have even branded the race as an abomination and actively condemn them and their works.

ADVENTURERS: Boggles are born with a mind for mechanics and magic. They have an uncanny and instinctual knack for problem solving and repair. For some, this is simply a lifelong hobby. For most, it is an obsession, driving most boggles directly to the profession of engineer. They enjoy crafts such as blacksmithing and alchemy. Many boggle alchemists are in search of a better boggle brew, or to eliminate the need for the solution entirely.

Of the adventuring boggles, most are drawn to the wizard class. Fighter boggles are also known, as well as rogues specializing in gadgetry, trap dodging and lock picking. A few clerics do exist, often extolling the virtues of inventor gods. Beyond that, boggles of other classes are exceedingly rare or unheard of, but not impossible.

Boggles most often adventure for knowledge, to test their creations, and to gather materials or gold. Some fight slavery or oppression, while others simply work for the good of the world. Another major cause of boggle adventuring, especially the most dangerous sort, is their extremely short lifespan and potentially disreputable demise. When faced with losing one's mind to the insanity that is virtually guaranteed in old age, most boggles would rather die violently for a good cause before it gets that far.

MALE NAMES: Clasp, Clutch, Cog, Gear, Glock, Grind, Gyro, Hammer, Hank, Junk, Slag, Ticker, Tin

FEMALE NAMES: Bik, Brew, Bubs, Chainer, Forge, Gree, Jundle, Kiln, Lox, Pete, Sander, Vilt

BOGGLE RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Charisma: Boggles are nimble and extremely smart, though they lack the mindset for social graces and can be very blunt.

Small: Boggles are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast Speed: Like goblins, boggles are fast for their size, and have a base speed of 30 feet.

Darkvision: Boggles can see in the dark up to 60 ft.

Dodge Catastrophes: Boggles receive a +1 racial bonus on Reflex saving throws against area attacks with the electricity, fire, or acid descriptors.

Goblin Blood: Boggles count as creatures with the goblinoid subtype for any effect related to race.

Mechanical Genius: At first level, Boggles gain an additional skill rank and a +2 racial bonus to skill rolls which they must apply to one of the following: Knowledge (engineering), Profession (engineering), Craft (any), Disable Device, or Use Magical Device. These skills are always considered class skills for a boggle.

Weapon Familiarity: Boggles treat any weapon with the word “boggle” in it as a martial weapon.

Languages: Boggles begin play speaking common and goblin. Boggles with high intelligence scores can choose any of these bonus languages: Draconic, Dwarven, Giant, Gnome, Halfling, or Orc.

BOGGLE WEAPONS

Boggle Wrench: This oversized monkey wrench is used as a hammer, grapple hook, vice, crowbar, weapon and, of course, a wrench.

Boggle Buzzblade: This weapon is a toothy, circular blade vertically mounted on the end of a short handle. A tightly wound spring keeps the blade spinning when a trigger is pressed on the handle (free action). The blade can spin for 20 rounds before it needs to be rewound. Unwound, it works as a handaxe. The buzzblade takes 2 minutes to wind.

Boggle Crossbow: A relatively small

crossbow with superior range, the boggle crossbow comes with a scope and adjustment dials for long distance accuracy.

BOGGLE BREW

This small vial of bright green bubbly and bitter solution prevents older boggles from entering a murderous rampage. After imbibing one dose of this solution, a boggle is immune to the symptoms of Boggle Madness for 24 hours. This does not prevent further mind-altering effects. This potion has no effect on non-boggles.

Boggles rarely drink this concoction straight, as it is quite bitter and unpalatable. Often, the brew is mixed with some other drink or added to food. Boggles will often purchase or create large quantities of this substance at one time; keeping it in bottles or even small casks. To create boggle brew, it requires a Craft (alchemy) skill check, DC 20.

Boggle Brew	Cost	Weight
Vial (one dose)	1 gp	—
Bottle (20 doses)	10 gp	1 lb.
Cask (2000 doses)	750 gp	50 lbs.

BOGGLE MADNESS

Type disease, inherited; **Save** Will DC 16

Onset venerable age; **Frequency** 1/hour

Effect 1d4 Wisdom damage, if more than 2 Wisdom damage, the target must make an addition Will save or he will lose control and must attack the nearest mobile creature or object; **Cure** none

Special Boggle Madness is a genetic condition that all boggles have. Symptoms do not typically appear until the boggle is of venerable age. It cannot be passed on to a non-boggle, and even goblins are immune. The disease cannot be completely cured, magically or otherwise. Instead, any effect that would remove disease removes only the symptoms for 24 hours.

BOGGLE WEAPONS

Weapon	Category	Designation	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type	Special
Wrench, boggle	exotic	one-handed melee weapon	25 gp	1d6	1d8	×3	—	10 lbs.	B	disarm, trip
Buzzblade, boggle	exotic	one-handed melee weapon	80 gp	1d8	1d10	×4	—	4 lbs.	S	—
Crossbow, boggle	exotic	ranged weapon	200 gp	1d4	1d6	19-20/ ×2	120 ft.	3 lbs.	P	—
Bolts (12)	exotic	ammunition	2 gp	—	—	—	—	1 lb.	—	—

BOGGLES IN YOUR GAME

While goblins have been around since the dawn of time, boggles are a fairly new race to the world. In any campaign that includes goblins, boggles could easily be their descendants or subrace. If such is the case in your campaign setting, the boggle race requires almost no adjustment to your world to begin play immediately. Because they do have a lineage that they can trace, boggles do not lack tradition, language, and history common to other PC races.

In most games, goblins have a terrible reputation for being stupid mischief makers or dangerous pests. Boggle PCs may need to overcome this stereotype. If boggles are introduced as a brand new development in your campaign world, boggle PCs may have a slight disadvantage during social encounters. Though they also might have a slight advantage when dealing with other goblinoids, who may not realize whose side the boggles are on. In any case, it will be a surprise to all when the apparent goblin is the one who solves a complex puzzle, disables a deadly trap, or gives sound engineering advice.

If your campaign setting does not include goblins, for whatever reason, boggles could still be possible in your game. Perhaps they were a relatively unknown race until they entered a spontaneous industrial revolution. Maybe they are from another world, which just happens to be more technologically advanced. Yet another possibility is that they were magically created from scratch—the result of a powerful wish gone awry.

Whatever the case, the boggle would make a welcome addition to any game as the resident tinkerer, an unusual option for the player who is great at puzzle solving, a challenge for the player who has played everything, or just a good match for those that like to use their engineering talents.



Randall Powell
2008

Entobian Character Race

Entobian Character Race

Entobians are a small race of insect people that spend most of their lives as bipedal larvae, looking somewhat like an upright walking caterpillar. They come in all colors and varieties, literally and figuratively. Perhaps the strangest trait of these already unusual creatures is how human they actually seem under their buggy visages. Despite their incredibly alien anatomy, they are prone to familiar dispositions, friendly demeanors, and values common to mankind.

In addition, entobians are attracted to all walks of life. They harbor no favorite class or profession, instead going where their desires take them. Many entobians are hedonistic, wanting to get the most out of life's pleasures. Others thirst for high adventure, wanting a taste of every new experience. Most are a combination of the two. With experience comes opportunity. Higher level entobians can undergo a metamorphosis that will change their appearance and abilities forever.

PHYSICAL DESCRIPTION: Perhaps the oddest looking of available PC classes, larval entobians, also known as "larvites," can be likened to vaguely upright walking caterpillars with thin and elongated limbs. All entobians have six limbs; two arms and legs like most other humanoids, and a pair of mid-legs. Their arms end in three digit hands and their legs end in two clawed toes. An entobian's mid-legs aid in attack, balance, movement, and object manipulation, though these appendages end only in very sharp points. While these limbs are sheathed in rubbery chitin, the larvite's body is fleshy and covered in coarse hair.

The limbs and eyes of a larvite are almost universally darker than the body, while their body color, hair color and hair distribution varies greatly from individual to individual. Body and hair color is usually bright and unnatural, sometimes even fluorescent in hue. Hair distribution can be sparse, thick, or varied in density; sometimes creating wild looking "hair styles." Patterns of stripes and spots are also quite common. Any color or combination is possible. Larvites have silk glands on their lower abdomen that appear as a small pouch-like protrusion.

Entobians exude an earthy smell that many compare to dying flowers; not terribly unpleasant, but not entirely desirable either. Their bristle-like hair often causes those of mammalian backgrounds to have mild contact allergies with it. An entobian who washes regularly can alleviate both of these issues.

ECOLOGY & SOCIETY: Larvites are sexually immature, and most remain in this state their entire lives. Reproduction happens with only the most experienced entobians who decide to undergo metamorphosis (by taking a metamorphosis feat at higher levels). Until then, the larvite is effectively genderless, though most are considered male because of their deep and resonating voices.

Larvites hatch from a clutch of roughly 200 marble-sized eggs of various colors. They grow from Diminutive caterpillars to Small-sized larvite children in about 6 weeks, eating practically constantly during this time. Larvites are omnivorous; they eat anything. By restricting their diet, and through intense meditation, they can choose when and what they metamorphosis into, provided they have endured enough trials and tribulations beforehand. Larvite children, identical to larvite adults in appearance, generally reach emotional and social maturity in about 14 years. Entobians live about a decade longer than humans on average. While most entobians never gain the ability to lay eggs—only the highest level entobians can—when they do, they can have thousands of children in their lifetime.

The origin of the entobians is speculated to be the result of environmental contamination from an arcane waste produced by a particularly reclusive race of insectoid creatures that live in deep underground hives. Of what little is known of this race, there is much evidence that they are experimenting on creatures by implanting their own biological components, creating deadly insect hybrids. A byproduct of this partially alchemical process is a purplish goo that is disposed of in great quantity into an underground river. This river eventually leads to the surface and into a fertile valley. There, insect life absorbed the waste and became fundamentally altered, all producing tens of thousands of offspring which became the first larvites. According to elves' memory of the event, the first larvites were only about one-foot tall.

RELATIONS TO CORE RACES: Entobians share many personality qualities with humans; they are creative, passionate, inventive, and they have a sense of humor. Despite their appearance, their likable and relaxed demeanor can be quite charming. They are excellent conversationalists, having strong and rich voices that give many the feeling that they are wise and intelligent. They enjoy conversing and interacting with all friendly races, and are often quick to lend a helping hand. They forge strong and loyal friendships, and feel nearly all emotions that humans do, with a few exceptions. Their nonjudgmental nature allows

them to get along with any of the core races that also maintain an open mind.

Ironically, their apparently familiar personalities cause their differences to seem even starker when others become aware of them. The most evident of which is that entobians have no sense of romance or romantic love; even those that are sexually mature view the process as a required duty rather than a pleasurable interaction. They also don't see the need to interact with others of their own kind, unless it's a matter of reproduction. Aside from their colossal nurseries, there are no entobian cities or communities; entobians have no distinct cultures or languages. They often find each other to be dreadfully boring.

RELATIONS TO REMARKABLE RACES:

Entobians are far less likely to judge races based on appearance than most other races. Therefore they will often be seen in the company of a motley sort. Their motivations drive them towards other races for various reasons, usually involving conversation, entertainment, or business. The philosophical xax and the depressing obitu are perfect candidates for a lengthy conversation. The gifted muse and the passionate kval will provide endless wonderment to an entobian. Numistians know that entobians make loyal customers, who, once pleased, will never fail to return.

ALIGNMENT & RELIGION: Entobians are often chaotic, and value their individual freedom over the laws of society. Luckily they are also quite peaceful in their pursuit of personal gain and seldom stoop to darker means. Therefore entobians are usually chaotic good. However, any alignment of entobian has been encountered, and this is even more evident in those that choose metamorphosis.

Entobians have no deities of their own, but will often worship gods of freedom, nature, or pleasure. While not well suited to a life of piety, a few clerics and paladin entobians do exist. These rare individuals almost always choose metamorphosis as a way to further their spiritual journey.

ADVENTURERS: Entobians adventure for many reasons, though there are three reasons that are most common. First, entobians love nothing more in life than creature comforts: food, drink, and song. They will travel far and wide to amass enough wealth to afford a life of luxury and excess. Entobians that seek this existence often live out their entire lives as fat and happy larvites. The second reason for adventure is simply the love of adventure itself. All entobians seem to be instilled with the desire to experience new things, and thrive on the rush of adrenaline in the face of great danger.

Lastly, some entobians feel a sense of duty to carry on the race, and thus obtain enough world experience in order to master the meditations required for metamorphosis. Some combination of the three is often encountered, as well as strictly personal reasons common to other races; revenge, greed, honor and glory.

NAMES: Drister, Drytun, Haldozan, Malowa, Miraopay, Morgnan, Pulequay, Telduuk, Tiibay, Vanuuz, Verduzi, Vesterban, Zimmerbim

LARVITE RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Wisdom: Larvites have uncanny reflexes and can charm even the most callous of souls. Unfortunately, they often lack common sense, and are prone to foolishness and addiction. These traits change after metamorphosis.

Small: Entobians are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast Speed: Because of their extra limbs and insectoid muscles, entobians are fast for their size, and have a base speed of 30 feet.

Familiar Foe: Entobians receive a +1 bonus on attack rolls against creatures of the vermin type due to an intimate understanding of the anatomy of such creatures.

Insect Mind: Entobians gain a +2 racial saving throw bonus against enchantment (charm) spells and effects.

Natural Weapons: Entobians possess two slashing natural weapon attacks with their mid-legs that inflict 1d4 points of damage (×2 critical) on a hit. These are primary attacks, or secondary attacks if the entobian wields a manufactured weapon.

Skilled: Larvites have a +2 racial bonus to Acrobatics and Climb skill checks. These skill bonuses are lost after metamorphosis.

Spin Silk: A larvite can use silk glands on its abdomen to create a 30-foot length of silk rope. The larvite may do this a number of times per day equal to one half its character level, minimum 1. The rope decomposes and is destroyed after 24 hours. Entobians lose this ability after metamorphosis.

Languages: Entobians begin play speaking common. Entobians with high intelligence scores can choose any of these bonus languages: Draconic, Dwarven, Giant, Elven, Halfling, Gnome, Orc or Sylvan.

METAMORPHOSIS FORMS

Below is a brief description of the five different forms that the larvite can take through the metamorphosis feats. Please see the individual feats for more details.

Coleophite: The coleophite is the epitome of armored insect. They typically look like large beetles; generally oblong or cylindrical in shape. A pair of clear, membranous wings tuck neatly under their carapace when not in use. They are usually glossy and smooth, with the exception of lightly colored hair on their abdomens. Their shell is most often brown or black, but any color is possible. Some even take on metallic hues. Coleophites often have short antenna and over-sized mandibles. Some even have elaborate horns on their heads which are purely decorative. Coleophites will eat just about any food, being the least picky eaters of the metamorphosis forms.

Eulite: The eulite takes on the nocturnal aspects of a moth. In addition to moth-like wings and feathery antenna, the eulite develops a strong bioelectric current. Eulites have thick bodies covered in fluffy fur. Their overall color is typically earth-toned, with grey, brown, rust red, and green hues being most common. Sometimes they will have subtle patterns or spots on their otherwise monotone wings. Eulites are omnivorous, but prefer nuts and grains.

Farfalite: Farfalites are by-far the most beautiful of the entobians. Being basically humanoid butterflies, their wings can be any color of the rainbow and often have intricate patterns, stripes, and spots. Their thin and wiry bodies are usually solid and dark colors, though a few brightly polka-dotted individuals have also been recorded. They are covered in a thin layer of soft fur. A farfalite's antennae are long and wispy, occasionally with feather-like tufts at the ends. Their eyes are small compared to other entobians, and can be any color. Farfalites are strict vegetarians, and are very fond of fruit.

Moscanite: If the farfalite is the most comely of the entobians, the moscanite is the least. It bears the visage of a large fly; complete with two membranous wings and a chitinous body sparsely covered in bristle-like hairs. They most often have dark colors; brown and black being most encountered. Metallic green and yellow highlights are also common among this form. A moscanite's bulging eyes are often bright primary colors. Their mouths often drip foul acid, especially when they smell fresh meat, their favorite food.

Matron: Matrons have no set look to them as each one is unique. They blend the traits of any of those forms above, but do so each in their own way. Often their forms mimic other known insects, though some may be truly new designs. Matrons are most often distinguished by their larger (Medium) size.

ENTOBIANS IN YOUR GAME

Entobians in this text are presented as a fairly fresh race to the world. They are a new race that sprung from wildlife contaminated with magical residue. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One downside to this “newness,” is that they lack tradition, language and history common to other PC races. This has several ramifications, including no racial heritage and no cool magic relics tailored especially for this race. However, there are many boons as well. Entobians player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions. The Gamemaster also has an opportunity to design new magic items for this race, such as special mid-leg sheaths that confer a magic bonus.

Entobians are a race that does not gravitate toward each other. They do not form hives, as some other insect races do, and generally have no sense of racial community. In fact, if it was not for a female’s ability to lay hundreds of viable eggs at one time, entobians might have become extinct long ago. While

this provides even more plug and play ability for a game, it also means the entobian race does not benefit from these features as other races do. It may be necessary to set up entobian friendly areas in populations of other races.

Optionally, the Gamemaster can create a more detailed back story for the entobians. They could easily be an ancient race in their own right. Their unique life cycle would normally keep their population fairly low and unnoticed for many centuries. Another possibility is that entobians originated from another plane or an alternate reality; perhaps even a world entirely populated by insects. Yet another potential back story is that the entobians were once human, cursed to live their lives as insects for acts of excessive greed or an offense to some nefarious power.

Whatever the case, the entobian will make a welcome addition to any game as a representative of the insect world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything, or even a fun alternative for those that thrive on change or metamorphosis.



Kval Character Race

Kval Character Race



An immense battle had taken place which shook the once great city of Greyward to ruins. In the midst of the rubble, Balkion the Foul ripped the final talisman from the clutched fist of the dead paladin. For centuries, many had stood in his way. This shattered mortal before him now was just another felled adversary among thousands. "Anticlimactic," he whispered under his breath. "I now hold the key to world domination, and this... child was all that was left to stand in my way." With that, the archdemon assembled the relics that he had collected through the ages. As the final piece snapped into place, dark power surged uncontrollably through his body.

Suddenly, the great city trembled and shook with a terrible quake. Balkion's scream was unexpectedly cut short. Even the echo of his cries met a sudden and irrevocable hush. A ten-mile wide crater was all that remained. Balkion and his assembly of terrible artifacts were never heard from again.

Ages later, from the same crater that was once the site of the city of Greyward, scores of tiny demonlings poured forth. They came from a dead and terrible world. The rift imps, or kvals, tell of a pocket dimension only a few miles wide. This tiny demiplane was a prison for terrible self-consuming evil for millennia. As the evil began to decay into oblivion, the kvals grew in number, feasting on the rot like maggots on carrion. As the kvals multiplied, they could see the veil between the worlds become thinner. Some kvals even took up arms against the remaining evil to speed up the process. When the dimension collapsed, the only creatures small enough to escape through the tiny rifts between the two worlds were the kvals. Stranger still, the kval race is not foreign to the world of men; they have been appearing through similar rifts for ages.

Sages speculate that kvals are a product of the fabric of reality itself. These scholars believe that the universe has a built-in safety mechanism for when the balance of good and evil becomes violently tipped towards evil. The world itself quickly expels the evil, excising it and the surrounding area as one might remove a cancerous tumor. The offending land then resides in a self-contained demiplane where it festers for untold ages and collapses. The kvals are part of that process, acting as agents of entropy to the evil that resides within. When the malevolence is mostly consumed, the energies that maintain this microcosm collapse and deposit the kvals into the mortal world, sometimes in great hordes. When unleashed upon this world, most kvals continue to fight the forces of evil.

PHYSICAL DESCRIPTION: Looking upon a kval, one might be convinced it is a wicked, wingless imp. It stands only about one-foot tall, has goat-like horns, bright orange cat-like eyes, and a long, spade-tipped tail. Its skin is pale blue, and its simian mouth is full of sharp teeth. It even smells of fire and brimstone. Perhaps its most alarming feature, however, is its large and disproportionate hands. This minuscule, wiry-looking creature has hands the size of a full-grown man's, with three clawed fingers and a thumb. The hands, which appear far too heavy for the creature to wield, are actually capable of grasping and using Small-sized weapons. This creature is amazingly strong for its size.

Kval voices are deep and sinister, and often carry a thick abyssal accent. They hiss loudly when scared or angry.

ECOLOGY & SOCIETY: The secret of the kval's strength is their incredible density. While standing only about a foot tall, a kval weighs over 100 lbs. It seems to be made of matter not common to this world. When badly injured, a kval bleeds a shadowy and insubstantial ooze that is toxic to all life. Dissection of these creatures is difficult, as their ichor penetrates nearly any barrier. From what can be ascertained, the kvals have many sack-like, though unidentifiable, organs, a skeletal system that seems to be composed of a dark metallic compound, and a fragile crystalline structure in their head that likely serves as a brain. Unfortunately, a kval's body decomposes very quickly, leaving an indelible black stain only one day after death.

Kvals have unusual eating habits and will consume just about anything in large quantities. One peculiar habit that many find particularly disturbing is their propensity to devour fallen foes. A kval can consume an entire Medium-sized corpse in just a few hours, bones and all. While many find the act to be particularly ghoulish, the fact that kvals only find evil creatures to be palatable provides a small measure of solace.

Kvals have no sexual organs or any means to reproduce, though seem to spontaneously generate in naturally occurring demiplanes in which great evil is contained. As the evil wanes, the population of kvals increases. The frequency is exponential, so that by the time the demi-realm collapses, most of the rift imps entering the mortal world are brand-new or only a few days old. While very naïve at this young age, they are fully grown and functional adults. Kvals are immortal creatures that never show signs of age. Unfortunately, their unquenchable thirst to destroy evil often brings about their demise in less than a century after entering this realm.

RELATIONS TO CORE RACES: Kvals initially have trouble fitting in with other races. They can be ripe with bad habits and rash behavior. Kvals are also prone to a dark sense of humor that others may find tactless and crude. Another difference is that kvals care little for notions of love or romance, as they simply cannot relate. However, a kval can also be passionate, witty, caring, and inspiring. Once one gets to know a kval, it is much easier to overlook its sinister qualities and admire its fierce spirit. Many who manage to befriend a kval also find a life-long companion.

Consequently, kvals get along well with humans and dwarves, especially those with strong convictions against evil. Their sinister countenance often relegates them to the company of benign half-orcs and other, less-comely, non-evil, races. Kvals have trouble relating to the "prettier" races such as elves, gnomes, and halflings who often share a reciprocal disregard. Gnomes seem to harbor an innate fear of these creatures, and have trouble making friendships.

RELATIONS TO REMARKABLE RACES: Kvals get along best with the stranger races, so long as these races uphold the fight against evil. Kvals often find kinship with both the xax and the zif races. Zifs are particularly interested in the kvals, and believe they may be a key element to the fight against unearthly abominations. Kvals do not typically get along with muses; each tend to see the other as an agent of evil masquerading as an ally of good.

ALIGNMENT & RELIGION: Kvals are almost always chaotic, having neither the mind nor the patience to recognize the virtues of law and order. Only the most self-hating of kvals would become evil, as they are naturally inclined against the darker path. An evil kval would be the self-destructive sort, desperately trying to end its existence through outrageous challenge.

Kvals are most often non-religious, though have, on occasion, taken up the flag of any god whose goal includes eradicating evil at any cost. Kvals will also not hesitate to make alliances with powerful outsiders who share the same goal.

ADVENTURERS: Kvals are often quick-tempered and ill-mannered, though lack the selfishness and greed that would categorize them as truly deplorable. In fact, most view the kvals as a force of good, as many kvals relentlessly stalk and destroy evil at every opportunity. This tendency is instinctual; when asked about their motivation they often convey confused responses such as, "Evil is just so annoying," and, "Evil is my natural prey."

Kvals tend to become excellent rogues and rangers, viewing those classes as the best avenue to hunt and kill evil. They will occasionally take up a religion that is congruent with their cause. Kval clerics are typically better mannered than others of their ilk, as their training teaches them the patience and humility that the common kval typically lacks. Kvals also tend to be drawn to arcane classes, especially the wizard. Kvals can be any other class, but such individuals are somewhat rare.

NAMES: Baccus, Cordo, Felor, Grel, Jart, Kelkor, Quort, Rarg, Teris, Ukkob, Velus, Wulp, Zor, Zul

KVAL NPCs

Tanjour has devoted his life to hunting evil and specializes in neutralizing sentient undead. Tanjour has a knack for tracking down even the mostly stealthy vampire or ghoul. When he first met up with his fellow party members, they were convinced that he would eventually turn on them. They kept a watchful eye on the disturbing little imp as they teamed up and took out several nests of fiends. Eventually they learned that Tanjour is a valuable ally, teaching them that you cannot judge a book by its cover, not even a very tiny book.

Milort has magic in his veins. He took up the wizardly cause as soon as he entered this world. The minute world he came from had been ravaged by fire, and flame is where Milort feels most at home. A bit of a pyromaniac, he is well-tempered by his companions who have learned to appreciate his arcane prowess. They also learned to carry extra water...just in case. While Milort is fascinated by pyrotechnics, he has vowed never to let this world burn; he long ago decided to battle the forces of Hell wherever they stand.

Pelkit arrived in this world with a task. He would destroy the Orb of Venak which came with him from the vile realm that he originated from. This terrible artifact seeks to destroy the world. Pelkit is determined to annihilate the orb before it has the chance. He has gathered several adventurers to aid him in his cause. Along the way, they battle terrible evils that the orb calls to. With roguish skills, he has managed to smuggle the orb quite far, yet the Pillars of Undoing and the end to his quest still lay distant on the horizon.

KVAL RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Charisma: Kvals are naturally nimble and clever as a fox. Unfortunately they are blunt, crude, and have little regard for manners, especially when it comes to eating.

Tiny: Kvals are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty to their CMB and CMD, and a +8 size bonus on Stealth checks. A kval has a space of 2 ½ feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack and it cannot assist to flank enemies). Kvals can move into or through an occupied square.

Senses: Kvals have low-light vision.

Detect Evil: Once per day, a kval can cast *detect evil* as a spell-like ability. The caster level is equal to the kval's level.

Fast Speed: Despite its little feet, a kval's legs and tail aid in striding and springing. The result is that it can move as fast as a Small creature (20 feet).

Big Hands: Due to very large hands, a dense internal structure, and a knack for acrobatic maneuvers, a kval can wield weapons as if it were Small-sized.

Lost Under Foot: A kval does not provoke an attack of opportunity when entering a larger enemy's space from an adjacent square.

Natural Acrobat: Kvals receive a +4 racial bonus on Acrobatic skill checks.

Toxic: Any creature that swallows a kval whole takes 1 point of Strength damage per round until the body is removed or destroyed. Kval blood contains supernatural toxins that work just like poison, except that it bypasses immunity or resistance to poison. Any creature that bites a kval for 10 or more hit points of damage also gets a dose of this toxin (detailed below).

Languages: Kvals begin play speaking Common and either Abyssal or Infernal. Kvals with high Intelligence scores can choose any of the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Half ling, Infernal, and Orc.

KVAL BLOOD TOXIN

Type poison, ingested; **Save** Fortitude DC 13

Onset 1 round.; **Frequency** 1/round for 4 rounds

Effect 1d2 Str damage; **Cure** 1 save

Special This poison bypasses immunity to poison.

KVALS IN YOUR GAME

In a world where half-orcs and tieflings can be accepted as a player race, the kvals may fit in very well. In many ways, they appear much less threatening than orcs and tieflings. However, playing a race that is less than a foot tall can provide some very interesting challenges. First, everything is going to be out of reach, too big, and generally giant-sized in comparison to this character. The kvals can compensate with large hands, and really good acrobatic skills. Still, it may be difficult to be taken seriously when you are the size of the average housecat.

The size can also be a great advantage. Kvals are no less powerful than other races, but they distinctly appear to be nothing more than a minor nuisance. Enemies will likely underestimate or fail to notice a kval, which can be a fatal mistake. Conversely, a kval may be confused for a diabolic imp, and unjustly targeted by forces of good.

Despite their ancient origins, kvals in this text are presented as a fairly fresh race to the world. They are rarely encountered and cannot reproduce naturally.

A new batch may have entered your world eons after the last batch. Therefore they do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. The kvals could easily be a goodly race that has fled from Hell, invading your world in droves in search of sanctuary. Or perhaps the kvals are natural creatures; a race of kobolds infused with diabolical blood. The kvals may also be from another reality; a reality in which evil has triumphed and the only goodly survivors are these tiny imp-like creatures.

Whatever the case, a kval will make a welcome addition to any game as the tiniest character in the group, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything or even a fun alternative for those who want to see the world from a different angle.



Mahrog Character Race

Mahrog Character Race



Humans, as they are now, are a fairly new race to the lot. No one god claims to have created the race. Odder still, few active gods are associated with early humans at all. With a lot of research, one may find a handful of deific names that point to forces long dead or forgotten. The elves, with their ancient archives, remember early man as a work in progress; half-sentient being and half-animal. In essence, it seems man was less created outright, and more produced by a process of evolution guided by divine hands. It is also evident that the responsibility of man's godly caretaker has passed through many hands over the ages.

One of those hands was a goddess by the name of Mahra. In her time, the human ancestors had not yet mastered iron, and would have been considered in a stone age. They were far less sophisticated than the humans of today; both in form and in culture. By elven standards, they were brutish and crude. They were indeed simplistic hunters and gatherers. Many loved and venerated Mahra, and she returned the sentiment with protection and guidance. Under Mahra's reign, the human ancestors split into two groups: those that were protected by Mahra, and those prodded forward by other forces. As more epochs passed, the mahrogs and the humans had more and more differences. The other gods chastised Mahra for stunting her disciples with over-protection and under-encouragement to advance their race. The humans reacted by declaring war on the peaceful and primitive mahrogs, and intended to wipe them from the world.

To history it seemed that the humans were successful on all fronts. All trace of Mahra and her beloved mahrogs vanished over 10 millennia ago. Humans became the civilized force they are today, and only the dusty archives of the elves ever mention their primitive cousins. When the first mahrog set foot in a human city in eons, people were utterly baffled as to where this race came from.

The secret was Mahra's. Foreseeing the impending demise of her favorite worshippers, she directed the survivors to a secluded yet fertile valley through cruelly inhospitable mountains and dangerous terrain. There the mahrogs flourished, completely isolated from the rest of the world. Ten thousand years passed, but it might as well have been a day; the mahrogs were urged by their goddess with every generation to remain exactly as they are; never questioning their lot in life, or why their numbers were periodically culled to avoid overpopulation.

It would have remained this way indefinitely, if it was not for the valiant effort of a mahrog by the name of Cruum. Cruum wanted to know what was beyond his valley. A devout priest and philosopher, he prayed daily for deliverance from what he saw as a valley prison. His dying wish was that his children might see the other side of the mountains. Mahra was touched by his effort, and came up with a plan to once again become a world force. Now unfettered by her rivals who had since passed to oblivion, she could openly intervene with the intention to discourage her people from change while safely allowing them to interact with other races.

With a couple of clever divine blessings, she opened a path for the mahrogs to enter the world. Suddenly the mahrogs' simplicity became a lot more effective. The stick became as lethal as the sword, and even the common animal skin became an efficient armor. In essence, the blessings raised the mahrogs from obsolete to competitive, without having to advance. A small earthquake finished the job, revealing a trail leading from the secluded valley to civilization. While some stayed in their ancestral home, a mass exodus followed. The world suddenly saw a great influx of this new but ancient race; along with its unwaveringly primitive ways and obscure customs. The mahrogs finally entered a new age.

PHYSICAL DESCRIPTION: Mahrogs are vaguely human in appearance, but shorter, ranging in height from four to five feet tall. They are also quite squarely built with well-defined musculature. A mahrog's shoulders are stooped and gait slightly hunched. Their arms are longer and their legs shorter in proportion to a humans. Their fingers are stubby, while their feet are large and flat. They also have considerable body hair, though they are not prone to have more hair on their face than on the rest of their skin. Their heads, however, feature a shaggy mane of bright red hair. Their faces seem primitive and almost simian. Mahrogs have sloping foreheads, heavily ridged brows, weak chins, and broad noses. Their ears are large and round. Their eye color is usually blue or grey. Mahrogs typically dress in animal skins, and prefer primitive weapons and attire. Mahra, their personal goddess, would not approve of any other way.

ECOLOGY & SOCIETY: Biologically, mahrogs are nearly identical with humans. Some might even mistake some mahrogs for human, and some humans for mahrogs. Mahrogs are built for a brutal existence. They have a high pain threshold, seem to be better at withstanding harsh environments, and are generally very strong.

Mahrogs mature slightly faster than humans and live shorter lives. They typically have children early in their lives; age eleven or twelve is not uncommon for a mahrog parent. Child rearing is similar to humans, though at a faster pace. Five-year olds are expected to participate in hunting and gathering expeditions, and they do so with some success. This rapid maturation may lead some to believe that mahrogs are actually mentally superior to humans, especially at a young age. However, humans tend to intellectually outpace mahrogs once they hit their late teens.

According to most who view them, mahrogs are a primitive race. They stubbornly cling to strange superstitions, have brutish mannerisms, and face most problems with either fear or hostility. Many see a mahrog's typical demeanor to be rather bestial. In many ways, they seem very simple.

However, mahrogs are sophisticated in other ways. They are deeply religious, and feel close ties to Mahra. Mahrogs are also very close to their family and tribe. If one member of their family needs something, they will go through great personal sacrifice to get it. In many ways, mahrogs are a very sensitive people. They focus greatly on emotion and feelings rather than power or glory.

Perhaps it is these traits that led them to become a matriarchal society. Women are the leaders and the directors. Males are expected to obey, protect, and serve females. Females are seen as direct emissaries of their goddess, and are encouraged to behave accordingly. Occasionally, a male mahrog will rise to power, but only if he demonstrates great humility and piousness. Despite this balance of power, male and female roles have a blurry line. Both become hunters, priests, gatherers, child caretakers, and so on. With the exception of leadership, rolls seem to be divvied up more by skill and preference than by gender.

Mahrogs, perhaps because of their closeness to nature, have an affinity for beasts. Most have pets or animal companions. Many mahrogs have an uncanny bond with a certain animal type, which they refer to as their power animal. Many times, they will dress in furs and collect other body parts (fangs, claws, horns, etc.) related to that animal.

RELATIONS TO CORE RACES: Mahrogs get along well with any primitive culture. Barbarian tribes often share a mutual respect with the mahrogs. Consequentially, most of their allies are humans, dwarves, and half-orcs. Mahrogs admire the love of nature that elves and gnomes often have, but both sides feel each other's approach towards nature to be a bit extreme. Halflings and mahrogs see eye to eye on ideas of home and hearth, and will often become friends based on that alone.

However, mahrogs also share a point of contention with each race. Although everyone else has forgotten ages ago, the mahrogs still dwell on the conflict between themselves and the humans. They feel that dwarves are cursed by “spirits of the stone” for stealing away precious minerals. Half-orcs have orcish blood, and are therefore believed to be tainted. Elves and gnomes are similarly stereotyped as “treacherous fey-folk.” Even halflings are not immune; often branded as “heathens who should know better.” Mahrogs also universally despise cities and city-folk, which they see as an affront to their matron deity.

RELATIONS TO REMARKABLE RACES: Mahrogs shun the unusual, and therefore mix very poorly relationship-wise with other remarkable races. They especially despise boggles and their inventions. The zif often study the mahrog, fascinated that their shared language survived virtually unchanged with such a primitive culture. Mahrogs, however, find the zif to be quite repugnant.

ALIGNMENT & RELIGION: Mahrogs usually follow a path of neutrality; not having the patience for laws or the motivation towards chaos. They are good more often than evil, as Mahra typically frowns on any action that might draw negative attention.

Mahrogs exclusively worship Mahra. Clerics of other faiths are nearly unheard of, as they would not have the blessing of their goddess. To the mahrogs, these blasphemers exist as pariahs and sad examples of why one should always revere Mahra.

ADVENTURERS: Mahrogs most often adventure to help or further their family or tribe. Occasionally, they will adventure to further their personal standing within their group, or to redeem themselves for a misdeed. Wealth, glory, and fame mean little to a typical mahrog. They also seem to have a lower propensity towards greed and vengeance than other races.

Most mahrogs become barbarians, warriors, clerics, or rangers. Wizards, and those that have an arcane focus, are exceedingly rare among the mahrogs. Although not a traditional role, druids are also possible so long as they continue to revere Mahra in addition to the forces of nature.

MALE NAMES: Ack, Agg, Az, Daz, Doz, Dzon, Ekh, Gat, Igg, Oog, Ooz, Rez, Rog, Tez, Ugh, Uk, Zoog

FEMALE NAMES: Dozi, Ekha, Gata, Gera, Goya, Igga, Kara, Ooga, Oza, Reza, Rooga, Teza, Tya, Uki, Zooga

MAHROG RACIAL TRAITS

+2 Strength, -2 Intelligence, and +2 to either

Wisdom or Constitution: All mahrogs are very strong though often lack the intellectual capacity of more civilized races. As a race on the cusp of human-like variety, they tend to possess either exceptional stamina or keen insight, but rarely both.

Medium: Mahrogs are Medium-sized creatures with no bonuses or penalties due to size.

Normal Speed: Mahrogs have a base speed of 30 feet.

Almost Human: Mahrogs count as human for any effect related to race.

Bonus Feats: Mahrogs gain the Improved Unarmed Strike and Improvised Weapon Mastery feats at first level, even if they do not meet the prerequisites.

Skilled: Mahrogs gain an additional skill rank at first level which they must use in Acrobatics, Climb, Handle Animal, Knowledge (nature), Perception, or Survival. Every other level thereafter, they gain an additional skill rank which has the same limitations.

Skin of the Beast: You gain a +2 natural armor bonus to Armor Class when wearing leather or hide armor. You do not gain this bonus if you are wearing, wielding, or holding anything made out of metal.

Languages: Mahrogs begin play speaking Common and Ancient. (See the zif race for details on this language) Mahrogs with high Intelligence scores can choose any of the following: Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.

MAHROGS IN YOUR GAME

Unlike most new PC races, mahrogs come with a divine element. While this aspect could easily be added to any game with little revision, some Gamemasters may be hesitant to adjust their existing pantheon for one new race. In such cases, it may be easier to present the mahrogs as agents of some other nature god. Mahra and Gaia are similar, for example, and may foster a similar race of people.

Another feature that would work very well with mahrogs would be to include ice-age animals. It is very plausible to expect that Mahra’s secluded valley sheltered more than just mahrogs. Mastodons, cave bears, and giant sloths could all be reintroduced to the world along with the primitive people who are familiar with interacting with them.

Whatever the case, the mahrog will make a welcome addition to any game as the savage PC, an unusual option for the player seeking a challenge, an option for the player who likes to play everything or even a fun alternative for those that enjoy the simpler approach to life.

MAHRA, GODDESS OF THE MAHROGS



Neutral Aligned Deity

Domains: Animal, Community, Preservation*, Protection, Strength.

Favored Weapon: Club.

Mahra began as a goddess of preservation, and was called upon to be a caretaker of the fledgling human race during a time of great hardship. The proto-humans were on the edge of extinction. Under her watchful eye, the race once again flourished.

At first, she encouraged the race to evolve. The people needed to learn better survival tactics and become more adaptable in order to thrive in an ever-changing environment. However, as soon as they began to prosper, her domain suddenly spread into all areas of life for her worshippers. Not only was the species preserved, but all that made that species unique. She loved her worshipers. However, much like an over-protective mother, she was not willing to let them go.

This meddling stance made her especially unpopular with gods of progress, innovation, and civilization. These gods quickly became the patrons of a rapidly evolving mankind. As the race split into two, the progressive gods beseeched their followers to eliminate all barriers to advancement. Many saw Mahra and her worshipers as a threat.

However, this is now ancient history. While unpopular with the followers of the more progressive deities, Mahra's disciples are not viewed as being particularly threatening or evil. In Mahra's view, the modern gods have become somewhat apathetic to the plights of the mortals. She sees this indifference as the perfect place to plant the seeds of preservation. She intends to bring the world back to simpler times. She works through the mahrogs who, to her, exemplify life in harmony with nature.

Mahra encourages ties with primal forces. She wants her followers to find things within themselves that they have in common with the beasts around them. She discourages waste, destruction of natural habitats, and senseless killing of natural beasts. It would be easy to mistake a cleric of Mahra for a worshiper of nature or even a druid. They tend to be clad in all sorts of fur, animal parts, and plants. Mahrogs do not typically brandish fancy holy symbols either. Instead, they prefer handmade symbols of natural clay or stone.

Mahra has several rules that she vehemently expects her followers to abide by:

- Honor your family and savor their traditions. Do as your mother would do.
- The wilderness is not yours to tame. Live in harmony with nature. Treat all beasts with respect.
- Avoid innovation. Resist change. Civilization and progress only exist to trick you into complicating your life.
- Simpler is better. Always seek to find the most direct solution to any problem.
- Destroy any who would force you to change. Mahra does not tolerate manipulation.
- Never question the will of Mahra, nor put faith in any other god or power. Mahra is the only entity above nature. All other gods and beings are subversive to nature.
- Honor the females, they are to be Mahra's living emissaries in this world. Their words shall echo Mahra's words.
- Teach the wisdom of Mahra to those that do not understand.

*NEW DOMAIN: PRESERVATION

Granted Powers: The will of the gods allows you to shake off any effect that would alter your mind or form.

Earthly Perseverance (Su): when you fail a Fortitude or Will save, you may make another saving throw against the effect with a resistance bonus equal to your Wisdom or Constitution modifier (whichever is higher). This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability a number of times per day equal to your Wisdom modifier.

Heavenly Perseverance (Sp): At 8th level, once per day for a number of rounds equal to your Wisdom modifier, you gain immunity to mind-affecting, petrification, and polymorph spells. You can activate this ability as an immediate action and the duration cannot be broken up.

Domain Spells: 1st—*Endure Elements*, 2nd—*Restoration, Lesser*, 3rd—*Dispel Magic*, 4th—*Restoration*, 5th—*Break Enchantment*, 6th—*Heal*, 7th—*Restoration, Greater*, 8th—*Antimagic Field*, 9th—*True Resurrection*.

Mogogol Character Race

Mogogol Character Race



The mogogols began as a small family of boggards (frog people) about two centuries ago. Normally, boggards are selfish and evil, but this clan was inexplicably doomed with a positive and altruistic outlook on life. What first drove these frog-men from their swampy homes, eventually led to their salvation. The mogogol family grew in number and became well-known seafarers. They specialized in transporting cargo and in fishing; neither of which they excelled at. Regardless, their honest nature (combined with their naively cheap fees) made them popular among the other races. During a time of intense flooding, many other frog-like people called to the mogogol ships for help, and eventually intermingled, providing unnatural genetic diversity in the species. The curse, however, was never diluted.

PHYSICAL DESCRIPTION: Mogogols are essentially overgrown frogs that managed to learn to speak, walk upright, and wear clothes. It is immediately apparent to anyone visiting a mogogol village that there really is no standard look for a mogogol, except that they are frog-like. The clan has amazing physical diversity, which has proven an enigma to sages who study the mogogols. A mogogol's form can be patterned after tree frogs, toads, bullfrogs, and can have just about any sort of coloring, spots, stripes, bumps, or superficial differences that make each individual a little different from the other.

Mogogols also differ in size greatly when compared with other races. This is likely due to their ancestral mingling with a plethora of humanoid frog species, some of which that were Small-sized. Mogogols have no prejudice related to height, and treat all members equally. About seven out of every ten mogogols grow to be Medium-sized. Players choose the size of their character at the time of creation.

Despite their prolific variety, mogogols do have a few things in common. All mogogols have three fingers and one thumb on each hand. Their clawed, webbed feet enable them to be excellent swimmers. They have extremely muscular legs, which aid in swimming and jumping. Small mogogols can utilize their disproportionately long limbs, finger pads and light weight to climb extremely well.

ECOLOGY & SOCIETY: Male and female mogogols are virtually identical in appearance, and gender has little meaning for the species. Additionally, if the population has a shortage on one gender, the older members of the tribe automatically transform into the gender that is needed. The reproductive system of the mogogol is highly adaptive. Occasionally, mogogols will be born with no reproductive facilities at all (and therefore no gender.) This is a permanent condition.

Mogogols hatch from eggs the size of golf balls. These eggs are soft and have a jelly-like consistency, and must stay underwater to remain viable. Mogogols start out as larger—though normal looking—tadpoles, and are unable to breathe air or move on land until they are 3 years old. At that point, they begin looking less like a tadpole and more like a miniature mogogol, with a tail and tiny under-developed arms. By age 6, they look like normal, albeit small (2-3 feet tall) mogogols. At this age they are able to learn skills and speech. By age 12, a mogogol is sexually mature. They tend to reach old age at about 45, aging a bit quicker than humans.

Mogogols often form small communities on the edge of swamps. This has less to do with preference, as mogogols do have diverse tastes in living environments, and more to do with affordability and biological needs.

Some speculate that the mogogol ancestors strayed too close to chaos magic, or that the eggs were hatched in brambleberry wine. Whatever the cause, the mogogols think differently than the average PC race. All mogogols seem to have an impeccable sense of right and wrong, and are compelled to avoid the wrong. Their warped altruistic nature leads them away from the dismal swamps and into civilized areas. In addition, mogogols are prone to wild obsessions that they tend to pursue their entire lives. A young mogogol who becomes fascinated with ships, for example, is very likely to devote his entire life to them, becoming a ship builder or captain. It is hard to predict exactly what will catch a mogogol's eye, but when it does, little can be done to steer the creature away from the new obsession.

When playing a mogogol, one must remember that they are indelibly good and optimistic. It's not a choice, it's a virtual curse. A particularly downtrodden mogogol will still seem upbeat, though his mania may be particularly acute at this time as well. Performing an evil act makes a mogogol physically ill, and they learn early to avoid it if at all possible.

Some sages believe the strange mogogol behavior to be the result of a magical curse, although no style of divination has yet been able to prove that

the mogogols have any magical taint. Others believe it to be the result of some sort of neurological disease that only infects intelligent amphibians. However, this theory is also shot down, as no magical or mundane methods to cure disease or remove poison has altered a mogogol's personality in any way.

Whatever the cause, mogogols are here to stay. They will venture from their dismal marshes in search of good deeds and a worthy title. Other amphibian races have come to fear and loath the mogogols. Adding to the validity of the disease theory, normal boggards usually flee rather than face a mogogol, for fear they too will succumb to the forces of good. A boggard's worst imaginable fate is to be forever doomed to help old ladies across busy streets, defend the helpless, and be generally optimistic and nice.

RELATIONS TO CORE RACES: Mogogols, being eternally open-minded optimists, find no problems with any race that honor the ways of good. However, even evil races are not shown prejudice, and a mogogol will work hard to convert these creatures to their side. Mogogol missionaries go on frequent expeditions to boggard territories, which have caused many boggards to retreat further and further from civilized races. While not the desired effect of the mogogol missionaries, this does make the local swamps much safer.

Conversely, the core races often find most mogogols to be slightly annoying at times, especially dwarves and elves who see the mogogols blind optimism to be a bit foolish.

RELATIONS TO REMARKABLE RACES: Mogogols are close with all Remarkable Races, and often forge strong bonds with muses, squole, and xax. Even mahrogs tolerate those mogogols who harness more nature-related classes such as barbarians and druids. Of course, amphibian anumi and mogogols have the closest bond, as the former was often originally a beloved pet of the latter. Amphibian anumi and mogogols can often be found in the same communities.

ALIGNMENT & RELIGION: Mogogols can only be of good alignment, but are found ranging from wildly chaotic to strictly lawful. A mogogol's alignment is largely dependent on his obsession.

Mogogols are fond of all good deities, especially those that favor water in some way. Many mogogols are drawn to the paladin and cleric classes, and thrive on fanatical devotion.

ADVENTURERS: Mogogols, much like humans, are found in just about any class. Their simplistic nature draws them away from arcane magic, but mogogol wizards exist regardless. Their innate sense of right and wrong prevents them from truly profiting from roguery, but the occasional “Robin Hood” mogogol is well known. They truly excel at divine magic, where their fanatical obsession and good nature makes them the perfect servants of goodly deities. Their manias drive them in unpredictable directions, and it is not uncommon to meet a mogogol who is not physically or mentally well-suited for his class; the wizard with a low intelligence, the warrior weakling, and the clumsy rogue are just a few examples. Still, they usually manage to overcome these shortcomings with a positive attitude and uncanny preservation.

NAMES: Mogogols have three important naming practices. The first, and most confusing tradition, is that all mogogols are named Mogogol. The second, whose name is probably a corruption of the word “epitaph” (and an unfortunate one at that), is the ever-so-common “epitab”. An epitab, as the mogogols describe it, are words that people tack onto the end of your name. So one would know one mogogol from another by calling one “Mogogol with the green spots” or “Mogogol who broke his leg”. The epitab carries with it no honor, and its use generally denotes a mogogol who has not yet succeeded at anything worthwhile. All of the noteworthy mogogols have a title, which to the race, just means that someone decided to tack on a noteworthy prefix to their name rather than a suffix. Nearly all mogogols are guaranteed the title of Father or Mother if they have children, and Grandfather or Grandmother if they live to see their children have children. But the more prestigious titles are ones earned from another race. Among the most memorable of these are Captain Mogogol, Friar Mogogol, Doctor Mogogol, and Dread Pirate Mogogol. Generally mogogols make no distinction between male and female (in fact, the title of Father and Mother is often awarded incorrectly).

MOGOGOL RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Intelligence:

Mogogols are extremely sturdy with more than enough charm to compensate for their froggish looks, but are often a little dimwitted.

Medium or Small: Mogogols can either be Medium-sized creatures or Small-sized creatures (with normal bonuses and penalties typical of this size). Size is chosen at character creation and does not change.

Normal Speed: Medium-sized mogogols have a base speed of 30 feet. Small-sized mogogols have a base speed of 20 feet. Both have a swim speed of 30 feet.

Hold Breath: A mogogol may hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Inborn Alignment: Mogogols must be of a good alignment. Their alignment cannot be altered.

Marsh Move: A mogogol suffers no movement penalties for moving through marshes or mud.

Grasping Tongue: The mogogol can choose to make a grapple maneuver with its tongue on targets up to 10 feet away. You do not provoke an attack of opportunity or incur penalties for not having both hands free when starting a grapple in this manner. Normal rules for grappling apply afterwards.

Skilled Jumper: Mogogols gain a +4 racial bonus to Acrobatics checks when jumping, and are always considered to have a running start.

Skilled Climber (Small-sized only): Small mogogols gain a +4 racial bonus to Climb skill checks.

Languages: Mogogol begin play speaking Common and Boggard. Mogogols with high Intelligence scores can choose any of the following: Draconic, Dwarven, Elven, Gnome, Halfling, and Orc.

BOGGARD ANCESTRY

Boggards, the originators of the mogogol bloodline, are detailed in the *PATHFINDER ROLEPLAYING GAME BESTIARY*. Boggards are a despicable race, with different strengths and weaknesses in comparison to mogogols. Still, they share both the same ancestry and they look very similar. In some campaigns, mogogols may face certain prejudices as people may be more used to the disreputable deeds of the more common boggards. However, boggards and mogogols have diverged quite a bit over the ages, and mogogol bloodlines have incorporated many other, sometimes benevolent, lesser-known amphibious races. Over time, mogogols will undoubtedly breed a better reputation.

MOGOGOLS IN YOUR GAME

The mogogols in this document are presented as a fairly new race to the world. However, boggards (perhaps known by a different common name in your campaign world), the mogogol ancestor, as well as other frog-like races are rumored to have existed for eons. If such is the case in your campaign setting, the mogogol race requires almost no adjustment to your world to begin play immediately. Because they do have a lineage that they can trace, mogogols do not lack tradition, language, and history common to other PC races.

The degree to which mogogols and boggards relate can be adjusted by the Gamemaster as needed. Obviously the two races would not get along, but if they are arch-enemies or simply noisome neighbors is entirely up to the campaign setting. In any case, mogogols would undoubtedly try to convert the boggards, who, in turn would fear the mogogols' strange family curse.

However, if your campaign setting does not allow for boggards or other ancient race of frog people that the mogogols could have descended from, then there are other possibilities that can be explored to bring the mogogols in. Perhaps they are from a different world or plane—trapped in this new and alien world. Maybe mogogols are the result of a mad experiment gone wrong—an attempt to make kindly helpers out of common frogs. Lastly, mogogols may have always been around, but in very small numbers and easily overlooked.

Whatever the case, the mogogol will make a welcome addition to any game as the only aquatic member of the adventuring party, an unusual option for the player who likes frogs, a challenge for the player who has played everything, or just a good match for those that could use a little more motivation to be a hero type.



Muse Character Race

Muse Character Race



The thickness of the air seemed to hamper immediate comprehension of the terrible landscape ahead. As his eyes came into focus, he saw bleak and jagged rocks jutting through blackened sand. The red sky crackled with silent lightning. Jets of fire flashed haphazardly on the horizon. The knight pressed forward with great effort as the ground sucked aggressively at his feet. Strangely, he did not question how he got here, or where he was. That should have been the first indication.

Instead, the armored man plodded unquestionably onward, as if driven by some unseen force. Suddenly the ground shook violently, knocking the knight to the hungry sand and razored rocks that daunted his effort as he cried in agony. Just as sudden as the earthquake, she also came. She was a vision; both radiant and alien. Sight of her filled his heart with both hope and courage. "Stay strong, noble sir," she whispered in a silver voice, "this is only a dream." With that, Sir Calderi awoke to lead his legion to victory.

The third layer of the ethereal plane, known to some as the Region of Dreams, has long been a battleground for good and evil. The stark division between dream and nightmare exists only in one's perspective, which is easily shifted by the inhabitants of the realm. Evil can twist the most benevolent fancy towards despair, while the tiniest spark of good can free a dreamer from a nightmare. It is not surprising that both gods and devils have invested some of their own agents to influence the visions of mortals. The legacy of the muse began in this way.

Originally, they served to both protect good from evil agents of dreamland and to inspire great men towards success and creativity. Muses themselves originated from the dreams of particularly talented angels. Once divinely inspired, the muses became prolific, and were common in the world of Dream. This changed with the arrival of the terrorkin. Terrorkin were the antithesis of the muse; dreamed-up by despicable demons specifically to seek out and destroy any agent of the gods in this realm, especially the muses. The terrorkin were dreadfully successful in their campaign. Facing extinction, many muses fled to other planes. Some came to this world to carry out their mission. With newly mortal and substantial forms, the muses could no longer inspire dreams directly. However, many muses still work to help others champion the values of divinity, beauty, and progress.

PHYSICAL DESCRIPTION: Muses, undeniably, are beautiful creatures. They are tall, ranging in height from 6 to 7 feet. Their pale white skin is silky and opalescent. A muse's neck and limbs are preternaturally long and thin. While their bodies are also very slender, they have round and cheerful faces with pleasant little noses, wide smiles, small pointed ears, and large bright eyes. It is their eyes, in fact, that most mark them as a creature not of this world, as they are black orbs filled with swirling stars. Muses are hairless, though they do have a small, antenna-like point at the top of their head. From their backs, iridescent fins sprout forth, resembling vestigial faerie wings. These strange appendages flutter vibrantly with the muse's mood, changing color and intensity accordingly. With these characteristics, many often mistake these creatures for having fey blood, though few true fey-blooded individuals would make the same mistake. Elves and gnomes view the muse to be just as alien as humans and dwarves.

Muses are known to be pleasant smelling, with soft, cool, and smooth voices. A muse's voice alone has been known to sooth angry beasts and violent men alike.

ECOLOGY & SOCIETY: Muses can be either male or female, having only slightly suggestive sexual characteristics compared to other races. It would be difficult to classify a muse as a mammal; while they do nurse their young, they also hatch from perfectly spherical crystal eggs. These eggs, about six inches in diameter, take a decade to incubate. Luckily, they are extremely resilient. A mother muse will often carry her eggs with her, as they require no special care in particular. Muses typically lay eggs in clutches of two to six, once in their lifetime. Hatchling muses look just like miniature adults. Muses mature very quickly, reaching adulthood in just seven years. During that time, they learn and grow at an amazing pace; absorbing knowledge like a sponge—sometimes literally. Muse children can read books and other written works simply by touching them. This talent usually fades by the time the muse is mature.

The internal structure of a muse is wholly alien to anything else on this world. Their organs consist of globular orbs that glow, pulse, and hum softly, and when injured, a muse bleeds a bright blue blood. Muses do not eat meat, though are fond of milk and dairy. They also have an unquenchable sweet tooth, seeking out desserts before any other sort of meal. Despite this seemingly poor diet, muses cannot become overweight. Like elves, muses do not need to sleep and live long lives. A muse does not show signs of age, though will suddenly fade away at some point during its venerable years.

Nearly all muses have pleasant characteristics, both physically and mentally. Muses have gentle demeanors, and tend to remain calm in even the worst situations. Since the majority of a muse's power revolves around aiding others, they are almost never found alone. This communal spirit supplants any negative personality traits. Few would find a muse annoying, self-serving, impolite, or ill-mannered.

RELATIONS TO CORE RACES: Muses get along well with all races, but are especially close with elves, gnomes, and aasimars. Most races view muses favorably, and some even view them as valuable assets that need to be invested in. Dwarves are the only race that seems reluctant to show kinship, citing that the inspiration of a muse is both artificial and ephemeral.

RELATIONS TO REMARKABLE RACES: Muses also get along well with most Remarkable Races, with the kvals being the biggest exception. A strange enmity exists between the muses and kvals that goes beyond a simple difference of opinion.

Of all the advocates of the muse race, the boggles are the most enthusiastic. Boggles will travel great distances and perform astounding deeds just for that little extra ounce of inspiration that a muse might provide.

ALIGNMENT & RELIGION: Muses are generally selfless creatures that live to spread divine inspiration to any being willing to aid their cause. This paints the picture of a benevolent being, capable of only kindness, generosity, and compassion. While the majority seems to fit that image, malevolent muses do exist. Twisted to the cause of a dark god, these muses serve to inspire the best in the worst sorts of creatures. Regardless of their alignment, almost all muses refuse to deal with evil from the abyss, especially demons. Muses can be of any and all religions, serving as aids to the paragons of those religions and their values.

ADVENTURERS: Muses enjoy the leadership role most of all, reveling in their ability to make their allies better. Being creatures of beauty and art, their natural profession is bard, and most muses gravitate towards this class above all others. However, their nature lends well to both divine and arcane endeavors. While a few muse clerics exist, sorcerer and wizard muses are the most common. Most martially inclined muses are paladins who inspire their allies to victory.

MALE NAMES: Anfef, Atheah, Aveb, Bavar, Eben, Elvaf, Gahal, Galath, Hivval, Iannef, Kevel, Madaf, Mahar, Mavash, Nehel, Oref, Rahal, Salem, Seveth, Tayav, Veveth, Zashev

FEMALE NAMES: Abea, Atha, Athava, Chara, Danah, Darlelle, Elra, Enarah, Harna, Haya, Idna, Itha, Jaeda, Kara, Kavia, Lehlu, Mae, Nathia, Nola, Pazla, Rathia, Rivendi, Satha, Shava, Tivia

MUSE RACIAL TRAITS

+2 Intelligence, +2 Charisma, -2 Constitution:

Muses are highly intellectual, extremely social, and somewhat fragile creatures.

Medium: Muses are Medium-sized creatures with no bonuses or penalties due to size.

Normal Speed: Muses have a base speed of 30 feet.

Low-Light Vision: Muses can see twice as far as humans in conditions of dim light.

Muse Immunities: Muses are immune to magic sleep effects.

Source of Inspiration: You grant allies within 50 feet of you a +1 competence bonus to all skill checks that involve skills that you have ranks in.

Touch of the Muse: Once per day, as an immediate action that does not provoke an attack of opportunity, you may grant one adjacent ally a chance to reroll any one saving throw, attack roll, or skill check and take the second roll. This effect happens immediately after the first roll was attempted, but before the results are revealed by the Gamemaster. The target must take the second result, even if it is worse.

Unearthly Presence: When your hit point total is equal to or greater than half of your maximum hit point total, you gain a +1 morale bonus to armor class and all saving throws against attacks made by creatures in squares immediately adjacent to you.

Languages: Muses begin play speaking Common and either Celestial or Infernal. Muses with high Intelligence scores can choose any of the following: Abyssal, Auran, Celestial, Dwarven, Draconic, Elven, Gnome, Halfling, Infernal and Orc.

THE REGION OF DREAMS

This is the ephemeral plane where the minds of dreamers go when they dream. This world has no form to speak of, unless someone is present to give form to the chaos that roils there. It is also regarded as the third "layer" of the ethereal plane. In this unique reality it is said that the dreams of mortals, immortals, and sleeping gods interact, influence, and work out that which they cannot in their waking life. It is extremely rare that one crosses the threshold between the world of men and the world of dreams, and it is usually a one-way trip.

MUSES IN YOUR GAME

Muses, despite their alien heritage, have the distinct advantage of appearing both familiar and comely to most other races. While some measure of distrust will be apparent when dealing with any new race, the muse should find miniscule prejudice among humans, elves, gnomes, and other races with similar features.

The aasimar race in particular may find a kindred spirit in the muse, as both are partially descended from divine servitors. However, some muses result from the dreams of darker servitors, which can actually cause a great deal of apprehension between the two races.

The Gamemaster may decide that being divinely inspired may also mean divinely sponsored. Does the muse have a patron deity? What is the muse's relationship with this deity? Obviously, a muse who ignores the wishes of the god who dreamt him may face dire consequences.

In addition, the terrorkin may provide an interesting antagonist for the muses. Can they escape the realm of dreams in pursuit? What dreadful powers do they hold? It is very likely that terrorkin can affect the dreams of the muse's allies. While the actual statistics of terrorkin are beyond the scope of this book, it is very likely that they share many traits in common with the demons whose dreams they originated from.

Muses in this text are presented as a fairly fresh race to the world. The exact date of their exodus to this world was purposefully left out so the Dungeon Master can introduce them as needed. They do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the muse can come from nearly any outer plane or dominion of the divine. If other planes of existence are absent entirely, the muse could be a natural creature, descended from a pious group of isolated fey creatures. Or perhaps they are fabricated creatures, brought into existence through an obscure ritual.

Whatever the case, the muse will make a welcome addition to any game as a powerful supporting character of the group, an unusual option for a player seeking to play a cooperative character, a challenge for the player who wants to assume the leader role, or even a fun alternative for those who want to be attractive and inspiring.



MUSE NPCs

Cassielle began in a small village where her voice, charm, and vision of progress eventually elevated her to a leadership role. However, just as her town began to prosper, it was besieged by ogres lead by a powerful demon. While she vanquished the ogres, the demon escaped. Now she leads a group of adventurers determined to defeat the demon. Her bardic skills inspire her party to heroism and victory.

When Sedath was younger, his community was terrorized by a blue dragon. Unwilling to have his friends pushed around by this overgrown brute, he organized a ragtag band of heroes, and set out to the dragon's lair. While valiant, the effort failed and many of his allies were slain. Sedath was not deterred however. Today, Sedath is a powerful general who leads a small army. His armor is of sparkling azure scales; a trophy he took to remind him to learn from his mistakes and to never give up.

Amilla began life as an artist. Many found her paintings to be both inspirational and striking. However, Amilla, being a perfectionist, was never really satisfied with her work. Her ceaseless studies lead to arcane references. Eventually, Amilla's paintings were replaced with works of a magical nature. Seeing her natural aptitude, she was hired on by goodly clerics for a mission to counterbalance the influence of an evil cult, growing in popularity. The cult has since lost many members, both to her powerful spells and to the unearthly beauty with which they are woven.

Numistian Character Race



Money has long been the desire of mortals. Even before the first gold coins clanked around in protected purses, this blood of commerce was deeply coveted. In the mists of creation, the land of mortal men was mirrored in the astral worlds. Man's vices were reflected in the Hells; his virtues in the Heavens. Man's love of wealth and buying, however, manifested in a more clandestine form. Thus was the origin of Mnol, the Demiplane of Commerce.

Known more commonly to its visitors as the Mystic Marketplace, it was long a secluded realm accessible to the privileged few. Only the wealthiest astral beings knew of its existence. The markets of Sigil and the City of Brass combined pale in comparison to this vast plane of markets, shops, and bazaars. Anything and everything can be found for sale here. Cities are divided up by what is sold. In the city of Ring, for example, rings of all varieties are sold. With patience, travel, and enough money one could virtually buy their heart's desire in Mnol.

For centuries, the Mystic Marketplace experienced great prosperity; cities expanded, and their population boomed. During this time, the numistian evolved. Numistians are the indigenous inhabitants of the realm. Originally, they were a simple merchant people who became shopkeepers, craftsmen, slavers, and entertainers. Anything that could be sold, a numistian could sell it. As time went on, the numistians expanded into planar exploration and began to scour the planes for new merchandise and worthy customers to frequent their plane. During the time of prosperity, some numistians even moved from Mnol to set up shops in other realms.

Mnol could have been quite possibly the richest realm in all the cosmos, and would have remained so if it were not for a series of cataclysms that rocked the financial sector of the entire multiverse. As these worlds served as the financial backbone of the planar economy, the Mystic Marketplace suffered. Shops began to close. Unemployed numistians overpopulated Mnol. Many dispersed to other realms. Not surprisingly, some numistians set out as adventurers in other realms to secure a profit, and continue to survive.

Nowadays, most numistians encountered are native born; their parents or grandparents decided to set up permanent shop in the Prime Material plane. The race can be encountered nearly anywhere, however, with some that are native to where they are encountered, and others just passing through on the way to a sale. Numistians rarely get homesick, unless home is also where the money is.

PHYSICAL DESCRIPTION: Numistians look similar to humans, with long, narrow noses and slightly pointed ears. However, it would be difficult to describe the height and general appearance of a numistian, as both are variable. At rest, they appear as a wrinkled, elderly individual, roughly 3 feet tall. At this height, they are fairly squat and might even be mistaken for a very short dwarf. However, they can double their height to 6 feet, or appear as any height in-between.

When they increase height, their skin stretches taut and appears smooth and youthful. At 6 feet tall, they look somewhat elven, with narrow features and long, delicate limbs. Thus, with a minor disguise, they can infiltrate nearly any mortal community — short or tall. If age is respected in the community they are in, a numistian may appear a bit shorter and older. If youth would be an asset, they can appear tall and vibrant. The numistian is a natural marketing chameleon.

However, numistians do have a few distinguishing and immutable traits. First, their pale skin has a metallic luster which can appear coppery, silvery, or even golden. Second, they have a third eye in the center of their forehead. While the two eyes in the normal position are often a cloudy blue or grey, the third eye is perfectly round, cat-like, and brilliant green. They often hide this eye with the aid of a hat, helmet, or turban.

While males have no hair on their heads, or most of their bodies, they do tend to grow long white, pale blue, or grey colored beards and mustaches, regardless of their age. Females have long hair on their heads of the same colors as the male's beards.

Numistian gender cues are entirely superficial. Males and females, from the waist down, are identically featureless. Neither gender has nipples, though females have the slight suggestion of breasts. Both genders tend to dress in clothing common to the realm that they are traveling in, though they do prefer the fanciest styles. A numistian's clothing often appears ill-fitting because of their ability to change height and girth.

ECOLOGY & SOCIETY: Biologically, the numistian is a complete alien. First, they have no organs; they are basically a dry husk filled with glittery sand, coins, and a collapsible skeleton. An injured numistian actually bleeds sand and coins. Numistians have no sense of taste, and do not eat food, nor drink liquids. Instead, they ingest gold, silver, and copper coins. In some unknowable way, these coins act as nourishment and are eventually absorbed by the numistian's body. In a sitting, they eat as many coins as the cost of a typical meal. Of course, they can eat more if desired.

Numistians can however smell things and can sniff out precious metals. They can generally tell what sort of metal is nearby and in what quantity. Their two normal eyes are very close to a human's in acuity,

though many suffer from nearsightedness. This is compensated by the third eye which is highly sensitive, and has low-light vision and provides the numistian with its detect coins racial trait. Their pointed ears are as keen as an elf's.

All numistians carry a certain amount of mystical coins within their body. This money appears to bleed from them when they lose hit points. The type of coin changes with the numistian's level—copper for a numistian of under 6th level, silver for those between 6th and 12th level, and gold for those over 12th level. The coins, however, are completely insubstantial and disappear as the numistian is healed. One mystical coin bleeds for every hit point lost.

A numistian's mystical coins also serve as a reproductive tool. When a male passes half of his mystic coins to a female, a numistian infant is conceived. Six months later, a small golden egg is expelled from the mouth of the female. The egg hatches immediately when placed on a small pile of gold pieces, and the infant ravenously eats all of the coins.

Growth is dependent on how much money the child eats. The child reaches adult-size when it consumes at least one thousand gold pieces in coins. Emotionally and mentally, numistians mature similarly to humans. Numistians also have a lifespan similar to humans, though they remain vibrant and healthy most of their lives. Towards the end of their lifespan, they begin to bleed coins spontaneously from their coin pool. It is subtle at first, starting with only a few coins a day. Numistians have even been known to hide this disorder for months. Eventually, the condition worsens and the numistian succumbs to death from old age.

To a numistian, money is life. They live for the clatter of coins, the thrill of the sale, and the pride of being wealthy. Each numistian goes about his own quest in his own way. Many are innovative entrepreneurs, seeking out new markets or interesting ways to sell old ideas. Others seek riches through treasure hunting or pirating. Some numistians may even hone one particular skill to perfection and use it to make their livelihood.

Whatever the means, numistians are all business. They have little time for romance, find entertainment to be more of a commodity than a pleasure, and generally shun any emotional endeavors that will not give them some sort of gain. Still, they know the intricacies of charm, the flair of personality, and the power of good humor—as all are needed to be successful in the world of commerce. Cold-hearted as their true nature may be, a numistian's demeanor is friendly and warm. Unfortunately, loyalty, honor, and amity may easily go to the highest bidder.

RELATIONS TO CORE RACES: Numistians make a point to get along with all races, as all races have money to spend. They are often students of culture; learning the language and customs of a race to better interact. Their accommodating demeanors grants them acceptance by most core races. Their weakest relations are with elves, which tend to view the motives of the numistian to be disingenuous, and often have trouble trusting them. Their strongest compatibility is with dwarves, who share their love of gold and direct approach towards acquisition of that gold.

RELATIONS TO REMARKABLE RACES: Numistians harbor no prejudices towards other races, save perhaps the mahrogs who they rarely interact with. They are especially close with the industrious oaklings who recognize the importance of having good merchant contacts. Boggles often share business associations with the numistians, who are always on the lookout for the next great invention.

ALIGNMENT & RELIGION: The overwhelming majority of numistians are lawful, though those of good, evil, and neutral alignments are mixed evenly. A chaotically aligned numistian is typically a ruthless pirate that even his fellow kinsmen would scarcely deal with.

ADVENTURERS: Numistians often excel at certain human callings, particularly in the religious sector. A numistian can easily relate to the selfless zeal with which one pursues a religion, as they do the same with money. In addition, nearly all faiths that have temples or churches require finance. Numistian clerics and paladins often become extremely successful evangelists; collecting both large sacks of coin and throngs of new followers. While a pleasant percentage of spoils stays in their personal accounts, the organizations for which they collect benefit nicely from a numistian's exploits.

Of the other adventuring numistians, rogues are most often encountered. These treasure-seekers make their coin through plunder, theft, and con-artistry. Still other numistians turn to the arcane arts, searching for a way to turn magic into money, either directly, or by selling their services to those who need them.

MALE NAMES: Auran, Argent, Cash, Cupro, Curren, Darragh, Deynar, Golden, Merko, Odwulf, Orro, Otho, Prospero, Quarto, Rich, Theomund, Udolf, Wellington, Welth, Yen

FEMALE NAMES: Ada, Aurana, Argenta, Casha, Dolla, Darlelle, Edris, Goldie, Merka, Neda, Odella, Pay, Penny, Prospera, Salla, Silves, Tresha, Thriva, Udelia, Victa

NUMISTIAN RACIAL TRAITS

+2 Wisdom, +2 Charisma, -2 Strength: While both clever and charming as a fox, the numistian also lacks physical strength due to its unusual anatomy.

Adjustable Size: As a move action, a numistian can become Small if Medium-sized, or Medium if Small-sized. They can be any height between 3 and 6 feet tall. Becoming Small-sized limits one to Small-sized weapons, but also grants a +1 size bonus to AC and attack rolls, a -1 penalty to CMB and CMD, and a +4 size bonus to Stealth skill checks.

Slow and Steady: Like dwarves, numistians have a base speed of 20 feet, but their speed is not modified by armor or encumbrance.

Low-Light Vision: Numistians can see twice as far as humans in conditions of dim light.

Bribe Fate: Once per day, when a numistian fails a saving throw, he may lose half his level in hit points (minimum 1 point) to reroll that saving throw. This trait is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The numistian must take the second result, even if it is worse. The hit point loss bypasses damage reduction.

Detect Coins: Metallic money shines like a candle to a numistian's eyesight. They gain a +4 racial bonus to Perception skill checks to notice coins. In addition, numistians can see coins in darkness and through any material that is less than one inch thick.

Money is Life: As a standard action, a numistian may consume up to 200 gold pieces to cure 1d8+ the numistian's Wisdom modifier in hit points per 50 gp consumed. Gold pieces must be consumed in 50 gp increments, as lesser amounts are consumed with no effect. Alternatively, the numistian may consume up to 100 platinum pieces in the same way, curing 10 hit points per character level of the numistian for every 25 pp consumed. Platinum pieces must be ingested in 25 pp increments. Excess coins are digested normally.

Silver Stomach: Numistians receive a +2 racial bonus on all saving throws against poison.

Languages: Numistian begin play speaking Common. Numistians with high Intelligence scores can choose any of the languages normally available to humans.

NUMISTIANS IN YOUR GAME

Numistians, despite their alien heritage, have the distinct advantage of appearing familiar to most other races. Some can even pass as human or elven, with certain features covered or disguised. While distrust will be apparent when dealing with any new race, the numistian should find miniscule prejudice among humans, elves, dwarves and other races with similar features.

Numistians also adopt the style of the area that they do business in. Clothes are important to a numistian, and whatever a society considers most fashionable, a numistian will deem most desirable. This alone will help them fit in well with the majority, as they are not fixated on racial traditions or cultural preferences prevalent in most other races.

In campaigns with different money systems, the numistian should be slightly adjusted to reflect the type of currency available. Simply convert the coin values presented in this text to whatever common currency that your campaign uses.

Numistians in this text are presented as a fairly fresh race to the world. The relative anonymity of their home world rendered it nearly nonexistent to the realm of the adventurers. The Gamemaster can introduce this new astral realm and its inhabitants as he sees fit. Numistians do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the numistian can come from an alternate dimension, or even a free-floating demiplane. If other planes of existence are absent entirely, the numistian could be a natural creature, descended from a fanatic race of merchant people. They could also be the living representatives of a money god; a sacred race of capitalists and entrepreneurs.

Whatever the case, the numistian will make a welcome addition to any game as bookkeeper of the group, an unusual option for a player seeking to play a greedy character, a challenge for the player who wants their character to be rich, or even a fun alternative for those who want to be well-dressed with an eye for the finer things in life.



Oakling Character Race

Oakling Character Race



Oaklings are unusual plant creatures distantly related to treants, though much further removed from the forces of nature. While a fairly new race, their origins are a mystery even to themselves. The first oaklings crept from the darkest forests en masse a little over a dozen decades ago, with little memory of or interest in where they came from.

Survival is of primary concern to an oakling, and they are seldom known to be self-sacrificing or precocious. Unlike most plant and tree-like creatures, oaklings are not bound to the forest in any way. Instead of getting a feeling of comfort being close to nature, they feel crowded and uneasy. Though many find this race to be sinister and alien, oaklings are not necessarily evil and find no benefit in angering other sentient beings. They simply find it difficult to relate to the concepts of sympathy and sentiment; seeing no advantage in preserving useless historical relics, common non-sentient plants and animals, or keeping anything that cannot be put to good use.

PHYSICAL DESCRIPTION: Oaklings have long, tree-like appendages with two arms that end in three to six spindly fingers and a thumb. Their legs end in rooty clumps. The oakling's grayish-brown, bark-covered torso is much like a tree trunk; round and uniform. From their backs and shoulders sprout branches that meander off several feet above their total height (making them appear even taller). The heads of the oaklings are simple wooden orbs. However, their faces are composed of an intricate pattern of green oakish leaves that form an impressive mane. The leaf mane hides the oakling's thin neck and generally makes its head appear quite a bit larger than it is. An oakling's face is a rather plastic and emotionless mockery of humanity. They also have solid dark blue expressionless eyes. Many find the face of an oakling even more unnerving than that of an obitu.

Oaklings have a male and female gender; females being slightly more slender with superficial curves. Gender is also expressed through their leaf-faces. Male oaklings have more masculine faces and many more leaves than the females. Their apparently intentional resemblance to mammalian races is something of a mystery to sages who study them. Many feel this is because they may have dryad ancestry.

Oaklings smell of leaves and fresh cut wood, making them fairly difficult to track by scent in woodland environments. Their voices are reminiscent of sawing wood; harsh and grinding with a hint of creaking wood when they shout or yell.

ECOLOGY & SOCIETY: Oaklings are plants which lack the same internal organs common to other organisms. In fact, they lack most organs entirely, having only a crude digestive, circulatory, and nervous system—similar to those found in invertebrates. A cross section of oakling flesh reveals a sponge-like inner structure that maintains many functions at once. Oaklings have no bones, hearts, brains, lungs, or other such internal features as non-plant creatures know them. The skin of an oakling, with the exception of their faces, is a pliable grey-brown bark which is in a perpetual state of growing, drying, and peeling. Their “blood” is a sticky yellow sap that becomes brittle when exposed to air.

Oaklings eat and drink much like any other creature (through their mouths), though they lack a refined palate and will consume just about any organic material, preferring food that is high in nitrates. They enjoy sunning themselves regularly and derive some nourishment from that as well.

Oaklings reproduce much like plants. The female is pollinated once in her life via facial contact with the male and begins to sprout several fruit from her shoulder branches. When ripened, these pale blue acorns are buried in fertile soil and will sprout within two weeks. Oakling sprouts look much like any other tree sapling and do not develop their distinguishing and mobile features until they are nearly an adult, about 2 decades later.

Seedlings are often and deliberately planted near civilized areas so that they may observe and learn. When they “spring to life” they often have a great deal of information about the area they were planted in—the fruit of 20 years of uninterrupted and unfiltered observation. While a bit unsure of their movements and slightly awkward in speech, the newly mobile oaklings have many years to learn, as they live for centuries.

When faced with the cause of survival, oaklings are relentless—often shocking others with chillingly logical maneuvers which rarely give remorse or sympathy a second thought. They prefer open spaces; fields and small towns especially. Oaklings often view large cities the same as they view forests—overcrowded. Unlike most nature-folk, the oaklings are not conservationists. Some would call them cruel and heartless; though they seldom do anything for the sake of pleasure or sport. In actuality, they are coldly neutral, preferring to side with their own well-being over that of others. Cool logic pervades an oakling’s mind, expressing any emotion weakly compared to other races.

One aspect that redeems the oakling is its clear logic and wisdom. While in it for strictly selfish reasons—something they are quite up front about—they also believe in sharing the benefits. Oaklings understand the worth of powerful allies and that even though they do not share the same sentiment, other races will feel

indebted to them for the execution of good deeds. This will drive oaklings to perform many seemingly charitable services, thus improving the overall bad reputation of their race.

RELATIONS TO CORE RACES: Oaklings get along well with all industrious races, especially dwarves, humans, and half-orcs. Any race willing to work rationally in order to get something done will be looked upon favorably by an oakling. Conversely, they are often at odds with gnomes, elves, and halflings. The oakling disfavor with these races is mutual. Elves especially expect a plant creature to behave a certain way, and oaklings are unwilling to meet those expectations.

RELATIONS TO REMARKABLE RACES: Oaklings work well with boggles, numistians, and relluks. These three races value an oaklings coldly logical outlook. Other races may take issue with the oaklings lack of sentiment, and are viewed as overly emotional by the oaklings. Mahrogs and oaklings almost never get along, as they have opposing viewpoints; oaklings are in favor of progress and civilization, and mahrogs are religiously against it.

ALIGNMENT & RELIGION: It is important to note that despite their frigidly rational tendencies, oaklings are not evil creatures. They do not take pleasure in killing, nor do most feel that deception and corruption are logical paths. While they lack sympathy, they also lack malice. This puts them coarsely on the neutral path.

While not typically religious, they occasionally take up a religion related to civilization or progress. Unlike most sentient plant creatures, they do not normally revere gods of nature or plants.

ADVENTURERS: Oaklings adventure for personal gain of some sort; usually something tangible, such as wealth or powerful magic. Sometimes, an oakling can be found on a quest for knowledge or to strengthen connections with an important ally. It is very rare to find an oakling adventuring for fame, glory, or vengeance as they do not often value these things. Likewise, they only bond with a strong group of adventurers, leaving the weak to perish.

Oaklings make good rangers and fighters, preferring a direct and final approach to most things. Often their motto is “kill or be killed,” and they take threats very seriously. Occasionally an oakling will take up the cause of a neutral or unaligned deity and find the relationship to be mutually beneficial, thus becoming a cleric. Although physically well suited to the barbarian class, many oaklings find it difficult to get in touch with their “inner rage” and deem such an act to be illogical. Oaklings can be found in most other classes, as all provide some sort of benefit that would be appealing and useful.

MALE NAMES: Brawnheart, Burlyroot, Deathshade, Doomtree, Fastleaf, Grimfoot, Hard-head, Iron-bark, Nimble-limb, Oakhammer, Stone-eyes, Strong-branch, Swiftbeam

FEMALE NAMES: Deeproot, Flitterleaves, Greenbud, Keen-eyes, Mudfoot, Red-thorn, Silverleaf, Snowbark, Tangle-branch, Townsprout, Willowheart, Wise-root, Woodsong

OAKLING RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Charisma: Oaklings are strong and clever, but their frigid personalities often alienate them from others.

Medium Size: Oaklings have no bonuses or penalties due to size.

Normal Speed: Oaklings move at base speed of 30 feet.

Humanoid Plant: While technically a plant, an oakling has more in common with most humanoids. This commonality precludes them from having the same level of immunities as other plants. Instead, they have a +2 racial bonus on saving throws against mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), paralysis, poison, polymorph, and stun effects. They are immune to sleep effects. They are affected by spells that affect humanoids and by spells that affect plants.

Protective Sap: An injured oakling who is at less than half of his maximum hit-point total gains a natural armor bonus of +2, due the tar-like sap oozing from his wounds.

Rooted Foot: Oaklings can stand up from being prone as a swift action instead of a move-equivalent action.

Sun Heal: Oaklings can heal themselves when exposed to sunlight. In sunlit conditions (magical or true), once per day as a standard action, the oakling can heal 2 points of damage per character level. Using this ability also provides the oakling with one meal's worth of nourishment.

Languages: Oakling begin play speaking Common and Plant (see sidebar on this page). Oaklings with high Intelligence scores can choose from the following: Dwarven, Elven, Halfling, Gnome, Goblin, Orc or Sylvan.

PLANT LANGUAGE

Plants communicate in two ways; at high frequencies beyond the range of human hearing and with terpenoids (chemical compounds with aromatic qualities, they contribute to the scent of eucalyptus, cinnamon, cloves, ginger, and many other herbal odors). Both methods convey different things, and most plants, including oaklings, use both. Non-sentient plants can communicate only their status: hungry, thirsty, injured, and so on. Anything beyond a one-word remark concerning the immediate state of the speaker's self cannot be conveyed in this "tongue," and plant language has no written form. It is a universal language that only other plants know and cannot be learned by a non-plant. All plants, sentient and otherwise, speak this language. The language itself requires physical contact, usually with the roots or leaves of the plant. Oaklings often use this language to pass secret messages between each other. This is often facilitated with a simple code system, as the language itself is very limited in what it can convey.



OAKLINGS IN YOUR GAME

Oaklings in this document are presented as a fairly new race to the world. Their origin is a mystery, even to them. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One down side to this “newness” is that they lack tradition, language, and history common to other PC races. This has several ramifications including no racial heritage and not many items tailored especially for this race. However, there are many boons as well. Oakling player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Playing a plant may have other interesting ramifications. Oaklings have unusual eating, breeding, and child rearing practices that may seem very unusual to those that are not accustomed to them. This itself could lead to certain unfair stereotypes and prejudices that the race must overcome or endure.

Optionally, the Gamemaster can create a more detailed back story for the oaklings. Perhaps they are an ancient race of dryads who starkly split from the wilds to pursue earthly gain. Or maybe they are simply highly evolved plants from a forgotten time, resurrected accidentally by some quirk of nature. Another possibility is that oaklings were the result of an experiment gone awry—an attempt to blend man and plant.

Whatever the case, the oakling will make a welcomed addition to any game as a representative of the plant kingdom, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those that like to cast aside humanity for a little while and see things from a different angle.



Obitu Character Race

Obitu Character Race

Obitu ("Oh-Bee-Two," singular and plural) are neither dead nor undead. They are magically created living creatures that have undead origins. In ages past, a lich by the name of Varquil designed the obitu to be the ultimate weapon against the goodly clergy he so despised — a skeleton animated by positive life energy in place of dark, negative energy.

They were immediately successful; completely immune to turning and sharing none of the vulnerabilities of their creator. Thousands of obitu were created through a process that involved infecting true undead with obitu blood; slowly transforming the infected into mindless living skeletons. These were merely fledgling obitu, however.

A few short years later, the obitu's young psyches began to mature. During an extended campaign against a local temple dedicated to good, Varquil started to realize something was amiss. His plans were continually thwarted, as the priests seem to have some inside knowledge of his operations. Falsely believing that the obitu could not possibly be spies, he turned his wrath towards the high ranking and free-willed undead in his legions. By the time Varquil realized what was happening, it was far too late; the now free-willed and intelligent obitu had joined the ranks of the good clergy against him. The defeat was total and the name Varquil soon became synonymous with self-consuming, idiotic evil.

Since the time of their creation, obitu only mingle with undead peacefully when they are fledglings, and then only for a short time. Even this would be a very rare occurrence; happening when a low-level undead is unknowingly infected with the vivification virus and then left behind in its lair.

PHYSICAL DESCRIPTION: At first and even second glance, an obitu appears to be the undead or animated skeleton of a deceased humanoid, most often human, but always of Medium size (the process of vivification fails if the subject is too small or too big, thus destroying the undead host, and not yielding a viable obitu). They are, in fact, walking skeletons. Their form is also one of death; they wear the shell of a skeletal corpse.

Closer inspection reveals a few differences. Most observers first notice their eyes; vibrant pools of green luminescence. Obitu bones are warm to the touch; smooth, pulsing, and devoid of the dryness and wear that is common to undead skeletons. The bone color is almost always a deep beige. However, the most effective way to tell an obitu from an undead is by wounding one; if bright red living blood issues forth, it is likely an obitu. Some less noticeable differences include a thin membrane under the jawbone, pinkish tendons slightly visible at the joints, and if one listens closely, shallow respiration can be heard emanating from the obitu's skull.

ECOLOGY & SOCIETY: Obitu have no true gender, despite the gender of the bone donor. Their voices are universally similar—a hollow, harsh whisper that actually radiates from inside the skull. In actuality, most of the biological functions of an obitu take place within its skull. A small, wormlike feeding tube extends into its mouth cavity when it eats. Regardless of its appearance, obitu eat, drink, and breathe much like other living beings, consuming as much as a creature of Small size. An obitu has no heart, relying on muscular contractions inside its bones to circulate blood. They have an unnaturally long lifespan, comparable to an elf.

While obitu do not reproduce naturally, they do have means of making others of their kind. The secret, referred to by the obitu as “vivification”, is in their blood; an infectious organism that activates when exposed to sustainable amounts of negative energy, such as inside the body of an undead creature. This is a disease that affects undead regardless of their immunity to disease and infects undead exclusively. Being blood-borne, the undead must ingest the blood, be injected with it, or be in contact with large amounts of it. Afterwards, the magical infection works much like a disease does for the living (described later).

At the demise of the undead creature, provided that it is Medium-sized and basically humanoid in shape and composition, all remaining flesh on the subject drops off, and the corpse reanimates. At this stage, the creature is nearly indistinguishable from an undead skeleton, and lacking sufficient blood, a brain, and other organs to truly be called a living thing.

Fledgling obitu behave much the same as skeletal undead; mindlessly obeying commands and following orders. However, this is an obitu in its infancy. In just three short months, sentience sets in. The brain and organs develop, and the remaining necrotic energy is consumed by the infection. The green orbs of light appear in the eye sockets about the time that the obitu gains true consciousness. For several years the obitu is still considered a fledgling, learning how to fully communicate and defend itself. While still a bit naïve, an obitu is considered mature around 5 years of age.

Obitu are often morose, sullen and generally pessimistic. Having arisen from death, negativity generally sets the tone for their entire life. Beginning their existence in the form of a monster with the mind of a child, they often see society as cruel and superficial. They despise being connected with undead and often avoid evil acts because of this. They also hate being manipulated and will fight for freedom at great cost. They strive for individuality as well, dressing or acting in their own unique way. In addition, many feel a sense of duty to their body’s original owner—often going on great quests to find out whose bones they are walking around in.

RELATIONS TO CORE RACES: At first, none of the mainstream races receive obitu well. After all, they are walking symbols of death, and many harbor a deep seated fear of the undead, which the obitu assuredly rouse. However, given time, most races do warm up to these macabre champions of good. Humans, half-orcs, and halflings seem to have the easiest time letting go of their prejudices. An obitu’s self-flagellating nature tends to disarm many fears that these races have. Especially stubborn dwarves and arrogant elves are known to never let go of their discrimination against these creatures. Obitu are quick to forgive, and most view themselves in a similar way and are unable to forgive themselves for living in someone else’s bones.

RELATIONS TO REMARKABLE RACES: As most Remarkable Races face similar prejudices, they tend to get along a little better with the obitu. Those without an internal skeleton, such as the entobians, oaklings, relluks, squoles, and zifs often have little or no issue with an obitu’s appearance. The rest often simply view them as just another strange-looking race.

ALIGNMENT & RELIGION: Obitu usually abhor evil, and will actively hunt down and destroy any other obitu purported to be evil. All obitu struggle with a bad reputation, and none want this standing worsened by a disreputable member of their race.

Obitu worship most good deities, especially those with a special abhorrence towards undead. While initially skeptical, most clergies will allow obitu simply based on their willingness for total repentance and dedication to their cause.

ADVENTURERS: While the obitus’ nature tends to gravitate towards antisocial, untrusting, and introverted, they feel a need to prove themselves. Consequently, they will thrust themselves into social situations, inferiority complex intact, especially if they can prove they are not evil undead creatures. Likewise, a mission revolving around uprooting tyranny, evil, or oppression will also see the obitu working well with others. Obitu adventures often share these motivations.

NAMES: Obitu are often initially named by those around them, and consequently start with funny sounding nicknames like “Johnny Longbones” or “Skinny.” However, as time goes on and they realize the jest, they try to come up with unique and ostentatious names such as “Plaxtarius the Good” or “Vardullisto the Death Slayer.” As the obitu matures, however, these names get shortened. Some obitu, if they are fortunate enough to find their mortal origins, will re-name themselves in honor of their bone donor, especially if their donor was noble and good.

OBITU RACIAL TRAITS

+2 Strength, +2 Dexterity, -2 Charisma: Obitu are supernaturally strong and quick, though often lack the self-confidence to be charismatic or charming.

Medium Size: Obitus have no bonuses or penalties due to size.

Normal Speed: Obitus move at base speed of 30 feet.

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

Fossil Fortitude: Obitu gain a +4 racial bonus on saving throws against disease and poison.

Improved Initiative: Obitu gain the Improved Initiative feat at first level as a racial bonus feat.

Nimble Form: Due to a preternaturally thin and agile body, obitu gain a +2 racial bonus on Acrobatics, Escape Artist, and Sleight of Hand skill checks.

Negative Energy Resistance: Obitu have negative energy resistance equal to $5 + \frac{1}{2}$ their character level. This resistance applies to damage from channeled negative energy and spells that harness negative energy to cause damage such as *inflict light wounds* and *harm*.

Sleep Immunity: Rather than sleep, obitu enter a meditative state known as trance. They are fully aware of their surroundings while in this state. In addition, obitu are immune to magic sleep effects.

Languages: Obitu begin play speaking Common. Obitu with high Intelligence scores can choose from the following: Dwarven, Elven, Halfling, Gnome, Goblin, or Orc.

VIVIFICATION VIRUS

Type disease, injury; **Save** Fortitude DC 14.

Onset 1 minute; **Frequency** 1/day.

Effect 1d4 Charisma damage. If the subject reaches a Charisma value of 0 or less, it is slain, its flesh melts off its bones (if any), and it rises as a fledgling obitu within 24 hours.; **Cure** 3 consecutive saves.

Special The vivification virus bypasses a corporeal undead's normal immunity to disease. In addition, this disease has no effect whatsoever on the living. This disease only affects corporeal undead. All obitu carry this disease, and some even manage to master control over it through certain feats. Undead who are not Medium-sized humanoids that die from this disease, do not rise as obitu. Vestiges related to the type of undead, as well as any damage to the skeleton itself, disappear by the time the obitu reaches basic sentience (at about 6 months old). This disease cannot be cured by magical means.



OBITU IN YOUR GAME

The obitu in this document are presented as a fairly new race to the world. As a newly developed life form, they are still struggling to find their place in an already well-established social ecosystem. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

One downside to this “newness” is that they lack tradition, language and history common to other PC races. This has several ramifications, including no racial heritage, and no special items tailored specifically for this race. However, there are many boons as well. Obitu player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Of course, there are some challenges to playing a skeletal PC. These challenges can be mild to extreme, based on the campaign setting. If your campaign sees a plethora of strange creatures in every town, then the obitu might fit in without too much prejudice. However, if your campaign is used to the standard core races only, the obitu may have to go about dressed in ominous robes, gloves, and a mask just to get by on the streets. After all, the obitu is a walking symbol of death, and is not likely to be well received by the uninitiated. The level of acceptance should be determined by the Gamemaster before the new race is added. Ranks in the Disguise skill may even be necessary to blend in with the public.

Optionally, the Gamemaster can create a more detailed back story for the obitu. Perhaps the lich creator was using an old recipe from a fallen empire, not knowing the full consequences. It is even possible that other powerful creatures stumbled upon the obitu formula, and the race has been thriving for centuries. Yet another possibility is that the obitu infection arose naturally in an environment that was terribly infested with undead; thus turning the tide towards the forces of good.

The obitu will make a welcome addition to any game as the spookiest member of the adventuring party, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those who revel in the absurdity of the macabre.



Obitu Character Race

Relluk Character Race

Relluk Character Race

They stood for over a millennia in the dark recesses of the decaying temple; scores of them. Poised for combat, armed, and silently watching, these primitive statues lay undisturbed, unmoving, and largely forgotten for ages. When rediscovered about three centuries ago, they were a novel mystery. Some speculated they were part of a plan to save the Altowan civilization from an attempt to purge them from the world. It was a plan that evidently failed. The Altowans are now only known by their mysterious and ancient ruins and relics; not the least of which was their army of strange stone soldiers and the huge iron molds that formed them from molten rock. Through time, they became a small wonder of the ancient world.

Ninety years ago, it was a mogogol that discovered the ageless shipwreck in the cold waters. If it wasn't for the accumulation of sea life, this now fossilized drakkar would have gone unnoticed. Inside, the mogogol found gold, gems, and thousands of unusual crystal points. The crystals glowed with unknown power and proved to be impervious to damage. Their purpose, however, was as great a secret as the standing statues on Relluk Isle a few hundred miles east.

Still, it would take another two decades before someone would connect the two. Self-proclaimed archaeologist Vigo Malstoson procured one of these crystal oddities and brought it to the statues on Relluk Isle. Each statue had a hexagonal fissure in its top. This opening was just the right size for the crystal point. Upon inserting the soul crystal, Vigo witnessed the first Relluk roar to life. The previously cold and lifeless basalt first began to glow with heat. Then, with a great creaking stretch, it stepped deftly forward and asked in a dialect of common that had not been heard for a thousand years, "Who am I?"

They came to be known as relluks, named after the isle that was likely named after them. It was not long before the whole lot of them bellowed to life and began a quest to figure out who and what they are. Almost instinctual memories of a bygone era led them to clues; hidden chambers, lost texts, and more ruins. The relluks puzzled together their history.

Relluks were the product of two dead civilizations facing the same threat; an enemy that neither would name for fear the deadly foe might take notice. Over the course of several decades, the two doomed nations forged a plan. They would craft an army of stone and steam that would strike fear into that which they feared. The Altowans worked diligently on mass producing the stone bodies. The other culture, whom Altowans referred to as the "Shining Folk from the West," were in charge of procuring the large crystal points. From what the relluks could discern, it was the crystal points that acted as the relluks' soul and power source. Through some great disaster, crystal was not destined to meet stone until long after their creators had perished.

PHYSICAL DESCRIPTION: Relluks look like a thing from a forgotten time and a lost culture. Their bodies are of volcanic rock pressed into the shape of a crudely fashioned humanoid. The front of their torso features a stylized tribal face. On this face, mouths are typically large and tooth filled, noses are simple and roughly formed, and eyes are slanted ovals, half-circles, or crescents that flicker with orange fire. These torso-faces are unique to each body; vaguely similar only in style and proportion. Their upper arms are somewhat thin and featureless, with massive forearms that end bluntly in stubby-fingered mitts. A relluk's legs resemble those of a muscular human.

Channels of golden metal run in circuit-like stripes throughout the relluk's frame. These circuits are dotted with circular disks, many of which feature round gemstones. The circuit pattern is as unique to the individual as the torso-face. Where a head might be on a humanoid is a large uncut crystal point that glows with heat and light. From this crystal, the relluk sees, hears, and speaks. Its voice sounds almost metallic, with many echoes and reverberations regardless of the environment in which they are speaking. A dense odor of boiling rock emanates from their bulky mass, along with a great deal of heat.

The body of a relluk appears to be made of hard volcanic rock banded together with solid gold circuits. However, this is not entirely the case. Much of a relluk's interior is essentially a porous, pumice-like stone riddled with hollow tubes. A living relluk is also full of hot water, steam, and ashy mud which they bleed when injured.

Much to the chagrin of treasure hunters who may spend several days stripping out the gold circuitry from relluk corpses or relluks that were not yet activated, the metal is actually mostly copper and nickel with only about 20% genuine gold. A relluk body yields about 30 gp worth of pure gold, which is hardly worth the time and energy it takes to process it.

Unlike many other types of living constructs, relluks need both air and water in order to thrive. Their interior mechanisms mimic life through a complex internal elemental chaos of fire, water, air, and earth. Their soul crystal provides heat and the spark of life, while their bodies provide substance and form. Air and water must be added regularly. Without water, the relluk at first loses access to its breath of steam power, and then becomes brittle and likely dies from crumbling. Without air, the relluk behaves much like other life-forms; it slows down and dies. A relluk consumes water through grates around the soul-crystal head. Air intake holes are actually the "eyes" of the torso face.

Most of the pseudo-biological processes inside a relluk have to do with the transfer and management of heat. This is the primary reason that they do not wear

normal armor. While the relluk can expel heat from its torso mouth in the form of steam, this only provides temporary cooling. The circuits themselves radiate warmth, drawing heat away from the core of the body. Blocking this exit of heat from the body of a relluk causes it to slow down considerably. In addition, most armor does not fit a relluk's body shape and may obstruct the exit of steam or the intake of air.

The skin of a living relluk without the enhancement of armor gems is actually somewhat spongy, despite its appearance, and many liken it to reptilian scales in suppleness. While uncomfortably hot to the touch by human standards (about 175 degrees Fahrenheit), it is still fairly cool compared to its crystal head (which is about 550 degrees Fahrenheit). A relluk can greatly alter the consistency of its skin by adding armor gems, to the point of making the skin as hard as the stone it appears to be.

One might assume that a relluk is either resistant to fire or cold, from its appearance and its ability to generate large amounts of heat, as well as thrive unharmed in its own scalding hot steam cloud. However, such is not the case. While they do not outwardly appear to be harmed by fire or cold, it does throw them terribly out of balance internally, which in turn causes damage within. However, in regards to their breath of steam power, the expulsion of this steam provides just enough temporary cooling to help them withstand the duration of its effect externally.

The composition and nature of the crystal head is the biggest mystery. The crystals are impervious to damage, and, aside from glowing softly, are completely inert when not inside a relluk body. While resembling natural hexagonal quartz points, these crystals are flawless. About three-quarters of the crystal rests inside the body of the relluk, to which it bonds until the body is destroyed. The remaining quarter acts as the head of the relluk; providing both visual and auditory input in some inexplicable fashion.

ECOLOGY & SOCIETY: At last count, there are exactly 4,023 known soul crystals in the world, most of which are attached to relluks. More could exist somewhere, yet to be found. When the relluks first came to life, there were only about five hundred relluk bodies left—the survivors of erosion, treasure hunters, vandals, and other such adversities common to all ancient relics. This provided something of a conundrum to the newly conscious relluks; their species was imminently doomed to extinction.

However, guided by an almost instinctual memory of ages gone by mixed with a need to awaken the thousands of souls still sleeping in crystal form, they quickly unraveled the mystery of relluk body creation. The bodies must be created at sacred sites using molten

rock directly from a volcanic source, and generally take months of painstaking labor to complete. Luckily, the ancients left many of the necessary tools in the various ruins of huge ancient temples, and production began very quickly.

A small group of relluks formed to build new bodies, recover crystals from dead relluks, find new soul crystals, and generally act as caretakers for the new species. They now call themselves the Archeopatroni, and one can expect their agents to show up wherever a relluk was known to be slain to collect its soul crystal. The Archeopatroni are the closest thing that the relluks have to parents. Most relluks alive today have new bodies constructed by this society.

Unfortunately, the memory of a relluk is thought to be contained in its complex circuitry, not the soul crystals, and thus is destroyed when the relluk is slain. A newly awakened relluk is generally a blank slate. The soul crystal does seem to convey a few important aspects, however. Personality traits, class tendencies, and general disposition all seem to be some intangible quality of these crystals. For example, when a soul crystal is retrieved from a relluk that was known to be a capricious rogue, it is very likely that this crystal will yield another impulsive scoundrel type—though of first level, without memories or experience. It is also quite possible that although both relluks started out as the same class with the same general personality, they will lead markedly different lives.

Relluks do not age, have gender, or share many biological processes common to other races. Still they seem somewhat more organic than many other living constructs, as they still need to breathe and drink. In addition, their makeup prevents embedded and attached components, aside from the armor gems.

RELATIONS TO CORE RACES: Relluks are extremely varied in personality, despite their small population. Relluks are surprising in that such an alien-looking creature is still very capable of depths of emotion, humor, and even love. Of course matters of gender and reproduction confuse them somewhat, though they often relate to the concept of family as they share the same reverence for the Archeopatroni society. In some ways, they are envious of the natural born; often believing that the other races are much more advanced than they are. This may lead to a bit of an inferiority complex in some cases.

Most races are put at ease by a relluk's gentle and easy-going personality. It is easy to imagine relluks as big, lovable guys in some sort of bizarre battle suit. They get along especially well with humans, dwarves, and half-orcs. Relluks often lack the

grace required for elven etiquette, and relations between relluks and elves are consequentially strained. Halflings and gnomes are generally indifferent towards relluks, seeing them as somewhat scary but mostly harmless.

RELATIONS TO REMARKABLE RACES: Boggles often take particular interest in relluks, as the boggle mindset is often fascinated by the concept of a living construct. Boggles can often be found along side Archeopatroni during the creation of new relluk bodies. Fast friendship also occurs between relluks and mogogols, who both share a generally positive outlook. Relluks also share a kinship with the obitu because they are both created beings who often feel unworthy of life.

ALIGNMENT & RELIGION: Relluks are generally kindhearted, good-aligned creatures who seem to have a hard time comprehending senseless violence and cruelty. They can also be quite fierce, and are often overprotective, territorial, and suspicious of strangers. Many express feelings of being lost or without purpose. Much of this is attributed to the reason they were created in the first place; as protectors and guardians. Unfortunately, their charge has long ago crumbled into oblivion.

Relluks often have trouble relating to religious endeavors, as they have no patron deity and they know little of the religion of their human creators. In addition, they do not believe in an afterlife, as they think of their souls as tangible objects—the soul crystals. Of the few divinely focused relluks, paladins are much more common than clerics, and can often be found defending some goodly temples.

ADVENTURERS: Often, relluks adventure to find clues of their past. Some intend to unravel the mystery of the soul crystals. Others are simply trying to recover relics of lost civilizations in order to glean some more hints of their ancient creators. Relluks will also join an adventure to protect the land they live in, recover lost property, or to gain power.

Most relluks are of martial classes; though often too big and clumsy to be rogues. Relluks do have a natural attraction to arcane and primal forces as well, feeling that they are a mystical merger of both. Wizards and druids among them are not terribly uncommon.

NAMES: Baluk, Diwi, Fjow, Gerwiki, Hiwu, Iji, Kuwu, Lonu, Muluki, Nimuku, Pakwuk, Rukk, Tugwi, Ulu, Wuki, Zuwuki

RELLUK RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Dexterity: Relluks are built like tanks and have lovable and vibrant personalities. Unfortunately, their bulky form makes them somewhat clumsy.

Medium Size: Relluks have no bonuses or penalties due to size.

Normal Speed: Relluks move at base speed of 30 feet.

Living Construct: Unlike other constructs, a relluk has a Constitution score, makes Fortitude saves, and is not immune to mind-affecting spells or abilities. Relluks are also at risk from death from massive damage, nonlethal damage, stunning, fatigue, exhaustion, ability damage, ability drain, death effects, and necromancy effects.

Relluks do have immunity to poison, sleep effects, paralysis, petrification, disease, nausea, effects that cause the sickened condition, and energy drain. A relluk does not need to sleep, though a relluk wizard must still rest for 8 hours before preparing spells.

A relluk cannot heal lethal damage naturally, and must be healed magically. They can be affected by spells that target living creatures as well as by those that target constructs. Spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide only half their normal effects to a relluk. A relluk is made of stone and non-ferrous metal, and is subject to spells that affect creatures made of or wearing these substances.

Armor Gems: A relluk can use small quartz crystals and gemstones to emulate armor and gain access to special racial powers. Wearing armor other than armor gems causes a relluk to become fatigued in 1d6 rounds. After one hour of wearing armor, the relluk becomes exhausted. These conditions end immediately only when the armor is removed (the condition cannot be removed through other means). Please see the Armor Gems section for details.

Breath of Steam: Once per day, a relluk can emit a cloud of steam from its torso-mouth. This cloud has the same effect as *obscuring mist* with the following exceptions. The effect has a radius of 5 feet and lasts only 1 round per character level. Creatures that end their round within the effect take 1 point of fire damage per character level of the relluk. The relluk who initiated this effect is immune to this damage.

Light and Heat: A relluk's crystal head constantly sheds light as a torch and can light flammable objects on fire.

Languages: Relluk begin play speaking Common. Relluks with high Intelligence scores can choose from the following: Dwarven, Elven, Halfling, Gnome, or Orc.

RELLUKS IN YOUR GAME

The relluk race is full of mystery. Who were their creators? What were the "Shining Folk of the West" and where did they get the soul crystals? What was the mysterious dark force that sparked the need to create this new race? These questions could simply be unsolvable mysteries. However, they may also make interesting plot hooks and spur on other remarkable adventures.

Some features of this race may also provide launching platforms for further adventure. Perhaps the rumor of a large cache of soul crystals has surfaced. Even the armor gems may provide a source of adventure. It is very possible that the Altowan civilization enchanted several sets, now pilfered and scattered throughout the world. Since they do not work without all eleven gems, the relluk PC may find itself on a perilous odyssey to assemble a complete set with particularly strong enchantments.

Despite their prehistoric roots, relluks in this text are presented as a fairly fresh race to the world. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the relluk spent most of recorded history as motionless statues. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if this ancient spin does not work well with the concept of your game world, there are alternatives.

The relluks may be a new invention. It is quite possible that a primitive but highly mystical culture stumbled upon the secret of creating life. They could also be a spawn of the elemental planes themselves—an aspect of order from the astral plane manifested in the four elements.

Whatever the case, the relluk would make a welcome addition to any game as new living construct, an unusual option for the player who is bored with standard equipment, a challenge for the player who has played everything, or just a good match for those that enjoy adding a bit of ancient mystery to the game.

ARMOR GEMS

Most “armor gems” are not true gemstones at all, but merely common quartz crystals or semi-precious stones which are cut and polished to appear gem-like. These stones are embedded throughout the relluk’s golden circuitry, eleven stones total. Armor gems need not be enchanted, though they are specially crafted from extraordinary mineral specimens specifically for the purpose of fitting into the relluk’s circuitry receptacles. Optionally, armor gems can be intricately faceted, which adds 50 gp to their cost, but cause the relluk to grow stony spikes all over its body. This has the same effect as armor spikes, described in the equipment section of the *PATHFINDER ROLEPLAYING GAME*.

To be at all useful, armor gems must be comprised of a homogenous and complete set; eleven armor gems of the same type. Any variation and they cease to function. When activated by placing them in the correct receptacles, they radically change the consistency and toughness of the relluk’s skin; thus emulating armor. In addition, each set confers one other racial bonus that is usually defensive in nature.

Actual gemstones can be used in place of the quartz variations, and behave as masterwork armor (reducing the armor check penalties by 1). They also greatly enhance the racial power that they convey. The cost of true gemstone armor is five times the cost of the quartz variety. Only the true gemstone variations can be enchanted like a set of normal armor, which follows the same process and rules for creating magic armor.

It is not easy to remove or place armor gems, as they are tightly fastened and must be latched into the circuitry receptacles. It takes about the same amount of time to don or remove regular armor. The effect begins when the last gem is placed and ends when the first gem is removed. Armor is fully emulated; including category, maximum Dexterity bonus, armor check penalty, arcane spell failure chance, and speed modifiers.

The armor gems themselves collectively only weigh about a pound, regardless of type. The weight listed in the table below is actually subtracted from the relluk’s own body weight and added to encumbrance, and is typically only about three-quarters that of normal armor of the same type. The skin texture of the relluk stays the same in appearance as well. What changes is the density and composition of the skin. This will cause a minor variation in the color of the relluk’s stony hide; generally taking on a more subtle shade of the armor gems that are being used. The soul crystal’s hue changes to match the armor gems as well.

Optionally, decorative stones can be worn in the armor gem receptacles for a purely aesthetic effect. Relluk wizards often use decorative stones in combination with the Mismatched Gem feat to gain the special racial power of an armor gem without an armor bonus or penalty. Decorative stones have a base price of 3 gp for a set, but may be more depending on quality and material. The cost of a single armor gem is one tenth the cost of the armor gem set.

TABLE: ARMOR GEMS

Quartz Armor Gem	Gemstone Equivalent	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed	Weight
Decorative	Any*	3 gp	0	—	0	—	—	1 lb.
<i>LIGHT ARMOR</i>								
Agate	Opal	5 gp	+1	+8	0	5%	30 ft.	7 lbs.
Milky Quartz	Carnelian	10 gp	+2	+6	0	10%	30 ft.	10 lbs.
Rock Crystal	Moonstone	25 gp	+3	+5	-1	15%	30 ft.	15 lbs.
Rose Quartz	Garnet	75 gp	+4	+4	-2	20%	30 ft.	20 lbs.
<i>MEDIUM ARMOR</i>								
Smoky Quartz	Obsidian	10 gp	+4	+4	-3	20%	20 ft.	20 lbs.
Rutilated Quartz	Tiger Eye	50 gp	+5	+3	-4	25%	20 ft.	25 lbs.
Blue Quartz	Amethyst	100 gp	+6	+2	-5	30%	20 ft.	30 lbs.
Rainbow Quartz	Tourmaline	200 gp	+6	+3	-4	25%	20 ft.	25 lbs.
<i>HEAVY ARMOR</i>								
Adventurine	Peridot	250 gp	+7	+0	-7	40%	20 ft.	35 lbs.
Citrine	Topaz	300 gp	+7	+1	-6	35%	20 ft.	30 lbs.
Onyx	Sapphire	750 gp	+8	+0	-7	40%	20 ft.	40 lbs.
Prasiolite	Emerald	2000 gp	+9	+1	-6	35%	20 ft.	40 lbs.

*for decorative gems, any gemstone may be used that is not listed here. Base cost is modified according to quality and material.

Types of Armor Gems

Armor gems convey special racial traits by the type of armor they emulate. Listed below are these granted traits and a brief description of each armor gem. For the true gemstone varieties, double all numeric values listed for the racial trait. For example, a relluk wearing peridot armor gems gains acid resistance 10, instead of acid resistance 5.

PADDED ARMOR EMULATION

Racial Trait: You gain a +2 racial bonus on Knowledge (arcana) and Spellcraft skill checks.

Agate: translucent brownish-red stone with pale stripes, swirls, and/or spots.

Opal: translucent white opalescent stone

LEATHER ARMOR EMULATION

Racial Trait: You gain a +2 racial bonus on Heal and Survival skill checks.

Milky Quartz: translucent white quartz

Carnelian: translucent red-orange stone

STUDDED LEATHER ARMOR EMULATION

Racial Trait: You gain a +2 racial bonus on Perception and Stealth skill checks.

Rock Crystal: clear quartz crystal

Moonstone: translucent pale-yellow opalescent stone

CHAINMAIL SHIRT EMULATION

Racial Trait: You gain a +2 racial bonus on Sense Motive and Diplomacy skill checks.

Rose Quartz: translucent pink quartz

Garnet: clear violet-red gemstone

HIDE ARMOR EMULATION

Racial Trait: You gain a +2 racial bonus on Reflex saving throws against effects with a fire or electricity descriptor.

Smokey Quartz: semi-transparent dark grey quartz

Obsidian: opaque glossy black stone

SCALE MAIL EMULATION

Racial Trait: You gain a +2 racial bonus on saving throws against effects that cause blindness, deafness, or dazzled conditions

Rutilated Quartz : clear quartz with thin dark stripes running through it at odd angles

Tiger Eye : opaque brownish yellow stone with scintillating stripes

CHAINMAIL EMULATION

Racial Trait: You gain a +2 racial bonus on Will saving throws versus mind-affecting spells and effects.

Blue Quartz: translucent blue quartz

Amethyst: transparent purple gemstone

BREASTPLATE EMULATION

Racial Trait: You gain a +2 racial bonus on saving throws when examining an illusion effect closely to notice if something is amiss (disbelief) .

Rainbow Quartz: clear quartz crystal with scintillating rainbow colors on its surface

Tourmaline: multicolored transparent gemstone, often green and pink, but can be nearly any color or combination of colors.

SPLINT MAIL EMULATION

Racial Trait: You have acid resistance 5.

Aventurine: translucent blue-green quartz

Peridot: transparent dark green gemstone

BANDED MAIL EMULATION

Racial Trait: You have fire resistance 5.

Citrine: transparent yellow-orange quartz

Topaz: transparent yellow gemstone

HALF-PLATE EMULATION

Racial Trait: You have electricity resistance 5.

Onyx : opaque black quartz

Sapphire : transparent deep-blue gemstone

FULL PLATE EMULATION

Racial Trait: You have cold resistance 5 and sonic resistance 5.

Prasiolite: translucent mint-green quartz

Emerald : transparent green gemstone

Squole Character Race

Squole Character Race



The elemental planes team with mingled elements in what is known as the “paraelemental planes.” Fire and earth combine to create great expanses of lethal lava in the paraelemental plane of magma. Water and air spawn vast shards of frigid paraelemental ice. However, some reaches of the elemental planes are far less magnificent. One such case is when elemental earth mingles with elemental water to create the effervescently putrid realm of ooze.

Many horrid creatures are native to the dominion of ooze. In fact, most of the oozes, slimes, and jellies that plague mortals originated from these terrible realms. Primordial in nature, the dripping facelessness of the region’s inhabitants have granted them a bad reputation among mortalkind. The word slime has become synonymous with evil. Great efforts have been made by forces of good to eradicate these territories and their inhabitants.

However, not all ooze is evil. In fact, most oozes and slime are completely neutral; acting purely out of instinct to protect themselves or to feed. Though sentience and benevolence are rare among ooze-kind, some species do exist that can exhibit both. Such is the case of the multicolored squoles. The squole race began their existence as a collective of amorphous sentient slimes. After growing weary of frequent persecution, unwarranted attacks, and an ever-shrinking territory, they came together and completely altered the form of their entire race. Using alchemical formulas and arcane rituals derived from the creation of gelatinous cubes, they gave themselves a definable and permanent appearance and shape. Squoles used humans, the most well-received race of the multiverse, as a model.

PHYSICAL DESCRIPTION: The first squoles all had the same form; that of a fit and muscular male human. Later, they adopted an additional form; a slender and well-proportioned female. Being ooze, they lacked a good eye for detail, and all squoles appear somewhat featureless. With the exception of color, all male forms look alike and all female forms look alike, as they are all born from the same mold. All male-appearing squoles are 6’2” and 220 pounds. All female-appearing squoles are 5’6” and 135 pounds. Many have compared the appearance of a squole to that of a mannequin or roughly hewn statue.

Diversity among the squoles is found mostly in the color of their “skin,” which can come in every color of the rainbow. The race actually consists of three subspecies, each affected by a different aspect of the nearest paraelemental planes, which is reflected in their color and the type of energy that they are at home with. Magma squoles are reddish or orange. Ice squoles are any shade of blue or violet. Ooze squoles, also known as purekin, are yellowish or green. The skin of all squoles is glossy, smooth, and hairless.

While their bodies mimic most of the features that would be found on a human, it is in shape only. No facial features are actually functional or moving; a squole's eyes do not move or see, its nose and ears have no inlets, and its mouth does not open. They lack organs, and are somewhat translucent; light passes through them as it does through murk-tinted water.

When squoles move, they appear to bend in all the wrong places and are capable of motions that would pale even the most skilled contortionists. Their voices consist of androgynous muffled gurgles. Squoles exude odor reminiscent to their energy affinity; magma squoles smell smoky, ice squoles smell like fresh frost, and pure-kin squoles smell acrid.

A squole's paraelemental affinity is likely the result of natural species migration and evolution. The non-humanoid ancestors of the original sub-race, or pure-kin, was able to thrive not only in the paraelemental plane of ooze, but also the elemental planes of earth and water. However, the race needed to evolve in order to survive near the planes of magma and ice, and the other subraces arose as a result. The species, however, was unable to adapt to migrate further throughout the inner planes. Rumors do exist of a black or grey colored "smoke squole," but the validity of these claims is highly questionable.

ECOLOGY & SOCIETY: Despite their suggestive form, squole lack gender and reproductive facilities. In fact, squoles are made-up entirely of homogenous, multifunctional cells. Once per decade, any squole with a full hit point total can split into two squoles. The original takes damage equal to half its hit points. The other begins its life as a first level squole of the same favored class of the original. They often depart from each other after only a few days, as the new squole is a fully functional adult with rudimentary memories of its originator. Squoles live about as long as humans.

Squole are omnivorous, and can ingest any organic material simply by engulfing it into any section of their body. Food is digested in a matter of minutes, a process visible to observers through the squole's transparent skin. They can choose what they wish to ingest, expelling unsavory materials at will. A squole's sense of taste and smell is very discerning, and they can often tell one individual from another by its scent.

All squoles face the challenge of trying to behave and interact as if they were human, while having a mindset and biology vastly dissimilar from a human. They exist to emulate what is, to them, the most successful race in creation. Consequently, their behavior is highly exaggerated and stereotypical. For example, if a squole discovers that humans enjoy a particular food, that squole might eat that food above all else, all the while praising its taste (even if the squole actually

dislikes it). For every squole, it is a struggle to understand human ways.

Emotion is likewise an act of mimicry. A squole loves because the object of their love has met a set of parameters that they believe humans require for love. Younger squoles have trouble with literal interpretation and seem lost at the nuances of figurative meaning. By the time the squole has reached venerable years, it may seem extremely human, having honed its mimicry act to perfection.

RELATIONS TO CORE RACES: Obviously, squoles get along best with humans, whom they often idolize. Occasionally, they will model themselves after half-elves and half-orcs, or even more rarely, elves or dwarves. Gnomes and halflings find the squoles to be a curiosity, while squoles generally adopt whatever attitude the consensus of the human population has regarding these races. Most races see squoles as generally benevolent, but most assuredly a little disgusting.

RELATIONS TO REMARKABLE RACES: Squoles generally adopt the same attitude towards strange races as the local humans; which can sometimes seem very illogical considering they are a fairly unusual race themselves.

ALIGNMENT & RELIGION: Aside from following in the footsteps of man, squoles also aspire to make a good name for ooze-kind. They typically model their personality and role after a popular human example. This human role model is studied extensively and incorporated into the squole's mannerisms, outlook, and character alignment. Eventually, a squole builds his entire persona based on several human role models. This is an ongoing process, and a squole is constantly observing and changing, endeavoring to be benevolent by human standards.

Most squoles have rejected the gods of ooze in favor of human-worshipped deities. Occasionally, a squole will take up a religion that relates to nature or the elemental planes. Generally, squoles are often non-religious unless their role models are also religious.

ADVENTURERS: Originating from primitive pools of mud, squoles generally gravitate towards less sophisticated means of combat. An overwhelming majority of squoles are barbarians, fighters, and monks. Melee combat is favored, as that is where a squole has the most advantage. They commonly avoid long range combat, as their senses do not permit it.

NAMES: Squoles idealize humans, and therefore have adopted their naming practices. Occasionally, squoles will also use names common to other humanoid races.

SQUOLE RACIAL TRAITS

+2 Dexterity, +2 Constitution, -2 Intelligence: Squoles are unnaturally sturdy and flexible, though they are not especially smart.

Medium Size: Squoles have no bonuses or penalties due to size.

Normal Speed: Squoles move at base speed of 30 feet.

Blind: You cannot detect objects or creatures by sight.

You cannot make Perception checks to visually notice things beyond the range of your blindsight. You cannot discern color, read written text, or see incorporeal creatures. You are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Blindsight (40 feet): Using sensitivity to vibrations, the squole maneuvers and fights as well as a sighted creature within a 40-foot range. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. A squole usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Excessive vibrations or loud sounds provide concealment to those within range of the blindsight at the adjudication of the Gamemaster.

Boneless: Squoles can move in ways that other creatures cannot. A squole gains a +2 racial bonus on Acrobatics and Escape Artist skill checks. In addition, the squole gains a +1 bonus on its Combat Maneuver Bonus and Combat Maneuver Defense.

Elemental Resistance: At character creation, a paraelemental sub-type (ooze, ice, or magma) is chosen. This choice remains throughout the character's life. The squoles gains an energy resistance equal to one-half its character level according to its elemental subtype: ice—cold resistance, magma—fire resistance, and ooze—acid resistance.

Humanoid Ooze: A squole has only a few common traits consistent with other oozes, due to its permanent humanoid form. Squoles cannot be stunned and do not take additional damage from precision-based attacks, such as sneak attack. In addition, squoles are immune to poison and sleep effects. They can however be subject to critical hits, flanking, paralysis, and polymorph, just as other humanoids are. Squoles eat and breathe, but do not sleep.

Languages: Squole begin play speaking Common. Squoles with high Intelligence scores can choose from the following: Aquan, Auran, Dwarven, Elven, Ignan, Orc, or Terran.

SQUOLES IN YOUR GAME

Squoles offer an opportunity to add a character to the party who has very different strengths and weaknesses when it comes to senses. While blindsight has several distinct rewards (see in the dark, immune to blindness, etc), there are also several drawbacks. The first is that squoles are extremely nearsighted...a foe that is only 45 feet away is effectively invisible. This creates a certain balance, where the squole will have the advantage in some situations, and disadvantage in others.

Consequently, the squole may face more of a struggle in some games than in others. Scenarios with an overwhelming majority of long range opponents may be extremely challenging for a squole who won't be able to see these adversaries. On the other hand, if opponents rely on invisibility or darkness, the squole will have the upper hand.

Culturally, the squole's plan for assimilation into the human population is somewhat successful, considering that they are essentially intelligent oozes. The cornerstone of their plan, assuming a permanent human shape, is most responsible for this remarkable achievement. Despite their obvious dissimilarities, their familiar profile grants them a large measure of personification that they would most certainly lack as a formless ooze.

Squoles in this text are presented as a fairly fresh race to the world. The exact date of their migration to this world was purposefully left out so the Gamemaster can introduce them as needed. They do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. If other planes of existence are not available, the squole could have naturally evolved from creatures such as the ochre jelly and gelatinous cubes presented in the *PATHFINDER ROLE PLAYING GAME BESTIARY*. Another possibility is that they are a cursed race of humans that descended from a primordial cult.

Whatever the case, squoles will make a welcome addition to any game with a new way to see things, an unusual option for a player seeking to play a grappler or melee type, or even a fun alternative for those who want to explore a more alien side of life.



SQUOLE NPCs

King Cedric lived more than a century ago, yet his deeds lived on as a positive example to mankind. Cedric the squole fighter, however, still has far to go. While he follows the teachings of his namesake, he has faced many failures. Undaunted, he has joined a group of adventurers worthy of his cause. Together they vowed to uphold the old ways; fight evil, end oppression, and never let the works of good King Cedric become unraveled.

The only blue-skinned member of his tribe, William fought hard for his place. Originally a prisoner, this hardy squole learned quickly from his captors. The primitive tribe that imprisoned him let him join their cause after he won them over with a respectful display of unarmed combat. Now part of a small band of barbarians, William never fails to impress. Their mission is simple: eliminate all threats in the northern steppes. Of course, the northern steppes are known for their unlimited supply of peril, so the task is not an easy one.

It could easily be said that Eliza fell in with the wrong crowd. After all, her role-models were less than savory characters that used subterfuge and assassination to further their fight for independence. However, Eliza's mind was always as icy as her glacier-blue skin. This rogue squole uses her unique talents to slip in and out of situations that the average scout would not be able to. She is a valued asset to her organization's cause, though not necessarily to the cause of the squole race. Perhaps, in time.

Taddol Character Race

Taddol Character Race



In the annals of ancient elven history, a small footnote refers to a tiny volcanic island in the icy northern sea. This island was originally noted as a place of extreme danger, for its coast is an inward facing waterfall featuring jagged rocks and a countless fathom plummet to certain death. Many speculated it was created by a rift between this world and the ethereal plane. This theory is supported by the land's active but stable volcano, and the fact that the entire perimeter has terrible influences on powers dealing with teleportation. The isle's unusual nature and remote location made it a perfect place for the elves to imprison some of the more notorious criminals convicted by the high elven court.

Specifically, two groups became important on this island, even after the elf elders deemed it overpopulated and ceased dumping more prisoners onto it. The first group was a family of particularly despicable ettin. This family flourished by feasting on many of the other prisoners. The second clan was made up of elves themselves; a band of elven pirates, murderers, and con artists. The island was locked in conflict for over a century.

When the smoke settled, only the two groups remained. The elf clan emerged victorious, and had enslaved the ettins. The elves and the first generation of elven children to be born on the isle directed many generations of ettins to build several great works designed to help with an escape from the island. Unfortunately, violent earthquakes, the relative stupidity of the slaves, and the isle's unique properties foiled every plan. What was worse, ettins, who mature very quickly, began to outnumber the slow-aging elves.

That is about where recorded history leaves off. The archives of the elf elders tell us how they got there, and well-preserved written logs left by the elf prisoners and their children tell us the rest. However, when and how the taddols came about can only be speculated at. Taddol lore states that the elves became envious of the ettin for its two heads. According to the legend, the elves magically crafted their own second heads and slaughtered the ettin, as they were no longer needed. This is, of course, is a preposterous notion. Many sages believe that there was an ettin uprising, and that the elves were enslaved in a most vicious manner. The taddols were the resulting offspring. Others believe that the taddol hybrids were intentional; the elves' way of making smarter slaves. In any case, two millennia after the island had faded into obscurity, it was rediscovered by a troop of elven eagle riders. The Isle of Benfalas was populated entirely by taddols.

TADDOL CHARACTERS

Although it has two heads with distinct personalities, the taddol of the Pathfinder Roleplaying Game is collectively considered one character. The race is designed to have one set of statistics with racial abilities that reflect the impact of two minds. While it is possible for two people to cooperate to play one taddol character together, it is fairly easy for one person to handle as well. The dichotomy between the two personalities might best be compared to that of a wizard and his familiar or a ranger and his animal companion.

PHYSICAL DESCRIPTION: It is undisputed that taddols are the unlikely hybrid of elf and ettin. Their abilities, appearance, and even culture seem to be a strange mix of the two. They stand from 7 to 8 feet tall and have lean and muscular frames. Their skin ranges in color from cream to tan. Their hair distribution is very similar to humans, though they do not grow facial hair and males customarily keep their heads clean shaven.

The most distinguishing feature of the taddols is their two identical heads. Their faces are average looking by human standards; not nearly as ugly as their ettin ancestors, but rarely as sublime as most elvish kin. As the originating races both have pointed ears, so do the taddols. Eye color is of reddish hue and can range from violet to orange.

Taddols typically dress in primitive, but well-made attire and are fond of symbols, glyphs, and runes. They also enjoy tattoos of this same theme, especially on their faces. Despite their origins, their demeanor is somewhat quiet and civilized.

ECOLOGY & SOCIETY: How exactly the taddols came about, biologically speaking, is a mystery that is pondered by many sages. Elves and ettins are dissimilar creatures in many respects, and should not have produced viable offspring. While some speculate there may have been some arcane tampering, elven elders are quick to point out that the prisoners did not have that sort of magic or knowledge at their disposal. Another theory is that ettin are giants with fairy blood, which may potentially mix with the blood of other creatures of similar backgrounds. If such is the case, this opens the way to many other questions.

However it happened, the taddol are similar to both ettins and elves. They mature slightly quicker than humans, reaching adulthood at age 14 (unlike ettins who reach adulthood around age 3). They practice polygamy, and each will often have multiple wives or husbands. They never have multiple births, and rarely have more

than two children in their lifetime. The heads are always identical, like identical twins. However, the personalities of each head may be markedly different. They live as long as half-elves.

Taddols have the unique experience of being the only civilized race that has two heads. They were also relatively undisturbed by other sentient races for thousands of years. This, combined with a keen intellect, has produced a most unusual culture that could seem very alien to the outside observer.

The first cultural difference that one might notice is that taddol are not overly possessive. The concept of "mine and yours" is a bit blurry for a being who shares a body. While they do claim ownership, it is a rather loose association, and it is usually with the attitude of "its mine because no one else wants it." For this reason, they may cross the line on what other races feel comfortable with on matters of personal space and private property.

One item of note is that it may be very difficult to ascertain when to use singular or plural adjectives when referring to a taddol. Each individual creature is actually two distinct beings. Taddols each refer to their body as if they were two, not one. "Those people over there" might refer to one taddol body. However, "That person standing there on the left" would refer to the left head of the taddol. Using "taddols" as a plural form refers to multiple bodies. They tend to get upset when someone does not respect the fact that the taddol is actually two distinct people. Individuals prefer to be referred to as a twin, rather than just a head.

Taddol are also fairly superstitious, and most elaborately so. Many feel this to be strange since the taddol are also highly intellectual. However, one must also remember their ancestors' propensity for the arcane and that the taddols had little or no guidance in either arcane or spiritual matters. Most of what they came up with was interpreted from ancient manuscripts and manufactured on their own. It would be impossible to list all of the Taddol superstitions, as the list is long, often contradictory, and varies from taddol to taddol.

Upon speaking with a taddol, one can easily see how the superstitions became so intricate. Taddols love conversation and talk frequently, about virtually any topic. They are master philosophers, but often fall victim to the folly of being able to rationalize nearly anything. Having two heads has also made them quite sympathetic and diplomatic, and they are quick to act as mediators to quarrelling parties.

While taddols will occasionally have villains among them, they are generally a peaceful race. Despite having descended from monsters and murderers, they are not evil, nor do they have habits that most would consider evil. While they do eat a lot of meat, they wouldn't even think of eating a sentient creature. They will occasionally fight amongst themselves over philosophical differences, and these disputes have a history of turning ugly very fast and lasting a long time.

RELATIONS TO CORE RACES: Taddols view other races with a great degree of pity, and see them as disabled and sometimes lesser beings. While some measure of ancestral elven arrogance has undoubtedly trickled into their own psyche, the taddols try to fight back a condescending attitude with understanding. They often adopt the role of caretaker when among other races.

Elves often recognize their heritage, but are more likely to be appalled by it than accepting. Other races view the taddol as something of a curiosity, as two-headed births occur very rarely for nearly all races but almost always result in individuals who are sickly or who die very early. A taddol serves as a healthy and thriving example of a successful two-headed organism.

RELATIONS TO REMARKABLE RACES: Taddols are reasonably accepting of all races, though have some superstitious reservations with a few. They consider mogogols to be lucky, as they often believe frogs to be blessed creatures. However, they avoid the zif, which they often equate to snails, which are a bad omen. They feel at home with the relluks, whose architecture often reminds them of their own art and sculpture. They will not touch obitu, as there is a strong taddol taboo against touching corpses of sentient creatures.

ALIGNMENT & RELIGION: Taddol twins rarely have opposing alignments or religions, as such would render one useless with constant bickering and arguing. If a pair of twins has a different alignment, the core alignment for the character is the average of the two, favoring neutral. For example, if one head tends to be chaotic neutral, and the other neutral good, then the overall alignment of the character is true neutral. This average alignment applies to all affects that are based on the alignment of the character, with the exception of magic head gear which applies to each head's alignment individually.

While superstitious, taddols have no religion of their own. They are fond, however, of both human and elven pantheons, and will occasionally adopt religions based on those cultures if it is congruent with their cause and personality.

ADVENTURERS: Taddol characters often multiclass to best reflect the individual interests of each head. No two taddol heads think exactly alike or focus on precisely the same things. One head may focus on an entirely different skill than the other head. With their non-possessive philosophy, however, this is rarely an issue. Watching a taddol train is a dizzying experience, as they take turns in rapid succession doing entirely different things. It happens so fast sometimes that it appears that they are literally doing two things at once.

Taddol characters tend to gravitate towards martial classes, as they have no recent legacy of arcane or divine classes. They will occasionally revere nature, however, and have been known to spontaneously muster workable druids. Taddols are curious and adventurous creatures and are quick to devour new information. It is very likely that taddol wizards and clerics will become more common in the near future.

Taddols adventure most often for the sake of adventure. For eons, they had been confined to Benfalas Isle, and most long to see the rest of the world. Taddols have since purchased scores of giant eagles from the elven people and have scattered to the four winds. They often leave all of their possessions behind, as the eagles already strain under the weight of their unencumbered bodies.

Taddols do not often adventure for wealth or fame, as they cannot relate well to these concepts. They will, however, adventure for a concept, ideal, or philosophy. Some say that a taddol values their beliefs over anything else. A taddol will often quest to affirm their beliefs, spread their word to others, or answer a philosophical argument. To a taddol, one's thoughts are the only true possession one can have.

MALE NAMES (right head & left head): Adan & Ardan, Berro & Berrin, Carick & Darick, Eldin & Ertin, Gondal & Thal, Ian & Eltrin, Lucan & Lucas, Rolan & Theren

FEMALE NAMES (right head & left head): Adrie & Sadie, Birel & Biren, Chaedi & Chaeda, Dala & Dasa, Emmi & Enni, Fralas & Frelas, Keyla & Freyas, Mialen & Maylen, Shala & Shela

Occasionally, taddols will also use names common to other humanoid races. According to superstition and custom, if a taddol owes his life to another, he or she must name his next child after that person. They also believe, however, that using a non-traditional name is unlucky. Some taddols will avoid having children or go to great lengths to repay a debt in order to circumvent this outcome.

TADDOLLS IN YOUR GAME

Unlike other races, taddolls present an unusual option: play two personalities attached to one character. This can be done in a variety of ways. First, for the player who wants to play two personalities at once, this is the best option with the taddol. This works well because there is only one set of statistics to work with and one character sheet to maintain while providing the thrill of controlling two active personas. Or perhaps two players really enjoy working together; the taddol would work well for them as well. Yet another option is to have a player play one half of the taddol, and the Gamemaster treats the other as an NPC. If two people play a taddol, they could alternate turns or even encounters as desired.

Optionally, the Gamemaster can create an alternative back story for the taddolls. Perhaps, like ettins, they are simply a naturally occurring race that has been relatively rare. Then again, maybe they are from another plane and are fleeing to your campaign world from a terrible menace. Taddol could also be a brand new race that arose from an arcane experiment; a clone machine that has gone horribly wrong. Whatever the case, the taddol will make a welcome addition to any game as a the only two-headed PC, an unusual option for a player (or even a couple of players) who are seeking something different, a challenge for the player who likes to play everything, or even a fun alternative for those that really enjoy working together on everything.



TADDOL RACIAL TRAITS

+2 Strength, +2 Intelligence, -2 Charisma: Taddolls are very strong and exceptionally bright. While very talkative and even good at mediating between quarrelling parties, they still have trouble relating to races who have just one head. Consequentially, they often seem rude, blunt, and unsympathetic.

Medium Size: Taddolls have no bonuses or penalties due to size.

Normal Speed: Taddolls move at base speed of 30 feet.

Low-Light Vision: Taddolls can see twice as far as humans in conditions of dim light.

Half-blood: Taddolls count as both elves and giants for any effect related to race.

Multitalented: Taddolls choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Two Heads: Taddolls gain a +4 bonus to Perception skill checks. For magic items, the taddol has the same slots as a single character with twice the number of head and neck slots. A vorpal weapon can lop the head off of a taddol on a roll of 19 or 20, provided that the attack is also a critical hit. Losing one head is still fatal for a taddol. Taddolls share effects regardless of which head is targeted.

Two-Weapon Fighting: At 1st level, the taddol gains Two-Weapon Fighting as a bonus feat, regardless of whether or not he meets the prerequisite. Additionally, a taddol qualifies to take Improved Two-Weapon Fighting and Greater Two-Weapon Fighting without meeting the Dexterity prerequisite, though he must qualify in all other ways to take these feats.

Languages: Taddol begin play speaking Common and Taddol, which is a pidgin of Elf, Giant, Goblin, and Orc. Creatures that can speak any two of these languages may succeed on a DC 15 Intelligence check to understand the Taddol tongue. Each additional language in common with the pidgin reduces the DC by 5. Check once for each piece of information. Taddolls cannot understand individual elements of their ancestral tongue any more than other races that are also unfamiliar with these dialects. They can however, better understand ettins, and require Intelligence checks DC 5 to communicate with one.

Taddolls with high Intelligence scores can choose from the following: Elf, Giant, Gnome, Goblin, Orc, and Sylvan.

Xax Character Race

Xax Character Race

Deep in the swirling quagmires of the Abyss, a mad cult of unnamable creatures vied for power. Their chants and gibbers rose to a violent cacophony when the swirling portal opened. When black clusters of tentacles, eyes, and maws erupted from the conjured gateway, nearly half of the group was forced to end their ritualistic wailing — they were devoured by the pre-primordial forces emanating from the portal. Fierce winds roared up against the encroaching madness. In a moment, the two realities merged — absolute chaos mingled howling and frenzied with ageless insanity. The scene twisted into something no words could ever describe, and no mortal man could witness and survive. Then, with a sudden explosion, the portal closed. What seemed like shrapnel at first, later turned out to be countless small, grey creatures jettisoned in every direction. Appearing as twisted and alien as any creature native to the Abyss or the dark tapestry between the stars, one could only imagine their dark intentions, warped minds, or depraved desires.

However, no one would ever imagine that the product of the two most unfathomable realms in existence would gaze upon the twisted landscape of the Abyss and exclaim, “We do not belong here!” This was the birth of the xax, which was immediately followed by their exodus to the prime material plane. Xax, despite their origins, have strictly ordered minds. Out of madness and pandemonium arose a race that gravitates towards logic, reason, and philosophy. Xax are introspective creatures, who seem at odds with their forms. In mind, they relate well to mortal folk, even feeling a sense of morals and honor.

PHYSICAL DESCRIPTION: While their minds can be comparable to the mortal folk, in body, the xax are another thing entirely. Standing at only three and a half feet tall, the xax is a small, somewhat ape-like creature, with long arms that end in three-fingered hands that can drag along the ground as it walks on haunched legs terminating in long, two-toed feet. The xax completely lacks a neck, though does have a bony ridge atop its head that is suggestive of one. Its face, if one can call it that, is near the middle of its chest. Two eyes, one slightly larger than the other, rest on top of each other right above a vertical tooth-filled mouth. Bulbous musculature dominates the creature’s back and shoulders, covered by hairless, smooth grey skin that fades to a bluish tinge around its face. It has four pointy tongues that wriggle forth from its mouth when it eats. Despite its appearance, xax have an uncannily clear and intellectual sounding voice.

ECOLOGY & SOCIETY: Xax do not have gender and reproduce through a form of budding. A xax will randomly develop a large tumor on its back, which will eventually erupt into a youngling xax. These younglings grow to maturity in about a week, and are ready for adventure within a month. They are born with the common knowledge of the area they were born into. For example, if a youngling xax starts life in a farming community, it will begin with a basic knowledge of agriculture. Xax have a lifespan comparable to humans, though they become extremely wrinkled as they age, and the bluish tinge of the face eventually expands to encompass their entire body as the creature enters its venerable years.

Xax are omnivores who enjoy a wide variety of food and drink. Their blood is a purplish tar, and their organs are all squirming tentacles that writhe from open wounds. The unique physiology of a xax demands strange nutrients. They will often consume large quantities of substances that other races would not find palatable at such a scale.

Xax are often devout philosophers with dizzying intellects. They have a fondness for finding patterns in seeming chaos, discovering connections between unrelated things, and generally solving mysteries that most fear to fathom. Xax are seldom selfish creatures, subscribing to the belief that we are all part of the great cosmic consciousness.

As one could imagine, keeping up with a xax's rationale can be quite confusing. On one hand, they are peaceful philosophers who tote the virtues of brotherhood and "oneness," and on the other they are brutal combatants capable of grisly acts of carnage and destruction. Only one thing can be said for certain; the xax will always have a rational explanation for everything they do, and that explanation will likely be convoluted.

RELATIONS TO CORE RACES: Most races find the xax to be more than a little creepy. Even if one could get past the physical appearance of a xax, their intellectual nature and strange rationale might make some uneasy. Humans and half-orcs seem to get along best with the xax. Elves, gnomes, and halflings often find them repulsive on all fronts. Xax view all races as equals.

RELATIONS TO REMARKABLE RACES: Xax are one of the few races that are so open-minded that they even understand the rigid anti-progressive nature of the mahrogs. Unfortunately, the same cannot be said in reverse. The zif, for example, see the xax as potential threats, and certainly tainted creatures.

ALIGNMENT & RELIGION: While xax revere chaos as a force of nature, most shy away from this outlook. Their minds are structured, perhaps insanely so, but enough to create a large percentage of lawful individuals. Most xax favor the side of good, as that seems to mesh best with their innate philosophy. Evil xax do exist, but often act as if they are acting a part in a play—over dramatic, stereotypical, and with very simple motivations.

Xax worship a variety of deities, though favor none in particular. They will not subscribe to any faith that is not congruent with xax philosophy, however.

ADVENTURERS: Bordering on ascetic, the xax rarely adventure for wealth, greed, fame, or glory. They will adventure to gain knowledge, test theories, restore balance, and protect the innocent. Unlike most benevolent or peaceful creatures, they are not repulsed by creatures of evil or chaos. Instead, they see these beings as a necessary element in the universe. While many with such a philosophy would become pacifists, xax do not consign to that either. To a xax, violence can be a positive agent of change, and they are quite willing to destroy anything that they feel needs to be rebuilt.

Xax take a large variety of professions. They revere the creative side of magic, so they can be natural wizards and bards. Xax wizards often construct insanely multifarious devices that help to solve some obscure mystery. Xax bards enjoy complex musical instruments, and will often design their own unique versions. Xax can also be very spiritual, taking up the cleric or even druid class. A variety of other classes can be found among their race, though not nearly as commonly. Among those, those favoring martial arts are most prevalent, due to the xax's enduring bodies and natural weapon skills.

NAMES: Bipok, Cosine, Eleven, Faren, Gravity, Infinity, Jeva, Kelvin, Quark, Radar, Rhombic, Tangent, Tetra, Uradium, Velocity, Wolden, Zero

XAX RACIAL TRAITS

+2 Constitution, +2 Intelligence, -2 Charisma: Xax have iron constitutions and dizzying intellects, but their alien nature often hinders social interactions.

Small: Xax are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Xax move at base speed of 20 feet.

Chaotic Resistance: At character creation, xax roll a d10, and gain resistance 5 to the corresponding energy type. This resistance is permanent, and does not change. 1-2: acid, 3-4: cold, 5-6: electricity, 7-8: fire, 9-10: sonic.

Memory of Conflict: At character creation, a xax gains proficiency in one exotic weapon of his choice.

Skill Tuning: After an 8-hour rest, a xax may choose one skill to gain a +2 racial bonus with for 24 hours.

We Are One: Once per day, at sunrise, the xax rolls randomly on the list below to become endowed with a racial trait that is common to the core races. The description of each of these traits is detailed in the *PATHFINDER ROLEPLAYING GAME*.

Roll 1d6: 1: stonecunning (dwarf), 2: elven magic (elf), 3: gnome magic (gnome), 4: orc ferocity (half-orc), 5: halfling luck (halfling), 6: The xax gains temporary access to one feat that he meets the prerequisites for. The xax may choose this feat, and the choice remains until the next sunrise.

Languages: Xax begin play speaking Common. Xax with high Intelligence scores can choose from any language available to the core races.



XAX IN YOUR GAME

In a world where sinister-looking half-orcs can be accepted as a player race, the xax may fit in very well. In many ways, they appear much less threatening than half-orcs or tieflings because they are of Small size. In other ways, the xax are much more hideous and alien. Not only do they have a rather slanted view of the world, but they lack many of the biological similarities that tie other races together.

However, this can be an advantage. One can never be certain what to expect from a xax. With their complex philosophies and sweeping paradigms, the xax could potentially justify just about any action. Without love, romance, or a familiar sense of family the xax are far from predictable.

The xax are also the only emissaries of the great black space between the stars that are not completely mad or diabolical. Through them this Lovecraftian concept can be more easily introduced into your campaign. Their strange blood may impart some extraordinary connection to this distant and terrifying realm.

In addition, xax are meant to add a fun random element to your game. In editions of yore, we grew fond of wild magic, the Deck of Many Things, and other fun tables and charts that were design to add a bit of the wildly unexpected to the game. The xax were written with the same flavor in mind. Gamemasters should feel free to experiment with bizarre results for creative ideas involving the xax and explain it easily...after all would you expect less from the product of chaos and insanity?

Xax in this text are presented as a fairly fresh race to the world. The exact date of their creation was purposefully left out so the Gamemaster can introduce them as needed. They do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the outer planes can easily be replaced by other alien or chaotic worlds. If other planes of existence or worlds are absent entirely, the xax could be the product of intense chaos or wild magic. Perhaps they are the direct result of tampering with the universal fabric; a terrible side-affect for those who dare delve into the more eldritch facets of reality.

Whatever the case, the xax will make a welcome addition to any game as a the strangest character in the group, an unusual option for a player seeking to play a philosophical character, a challenge for the player who likes to play everything, or even a fun alternative for those who like to roll lots of dice.

XAX NPCs

Like most xax, Primus sees the order in the chaos. Unlike most xax, however, he believes that he is a divine piece of that order. Primus, a powerful cleric, believes himself to be the living emissary of a fragmented deity. According to his preaching, this deity, primordial and ancient in origin, lays shattered throughout the multiverse. Primus believes that by bringing order to the chaos, he will eventually be able to resurrect the shattered god and ascend to godhood himself. He is accompanied by zealots who believe in his cause, spurred on by his charismatic sermons and promises of great power and understanding.

If asked, Triskaideka would say he is a peaceful star-gazer. While he does gaze at the heavens, what he isn't saying is that he feels a strong presence gazing back, spurring him towards acts of violence and destruction. As a wizard who studies the ancient art of astrology, he believes that the madness that people see there is simply a deficit of perception. Others fear the unknown simply because they cannot comprehend it. Triskaideka, however, is beginning to believe he can. This worries his fellow adventurers who are just now getting used to his strange ways and incoherent ramblings.

To say that Null was born with a bastard sword in his hands would not be that far from the truth. Null came into being on a battlefield during a great war. Having absorbed the basic knowledge and training of a soldier, he felt compelled to continue on that path. At the tender age of three weeks, he had already found his favored weapon, and chose a side to fight for. Null finds harmony in killing, and sees a sort of balance in the state of conflict. He is accompanied by likeminded mercenaries; each with their own agenda, but unified in the belief that without war, there would be no peace.

Zif Character Race

Zif Character Race

In the primordial eons of forgotten times, before any beast roamed on land, the sea was teeming with life. Some of these creatures are still around in similar forms such as the shark, the horseshoe crab, and the sea slug. Others fell into extinction. Among those were the ammonites. Ammonites were squid-like creatures with spiral shaped shells. We know them by countless fossils suggesting that they were once quite prolific.

With their general simplicity, one would assume ammonites were non-sentient creatures; not much more intelligent than the modern octopus or cuttlefish. This is only partially correct, however. During the age of the ammonites, another creature was also quite successful. This mollusk did not have teeth like the shark, nor did it have a hard shell like the crab. It could not swim very fast, nor did it have particularly good camouflage techniques. It did have two amazing abilities, however, that helped it to survive the countless ages. First, it was a parasite. It could attach itself to the nervous systems of other mollusks and assume control over the host's body. The zif, as they came to call themselves, were also extremely intelligent.

The zifs preferred the ammonites as hosts. With the ammonite forms, they built great cities. In the course of a million years, they had a thriving undersea civilization. They ruled the world for ages, until a terrible and mysterious force from beyond threatened their existence. The peaceful world that the zifs created ended in a cataclysmic apocalypse of fire, ice, and lightning. The ammonites were wiped from the realm. The zifs, however, retreated and survived.

For the next several eons they would survive in the bodies of colossal deep sea squids. At oppressive depth and darkness, they could continue their civilization unmolested. For millions of years they persevered through countless rises and falls of their civilization, which was accompanied with ages of great discovery and dark times when much knowledge was lost. At the dawn of the age of man, the zif had declined into a race of nearly solitary individuals, teetering on the edge of extinction.

They first learned of mankind from its shipwrecks, and a new movement was sparked. They began to once again dream of roaming free in the world. To do this, they would have to shed their bulky forms and inky lairs. They searched far and wide for a new host that would suit their needs.

Their travels brought them to the snillorgs; a cowardly species of primitive snail people. Snillorgs were a pest on the tiny island that they inhabited. They were known for nocturnal raids of farmland, their timid nature, and their deplorable stupidity. At the time, the entire snillorg population was only about two thousand individuals. This changed immediately after the zif began an aggressive breeding program.

The population of snillorgs grew in secret, while all the zif of the world congregated, plotted, and dreamed. Suddenly and without warning, the land was inundated with countless snail creatures. While it had all the appearances of a wide-scale invasion (and many land creatures mistook it for such) the zif were on a mission of peace. In exchange for new concepts, commodities, and secrets the zif only wanted a place in the world. Most areas welcomed them and greedily accepted all of the strange new elements that only a race as old as time could offer. In areas which would not accept the zif, they simply retreated apologetically.

PHYSICAL DESCRIPTION: Zifs as they are today are known by their snillorg forms. These odd creatures have all that one would expect from a humanoid snail. Standing about 5 feet tall, they glide along on one muscular foot. This motion is powered by succeeding waves of muscular contraction which move down the ventral of the foot. A small, flat shell known as an operculum rests on top of this foot. They have a long, thin body with arms that are almost skeletal in width. These arms end in equally long and thin three-fingered hands. A larger four-foot diameter spiraled shell protrudes from their backs, much like a backpack. Their heads extend practically neckless from their torso and have wide and flat mouths filled with smooth, grinding teeth. Two bulbous antennas protrude from where their nose should be. Their heads are capped with two long eye stalks. Zif eyes are simple black orbs. The most remarkable aspect of the zif's body is that it is entirely retractable, and fits snugly into the shell that they wear on their backs. When retracted into their shell, the foot shell fits neatly over the main shell's opening providing maximum protection.

Zifs speak in gurgling voices and smell a bit musky, but not as terribly unpleasant as one might expect. Their yellowish brown skin is particularly slimy as it exudes purplish mucus that aids in movement and maintains the elasticity of their skin. Their shells vary in color and pattern, but are typically black, white, pink, brown, or yellow. Unlike the zif's previous forms, the snillorg form is primarily terrestrial, and lacks the biology necessary for prolonged underwater life.

ECOLOGY & SOCIETY: Zifs are mollusks, and like many of this category they are also functional hermaphrodites. Any two zifs can get together to create children. It is even possible for a zif to spontaneously

create children without a mate, though this is generally reserved for times of very low population. Beyond this, zif biology is extremely complicated.

First, zif are actually two distinct organisms in one. The intelligent part, the actual zif species, starts life as a tiny squid-like mollusk that burrows into the base of another mollusk's tail and effectively hijacks its nervous system. Once attached, it begins to root itself permanently into the other creature. In the matter of a decade, the zif matures and becomes an enduring feature of the host individual. The host's original brain and the parasite's internal organs both atrophy into oblivion and the two organisms effectively become one. The zif parasite (referred to as a larva by the zif) can only attach to other mollusks.

The current host species is the snillorg. A zif can be discerned from a common snillorg by the operculum feature; the zif brain resides under this smaller shell. Snillorgs, and most terrestrial snails in general, do not have an operculum. Snillorgs start life as shellless slugs, about the size of a large cat. They mature quickly, reaching adulthood at age five, at which point they are chosen as hosts for the zif larva. Snillorgs are very prolific, but do not typically care for their young. Naturally, many more snillorg children die than live to grow to maturity. They are voracious herbivores, and love the taste of cultivated food. Before the zif, however, the snillorgs lacked the intellect required for horticulture and often resorted to stealing and raiding. Barring a violent death, which the pre-zif snillorgs were pretty much assured, snillorgs can live for about 80 years without signs of old age. Afterwards, their health declines sharply. The zif die with their host.

One might assume that zifs would choose a variety of host organisms. However, this has never been the case. Zifs often refer to a "collective intellect" that prevents this as an option. While they cannot read each other's mind, they do have some uncanny sense of each other's status, knowledge, and memories. When many zif die, the entire race feels it. Inborn knowledge comes to them through this bond, and they are often well-versed on matters that they never studied themselves. Apparently, if they choose hosts that are not similar, the connection that they share becomes interrupted. Therefore, it is customary for the vast majority of zif to all agree on a new host species before they decide to use it. Because of this, the zif have had only three different species of hosts in their entire existence as a species, which spans hundreds of millions of years.

As a mollusk, they lack a skeleton, but do have several floating structures in their body made of hard, but flexible, cartilage. All of their extremities are designed to retract, fold, and generally diminish greatly in size in order to fit neatly into their shell. They exude

slime through their pores regularly, and because of this zif generally require about twice as much water as a human of the same weight. The shell of a zif is extremely hard and resilient. It is designed to take a lot of damage and protect the soft parts within.

Zif are a mature race, and usually have a mellow and gentle demeanor. In many ways, they seem to have the attitude of a man in his golden years. This can be a deep wisdom and understanding mixed with childlike wonder, or even a crotchety disposition with a kind heart. While they are a race that is millions of years old, with a strong racial memory, this is their first foray on dry land. Many show great interest in things that are not useful in the sea; from finesse style weapons to ancient paper books.

However, zif do tend to have a few alien views. The most obvious is their disregard for sentient races that fail to rise above selfishness or evil. Most zif view these races as others view beasts; to be respected as life forms, but also used or disposed of as needed. This manifests as a prejudice against any individual member of these races, regardless of their actions. Drow, tieflings, and even half-orcs often feel the cold sting of condescension and disregard from the zif. Zifs look upon the snillorg in the same respect; seeing the race as cattle to be used for their own purposes. It boils down to an indelible perceptual difference; the zif simply cannot see their disregard for these races as any more evil than a farmer who raises pigs for food, or a knight using a horse for combat. Some translate the zif attitude as extremely arrogant, though it seems absent when dealing with members of races who have proven to be predominantly good.

Of the evil races, those more ancient and more aberrant comprise the backbone of all phobias shared by the zif race. This racial revulsion sparks much debate and mystery surrounding the history and origin of the zif species. Mention of a realm "beyond the edge of known reality" terrifies most zif on an instinctual level, and many have an inborn loathing of anything to do with it, especially aboleths, chuul, neothelids, and shoggoths. Sages of other races have even speculated that the zif race may be the terrestrial ancestor or progenitor of one or more of these races, based on a similar life cycle, squid-like features of the larva, ancient heritage, and the zif's strange phobia regarding them and the realm they may originate from. Zifs, however, feel insulted by the insinuations. Many zif are ardent destroyers of all creatures with an aberration creature type, and seem to have an instinctual insight on how to fight them.

RELATIONS TO CORE RACES: Zifs find humans, elves, halflings, and gnomes both praiseworthy and fascinating. Unfortunately, they often hold half-orcs

accountable for their orcish heritage and will often treat them with condescending prejudice. The core races often view the zif much like older members of their own race who have become set in their ways; superficial respect mixed with much disregard. Even the elves are in awe of the zifs vast understanding of history and collective wisdom, however, and realize that the zif can be very valuable allies despite their antiquated views.

RELATIONS TO REMARKABLE RACES: Zif enjoy studying and interacting with all benevolent races. However, they do see some races as lesser than others. While they treat boggles, entobians, muses, numistians, and relluks as equals, they harbor either disrespect or contempt for the other races. The often speak down to mahrogs, mogogols, and anumi as if these races were young children. They treat the kval, squole, and xax with great suspicion based on these races' nefarious origins.

ALIGNMENT & RELIGION: As a race, zifs are generally good aligned. Zif do not see any wisdom in evil deeds, and many feel they are too sophisticated for "primitive" motivations such as greed, egotism, and vengeance.

Zif are usually very open-minded to the plethora of beliefs, customs, and ideas that the world has to offer. If a zif finds a cause, ideal, or force that he believes in, he will pursue it with hobby-like zeal. In this spirit, there are many zif clerics and druids. Of these classes, however, most zif avoid the darker applications. Zif clerics usually choose deities of good alignment.

ADVENTURERS: Zif adventurers have a variety of motivations that drive them. Most often, they see a great imbalance in the world and wish to right it. Some feel a sort of responsibility to help out the younger races, and perhaps a tinge of guilt for not being there for them in their infancy. Other zif adventure for the sheer wonder of it, hungering for new sights, new knowledge, and new experiences. Still other zif adventure solely to catalogue worldly facts for future use. These zif almost seem like reporters that are searching for that perfect "scoop."

Zif are not particularly strong, nor does armor work well for them. Therefore, most zif avoid martial classes. Zif fighters are very rare, and usually use light and ranged weapons. Zif rogues are slightly more common than warriors, and prefer to use their skills to explore ancient ruins, lost temples, and dangerous dungeons. Zifs are most often wizards, preferring to rely on arcane knowledge to get by.

NAMES: Bariarti, Conordrum, Fremestor, Grelesior, Julesti, Kelkestor, Qualestri, Reviarti, Timbledere, Umbleleme, Vevosum, Warsotrum, Zemblelam

ZIF RACIAL TRAITS

+2 Intelligence, +2 Wisdom -2 Strength: Zifs have exceptionally keen intellects and instincts, though they have scrawny bodies.

Medium Size: Zifs have no bonuses or penalties due to size.

Slow Speed: Zifs move at base speed of 20 feet.

Inborn Knowledge: At first level, zifs gain an additional skill rank which they must apply to a Knowledge skill. This skill is always considered a class skill for this zif.

Odd Anatomy: A zif cannot equip items to its feet slot, as it has no feet. However, the zif can wear one additional belt slot item.

Protective Shell: A zif can pull its entire body into the shell on its back as a standard action to avoid most damage. While inside the shell, the zif is blinded, paralyzed, and gains DR $x/-$, where x equals $5 +$ the zif's character level. While in the shell, the only action that a zif can do is come out of his shell as a standard action, which ends the above effects immediately.

Sucker Foot: A zif gains a +4 racial bonus on Climb skill checks. In addition, it gains a +4 racial bonus on its CMD versus trip and bull rush maneuvers.

Languages: Zif begin play speaking Ancient and Common. Zifs with high Intelligence scores can choose from any language available to the core races.

THE ANCIENT LANGUAGE

By all accounts, the zif were the first to use this language, which may have been the first language ever invented by a mortal race. Originally, the ancient tongue was scribed in a tactile-based writing that was meant to be read much like Braille. Later, the zif adopted the Draconic script. This was likely a measure to better interact with the newly emerging sentient races of their world. Outside of zif and mahrog settlements, Ancient would only be found inscribed in extremely aged ruins and easily mistaken for Draconic, but undecipherable in that language. Ancient was the common dialect of distant ages ago. If it were not for the return of the mahrogs and the emergence of the zif, Ancient would have been a language that has been dead for eons.

ZIFS IN YOUR GAME

Zifs have an unmistakably Lovecraftian quality, and may help to add these elements to the player side of your game. They are an acceptable counterbalance to aboleths, chuuls, and other strange creatures that were likely touched by the great beyond. With the zif's expansive and mysterious history, it would be relatively easy to interweave any unspeakably ancient terror or dark eldritch aspect in with this race for added flavor.

Playing a race without feet may provide some interesting challenges. While they can jump, run, and move like most other races, they do not leave distinctive tracks except perhaps a slime trail. Riding mounts may also pose some questions; special equipment may be required. Their anatomy may preclude them from wearing certain equipment. Alternatively, equipment can be specially designed for them by the Gamemaster. Perhaps a similar race, or even an aberration, has equipment suitable for a zif PC as well.

Despite their prehistoric roots, zifs in this text are presented as a fairly fresh race to the world. While they do have ancient origins, this does not need to be entangled with your existing campaign history. After all, the zif spent nearly all of the recorded history of the other races as reclusive giant deep-sea squids. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

The zif race will make a welcome addition to any game as the only player with a shell, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything, or even a fun alternative for those thirsting for an eldritch edge.



Remarkable Races Vital Statistics

Below are the vital statistics for the races of the Remarkable Races series. These statistics are applied just as described in the vital statistics section of the Pathfinder Roleplaying Game.

RANDOM STARTING AGE

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Anumus	1 year	+1d4	+1d6	+2d6
Boggle	10 years	+1d4	+1d6	+1d8
Entobian	14 years	+1d4	+1d6	+2d6
Kval	1 year	+1d4	+1d6	+2d6
Mahrog	10 years	+1d4	+1d6	+2d6
Mogogol	12 years	+1d4	+1d6	+2d6
Muse	7 years	+4d6	+6d6	+10d6
Numistian	15 years	+1d4	+1d6	+2d6
Oakling	25 years	+4d6	+6d6	+8d6
Obitu	5 years	+4d6	+6d6	+8d6
Relluk	1 year	+4d6	+6d6	+10d6
Squole	1 year	+1d4	+1d6	+2d6
Taddol	14 years	+1d4	+1d6	+2d6
Xax	0 yrs	+1d3	+1d4	+1d8
Zif	15 years	+1d4	+1d6	+2d6

AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Anumus	20 years	37 years	55 years	55 + 2d20 years
Boggle	20 years	25 years	30 years	30 + 1d6 years
Entobian	45 years	65 years	75 years	75 + 3d20 years
Kval	Kvals do not die of old age, nor have any aging effects.			
Mahrog	25 years	40 years	50 years	50 + 3d10 years
Mogogol	30 years	45 years	55 years	55 + 2d10 years
Muse	200 years	300 years	400 years	400 + 5d% years
Numistian	65 years	70 years	75 years	75 + 1d% days
Oakling	150 years	225 years	300 years	300 + 3d% years
Obitu	155 years	227 years	310 years	310 + 4d% years
Relluk	Relluks do not die of old age, nor have any aging effects.			
Squole	35 years	50 years	65 years	65 + 2d10 years
Taddol	60 years	91 years	120 years	120 + 3d20 years
Xax	40 years	58 years	75 years	75 + 3d20 years
Zif	80 years	90 years	100 years	100 + 1d20 years

RANDOM HEIGHT AND WEIGHT

Race/Gender/Type	Base Height	Base Weight	Modifier	Weight Multiplier
Anumus, male	4' 10"	120 lbs.	2d4	×3 lbs.
Anumus, female	4' 5"	85 lbs.	2d4	×3 lbs.
Boggle, male	3' 2"	40 lbs.	1d6	×1 lb.
Boggle, female	3' 0"	35 lbs.	1d8	×1 lb.
Entobian	2' 6"	25 lbs.	1d12	×1 lb.
Entobian, larvite lifer or matron	4' 5"	95 lbs.	1d12	×5 lbs.
Kval	10"	90 lbs.	1d6	×2 lb.
Mahrog, male	4' 5"	90 lbs.	1d12	×5 lbs.
Mahrog, female	4'	80 lbs.	1d12	×5 lbs.
Mogogol, Medium	4' 5"	110 lbs.	2d12	×7 lbs.
Mogogol, Small	2' 5"	25 lbs.	2d4	×1 lb.
Muse, male	6'	160 lbs.	2d6	×5 lbs.
Muse, female	5' 10"	155 lbs.	1d12	×5 lbs.
Numistian, male	3-6"	55 lbs.	1d8	×2 lbs.
Numistian, female	3-6"	65 lbs.	1d8	×2 lbs.
Oakling, male	6' 6"	250 lbs.	2d8	×7 lbs.
Oakling, female	6'	200 lbs.	2d6	×7 lbs.
Obitu, male bones	4' 10"	20 lbs.	2d10	×1 lb.
Obitu, female bones	4' 5"	15 lbs.	2d10	×1 lb.
Relluk	5' 8"	320 lbs.	2d12	×12 lbs.
Squole, male form	6' 2"	220 lbs.	—	—
Squole, female form	5' 6"	135 lbs.	—	—
Taddol, male	7' 2"	320 lbs.	3d6	×8 lbs.
Taddol, female	6' 8"	250 lbs.	3d6	×8 lbs.
Xax	3'	40 lbs.	2d6	×1 lb.
Zif	4' 5"	100 lbs.	2d6	×5 lbs.

*Numistians have variable height, though their weight remains constant regardless of height.

TACTICAL SPEED

Race	No Armor or Light Armor	Medium or Heavy Armor
Anumus	30 ft.	20 ft.
Anumus, Equine	40 ft.	40 ft.
Boggle	30 ft.	20 ft.
Entobian	30 ft.	20 ft.
Kval	20 ft.	15 ft.
Mahrog	30 ft.	20 ft.
Mogogol, Medium	30 ft.	20 ft.
Mogogol, Small	20 ft.	15 ft.
Muse	30 ft.	20 ft.
Numistian	20 ft.	20 ft.
Oakling	30 ft.	20 ft.
Obitu	30 ft.	20 ft.
Relluk	30 ft.	20 ft.
Squole	30 ft.	20 ft.
Taddol	30 ft.	20 ft.
Xax	20 ft.	15 ft.
Zif	20 ft.	15 ft.

STARTING RACIAL ABILITY ADJUSTMENTS

Race	Str	Dex	Con	Int	Wis	Cha
Anumus						
Amphibian	+2	–	–	–	+2	-2
Arachnid	+2	–	–	+2	–	-2
Avian	+2	–	–	-2	–	+2
Canine	+2	–	–	–	-2	+2
Equine	+2	–	–	+2	-2	–
Feline	+2	–	–	–	-2	+2
Ophidian	+2	–	–	–	+2	-2
Porcine	+2	–	–	+2	–	-2
Reptile	+2	–	–	-2	+2	–
Rodent	+2	–	–	+2	–	-2
Ursine	+2	–	–	-2	+2	–
Boggle	–	+2	–	+2	–	-2
Entobian	–	+2	–	–	-2	+2
Kval	–	+2	–	–	+2	-2
Mahrog	+2	–	+2*	-2	+2*	–
Mogogol	–	–	+2	-2	–	+2
Muse	–	–	-2	+2	–	+2
Numistian	-2	–	–	–	+2	+2
Oakling	+2	–	–	–	+2	-2
Obitu	+2	+2	–	–	–	-2
Relluk	–	-2	+2	–	–	+2
Squole	–	+2	+2	-2	–	–
Taddol	+2	–	–	+2	–	-2
Xax	–	–	+2	+2	–	-2
Zif	-2	–	–	+2	+2	–

*—mahrogs may chose either Constitution or Wisdom to gain a racial bonus in at character creation.



Racial Prestige Classes

The Abolisher

"Tentacles writhe in the darkness. I will be there to ensure they wriggle no more."

A deep hatred exists between ancient aberrations and the Zif. The origin of this enmity is unimportant to the abolisher. Known as the abolisher of aberrations, the abolisher of aboleths, or simply and most commonly the abolisher, this prestige class focuses on the destruction of these creatures. They hunt them in their lairs, they stalk them in the dark bowels of the underworld, and they eradicate them wherever they go. An abolisher believes that aberrations must die, their plots must be overthrown, and their minions exterminated if the world is to survive.

All of the abolisher's abilities are designed to better match the aberrant foe. Their defenses protect them from attacks common to aberrations. They are well-suited to hunting and killing them in their underground lairs. An abolisher can strike fear into creatures that are used to dealing the same to others.

Role: Abolishers most often get their start in wizardry and then move to more martial endeavors. A rare few begin as rangers and supplement their physical prowess with arcane enhancements. Whatever the background, the abolisher becomes an accomplished skirmisher who backs up his blade with cleverly executed spells.

Alignment:

Abolishers cannot be of chaotic alignment. Most are of lawful good alignment, but this is not a requirement.

Hit Die: d8.

REQUIREMENTS

To qualify to become an abolisher, a character must fulfill all of the following criteria.

Race: Zif.

Base Attack Bonus: +5

Spells: Ability to cast the *protection from aberrations* spell (detailed in this document).

Skills: Knowledge (dungeoneering) 7 ranks.

Feats: Aberration Abolisher, Skill Focus (Survival)

CLASS SKILLS

The abolisher's class skills (and the key ability for each skill) are Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int) and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.



TABLE: THE ABOLISHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+1	+1	+0	+1	Favored Enemy (aberrations) +2, See the Darkness (low-light vision)	
2 nd	+2	+1	+1	+1	Protection From Aberrations	+1 of existing arcane spellcasting class
3 rd	+3	+2	+1	+2	Mind Shell	
4 th	+4	+2	+1	+2	See the Darkness (darkvision 60 feet)	+1 of existing arcane spellcasting class
5 th	+5	+3	+2	+3	Favored Enemy (aberrations) +4	
6 th	+6	+3	+2	+3	Mind Cracker (1/day)	+1 of existing arcane spellcasting class
7 th	+7	+4	+2	+4	See the Darkness (blindsight 15 feet)	
8 th	+8	+4	+3	+4	Gaze of Elders, Mind Cracker (2/day)	+1 of existing arcane spellcasting class
9 th	+9	+5	+3	+5	Favored Enemy (aberrations) +6	
10 th	+10	+5	+3	+5	See the Darkness (blindsight 25 feet), Mind Cracker (3/day)	+1 of existing arcane spellcasting class

CLASS FEATURES

All of the following are class features of the abolisher prestige class.

Weapon and Armor Proficiency: Abolishers gain no proficiency with any weapons or armor.

Spells per Day: Every other level after 1st level, an abolisher gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an abolisher, he must decide to which class he adds the new level for purposes of determining spells per day.

Favored Enemy (Ex): The abolisher gains aberrations as a favored enemy, much like the ranger class feature of the same name. These bonuses stack with other classes that have a favored enemy class feature. At 6th level, this bonus increases to +4, and increase again to +6 at 9th level.

See The Darkness (Ex): An abolisher has to continually train his eyes and other senses to conditions of near total darkness. At 1st level, he gains low-light vision. At 4th level he gains darkvision up to 60 feet. At 7th level, he gains blindsense out to 15 feet. Finally, at 10th level, he gains blindsight out to 25 feet.

Protection From Aberrations (Sp): At 2nd level, the *protection from aberrations* spell takes up a spell slot one level lower (1st level).

Mind Shell (Ex): At 3rd level, the abolisher gains defense against mental attacks. Against all mind-affecting spells and spell-like abilities the abolisher gains Spell Resistance equal to his abolisher level +10. While withdrawn into his shell, he gains Spell Resistance versus mind affecting spells equal to his character level +10.

Mind Cracker (Su): At 6th level, as a standard action once per day, an abolisher can attempt to crack the mind of a single creature within 60 feet. The target must make a Will save (DC 15 + the abolisher class level) or be unable to use any innate mind-affecting abilities for 24 hours. While this does not affect mind-affecting spells cast by the target, it does affect spell-like abilities. Mind cracking, itself, is a mind-affecting effect. The abolisher gain another use of this ability at 8th level, and again at 10th level.

Gaze of Elders (Su): At 8th level, once per day, an abolisher can cast his gaze of elders upon any single creature within 30 feet. The target must succeed on a Will save (DC 15 + the class level of the abolisher) or gain the frightened condition for one round per character level of the abolisher. Creatures affected are filled with a sense of instinctual dread and primordial terror.

The Archeovitus

"The past lives on within each of us. I embrace both the then and the now."

Archeoviti are elite members of the Archeopatroni. In addition to collecting soul crystals, they are charged with the task of uncovering the mystery of the past. The archeoviti are expected to be living representatives of their ancient heritage. They tend to collect antiques and often wear and use items that are hundreds of years old. Archeoviti embrace the past fully as a way of bringing it into the future.

An archeovitus also has a knack for archeology, and all that comes with that. They are able to expose items hidden by ages or by magic. In addition, they have discovered many arcane secrets along the way that aid them in their quest. The archeovitus is truly a living relic; well versed in ancient history and cultures long dead.

Role: The archeovitus can easily fulfill the role of party leader, and his quest for knowledge, secrets, and magic is often the driving force for adventuring.

Alignment: Archeoviti are usually good aligned, but can be of any alignment. Many have their own individual approach to history and self preservation.

Hit Die: d8.

REQUIREMENTS

To qualify to become a archeovitus, a character must fulfill all of the following criteria.

Race: Relluk.

Skills: Knowledge (arcana) 5 ranks, Knowledge (dungeoneering) 3 ranks, Knowledge (history) 7 ranks, Linguistics 3 ranks.

CLASS SKILLS

The archeovitus's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Disable Device (Dex), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Survival (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the archeovitus prestige class.

Weapon and Armor Proficiency: Archeoviti are proficient with all simple weapons and light armor (though they wear armor gems instead of actual armor).

Bardic Knowledge (Ex): This ability is identical to the bard class feature of the same name, and levels in this class stack with levels in any other class that grants a similar ability.

Detect Magic (Sp): The archeovitus can always detect magical auras as if under the effects of a *detect magic* spell as if cast by a wizard of his class level.

Wisdom of Ages (Ex): An archeovitus adds half his class level (minimum 1) to all Spellcraft and Use Magical Device checks. In addition, he may make Spellcraft and Use Magical Device checks untrained.

Ruins Walker (Ex): Starting at 2nd level, an archeovitus develops an uncanny knack for navigating through ancient ruins and following antiquated maps. The archeovitus may ignore difficult terrain penalties if that terrain is due to ruins, rubble, or other artificial debris. In addition, an archeovitus gains a +5 bonus to his Survival checks to avoid getting lost in ruins or dungeons.

Stonecunning (Ex): Also beginning at 2nd level, the archeovitus gains the stonecunning ability. This functions exactly like the dwarf racial trait of the same name, except that the check modifiers are competence bonuses rather than racial bonuses.

Eyes of the Ancients (Ex): At 3rd level, the archeovitus gains the ability to perceive invisible creatures and objects as if they were visible.

Evasion (Ex): Starting at 4th level, if an archeovitus is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. If he already has evasion, he gains improved evasion instead, allowing him to take only half the damage if the saving throw fails.

Mists of Time (Ex): At 5th level, the archeovitus's breath of steam racial trait has the additional effects of a *solid fog* spell. The duration and area of effect of the breath of steam trait do not change. The archeovitus is immune to the *solid fog* effect that he generates with this ability.

Analyze Dweomer (Sp): Beginning at 6th level, an archeovitus can use *analyze dweomer* once per day as a caster of his class level.

Find the Path (Sp): Starting at 7th level, an archeovitus can use *find the path* once per day as a caster of his class level. He can target only himself with this ability. He may use this ability twice per day at 9th level.

Legend Lore (Sp): Beginning at 8th level, an archeovitus can use *legend lore* once per day as a caster of his class level. At 10th level, this ability has a maximum casting time of one hour, regardless of how much information is known initially.

TABLE: THE ARCHEOVITUS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Bardic Knowledge, Detect Magic, Wisdom of Eons
2nd	+1	+1	+1	+1	Ruins Walker, Stonecunning
3rd	+2	+1	+2	+2	Eyes of the Ancients
4th	+3	+1	+2	+2	Evasion
5th	+3	+2	+3	+3	Mists of Time
6th	+4	+2	+3	+3	Analyze Dweomer
7th	+5	+2	+4	+4	Find the Path (once per day)
8th	+6	+3	+4	+4	Legend Lore
9th	+6	+3	+5	+5	Find the Path (twice per day)
10th	+7	+3	+5	+5	Legend Lore (improved)



The Battletwin

"We long since gave up on our individuality. We are stronger as one."

Taddol twins always have a strong connection to each other. Still, many strive for individuality. A battletwin, however, decided to focus on working as a singular unit. Consequently, the battletwin is a formidable combatant; two minds utterly focused on a single task. Instead of the standard two-weapon style common to most taddols, the battletwin instead deliberately focuses on a single, powerful two-handed weapon.

While many taddols have divided interests, the battletwin always agrees with itself. They have the uncanny knack of being able to say the same thing at the same time, and can read each other's mind. Combined with a strong form and twin intellect, this creates a force to be feared. A battletwin proves that two heads are definitely better than one.

Role: Battletwins are masters of melee combat, ready to wade into the thick of battle and unleash massive damage. Their keen intellects and amplified perception both protect them from harm and lay waste to those who let their defenses down. They could easily be leaders, if it were not for their unwavering focus on themselves and their art.

Alignment: Battletwins cannot be chaotic, as their dedication to training and need to work well within themselves must preclude any ideas of individualism or freedom. Beyond that, battletwins are found aiding causes both nefarious and divine.

Hit Die: d12.

REQUIREMENTS

To qualify to become a battletwin, a character must fulfill all of the following criteria.

Race: Taddol.

Base Attack Bonus: +7.

Feats: Cleave, Combat Expertise, Reflex of Two, Will of Two, Weapon Focus (any two-handed melee weapon).

CLASS SKILLS

The battletwin's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Ride (Dex), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the battletwin prestige class.

Weapon and Armor Proficiency: Battletwins are proficient with all two-handed simple and martial weapons. They do not gain any proficiency in armor.

Twintellect (Ex): A battletwin may add her Intelligence bonus (if any) to her first attack roll each round if she is wielding a two-handed weapon with which she has Weapon Focus. At 5th level, she may, as a swift action, forgo this bonus to instead add her Intelligence bonus to her Armor Class as a deflection bonus for one round.

Reach of Two (Ex): At 2nd level, while wielding a two-handed weapon in which she has Weapon Focus, the battletwin may treat her reach as being 5 ft. longer than her standard during her turn. However, this reach only applies during her turn.

Defense of Two (Ex): At 3rd level, the battletwin gains a +1 bonus to her Combat Maneuver Defense when wielding a two-handed weapon that she has Weapon Focus. This bonus increases to +2 at 6th level, and +3 at 9th level.

Strength of Two (Ex): At 4th level, a battletwin may wield any two-handed weapon in which she has Weapon Focus as if she was one size category larger. The weapon must still be held in two hands (the battletwin may not use this ability to wield a two-handed weapon of her size in one hand).

Double Jeopardy (Ex): At 7th level, once per round, a battletwin wielding a two-handed weapon in which she has Weapon Focus may roll twice while making a roll to hit for an attack of opportunity, and take the best result.

Superior Cleave (Ex): At 8th level, the battletwin gains the ability to take a 5-foot step before making a Cleave or Great Cleave attack.

Doublethink (Ex): At 10th level, once per hour, while wielding a two-handed weapon in which she has Weapon Focus, a battletwin may roll to hit twice for the same attack and take the best roll.

TABLE: THE BATTLEWIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+1	+0	Twintellect (bonus to hit)
2 nd	+2	+1	+1	+1	Reach of Two
3 rd	+3	+1	+2	+1	Defense of Two +1
4 th	+4	+1	+2	+1	Strength of Two
5 th	+5	+2	+3	+2	Twintellect (bonus to AC)
6 th	+6	+2	+3	+2	Defense of Two +2
7 th	+7	+2	+4	+2	Double Jeopardy
8 th	+8	+3	+4	+3	Superior Cleave
9 th	+9	+3	+5	+3	Defense of Two +3
10 th	+10	+3	+5	+3	Doublethink



The Deathseeker

"It does not matter when or where I die, what matters is who I take with me."

Kvals are a bane to evil; drawn to it like moths to a flame. Deathseekers are no exception. The life of a deathseeker revolves around seeking out and destroying evil in its lair. They have no fear; this is their purpose. Even when the odds seem stacked against them, they persevere. Many have tried to dissuade a deathseeker from his quest, but he is undaunted. They simply believe that supernatural evil must be eliminated, no matter the risk or cost.

Deathseekers are well-suited to monstrous environments, for that is where they dwell. If a creature is much more powerful than they are, they rise to the occasion. When enemies draw blood, they can use that to their advantage. At their highest level, even utter failure holds one last surprise.

Role: Deathseekers prefer to be in the front lines of battle. They use melee prowess and their tiny size to cut down as many opponents as they can. They will often choose the largest and most dangerous foe to attack first. Deathseekers are often barbarians, fighters, or rangers.

Alignment: Deathseekers are never evil. Their pragmatic approach to destroying fiends, however, often precludes them from good alignments as well. They have no regard for any law that prevents them from their mission, and, consequentially, are seldom lawful. Most deathseekers are chaotic neutral, as they find such a philosophical outlook to be most congruent with their goals.

Hit Die: d12.

REQUIREMENTS

To qualify to become a deathseeker, a character must fulfill all of the following criteria.

Race: Kval.

Base Attack Bonus: +7.

Skills: Survival 5 ranks.

Feats: Dodge, Endurance, See More Evil.

CLASS SKILLS

The deathseeker's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the deathseeker prestige class.

Weapon and Armor Proficiency: Deathseekers are proficient with all simple and martial weapons, and all armor and shields.

Raging Malice (Ex): At 1st level, when in the same square as a foe with Challenge Rating equal to or greater than his level, a deathseeker may activate raging malice. While this ability is in effect, he gains a +2 bonus to hit and damage rolls, 3 temporary hit points per level of the deathseeker class, a +2 resistance bonus to all saves, and a +5 dodge bonus to AC. He may activate this ability once per day at first level, and one more time per day every odd level thereafter (3rd, 5th, 7th, and 9th level). If the deathseeker attempts to activate the ability in a square that does not meet the prerequisite for this power, the attempt fails, but does not count towards the limit per day. If at the end of his turn he is no longer in the same square as the foe that he activated this ability with, the effect ends, the temporary hit points vanish, and the deathseeker is sickened for the same number of rounds that the raging malice was in effect. Reactivating Raging Malice temporarily staves off this sickness, but the duration of the sickness remaining is added on when the effect ends.

See Evil Fast (Su): At 1st level, when activating his racial *detect evil* spell-like ability, he may immediately benefit from three rounds of observation in just one round. Furthermore, he is not subject to being stunned from detecting overwhelming evil.

Reckless Spite (Ex): At 2nd level, when making a charge attack you gain a +2 dodge bonus to Armor Class. If the deathseeker has the Lunge feat, he also gains a +2 dodge bonus to Armor Class when extending his reach.

Fear Nothing (Ex): Also at 2nd level, the deathseeker learns how to ignore the effects of fear. If panicked or frightened, the deathseeker is instead shaken. A deathseeker cannot be shaken otherwise.

Damage Reduction (Ex): Starting at 4th level, the deathseeker can ignore some of the damage being dealt to him. Subtract 1 point from the damage the deathseeker takes each time he takes damage. This damage reduction increases by 2 points every even level thereafter (6th, 8th, and 10th).

TABLE: THE DEATHSEEKER

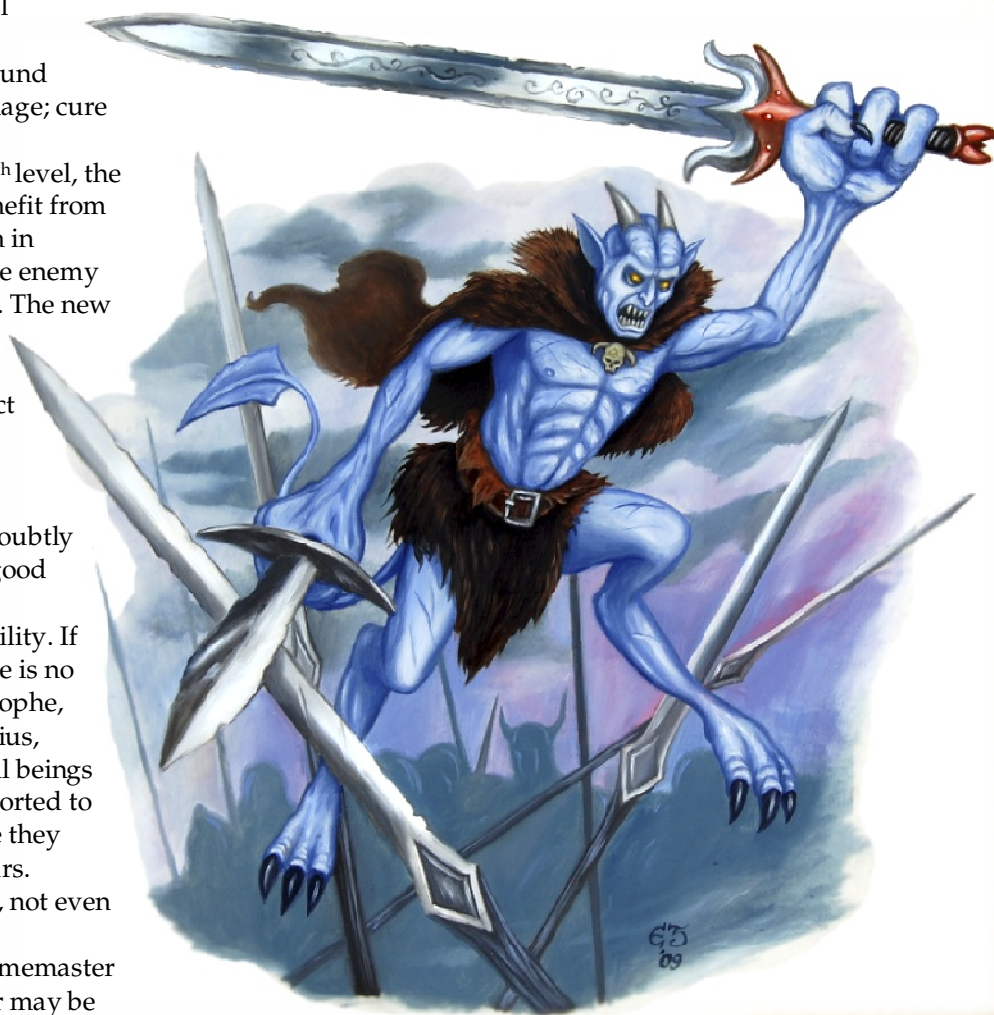
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+1	+0	Raging Malice (1/day), See Evil Fast
2 nd	+2	+1	+1	+1	Reckless Spite, Fear Nothing
3 rd	+3	+2	+2	+1	Raging Malice (2/day)
4 th	+4	+2	+2	+1	Damage Reduction 1/—
5 th	+5	+3	+3	+2	Raging Malice (3/day), Bloody Toxin
6 th	+6	+3	+3	+2	Damage Reduction 3/—
7 th	+7	+4	+4	+2	Raging Malice (4/day)
8 th	+8	+4	+4	+3	Damage Reduction 5/—, Rage Refocus
9 th	+9	+5	+5	+3	Raging Malice (5/day)
10 th	+10	+5	+5	+3	Damage Reduction 7/—, Last Resort

Bloody Toxin: A 5th level, the deathseeker learns to use his own toxic blood to his advantage. When at half of your maximum hit point value, you deal toxic damage in addition to any other melee combat damage that you deal. Victims make a Fortitude save with the DC equal to 10 + your character level or become affected; frequency 1/round for 10 rounds; effect 1d3 Str damage; cure 2 consecutive saves.

Rage Refocus (Ex): At 8th level, the deathseeker may continue to benefit from Raging Malice if he ends his turn in different enemy's square than the enemy that he activated his power with. The new enemy must still have a Challenge Rating equal to or greater than his level, or the effect ends normally.

Last Resort (Su): At 10th level, when the deathseeker witnesses an event that will undoubtedly plunge an otherwise neutral or good aligned world towards evil, the deathseeker may activate this ability. If the Gamemaster agrees that there is no other way to prevent this catastrophe, the immediate 3 square mile radius, including the deathseeker and all beings and objects in this area, is transported to an inescapable demiplane where they remain for no less than 1,000 years. Nothing is immune to this effect, not even artifacts. As this is a potentially campaign-ending power, the Gamemaster may adjudicate when this power may be used, or if it can be used at all. The Gamemaster may optionally

increase or decrease the area of effect as needed. The Gamemaster may provide some means of escape for any good or neutral aligned non-kval who become trapped on the resulting demiplane at his discretion.



The Demolisher

"A boggle's birthright was forced upon him; our brain says to build, our heart, however, says to break."

Boggles are heavily conflicted creatures. While they do have highly developed intellects, at their core they are bloodthirsty goblins. Their civilized reputation is a testament only to a victory of reason over instinct.

Some boggles wish to embrace their inner nature; balancing both their technological wits with more base, goblinoid cravings. A demolisher has mastered that balance. They use their keen insight into all things artificial to find weaknesses. Not only can they tear down marvels of engineering, but they have learned to harness the power of alchemy to inflict damage. A demolisher also learns how to emerge relatively unscathed from the thick of catastrophe.

Role: Demolishers adventure for one reason; to break things. Adventures are always in need of a trap to be sprung, a door to be toppled, or a construct to be deconstructed. While their destructive tendencies can be quite a nuisance when left unchecked, demolishers are a welcomed addition to any adventuring party as the resident demolitions expert.

Alignment: Demolishers teeter precariously on the edge of law and chaos. The formulas they prepare, the skills they practice, and their tightly-wound intellects demand that they retain a regimented thought process. However, somewhere deep inside, a goblin is crying, "KABOOM!" Therefore, most demolishers are neutral, though a few short-lived ones were noted to be chaotic neutral.

Hit Die: d8

REQUIREMENTS

To qualify to become a demolisher, a character must fulfill all of the following criteria.

Race: Boggle

Skills: Disable Device 5 ranks, Craft (alchemy) 5 ranks.

Feats: Arcane Ruin, Dodge, Monkey Wrench

CLASS SKILLS

The demolisher's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Craft (all skills taken individually) (Int), Disable Device (Cha), Knowledge (all skills taken individually) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the demolisher prestige class.

Weapon and Armor Proficiency: Demolishers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), short sword, and any weapon with boggle as part of the name. Demolishers are proficient with light armor but not with shields.

Boggle Bomb: At first level, by succeeding in a Craft (alchemy) check DC 20, a demolisher can combine 5 gp worth of common materials to create a boggle bomb—an incendiary missile. With the right materials, a successful check, and about fifteen uninterrupted minutes a demolisher makes a weapon that can be thrown with a range of 10 feet and does 2d4 fire damage (critical ×3) on a successful hit. The weapon is expended upon throwing (even if it misses). A demolisher is automatically proficient with boggle bombs. If thrown by someone without the demolisher prestige class, the boggle bomb either has no effect and is expended (50%) or explodes in the wielder's hands for 2d4 fire damage (50%).



TABLE: THE DEMOLISHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+0	Boggle bomb, Improved Sunder
2 nd	+1	+1	+1	+1	Evasion, Break and bend
3 rd	+2	+1	+2	+1	Rogue talent, Harness destructive force (<i>shatter</i>)
4 th	+3	+1	+2	+1	Scratch and dent
5 th	+3	+2	+3	+2	Harness destructive force (<i>rusting grasp</i>)
6 th	+4	+2	+3	+2	Rogue talent
7 th	+5	+2	+4	+2	Harness destructive force (<i>transmute rock to mud</i>)
8 th	+6	+3	+4	+3	Mangle mail
9 th	+6	+3	+5	+3	Rogue talent, Harness destructive force (<i>transmute metal to wood</i>)
10 th	+7	+3	+5	+3	Greater boggle bomb, Improved Evasion

Improved Sunder (Ex): At 1st level the demolisher gains the benefits of the Improved Sunder feat, even if he does not qualify.

Evasion (Ex): At 2nd level, a demolisher gains evasion. If exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw. The evasion ability can only be used if the demolisher is wearing light armor or no armor.

Break and bend (Ex): At 2nd level, whenever a demolisher scores a critical hit against an opponent that is wielding a non-magical melee weapon, that opponent's weapon obtains the Broken condition (see Appendix 2 of the Pathfinder Roleplaying Game). The weapon can be repaired through any means that would allow an item to recover one hit point. If the opponent is wielding more than one weapon, the demolisher may choose which one to affect.

Rogue Talent: At 3rd level, and every three levels thereafter, a demolisher gains a special ability that allows him to confound his foes. This functions as the rogue talent class feature. A demolisher cannot select an individual talent more than once. If a demolisher has the advanced talents rogue class feature, she can choose from the advanced talents list instead.

Harness destructive force (Sp): At 3th level, and every other level thereafter, the demolisher gains access to the spell in parenthesis as a spell-like ability, once per day. The caster level for this effect equals the demolisher's class level. The DC for this effect is equal to 15 + the demolisher's Intelligence modifier. This spell-like ability is otherwise identical to the spell.

Scratch and dent (Ex): At 4th level, when a demolisher hits an enemy who is wearing armor or a construct with natural armor, that enemy takes a -2 penalty to AC until the end of the demolisher's next turn. If that enemy is a construct, it also takes a -2 penalty to Fortitude saving throws until the end of demolisher's next turn. These penalties are not cumulative.

Mangle mail (Su): At 8th level, once per day, with a simple touch, you eradicate the defenses of a single opponent. The demolisher must succeed at a melee touch attack against one target to negate any bonus to that target's AC due to armor for one round per demolisher class level. If the target is a construct, the touch also negates natural armor and causes the construct to lose all energy resistance for the duration of the effect.

Greater Boggle Bomb: At 10th level, the demolisher can construct greater boggle bombs, which do 2d6 electricity damage on a successful hit, cost 200 gp in materials, are DC 30 to create, and can be reused. They are otherwise identical to normal boggle bombs.

Improved Evasion (Ex): At 10th level, a demolisher takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. In addition, he takes only half damage even if he fails his saving throw.

The Entrepreneur

"Even Hell has opportunity for those that seek it."

An entrepreneur hungers for riches. All three of his eyes are always wide open for even the slightest opportunity to gather more gold. Long ago, the entrepreneur decided that one cannot sit around and wait for a fortune to come to him; one must go to the fortune! He has become a traveler, an adventurer, and a salesman of words.

The entrepreneur has learned how best to pilfer dungeons and dangerous lairs. He has procured ways to slay monsters while keeping them in one piece for later sale of their hides and other valuable extremities and innards. Entrepreneurs have the gift of the gab, and can even talk their way out of harm. Most importantly, they make a living out of adventuring.

Role: Entrepreneurs are excellent scouts and often take this class to augment a career in rogues. Their ability to bargain and talk themselves out of dangerous situations also makes them wonderful candidates for the party spokesperson or even leader. Their business sense might also qualify them as party treasurer...a position they will vie for regardless of the party's confidence in them.

Alignment: Entrepreneurs can be of any alignment, though most avoid chaotic, as great focus is required to be successful.

Hit Die: d6.

REQUIREMENTS

To qualify to become an entrepreneur, a character must fulfill all of the following criteria.

Race: Numistian.

Skills: Appraise 10 ranks, Diplomacy 10 ranks, Knowledge (dungeoneering) 10 ranks, Perception 7 ranks.

Feats: Alertness, Golden Eye.

CLASS SKILLS

The entrepreneur's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (any) (Int), Perception (Wis), Linguistics (Int), and Sense Motive (Wis).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the entrepreneur prestige class.

Weapon and Armor Proficiency: Entrepreneurs are proficient with all simple and martial weapons. They are proficient with light armor.

Automatic Appraisal (Ex): Entrepreneurs are automatically considered to have rolled a natural 20 for all Appraise skill checks. Furthermore, they can appraise an item as a swift action and can determine the most valuable item in a hoard as standard action.

Knowledge is Power (Ex): Entrepreneurs have an uncanny knack at remembering tidbits of information. This extraordinary memory improves as they level in this class. They gain a +2 aptitude bonus to all knowledge checks. This bonus increases to +4 at level 4, +6 at level 7, and +8 at level 10.

Blindsight (Ex): At 2nd level, the entrepreneur's third eye has become so acute that he gains the blindsight ability out to 20 feet. At 8th level, this ability extends to 40 feet. This ability relies on electromagnetic radiation (radio waves) to perceive objects, and is therefore is not affected by sound or scent-based effects. Lightning and electricity effects that occur within the range of this vision, however, temporarily negate this blindsight for 3d6 rounds.



TABLE: THE ENTREPRENEUR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Automatic Appraisal, Knowledge is Power +2
2 nd	+1	+1	+1	+1	Blindsight 20 feet, Curestrike
3 rd	+2	+2	+2	+1	Silver Tongue +2, Trustworthy Aura
4 th	+3	+2	+2	+1	Darkvision 60 ft., Knowledge is Power +4
5 th	+3	+3	+3	+2	X-ray Vision
6 th	+4	+3	+3	+2	Silver Tongue +4, Trustworthy Aura (10-foot radius)
7 th	+5	+4	+4	+2	Treasure Sense, Knowledge is Power +6
8 th	+6	+4	+4	+3	Blindsight 40 feet
9 th	+6	+5	+5	+3	Silver Tongue +6, Trustworthy Aura (20-foot radius)
10 th	+7	+5	+5	+3	True Seeing, Knowledge is Power +8

Curestrike (Su): Also at 2nd level, whenever an entrepreneur hits with a bludgeoning weapon, he deals damage normally yet leaves no visible wounds. In addition, the same amount of damage dealt appears to heal on the target, without actually allowing the target to recover any hit points. This effect only works on living creatures with a discernable biology; creatures such as constructs and undead are immune.

Silver Tongue (Ex): At 3rd level, the entrepreneur gains a +2 competency bonus to Diplomacy and Bluff skill checks. At 6th level, increase the bonus to +4 and at 9th level, increase to +6.

Trustworthy Aura (Su): At 3rd level, the entrepreneur exudes an aura of trustworthiness. Creatures in squares immediately adjacent to the entrepreneur, at his discretion, may incur a penalty to Sense Motive and Perception checks equal to his Charisma modifier or Wisdom modifier (whichever is higher). At 6th level, increase the range to 10 feet and at 9th level, increase to 20 feet. The entrepreneur actively chooses what creatures are affected and when. He cannot affect a creature retroactively.

Darkvision (Su): At 4th level, the entrepreneur gains darkvision out to 60 feet. If the entrepreneur already has darkvision, this range does not stack.

X-ray Vision (Su): At 5th level, the entrepreneur's third eye has taken on supernatural properties. Once per day, as a full-round action, he can see what is immediately beyond any barrier up to 3 feet thick. Extraordinary and supernatural vision such as darkvision and blindsight does not extend through this ability; if the area that is being viewed is too dark, then nothing can be seen except darkness. If the barrier is too thick (greater than 3 feet thick), the entrepreneur sees only darkness. This ability does not have any fine tuning, so using it to see through clothes

or into containers is generally useless unless at least one foot of empty space exists between the opposite edge of the barrier and the next object. Similarly, barriers made of more than one material are treated as one barrier. For example, if the entrepreneur is standing in front of a metal slab bolted to stone wall with three trolls pressed up against the other side, using X-ray vision shows the room beyond, completely bypassing the metal/stone/troll barrier.

Treasure Sense (Su): At 7th level, the entrepreneur can sense treasure hoards worth at least 1,000 gp within a range of 200 feet per entrepreneur level. While the entrepreneur does not know the nature or composition of the treasure that he is detecting, he does know the general direction and distance that the treasure is located from him. All treasure within 50 feet of itself can be collectively counted as one treasure hoard. This ability always detects the treasure hoard with the greatest market value. This sense is much like a compass needle; it points directly at the treasure in a straight line, without regard to how to get to the treasure or the safest path. Approximate distance can be estimated with a margin of error of plus or minus 50 feet.

True Seeing (Sp): At 10th level, the entrepreneur can cast *true seeing* as a spell-like ability up to three times per day. The CL for this ability is equal to the entrepreneur's character level. The effect can only be granted to the entrepreneur.

The Golden Muse

"I exist solely so that the righteous may prosper."

A life as a muse often means a life dedicated to helping another's cause. In the case of the golden muse, there is no exception. This muse seeks out the servitors of good aligned deities and inspires them to overcome evil. They are deeply religious and hold the values of their temple above all else. These values often include virtue, honor, and compassion. Golden muses are the living embodiment of these principles.

Drawn to the path of divine good, the golden muse is well-suited to aiding the cause of other religious classes. They are charged with pure positive energy, and all those who use that type of energy can benefit from having a golden muse nearby. They may also harness this energy into powerful radiant attacks.

Role: Golden muses are often party leaders. Occasionally, they fill the role of combat support; enhancing the prowess of the entire party.

Alignment: Golden muses must be of good alignment, and their alignment must be congruent with that of their chosen deity.

Hit Die: d8.

REQUIREMENTS

To qualify to become a golden muse, a character must fulfill all of the following criteria.

Race: Muse.

Skills: Heal 7 ranks, Knowledge (religion) 10 ranks.

Feats: Leadership.

Spells: Ability to cast *consecrate* and at least one healing spell.

Special: Channel positive energy class feature.

CLASS SKILLS

The golden muse's class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the golden muse prestige class.

Weapon and Armor Proficiency: Golden muses are proficient with all simple weapons. They gain no proficiency with armor, but will likely have some defensive proficiency from previous classes.



TABLE: THE GOLDEN MUSE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+1	Golden Light (5-foot radius)	+1 of existing divine spellcasting class
2 nd	+1	+1	+1	+1	Touch of Gold	+1 of existing divine spellcasting class
3 rd	+2	+1	+1	+2	Golden Strike (1/day)	+1 of existing divine spellcasting class
4 th	+3	+1	+1	+2	Golden Light (10-foot radius)	+1 of existing divine spellcasting class
5 th	+3	+2	+2	+3	Divine Presence	+1 of existing divine spellcasting class
6 th	+4	+2	+2	+3	Golden Strike (2/day)	+1 of existing divine spellcasting class
7 th	+5	+2	+2	+4	Golden Light (15-foot radius)	+1 of existing divine spellcasting class
8 th	+6	+3	+3	+4	Let it Shine	+1 of existing divine spellcasting class
9 th	+6	+3	+3	+5	Golden Strike (3/day)	+1 of existing divine spellcasting class
10 th	+7	+3	+3	+5	Golden Light (20-foot radius)	+1 of existing divine spellcasting class

Spells per Day: When a new golden muse level is obtained, a golden muse gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This means that she adds the level of golden muse to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a golden muse, she must decide to which class she adds the new level for purposes of determining spells per day.

Golden Light (Sp): At 1st level, the golden muse radiates the effects of a *consecrate* spell at all times in a 5-foot radius from herself. Other than duration and area of effect, the effects of this ability are identical to a *consecrate* spell with a CL equal to the golden muse's character level. This effect does not persist outside of the range of the golden muse, and ends immediately when the muse leaves the area. At 4th, 7th, and 10th level the radius of this effect extends an additional 5 feet, reaching a 20-foot radius at 10th level.

Touch of Gold (Su): At 2nd level, when a golden muse channels positive energy to heal an ally, the ally gains one additional use of channel positive energy for that day, provided that he has that ability. This effect is not cumulative; the ally can only gain one additional use per day regardless of how many times the golden muse channels positive energy to heal him.

Golden Strike (Su): At 3rd level, as a swift action, the golden muse chooses one target within the area of her golden light effect to be the target of golden strike. If this target is evil, the golden muse and all allies within the golden light effect add a bonus equal to

the level of the golden muse class to all damage rolls made against the target of the golden strike. Allies must be within the golden light effect to gain this bonus, but may move in and out of the area, gaining and losing the bonus respectively. The additional damage from golden strike automatically bypasses any DR the target might possess. If the golden muse targets a creature that is not evil, the golden strike is wasted with no effect. The golden strike effect remains until the target is dead or the next time the golden muse rests and regains her uses of this ability. The target cannot escape golden strike by moving out of the area of the golden light effect. The golden muse gains an additional use of this ability at 6th and 9th level.

Divine Presence (Su): At 5th level, the golden muse's unearthly presence racial trait adds an additional +1 sacred bonus to armor class and all saving throws against attacks made by creatures within 10 feet of the golden muse. This bonus applies whenever the bonuses from the unearthly presence racial trait normally apply.

Let It Shine (Su): At 8th level, once per day, the golden muse's body can shed light as a *daylight* spell for a number of rounds equal to her golden muse level. While under this effect, the golden muse and all allies within 50 feet of the golden muse gain a +4 sacred bonus to saving throws versus death or necromancy magic. If the effect is classified as both necromancy and death magic, the sacred bonus increases to +8.

THE GRIM REAPER

"There is a cycle to all things. I serve as both a reminder and an enforcer of that edict."

The obitu comes from death. Its bones were laid to rest once by loved ones in hopes their owner would find peace. Instead, some cruel twist of fate has stolen that right. It is not fair, it is not natural, and the grim reaper is outraged. To honor the bones he walks in, he feels a duty to hunt and destroy the undead. While he did not rob the peace from the bones that he now walk in, the grim reaper can at least set them in motion to atone for those that did.

A grim reaper draws on the powers of life and death to destroy supernatural evil. Bestowing the obitu infection to the undead is only half the battle. If the beast cannot be turned, it must be destroyed. The grim reaper hunts vampires, stalks ghouls, and haunts the haunts. He is to them what they are to the living. His hooded visage and shining blade will strike fear in those that deal in terror. He is the reaper of the grim, and sower of life.

Role: Grim Reapers have diverse backgrounds. Some started out as clerics, other rangers, while still others were fighters or rogues. Most eventually take up the role of a multiclassed cleric/ranger, as these classes work best with a hunter and destroyer of undead foes.

Alignment: Grim reapers are never evil, but can be of any other alignment. Their alignment reflects the lengths to which they will aspire to destroy undead.

Hit Die: d8.

REQUIREMENTS

To qualify to become a grim reaper, a character must fulfill all of the following criteria.

Race: Obitu.

Base Attack Bonus: +5.

Spells: Ability to cast 1st level divine spells.

Feats: Deathbane Touch, Death Drain.

Special: Favored Enemy (undead) class feature or Turn Undead feat.

CLASS SKILLS

The grim reaper's class skills (and the key ability for each skill) are Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the grim reaper prestige class.

Weapon and Armor Proficiency: Grim reapers are proficient with all simple and martial weapons. They are proficient with light armor.

Spells per Day: When a new grim reaper level is obtained beyond 1st level, a grim reaper gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class before becoming a grim reaper, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonus Feat: Starting at 1st level, and every 4 levels thereafter (5th and 9th level) a grim reaper gains a bonus feat that must be chosen from the following list: Blindfight, Boon of Bones, Death Spawn, Iron Will, Great Fortitude, Plague Born, or Turn Undead.

Expanded Spell List: A grim reaper can add the following spells to any of his divine spell lists if he does not already have them:

0—*disrupt undead* (if you do not have 0 level spells available to your divine class, use this as 1st level instead)

1st—*detect undead*, *hide from undead*

2nd—*command undead*

3rd—*halt undead*



TABLE: THE GRIM REAPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+1	+0	+0	+1	Bonus Feat, Expanded Spell List, Superior Turning	
2 nd	+2	+1	+1	+1	Favored Enemy (undead) +2	+1 of existing divine spellcasting class
3 rd	+3	+1	+1	+2	Potent Carrier	+1 of existing divine spellcasting class
4 th	+4	+1	+1	+2	Legendary Hunter	+1 of existing divine spellcasting class
5 th	+5	+2	+2	+3	Bonus Feat	+1 of existing divine spellcasting class
6 th	+6	+2	+2	+3	Favored Enemy (undead) +4	+1 of existing divine spellcasting class
7 th	+7	+2	+2	+4	Life Over Death	+1 of existing divine spellcasting class
8 th	+8	+3	+3	+4	Life From Death	+1 of existing divine spellcasting class
9 th	+9	+3	+3	+5	Bonus Feat	+1 of existing divine spellcasting class
10 th	+10	+3	+3	+5	Life Strike	+1 of existing divine spellcasting class

Superior Turning (Ex): A grim reaper may add his grim reaper level to the DC of his attempts to turn undead (if he has this ability).

Favored Enemy (Ex): At 2nd level, the grim reaper gains undead as a favored enemy, much like the ranger class feature of the same name. These bonuses stack with other classes that have a favored enemy class feature. At 6th level, this bonus increases to +4.

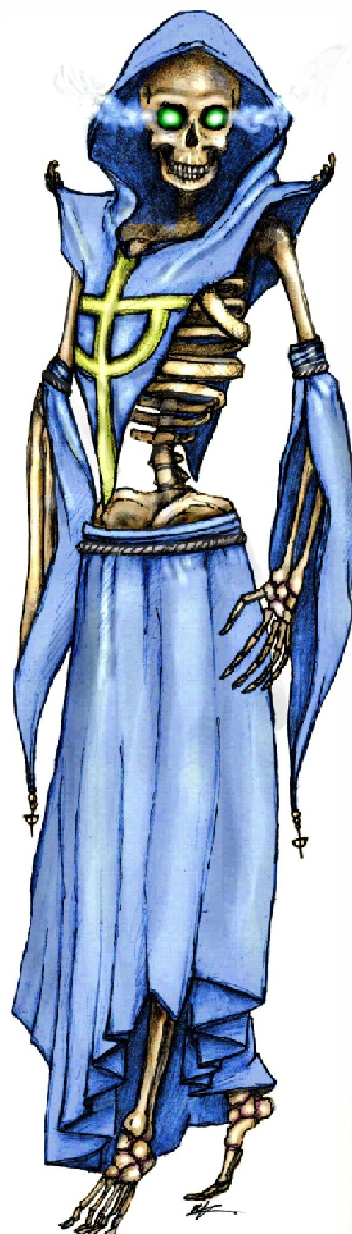
Potent Carrier (Ex): At 3rd level, every melee attack that the grim reaper makes and successfully deals damage with can also inflict the vivification virus on a corporeal undead creature. The DC to avoid this disease becomes 12 + the grim reaper level.

Legendary Hunter (Ex): At 4th level, the grim reaper may add a competence bonus equal to his prestige class level on Intimidate and Sense Motive checks versus undead.

Life Over Death (Ex): At 7th level, the grim reaper becomes immune to energy drain and any negative energy effects, including channeled negative energy.

Life From Death (Su): At 8th level, once per day, upon completing a successful melee attack that deals damage to an undead opponent, the grim reaper, or an ally in a square adjacent to the grim reaper, heals an amount of damage equal to the same amount of damage that was just dealt. The grim reaper initiates this ability as a swift action after damage is dealt from the attack.

Life Strike (Su): At 10th level, once per day, upon completing a successful melee attack against an undead opponent, the opponent immediately loses all undead trait immunities until the end of the grim reaper's next turn. The grim reaper initiates this ability as a swift action after confirming a successful hit against the target.



THE LIGHTSEEKER

"Our duty is to find the light in the darkness, even if we have to build the flame ourselves."

Much like their insect brethren, entobians are drawn to the light. All entobians begin life with a thirst for adventure. They want to experience new things, see new landscapes, and climb to new horizons. The lightseeker, however, is not satisfied with simply seeing things as they are. A lightseeker will purposefully creep into the darkest of dwellings, most dangerous of locales, and most sinister places in search of the diamond in the rough.

Lightseekers are convinced that no matter how dire the situation, something positive might be found. Failing that, they feel it is their duty to set things right. A lightseeker's deeds epitomize the entobians sense of adventure, as well as their incredible sense of humanity. They live for the thrill of finding the good in every situation, and bringing light out of the darkness. Their talents revolve around keen powers of observation, avoiding surprising blows, moving with unnatural speed, and neutralizing those who attack from the shadows.

Role: Lightseekers are point-men, though not necessarily tanks. They can scan areas for danger much like a rogue and go toe-to-toe with it like a fighter. Though, when the going gets too tough, they can get out of almost any situation.

Alignment: Lightseekers are always good. They entobian sense of freedom and individuality usually means that lightseekers are predominately chaotic good. Their lofty focus and perseverance in the face of evil also works well with lawful good alignments.

Hit Die: d10.

REQUIREMENTS

To qualify to become a lightseeker, a character must fulfill all of the following criteria.

Race: Entobian.

Base Attack Bonus: +6.

Skills: Perception 2 ranks, Escape Artist 2 ranks, Knowledge (dungeoneering) 2 ranks.

Feats: Dodge, Improved Initiative.

CLASS SKILLS

The lightseeker's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Climb (Str), Escape Artist (Dex), Knowledge (dungeoneering) (Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lightseeker prestige class.

Weapon and Armor Proficiency: Lightseekers are proficient with all simple and martial weapons. Lightseekers are proficient with light and medium armor.

Darksense (Ex): At first level, when in darkness or low light, the lightseeker gains a +2 bonus to initiative checks and to Perception skill checks. At 7th level, these bonuses increase to +4 on each. This bonus stacks with the Improved Initiative feat.

Enlighten (Su): At second level, once per day, the lightseeker can imbue one melee weapon with the enlighten power as a swift action by touch. This power grants the weapon a +2 enhancement bonus to hit and damage and causes the weapon to shed light like a torch. The effect lasts up to one round per class level or until the weapon successfully strikes a foe, whichever comes first. Upon successful hit, the target takes damage normally and is affected as if he was within the area of effect of a *glitterdust* spell (The DC for this effect is equal to 11 + the lightseeker class level, and the caster level is equal to the lightseeker's character level). At 5th level, a lightseeker can do this three times per day, and at 8th level, he can use enlighten five times per day.

See the Unseen (Ex): At 2nd level, lightseekers receive a +2 bonus on Perception checks to potentially notice hidden structural features, such as traps and hidden doors. A lightseeker receives a check to notice such features whenever he passes within 10 feet of them, whether or not he is actively looking.

Uncanny Dodge (Ex): At 3rd level, a lightseeker cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A lightseeker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a lightseeker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Precocious Speed (Ex): At 3rd level, the lightseeker's base land speed increases 5 feet. At 6th and 9th level, the speed increases another 5 feet each time. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases speed, this ability does affect jumping distance.

TABLE: THE LIGHTSEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+1	+0	Darksense +2
2 nd	+2	+1	+1	+1	Enlighten (1/day), See the Unseen
3 rd	+3	+1	+2	+1	Uncanny Dodge, Precocious Speed (5 feet)
4 th	+4	+1	+2	+1	Bonus Mobility
5 th	+5	+2	+3	+2	Blindsense, Enlighten (3/day)
6 th	+6	+2	+3	+2	Ruins Walker, Precocious Speed (10 feet)
7 th	+7	+2	+4	+2	Darksense +4
8 th	+8	+3	+4	+3	Enlighten (5/day)
9 th	+9	+3	+5	+3	Precocious Speed (15 feet)
10 th	+10	+3	+5	+3	Radiant Critical

Bonus Mobility (Ex): At 4th level, when not encumbered or wearing heavy armor, a lightseeker gains a +2 dodge bonus to AC against attacks of opportunity caused when he moves out of a threatened square. A condition that makes one lose his Dexterity bonus to Armor Class (if any) also makes one lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Blindsense (Ex): At 5th level, the lightseeker gains blindsense with a range of 20 feet. Using non-visual senses the lightseeker notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature. See Appendix 1 of the Pathfinder Roleplaying Game for more information on the blindsense special ability.

Ruins Walker (Ex): At 6th level, the lightseeker may ignore difficult terrain penalties if that terrain is due to ruins, rubble, or other artificial debris. In addition, a lightseeker gains a +5 bonus to his Survival checks to avoid getting lost in ruins or dungeons.

Radiant Critical (Su): At 10th level, when a lightseeker confirms a critical hit, after dealing damage, the target is also blinded. In addition, the target glows as if he was an object affected by the

daylight spell. Both the blindness and the *daylight* effect last 10 rounds and then dissipate. They can also be dispelled before the end of the duration through magical means, such as *remove blindness* or *deeper darkness*. If either effect is removed, both are removed.



THE PHARAOH

"I was once a lowly servant of humanity. Since, I have risen to humble servant of the gods."

The anumi fruit harkens to a time when strange gods ruled the realm. The divine magic used to create the fruit was part of a cherished dedication to these beastly deities. While much of this tradition was lost in the desert sands when this civilization died, many anumi feel drawn to these forgotten times. Those of the pharaoh prestige class have heard this call most of all.

The blood of the primeval gods flows in the pharaoh's veins. They feel compelled to serve the gods as their ancient ancestors did. Pharaohs follow a faith that has been puzzled together from the artifacts of countless ruins. While much is still shrouded in mystery, they have gleaned great power from what was uncovered. They are the new representation of the old pantheon.

Role: Pharaohs are divine agents who act as leaders on the battlefield. They are more comfortable as supportive directors and dealing damage from afar than they are in close combat.

Alignment: Pharaohs can be of any alignment, though most gravitate towards lawful. While chaotic pharaohs do exist, they make few lasting alliances and are generally less successful as a result.

Hit Die: d8

REQUIREMENTS

To qualify to become a pharaoh, a character must fulfill all of the following criteria.

Race: Anumus

Skills: Knowledge (religion) 5 ranks, Knowledge (history) 5 ranks.

Feats: Leadership

Spells: Ability to cast 2nd level divine spells.

CLASS SKILLS

The pharaoh's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the pharaoh prestige class.

Weapon and Armor Proficiency: Pharaohs gain no proficiency with any weapon or armor.

Spells per Day: When a new pharaoh level is obtained, a pharaoh gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This means that she adds the level of pharaoh to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a pharaoh, she must decide to which class she adds the new level for purposes of determining spells per day.



TABLE: THE PHARAOH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+1	Ancient Secret	+1 of existing divine spellcasting class
2 nd	+1	+1	+1	+1	Light of the Gods	+1 of existing divine spellcasting class
3 rd	+2	+1	+1	+2	Divine Form	+1 of existing divine spellcasting class
4 th	+3	+1	+1	+2	Ancient Secret	+1 of existing divine spellcasting class
5 th	+3	+2	+2	+3	Crook and Flail	+1 of existing divine spellcasting class
6 th	+4	+2	+2	+3	Flames of Judgment	+1 of existing divine spellcasting class
7 th	+5	+2	+2	+4	Ancient Secret	+1 of existing divine spellcasting class
8 th	+6	+3	+3	+4	Resplendent Range	+1 of existing divine spellcasting class
9 th	+6	+3	+3	+5	Divine Decree	+1 of existing divine spellcasting class
10 th	+7	+3	+3	+5	Ancient Secret	+1 of existing divine spellcasting class

Ancient Secret: At 1st level and every three levels thereafter (4th, 7th, and 10th), the pharaoh chooses one ancient secret from the table below. She can't choose the same ancient secret twice.

ANCIENT SECRETS

Name	Effect
Book of the Dead	+4 knowledge bonus on saves against all death spells and magical death effects
Immortal Rites	Add the character's Wisdom bonus to his Constitution score to determine the negative hit point total to which she can survive
Lost Art	4 ranks in a Craft skill in which the character has no ranks
Lost Knowledge	4 ranks in a Knowledge skill in which the character has no ranks
True Name	Any one feat that has at least one minimum ability score prerequisite

Light of the Gods (Su): At 2nd level, once per day, a pharaoh can emit a powerful ray of light from her hands. As a swift action, the pharaoh chooses one target within sight to shine the light upon. If this target is an ally, the target may add the pharaoh's Wisdom bonus (if any) to her attack rolls and adds the level of the pharaoh to all damage rolls made by the target until the end of the target's next turn. If the target of Light of the Gods is an enemy, all attacks made against the target gain a bonus equal to the pharaoh's Wisdom bonus until the end of the pharaoh's next turn.

Divine Form (Su): At 3rd level, the pharaoh gains the Manifest Form feat, even if he does not meet the prerequisites. When a pharaoh is in animal form by using this feat, she may reroll a failed saving throw. This power is used as an immediate action after the first save is attempted, but before the results are

revealed by the GM. The anumus must take the second result, even if it is worse. This effect ends immediately upon leaving the form of an animal, and does not stack with other abilities that allow a reroll of saves.

Crook and Flail (Su): At 5th level, once per day, the pharaoh may choose two target creatures within 50 feet of herself as a standard action. Each target must make a Fortitude save with a DC equal to 10 + the pharaoh's Wisdom Modifier + the level of the pharaoh. An ally may choose to fail the save if desired. If both targets fail their save, they are instantly teleported into each other's place, effectively switching spots in combat.

Flames of Judgment (Su): At 6th level, once per day, the pharaoh can use a touch attack to light a target aflame with an ephemeral violet fire, which itself does not give off heat. If the target is an ally of the pharaoh, his successful melee attacks deal an additional amount of fire damage equal to the pharaoh's Wisdom modifier. If the target is an enemy, he takes fire damage equal to the pharaoh's Wisdom modifier every time he succeeds at a melee attack. This effect lasts one round per class level of the pharaoh.

Resplendent Range (Su): At 8th level, whenever you use a ranged attack and score a critical hit against a target with that attack, you deal an additional 2d10 points of electricity damage to that target.

Divine Decree (Su): At 9th level, the pharaoh can use *mass suggestion* once per day as a spell-like ability. The caster level for this ability equals the pharaoh's class level.

The Reverent of Spring

"Now is the time to plant the seeds of progress; let them take root in the carcasses of our enemies, let their leaves choke out the light for those beneath us."

A reverent of spring has a very direct and logical view of nature; it is not all about conservation, fuzzy animals, and pretty flowers. To a reverent of spring, nature's law is simple and unforgiving: kill or be killed. From the lowly weed that siphons nourishment from those above it to the mighty oak whose branches starve sunlight from those below it, they feel nature has taught them many lessons.

A reverent of spring has learned to harness his inner nature to overcome obstacles. He has developed his body to become more effective in combat. He has rid his mind of illogical feelings and sentiments that can only stand in the way of progress. A reverent of spring is a force of nature himself; his limbs twisted, his body wild, and his mind in tune with the cold, hard truth of reality.

Role: Reverents of spring are often rangers and fighters before joining these prestigious ranks. In many ways, they carry on with this role. The reverent of spring is a hunter and a warrior. He excels at being at the center of melee combat and controlling the battlefield by becoming an active part of it. The reverent of spring can be supportive or stand-alone, depending on how his talents are applied.

Alignment: Reverent of springs can be of any alignment. A good reverent will use his talents to defend and support the helpless, while an evil one will be a source of unending destruction.

Hit Die: d12.

REQUIREMENTS

To qualify to become a reverent of spring, a character must fulfill all of the following criteria.

Race: Oakling.

Base Fortitude Save Bonus: +4.

Skills: Survival 8 ranks, Knowledge (nature) 4 ranks, Stealth 4 ranks.

Feats: Endurance, Mighty Oak, Thorns.

CLASS SKILLS

The reverent of spring's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Handle Animal (Wis), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.



TABLE: THE REVERENT OF SPRING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+1	Wild Root, Nature's Resistance (1)
2 nd	+2	+1	+1	+1	Hunter's Insight +1
3 rd	+3	+2	+1	+2	Nature's Resistance (2)
4 th	+4	+2	+1	+2	Tame the Mind, Hunter's Insight +2
5 th	+5	+3	+2	+3	Nature's Resistance (3)
6 th	+6	+3	+2	+3	Hunter's Insight +3
7 th	+7	+4	+2	+4	Blood Heal, Nature's Resistance (4)
8 th	+8	+4	+3	+4	Hunter's Insight +4
9 th	+9	+5	+3	+5	Nature's Resistance (5)
10 th	+10	+5	+3	+5	Strangle Root, Hunter's Insight +5

CLASS FEATURES

All of the following are class features of the reverent of spring prestige class.

Weapon and Armor Proficiency: Reverents of spring are proficient with all simple weapons and light armor.

Wild Root (Ex): Your roots and branches are so wild that enemies have a hard time moving through your area. Enemies treat each square adjacent to you as difficult terrain.

Nature's Resistance (Ex): At 1st level, gain energy resistance 5 to one of the following energy types: fire, cold, electricity, acid, or sonic. Every other level thereafter (3rd, 5th, 7th, & 9th), the reverent may choose an additional energy type to apply the resistance to.

Hunter's Insight (Ex): At 2nd level, the reverent of spring gains a +1 competence bonus to hit creatures of the animal, vermin, and plant creature types. This bonus increases by +1 every other level thereafter (4th, 6th, 8th, and 10th level). At level 8 this bonus can be applied to dragons and magical beasts as well.

Tame the Mind (Ex): At 4th level, if the reverent of spring fails a saving throw versus a mind-affecting effect, he may immediately make a second save and take the second result. This effect is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The reverent may take either result, whichever is better. This does not stack with other abilities that let you reroll saving throws.

Blood Heal (Ex): At 7th level, each time the reverent of spring successfully deals damage with a melee attack against a living opponent, he may cure 1d3 hit points. In order to gain this ability, the enemy that is damaged must have a discernable biology and liquid blood.

Strangle Root (Ex): At 10th level, once per round, the reverent of spring may make or maintain a grapple maneuver against a single opponent within 5 feet as a swift action without provoking an attack of opportunity, even if both his hands are occupied (he is using his roots). He can only grapple with one opponent at a time in this manner.



The SAVAGE

"A real man uses only what he make with his bare hands."

Mahrogs are known to be primitive with brutish tendencies. A savage revels in this. This true savage often uses what he can make himself. Draped in animal skins and wielding crudely fashioned weapons, the savage is the epitome of primitive man. Savages are considered holy by the mahrogs, as self-proclaimed agents of Mahra and the preservation of mahrog ways. Savages may smell bad, be infested with fleas, and appear generally barbaric, but are also a formidable force of nature.

By dedicating themselves to Mahra's way, the goddess has given the savage several blessings. In addition, they have become even more skillful at using and making primitive weapons and armor. They are in tune with the natural world, their power animals, and have learned to harness their inner beast.

Role: Savages are supporting warriors, often continuing their role as barbarians or fighters. Clerics are also common among savages, as they see this path as a way to further the will of Mahra.

Alignment: Savages can be any alignment, though are most often neutral. They often emulate forces of nature, and take on an alignment to match.

Hit Die: d10.

REQUIREMENTS

To qualify to become a savage, a character must fulfill all of the following criteria.

Race: Mahrog.

Base Attack Bonus: +6.

Skills: Craft (any) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks, Survival 3 ranks

Feats: Endurance.

CLASS SKILLS

The savage's class skills (and the key ability for each skill) are Craft (any) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Handle Animal (Cha), Survival (Wis)

Skill Ranks at Each Level:

2 + Int modifier.

CLASS FEATURES

All of the following are class features of the savage prestige class.

Weapon and Armor Proficiency: Savages are proficient with all simple weapons, improvised weapons, and great clubs. They are proficient with leather and hide armor.

Power Animal (Su): At 1st level, the savage solidifies his choice of power animal. He may choose from ape, bat, bear, boar, cat, crocodile, dinosaur, dog, eagle, elephant (available only at 8th level, also includes mastodon), frog, herd animal, horse, hyena, lion, lizard, rat, rhinoceros, snake, spider, tiger, wolf, or wolverine. This choice cannot be unmade, though the savage may choose an additional power animal at 4th level and at 8th level. The savage gains a +4 bonus on Handle Animal skill checks when dealing with an animal of the same classification of one of his power animals. The choice of power animal also affects other class features that the savage receives at higher levels.

Call of the Wild (Sp): Also at 1st level, the savage can cast *summon nature's ally IV* as a spell-like ability. This effect can only be used to summon creatures which contains one of the savage's power animals as part of the name of the creature summoned (for example, if frog is one of the power animals, the effect can summon 1d4+1 poisonous frogs or 1d4+1 giant frogs). The effect is otherwise identical to the spell. At 5th level, *summon nature's ally IV* is replaced with *summon nature's ally VI*. At 9th level, *summon nature's ally VI* is replaced with *summon nature's ally VIII*. The CL is equal to the savage's character level.



TABLE: THE SAVAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+0	Power Animal, Call of the Wild (<i>summon nature's ally IV</i>)
2 nd	+2	+1	+1	+1	Beast Hide, Tools of Nature
3 rd	+3	+2	+1	+1	Fang Blade
4 th	+4	+2	+1	+1	Form of Power (<i>beast shape I</i>), Power Animal
5 th	+5	+3	+2	+2	Call of the Wild (<i>summon nature's ally VI</i>)
6 th	+6	+3	+2	+2	Unbalancing Bash
7 th	+7	+4	+2	+2	Form of Power (<i>beast shape II</i>)
8 th	+8	+4	+3	+3	Power Animal
9 th	+9	+5	+3	+3	Call of the Wild (<i>summon nature's ally VII</i>)
10 th	+10	+5	+3	+3	Form of Power (<i>beast shape III</i>)

Beast Hide (Ex): At 2nd level, the savage can use his bare hands and makeshift tools to fashion useable armor from natural objects and materials (rocks, branches, bones, leather, etc.). This armor can emulate any known armor or shield, though the armor is non-metallic, has an additional -2 armor check penalty, and a -1 penalty to the maximum Dexterity bonus. All other features of this armor remain the same; for example, beast hide full plate would still convey a +9 AC bonus, though has a maximum Dexterity bonus of +0 and an armor check penalty of -8. This process takes at least 1 hour per plus of armor bonus, or possibly more if the Gamemaster rules that the conditions or resources are suboptimal. The savage is automatically proficient with this armor. If the armor contains at least three elements of all of his power animals (teeth, bones, feathers, fur, horns, etc), the savage also gains the natural armor benefit of his *skin of the beast* racial trait (same restrictions apply) while wearing this armor. He does not get this benefit normally unless wearing normal leather or hide armor.

Tools of Nature (Ex): Also at 2nd level, the savage can use improvised tools with no penalty to Craft skill checks.

Fang Blade (Su): At 3rd level, the savage can use his bare hands and makeshift tools to fashion useable weapons from non-metallic natural objects and materials (rocks, branches, bones, leather, etc.). This weapon can emulate any known simple, martial, or exotic weapon, though the weapon is non-metallic and has a -1 penalty to hit and damage rolls. All other features of this weapon remain the same. This process takes at least 1 hour, or possibly more if the Gamemaster rules that the conditions or resources are suboptimal. The savage is automatically proficient

with this weapon. If the weapon contains at least one element of all of his power animals (teeth, bones, feathers, fur, horns, etc), the savage may consider a fang blade weapon to be an improvised weapon (increase the amount of damage by one step, and the critical range becomes 19-20, $\times 2$). These weapons are not considered improvised weapons otherwise. The Club and Spear feat can be used in conjunction with this class feature if the weapon being created is a club, greatclub, shortspear, longspear, or spear. This feat also stacks if this weapon is also considered improvised (spears would do 2d6 damage and have a critical threat range of 19-20 $\times 2$).

Form of Power (Sp): Starting at 4th level, the savage can cast *beast shape I* as a spell-like ability. Your options for new form include all creatures with a species or classification that can be considered the same species or classification as one of your power animals, and one that you are familiar with. The effect is otherwise identical to the spell. At 7th level, *beast shape I* is replaced with *beast shape II*. At 10th level, *beast shape II* is replaced with *beast shape III*. The CL is equal to the savage's character level.

Unbalancing Bash (Su): Starting at 6th level, if you are using an unarmed attack, a club, or a greatclub your weapons gain the special features of *disarm* and *trip*.

The Slime Lord

"I am a face for the faceless ones."

Slime lords are the willing representatives of ooze-kind. They have learned how to work with non-sentient oozes, slimes, and jellies and use them to further their cause. A slime lord's goal is to cultivate a positive relationship between the denizens of ooze and the world of men. Their hope is that the next time an adventurer encounters these creatures, they see an opportunity for positive gain, instead of an adversary that needs to be destroyed.

The abilities of a slime lord allow them to better locate and interact with ooze-kind. At higher levels, they can even summon an ooze to aid them in combat. In addition, closeness to these creatures has given a slime lord the ability to assume an amorphous form.

Role: Most slime lords have supporting roles and keep to the edge of battle while volleying slimes and oozes in for attack. A few use their ooze-like abilities to aid them in the thick of combat. Some even serve as scouts and spies due to their unique movement and vision capabilities.

Alignment: Slime lords are usually neutrally aligned in some aspect.

Hit Die: d8.

REQUIREMENTS

To qualify to become a slime lord, a character must fulfill all of the following criteria.

Race: Squole.

Skills: Craft (alchemy) 3 ranks, Knowledge (dungeoneering) 5 ranks, Knowledge (nature) 5 ranks.

Feats: Evade Grasp, Liquefy

Spells: Ability to cast *Summon Nature's Ally III*.

CLASS SKILLS

The slime lord's class skills (and the key ability for each skill) are Craft (alchemy) (Int), Handle Animals (Cha), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Perception (Wis), and Survival (Wis).

Skill Ranks at Each

Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the slime lord prestige class.

Weapon and Armor Proficiency: Slime lords gain no proficiency with any weapon or armor.

Spells per Day: When a new slime lord level is obtained, a slime lord gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds the level of slime lord to the level of whatever other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one divine spellcasting class before becoming a slime lord, he must decide to which class he adds the new level for purposes of determining spells per day.

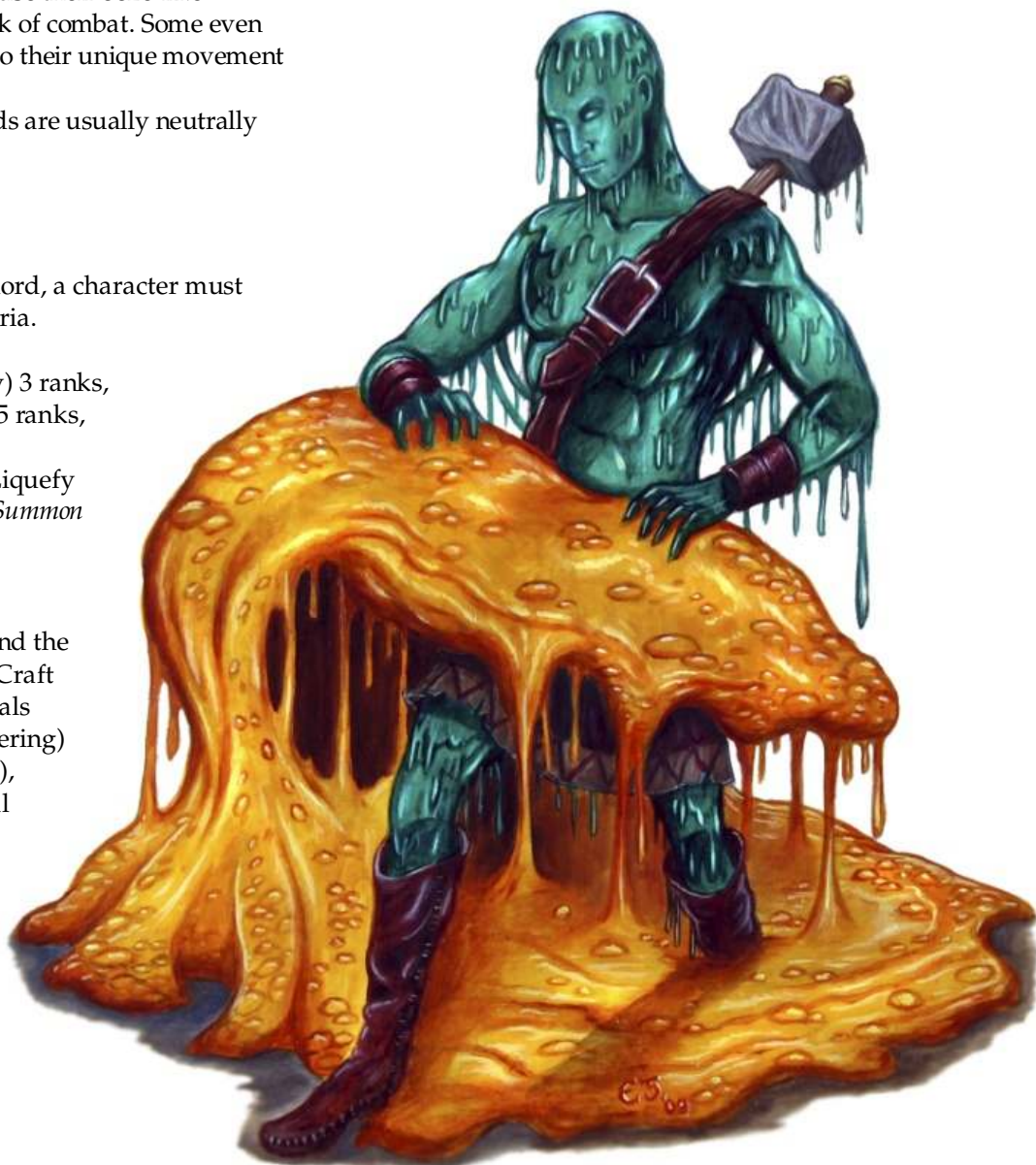


TABLE: THE SLIME LORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+1	+1	+0	Ooze Whisperer	+1 of existing divine spellcasting class
2 nd	+1	+1	+1	+1	Summon Ooze (Tar Jelly)	+1 of existing divine spellcasting class
3 rd	+2	+2	+2	+1	Acid Resistance, Slime Shot (1/day)	+1 of existing divine spellcasting class
4 th	+3	+2	+2	+1	Summon Ooze (Emerald Ooze)	+1 of existing divine spellcasting class
5 th	+3	+3	+3	+2	Amorphous Body, Slime Shot (2/day)	+1 of existing divine spellcasting class
6 th	+4	+3	+3	+2	Summon Ooze (Ochre Jelly)	+1 of existing divine spellcasting class
7 th	+5	+4	+4	+2	Slime Shot (3/day)	+1 of existing divine spellcasting class
8 th	+6	+4	+4	+3	Summon Ooze (Black Pudding)	+1 of existing divine spellcasting class
9 th	+6	+5	+5	+3	Slime Shot (4/day)	+1 of existing divine spellcasting class
10 th	+7	+5	+5	+3	Ooze Traits	+1 of existing divine spellcasting class

Ooze Whisperer (Ex): A slime lord gains a +4 competence bonus to all Perception checks or Dungeoneering checks to find or identify any oozes and other amorphous creatures in their line of sight. In addition, they can communicate with oozes, ask them questions, and receive answers back. The average ooze's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity. The ability does not make oozes any more friendly or cooperative than normal.

Summon Ooze (Ex): A slime lord can use *Summon Nature's Ally* spells to summon powerful oozes. Oozes summoned in this manner always have the maximum number of hit points possible for its hit dice. At 2nd level, the tar jelly is added to the 3rd level list. At 4th level, the emerald ooze is added to the 4th level list. At 6th level, the ochre jelly is added to the 5th level list. At 8th level, the black pudding is added to the 6th level list. The tar jelly and emerald ooze can be found in the Remarkable Races Bestiary section of this document. The ochre jelly and black pudding can be found in the *PATHFINDER ROLEPLAYING GAME* BESTIARY.

Acid Resistance (Ex): At 3rd level, a slime lord's elemental resistance racial trait now grants the same resistance to acid as his other chosen energy type. If acid is the chosen energy type, this resistance increases by 5.

Slime Shot (Ex): Also at 3rd level, a slime lord can launch balls of slime at an opponent with a range increment of 15 feet. The damage is equal to 1d6 + the level of slime lord. The type for this damage is the same type as the slime lord's chosen racial elemental resistance at character creation. If an opponent takes

damage from this attack, he is also entangled for one round from viscous slime.

At 3rd level, a slime lord can use this ability once per day, but gains another use per day every other level thereafter (5th, 7th, and 9th). At 7th level, the range increment increases to 25 feet.

Amorphous Body (Ex): At 5th level, a slime lord's body becomes as malleable as other oozes. It is immune to critical hits, and can move through an area as small as one-quarter his space without squeezing or one-eighth its space when squeezing.

Ooze Traits (Ex): At 10th level, a slime lord becomes immune to flanking, paralysis, and polymorph.



THE WARRIOR PHILOSOPHER

"The philosophy of war is the philosophy of peace."

The warrior philosopher was born of conflict; on a battlefield or betwixt mortal combat. Consequently, his mind is finely tuned toward military endeavors. As a xax, the warrior philosopher felt compelled to enwrap this motivation with an elaborate philosophy. He endeavors to unravel the art of war, both philosophically and in practice.

A warrior philosopher's study of combat has expanded his martial abilities. Regardless of original class, he tends to be seen on the battlefield as an astute warrior. The warrior philosopher is able to fortify brawn with a keen intellect. His powers reflect a keen understanding of the flow of battle and the tactics of a seasoned soldier.

Role: Warrior philosophers are leaders and masters of combat. They excel in the thick of melee combat and can easily lead a military force to victory even when the odds may be stacked against it.

Alignment: Warrior philosophers must be of lawful alignment.

Hit Die: d10.

REQUIREMENTS

To qualify to become a warrior philosopher, a character must fulfill all of the following criteria.

Race: Xax.

Base Attack Bonus: +5

Skills: Knowledge (history) 7 ranks

Feats: Manipulate Probability, Summon Weapon, Weapon Focus (chosen exotic weapon from the Memory of Conflict racial trait)

CLASS SKILLS

The warrior philosopher's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (each taken individually) (Int), Ride (Dex), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warrior philosopher prestige class.

Weapon and Armor Proficiency: Warrior philosophers gain no proficiency with any weapon. He does, however, gain proficiency with all armor and shields.

Exotic Specialization (Ex): A warrior philosopher gains the Weapon Specialization feat that applies to his chosen exotic weapon (from his Memory of Conflict racial trait) as a bonus feat, even if he does not qualify for this feat. If he already has Weapon Specialization with this weapon, he gains Greater Weapon Specialization with the same weapon, even if he does not qualify for this feat.

Combat Precognition (Su): A warrior philosopher senses combat the instant before it happens and therefore cannot be surprised.

Enduring Body (Ex): At 2nd level, the warrior philosopher learns how to tune his intellect into avoiding damage. This grants him damage reduction 1/—. At 6th level, his damage reduction improves to 2/—. At 10th level, his damage reduction improves to 3/—.

Army of One (Ex): At 3rd level, a warrior philosopher may roll twice for his We Are One racial trait, and gain both traits for the day. If he gets the same trait twice, reroll until he has two different traits.

Summon Magic Weapon (Su): At 4th level, the warrior philosopher may use his summon weapon feat to summon a magic weapon instead with a +1 bonus (or its equivalent). At 8th level, increase this bonus to +2. The duration of this ability remains the same.

Greater Probability Manipulation (Su): At 5th level, once per round, the warrior philosopher may roll 5d4 in the place of a d20 for a skill check, saving throw, or roll to hit.

Impossible Odds (Ex): At 7th level, once per day, when a warrior philosopher rolls a natural 1 to hit, the roll is instead considered to be a natural 20. This does not apply if he was using any dice other than a d20 to hit.

Perfect Attack (Ex): At 9th level, once per day, a warrior philosopher may consider one attack to be a natural 20 (if he announces this before the attack is rolled) or maximum damage (if he announces this before the damage is rolled).

TABLE: THE WARRIOR PHILOSOPHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+1	+0	+1	Exotic Specialization, Combat Precognition
2 nd	+2	+1	+1	+1	Enduring Body (DR 1/—)
3 rd	+3	+2	+1	+2	Army of One
4 th	+4	+2	+1	+2	Summon Magic Weapon (+1)
5 th	+5	+3	+2	+3	Greater Probability Manipulation
6 th	+6	+3	+2	+3	Enduring Body (DR 2/—)
7 th	+7	+4	+2	+4	Impossible Odds
8 th	+8	+4	+3	+4	Summon Magic Weapon (+2)
9 th	+9	+5	+3	+5	Perfect Attack
10 th	+10	+5	+3	+5	Enduring Body (DR 3/—)



The Zubbit

*"My blood may be cold, but my heart is noble and true.
My sword can say the same."*

The desire to do right boils in the veins of every mogogol. With the zubbit, however, it also pounds with every beat of his heart. Enamored with the concept of the champion protector of good, the zubbit has made it his obsession. The zubbit dresses the part of a true knight--even if the armor is leather, the sword is made of wood, and he may be a rogue by vocation. Never-the-less, he adheres to a strict code of honor and has honed his combat abilities to best defend the helpless, uphold the righteous, and destroy the wicked.

The zubbit has learned to inspire others to feats of action and courage, to make the most of meager arms and armor, and harness uncanny luck. His idealistic nature and impeccable moral compass gives him an air of nobility.

Role: Zubbits are warriors and leaders. They are best at strengthening weak points during combat.

Alignment: Zubbits must be lawful good. They must adhere to the virtues of this alignment.

Hit Die: d10.

REQUIREMENTS

To qualify to become a zubbit, a character must fulfill all of the following criteria.

Race: Mogogol.

Base Attack Bonus: +4.

Skills: Diplomacy 6 ranks, Knowledge (nobility) 3 ranks, Ride 3 ranks

Feats: Endurance, Mounted Combat.

CLASS SKILLS

The zubbit's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Ride (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

TABLE: THE ZUBBIT

Level	BAB	Fort	Ref	Will	Special
1 st	+1	+0	+0	+1	Armor of the Heart +1, Inspiring Aura (adjacent)
2 nd	+2	+1	+1	+1	Claws of the Meek +1
3 rd	+3	+1	+1	+2	Leaping Step
4 th	+4	+1	+1	+2	Courageous Aura (adjacent), Armor of the Heart +2
5 th	+5	+2	+2	+3	Claws of the Meek +2
6 th	+6	+2	+2	+3	Inspiring Aura (10 feet)
7 th	+7	+2	+2	+4	Armor of the Heart +3
8 th	+8	+3	+3	+4	Claws of the Meek +3
9 th	+9	+3	+3	+5	Courageous Aura (10 feet)
10 th	+10	+3	+3	+5	Armor of the Heart +4

CLASS FEATURES

All of the following are class features of the zubbit prestige class.

Weapon and Armor Proficiency: Zubbits are proficient with all simple and martial weapons, with light and medium armor, and with all shields.

Armor of the Heart (Su): At 1st level, the zubbit gains a +1 dodge bonus to AC, and a +1 morale bonus to Fortitude and Reflex saving throws while wearing light or medium armor. This bonus increases by +1 at 4th, 7th, and 10th level.

Inspiring Aura (Su): Also at 1st level, the zubbit's allies gain a +1 morale bonus to attack rolls when standing adjacent to him. At 6th level, this effect extends out to a 10-foot radius.

Claws of the Meek (Su): At 2nd level, whenever you are wielding a simple or martial melee weapon that is both mundane and non-magical, you gain a +1 enhancement bonus to hit and damage rolls with that weapon. This bonus increases by +1 at 5th and 8th level. A mundane weapon is one that costs the same or less than those listed in the equipment section of the Pathfinder Roleplaying Game core rulebook and has no special bonuses related to design, material, or enchantment.

Leaping Step (Ex): At 3rd level, the mogogol may make a 10-foot step, which is the same as a 5-foot step except that the distance traveled is 10 feet. This step must be in a straight line.

Courageous Aura (Su): Starting at 4th level, the zubbit's allies gain a +4 morale on savings throws versus fear effects when standing adjacent to him. At 9th level, this effect extends out to a 10-foot radius.



Racial Feats

TABLE: REMARKABLE RACIAL FEATS

Race	Feats	Other Prerequisites	Benefits
Anumus	Luck of the Beast	6 th level, Bestial Fortitude or Bestial Reflexes traits	Reroll a failed Fortitude or Reflex save based on racial trait
	Manifest Claws	Species with claws	Claws natural attack, 1d4 (×2) damage
	Manifest Form	12 th level, Wis 13	<i>Beast shape I</i> spell-like ability, 1/day for 1 hour, limited species
	Natural Instinct	—	+2 racial bonus on Knowledge (nature) and Survival checks
	Servitor's Diplomacy	—	+2 racial bonus on Diplomacy and either Sense Motive or Bluff
	Vicious Bite	—	Bite natural attack, 1d6 (×2) damage
Boggle	Taste of Blood	Vicious Bite feat, BAB +6	Score a hit with bite to gain a +2 to bite attack roll next round
	Arcane Aptitude	—	+1 to DC of a spell from a magic item you activated
	Arcane Craft	Int 15	Create a magic item without item creation feat, adds +5 to DC
	Arcane Ruin	6 th level	Damage a magic item and cause that item to become broken
	Jury-Rig	Specific Item Creation feat	Wear a magic item in wrong slot and gain its effect normally
	Monkey Wrench	3 ranks in Disable Device	Reroll a failed Disable Device check and use the second result
Entobian	Spring Loaded	1 rank in Knowledge (engineering)	Make a single melee attack on 1 st round before initiative begins
	Booby Trapped	Spring Loaded, 3 ranks in Knowledge (engineering)	1 st melee attack vs. you prompts opportunity attack vs. triggering foe
	Big Spinner	Larvite	Use create silk additional two times per day to create 50-foot rope
	Glowworm	Larvite	Shed or extinguish torch-light from abdomen as free action
	Larvite Lifer	Larvite, Character level 6	Permanently grow to Medium size, mid-legs do 1d6 damage
	Mantis Grab	Str 15	Grapple using mid-legs, or increase CMB and CMD for four limb use
Kval	Poisonous	—	Unarmed or natural attack against you cause 1 Con damage to attacker
	Twinspike	Two-weapon fighting	Combine mid-leg attacks into one, increase number of damage dice to 2
	Prepare for Metamorphosis	Larvite	Prerequisite for metamorphosis feats, as Toughness feat until then
	Coleophite	Character level 7	Permanently transform into beetle-like entobian
	Eulite	Character level 9	Permanently transform into moth-like entobian
	Farfalite	Character level 8	Permanently transform into butterfly-like entobian
Mahrog	Matron	Character level 15	Permanently transform into queen entobian, combine any two others
	Moscanite	Character level 7	Permanently transform into fly-like entobian
	Bite Me	—	Those who make bite attacks against you take 1d3 Str damage
	Corrosive Ichor	Character level 6	Weapon or unarmed striking you takes 1 or 1d3 damage, respectively
	Dodgy	Dex 15	+1 dodge bonus to AC against melee attacks of Medium or larger foes
	Into the Rough	—	Ignore effects of difficult terrain when making 5-foot step
Mogogol	See More Evil	Wis 15	Use detect evil racial trait number per day equal to Wisdom modifier
	Tricky Target	—	+1 dodge bonus to AC against ranged attacks
	Vile Vendetta	—	+2 to attack and damage against target that recently attacked you
	Archaic Ferocity	BAB +10	Improvised weapon have critical threat range of 19-20 ×3
	Bestial Defense	—	Skin of beast grants +1 resistance bonus to Reflex and Fortitude saves
	Brute Strength	Str 15	+4 to Str checks made to break or burst objects with a sudden force
Muse	Club and Spear	Proficient with weapon, Str 15	Increase damage of club or spear weapons by one step
	Primeval Brutality	BAB +5, Str 15	+2 competence bonus to damage with improvised weapons
	Savage Beating	BAB +8, Str 17, Primeval Brutality	+2 competence bonus to hit with improvised weapons
	Fantastic Tongue	—	+10-foot range and +2 on grapple checks for grasping tongue racial trait
	Tongue Lash	Fantastic Tongue	Use tongue as whip, as primary or secondary proficient attack
	Leaping Strike	BAB +3	When charging, make both a bull rush and a basic melee attack
Mogogol	Uncanny Will	—	+3 resistance bonus on saving throws vs. enchantment effects
	Indomitable Will	Uncanny Will, Wis 15	Become immune to enchantment effects
	Waterjot	—	Run over the surface of water without sinking
	Extra Inspirational	—	use the touch of the muse racial trait one additional time per day
	Heavenly Presence	Character level 7	Gain the benefit of unearthly presence trait regardless of hit points
	Inspire Courage	Cha 15	Allies within 50 feet gain a +2 morale bonus to saves vs. fear effects
Muse	Song of the Muse	3 ranks in Perform	Use the touch of the muse racial trait at a range of up to 50 feet
	Waking Dream	Int 15	Cast <i>dream</i> once per day as a spell-like ability, with limitations
	Wings of a Dream	Character level 5	No damage from falling if you are able to make standard actions

Race	Feats	Other Prerequisites	Benefits
Numistian	Bargain	Wis 15	Add Wisdom modifier as a bonus to Appraise and Diplomacy checks
	Gamble Fate	—	Use bribe fate trait without losing hp, if success lose double hp
	Golden Destiny	Wis 15, Character level 7	With bribe fate trait, gain Wis modifier bonus to 2 nd save
	Golden Eye	—	Sense coins trait also applies to all things made of gold metal
	Money is Power	—	1/ day, eat 100 gp to add a +4 to either Str, Con, or Dex for 1 min/HD
	Penny Saved	—	With money is life, 3 gp/hp damage drops into your square, max 48 gp
Oakling	Deep Roots	—	As move action, root in place to gain +5 to CMD vs. bull rush and trip
	Fearless	Wis 15	If panicked or frightened, you are instead shaken
	Mighty Oak	BAB +6	Your melee reach improves by 5 feet.
	One With Wood	—	Gain +2 to damage rolls when using a wooden weapon
	Shielding Sap	Character level 5	When at ¼ max hp, protective sap natural armor increases by 2
	Sun Loving	Character level 6	You can use sun heal one additional time per day
	Thorns	—	+1 point of piercing damage with an unarmed attack
	Wicked Thorns	Thorns	Creature striking you unarmed takes 1d3 piercing damage
Obitu	Boon of Bones	Character level 5	Gain DR 1 / bludgeoning
	Deathbane Touch	—	1/day, touch undead to regain 1d8 hp, conveys vivification virus
	Deathdrain	Deathbane Touch	Gain Deathbane Touch 3/day, can be part of melee attack
	Death Spawn	—	Increase negative energy resistance by 5 and +4 to saves vs. death
	Plague Born	—	You are immune to all non-magical diseases
	Triple Jointed	—	+4 to CMD vs. grapple and +2 racial bonus on Escape Artist checks
Relluk	Boiling Steam	Con 13	Add your Con bonus (if any) to damage caused by breath of steam
	Crystal Gore	BAB +1	Gain a natural gore attack that does 1d8 piercing damage
	Flaming Gore	Crystal Gore	1/day, cause an additional 1d8 fire damage with gore attack
	Mismatched Gem	—	Keep the AC of the majority, but gain bonus racial trait of an odd gem
	Resilient Spirit	Character level 10	If slain, implant soul crystal in new body within 7 days to restore life
	Rising Steam	Character level 6	Range of breath of steam trait becomes 10 feet
	Steamed	—	use breath of steam an additional time per day
Squole	Elemental Acclimation	—	Your racial energy resistance increases to be equal to your level
	Elemental Fist	—	Deal an +1d4 energy damage on a successful unarmed melee attack
	Elemental Grasp	—	With light or no armor, deal + 1d6 energy damage during a grapple
	Element Manifestation	—	1/ round, use a spell-like ability based on chosen elemental subtype
	Evade Grasp	—	1/ day, when an opponent succeeds at grappling you, the check fails
	Liquefy	Evade Grasp	1/ day, automatically escape a grapple or bonds
	Honed Senses	Wisdom 13	Your blindsight range extends 5 × your Wis bonus in feet
Taddol	Big Hands	Str 15	Wield a one-handed melee weapon as though it was a light weapon
	Four Eyes, Four Ears	—	Roll twice for a saving throw vs. blindness or deafness, take best result
	Innate Two-Weapon Fighting	Two-Weapon Fighting, Dex 15	Take no penalty on attack rolls for fighting with two light weapons
	Reflex of Two	—	1/ day, roll twice for a Reflex save and take the best result
	Superior Two-Weapon Fighting	Big Hands, Two-Weapon Fighting	Take no penalty on attack rolls for fighting with two weapons
	Twincast Spell	—	Metamagic (2 slots higher), cast two twincast spells at same time
	Will of Two	—	1/ day, roll twice for a Will save and take the best result
Xax	Chaotic Surge	—	Deal +1d6 damage of random energy type on confirmed critical hit
	One of Few	—	Exclude two traits from your we are one racial trait roll
	Choose the One	One of Few	Instead of rolling for your we are one racial trait, choose one trait
	Manipulate Probability	Wis 13	Wis bonus/day, roll 5d4 instead of 1d20 for a skill check, save, or hit roll
	Retune Resistance	Character level 7	Reroll for chaotic resistance energy type and increase value by 5
	Summon Weapon	—	1/day, summon memory of conflict weapon as swift action
Zif	Aberration Abolisher	—	+1 racial bonus to attack rolls against aberrations
	Collective Intellect	Int 15, Wis 15	+2 racial bonus on all untrained knowledge skill checks
	Elude Grasp	—	+2 racial bonus on your CMD
	Flee to Shelter	Dex 13	Retract into your protective shell as a move action
	Quick Retreat	Flee to Shelter, Char. level 7	Retract into your shell in place of a 5-foot step
	Rolling Shell	—	1/ round, take a five-foot step while withdrawn into your shell
	Strongfoot	—	You are immune to trip and may stand up from prone as a swift action

Metamorphosis Feats

Entobian larvites may choose from several metamorphosis feats. They are not required to take any of these feats and may remain a larvite for their entire lives. Metamorphosis is a planned event. For one, the larvite must take the Prepare for Metamorphosis feat at some point beforehand. Immediately preceding the event, the larvite prepares and consumes a large feast roughly equal to their body weight. The ingredients of the feast vary according to what metamorphosis feat the entobian is taking; rare herbs for coleophites, exotic fruits for farfalites, uncommon grains for eulites, and meat from dangerous beasts for moscanites. After consumption, the larvite then enters a state of intense meditation for 8 hours. This meditation culminates in the spinning of a cocoon. In this pupa state, the entobian is completely helpless and unconscious for roughly 7 days. The newly emerged and transformed entobian is considered disabled for 24 hours. The transformation is both physical and psychological. Immediately after metamorphosis, the entobian permanently loses the silk spin and skilled racial traits. The original racial ability modifiers (+2 Dexterity, +2 Charisma, -2 Wisdom) vanish and are replaced by new racial ability modifiers. Retroactively adjust statistics such as hit points, and so on to match the new ability scores. Any feats for which you no longer meet the requirements can be replaced with those that do. Metamorphosis feats, other than the Matron feat, assign a male gender to the entobian, while the Matron feat denotes a female gender. The new form bears a very small resemblance to the old form. Metamorphosis feats can only be taken by a larvite (thus only one, once, ever). Metamorphosis is irreversible and permanent. After metamorphosis, the character no longer qualifies as a larvite for the purposes of feat prerequisites. Please see individual feats for more details.

The following feats are available to a character who meets the prerequisites.

ABERRATION ABOLISHER

You are especially good at hitting creatures with the aberration creature type.

Prerequisite: Zif.

Benefit: You gain a +1 racial bonus to attack rolls against creatures with the aberration creature type.

ARCANE APTITUDE

A magic item that casts spells is more powerful in your hands.

Prerequisite: Boggle.

Benefit: Add one to the DC of a spell or spell-like effect that originates from a magic item that you have activated.

ARCANE CRAFT

Your innate talent allows you to use sheer genius in place of skill or prowess.

Prerequisites: Boggle, Int 15.

Benefit: You may create a magic item without the requisite item creation feat, though this increases the DC by +5.

ARCANE RUIN

You can easily break magical items.

Prerequisites: Boggle, 6th level.

Benefit: Any successful hit that you score against a magic item that causes damage to that item also causes that item to obtain the Broken condition (see Appendix 2 of the Pathfinder Roleplaying Game). The item must be restored to its original hit points before it may lose this condition.

ARCHAIC FEROCITY

Your critical hits with improvised weapons are much more damaging.

Prerequisites: Mahrog, base attack bonus +10.

Benefit: When attacking with an improvised weapon, your critical threat range is 19-20 $\times 3$. If you have the Club and Spear feat, for weapons affected by that feat with a lesser threat range than 19-20, the critical hit threat range increases to 19-20.

Normal: Your critical threat range for improvised weapons is 19-20 $\times 2$.

BARGAIN

You have an instinctual knack for dealing with money.

Prerequisites: Numistian, Wis 15.

Benefit: You may add your Wisdom modifier as a competency bonus to Appraise and Diplomacy skill checks.

BESTIAL DEFENSE

Wearing the skin of beasts brings you good health and luck.

Prerequisite: Mahrog.

Benefit: While gaining the benefit of the skin of the beast racial trait, you also gain a +1 resistance bonus to your Reflex and Fortitude saves.

BIG HANDS

You can use your size to an advantage when wielding weapons.

Prerequisite: Taddol, Str 15.

Benefit: You can wield a one-handed melee weapon as though it was a light weapon. Light weapons, two-handed weapons, and oversized weapons are not affected by this feat.

BIG SPINNER

You can spin more silk rope than others of your kin, and retain some of this ability after metamorphosis.

Prerequisite: Larvite.

Benefit: You may use your create silk ability an additional two times per day, and create a 50-foot length of rope with each use. After metamorphosis, you partially retain the silk spin ability, and are able to create 20 foot silk ropes, twice per day.

BITE ME

Creatures that use a bite attack against you are subject to your toxic blood.

Prerequisites: Kval.

Benefit: Any creature that makes a successful bite attack against you immediately takes 1d3 points of Strength damage. This damage is cumulative per successful bite attack.

BOILING STEAM

Your breath of steam power does more damage.

Prerequisite: Relluk, Con 13.

Benefit: You may add your Constitution bonus (if any) on to the damage caused by your breath of steam racial trait.

BOOBY TRAPPED

At the beginning of combat, you may attack once in response to being hit.

Prerequisites: Boggle, Spring Loaded, at least 3 ranks in Knowledge (engineering) .

Benefit: If your Spring Loaded feat has not yet been activated, the first successful melee attack against you triggers an attack of opportunity against the foe that attacked you. This attack of opportunity does not count against your limit per round. This effect expends the use of your Spring Loaded feat.

Special: In order for this feat to work, the boggle must prepare a spring device. See the Spring Loaded feat for more information.

BOON OF BONES

Slashing and piercing weapons easily slip harmlessly between your bones.

Prerequisites: Obitu, Character level 5.

Benefit: You gain Damage Reduction 1 / bludgeoning.

Special: You can take this feat multiple times, adding an additional point of DR each time.

BRUTE STRENGTH

With a ferocious burst of brute strength you can bust through tough objects.

Prerequisites: Mahrog, Str 15.

Benefit: You gain a +4 competence bonus to Strength checks made to break or burst items and objects with a sudden force (refer to Chapter 7 of the Pathfinder Roleplaying Game for more information on breaking or bursting items).

CHAOTIC SURGE

Chaotic energy explodes from your weapon when you score a critical hit.

Prerequisite: Xax.

Benefit: If you confirm a critical hit, you may add an additional 1d6 damage of a random energy type by rolling a d10 and applying the following energy type: 1-2: acid, 3-4: cold, 5-6: fire, 7-8: electricity, 9-10: sonic.

CHOOSE THE ONE

You may choose which trait that you receive from the We Are One racial trait.

Prerequisites: Xax, One of Few.

Benefit: Instead of rolling for your We Are One racial trait, you may choose one out of the list.

CLUB AND SPEAR

In your hands, a club or spear is a much more dangerous weapon.

Prerequisites: Mahrog, Proficient with weapon, Str 15

Benefit: Increase the amount of damage dealt by a club, greatclub, shortspear, longspear, and spear by one step (for example, 1d6 becomes 1d8) to a maximum of 1d8 (2d6 if the weapon is two-handed).

COLEOPHITE (METAMORPHOSIS)

You metamorphose into a beetle-like entobian.

Prerequisites: Larvite, Prepare for Metamorphosis, Character level 7.

Benefit: You gain the following racial traits:

ENTOBIAN (COLEOPHITE) RACIAL TRAITS

+2 Constitution, +2 Strength, -2 Dexterity:

Coleophites are strong and tough, but their thick exoskeletons make it difficult to move deftly.

Chitinous Defense: When fighting defensively as a full-round action, a coleophite gains DR (X)/piercing, where (X) is equal to the coleophite's Constitution modifier. This is in addition to the other benefits for fighting defensively.

Natural Armor: Coleophites have a +2 racial bonus to natural armor.

Flying: A coleophite can use the wings underneath its sheathed carapace to fly for a number of minutes per day equal to its character level, with a speed of 25 feet and poor maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill. Coleophites do not gain their racial natural armor bonus while flying with this ability.

COLLECTIVE INTELLECT

You can tap into the great zif collective to gain knowledge.

Prerequisites: Zif, Int 15, Wis 15.

Benefit: You gain a +2 racial bonus on all knowledge-related skill checks that you do not have ranks in.

CORROSIVE ICHOR

Your blood has a corrosive effect on those that attack you.

Prerequisites: Kval, Character level 6.

Benefit: When an armed melee attack is successful against you, the weapon that struck you takes 1 point of damage that bypasses the hardness of non-magical weapons. Successful unarmed or natural melee attacks against you cause the attacker to take 1d3 points of damage.

CRYSTAL GORE

You gain a natural attack with your crystal head.

Prerequisites: Relluk, base attack bonus +1.

Benefit: You gain a natural gore attack that does 1d8 piercing damage.



Coleophite Entobian

Racial Feats

DEATHBANE TOUCH

Your touch can infect and drain vitality from undead.

Prerequisite: Obitu.

Benefit: Once per day, whenever you make a successful touch attack against an undead foe, you may regain 1d8 hit points, and the undead must immediately make a saving throw versus the vivification virus with a DC equal to 13 + your character level. If the target fails the saving throw, he is immediately afflicted with the vivification virus. If the undead is already infected, it is instead affected by the effect of the disease.

DEATH DRAIN

You become better at using Deathbane Touch, and can even use it as part of a melee attack.

Prerequisites: Obitu, Deathbane Touch.

Benefit: You can use Deathbane Touch up to 3 times per day. In addition, as part of a melee attack that deals damage, you can enlist the effects of Deathbane Touch in addition to any damage dealt. Using this ability in conjunction with a melee attack counts towards the number of uses per day.

DEATH SPAWN

You are very resilient versus negative energy.

Prerequisite: Obitu.

Benefit: Increase your racial negative energy resistance value by 5. In addition, you gain a +4 bonus on saves against all death spells and magical death effects. You are granted a save to negate such effects even if one is not normally allowed.

DEEP ROOTS

You can root yourself into place to avoid being tripped or pushed.

Prerequisite: Oakling.

Benefit: As a move-equivalent action that does not provoke an attack of opportunity, you can root yourself in place. While rooted, you receive a +5 circumstance bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt. If you move or are moved from the square in which you initiated this ability, the bonus ends.

DODGY

You can dodge the melee attacks of Medium or larger foes.

Prerequisites: Kval, Dex 15.

Benefit: You gain a +1 dodge bonus to AC against the melee attacks of Medium or larger foes.

ELEMENTAL ACCLIMATION

You are even more resistant to your chosen energy type.

Prerequisite: Squole.

Benefit: The energy resistance granted by your racial trait increases to equal your level.

ELEMENTAL FIST

Your unarmed attacks can inflict elemental energy damage.

Prerequisite: Squole.

Benefit: You may (at your discretion) deal an additional 1d4 energy damage on a successful unarmed melee attack. The type of energy is consistent with your paraelemental subtype (ice—cold, magma—fire, ooze—acid). This ability only works with bare fists.

ELEMENTAL GRASP

You deal extra elemental energy damage while lightly armored and grappling.

Prerequisite: Squole.

Benefit: If you are wearing light or no armor, you deal an extra 1d6 energy damage on a successful grapple attack to deal damage. The type of energy is consistent with your paraelemental subtype (ice—cold, magma—fire, ooze—acid).

ELEMENTAL MANIFESTATION

You gain a spell-like ability based on your chosen elemental subtype.

Prerequisite: Squole.

Benefit: Once per round as a standard action, you may use a spell-like ability based on your chosen paraelemental subtype: ice—*ray of frost*, magma—*flare*, ooze—*acid splash*. The caster level is equal to your character level.

ELUDE GRASP

You have learned to use your slimy skin and retractable body to help you escape from enemies that are trying to grapple you.

Prerequisite: Zif.

Benefit: You gain a +2 racial bonus on your CMD. This does not stack with your other racial modifiers that affect your CMD.

EULITE (METAMORPHOSIS)

You metamorphose into a moth-like entobian.

Prerequisites: Larvite, Prepare for Metamorphosis, Character level 9.

Benefit: You gain the following racial traits:

ENTOBIAN (EULITE) RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Constitution:

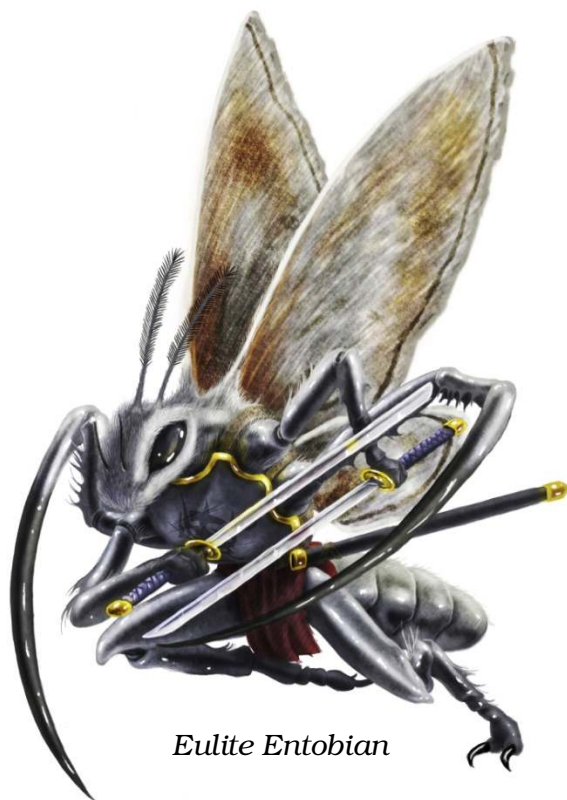
Eulites are eerily strong and uncharacteristically wise, but have relatively fragile frames.

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

Innate Resistance: Eulites have electricity resistance 5.

Spell-Like Ability: Eulites can use *shocking grasp* once per day as a spell-like ability. The caster level for this ability is equal to the eulite's character level.

Flying: A eulite can use its moth-like wings to fly for a number of minutes per day equal to its character level, with a speed of 30 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a eulite.



Eulite Entobian

EVASIVE GRASP

Once per day, you can squeeze out of an opponent's grasp.

Prerequisite: Squole.

Benefit: Once per day, when an opponent makes a successful combat maneuver roll to bring you into a grapple, the check instead fails.

EXTRA INSPIRATIONAL

You can use touch of the muse more often.

Prerequisite: Muse.

Benefit: You can use the touch of the muse racial trait one additional time per day.

Special: You can take this feat multiple times, adding an additional touch of the muse per day.

FANTASTIC TONGUE

Your tongue is very long and good at grappling.

Prerequisite: Mogogol.

Benefit: When using your *grasping tongue* racial trait, your range improves by 10 feet, and you gain a +2 bonus on checks made to grapple a foe in this way.

FARFALITE (METAMORPHOSIS)

You metamorphose into a butterfly-like entobian.

Prerequisites: Larvite, Prepare for Metamorphosis, Character level 8

Benefit: You gain the following racial traits:

ENTOBIAN (FARFALITE) RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution:

Farfalites are very agile and innately intelligent, but have thin and delicate body structure.

Spell-Like Ability: Farfalites can use *displacement* once per day as a spell-like ability. The caster level for this ability is equal to the farfalite's character level.

Flying: A farfalite can use its butterfly-like wings to fly for a number of minutes per day equal to its character level, with a speed of 40 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a farfalite.

FEARLESS

You have overcome the effects of magical fear.

Prerequisites: Oakling, Wis 15.

Benefit: If a spell or spell-like effect causes you to be panicked or frightened, you are instead shaken. You cannot be shaken otherwise by a spell or spell-like effect.

FLAMING GORE

Your crystal gore attack can cause additional fire damage.

Prerequisite: Relluk, Crystal Gore.

Benefit: Once per day, after you successfully deal damage with your gore attack, you may immediately cause an additional 1d8 points of fire to this same opponent as a swift action.

FLEE TO SHELTER

You can attack, and then quickly retreat into your shell.

Prerequisite: Zif, Dex 13.

Benefit: You may retract into your protective shell as a move action rather than a standard action. For example, now you can make a standard action and then retract into shell. Leaving your shell is still a standard action.

FOUR EYES, FOUR EARS

It is very difficult to blind or deafen you.

Prerequisite: Taddol.

Benefit: You can roll twice for a saving throw versus a blindness or deafness effect and take the best result.



Farfalite Entobian

GAMBLE FATE

You can avoid losing hit points when using *bribe fate*, at a possible price.

Prerequisite: Numistian.

Benefit: You may use your *bribe fate* racial trait without losing hit points. If you succeed at your second saving throw, you immediately lose your level in hit points.

GLOWWORM

You glow brightly, whenever you want to.

Prerequisite: Larvite.

Benefit: You have special glands that allow you shed light as a torch from your abdomen as a free action. You can extinguish your light as a free action.

GOLDEN DESTINY

Gain a bonus to *bribe fate* and an extra use of this trait per day.

Prerequisites: Numistian, Wis 15, Character Level 7.

Benefit: After activating your *bribe fate* racial trait, gain your Wisdom modifier as a racial bonus to your second savings throw. In addition, you gain an additional use of *bribe fate* for the day. This feat can only be taken once.

GOLDEN EYE

Your eye is finely tuned to perceive objects made of gold.

Prerequisite: Numistian.

Benefit: Your *sense coins* racial trait also applies to all things made of gold metal.

HEAVENLY PRESENCE

Your unearthly presence becomes more powerful.

Prerequisites: Muse, Character Level 7.

Benefit: You gain the benefit of the *unearthly presence* racial trait regardless of your hit point total.

HONED SENSES

You have honed your blindsight to be more acute.

Prerequisite: Squole, Wis 13.

Benefit: Your blindsight range gains an additional number of feet equal to 5 times your Wisdom bonus (if any). For example, if your Wisdom bonus is +3, your blindsight extends to 55 feet.

INDOMITABLE WILL

Your mind cannot be conquered by magic.

Prerequisites: Mogogol, Wis 15, Uncanny Will.

Benefit: You are immune to enchantment effects.

INNATE TWO-WEAPON FIGHTING

Each head can control a melee attack independently, eliminating penalties for attacking with a light weapon in each hand.

Prerequisite: Taddol, Two-Weapon Fighting, Dex 15.

Benefit: You do not take a penalty on attack rolls for fighting with two light weapons.

INSPIRE COURAGE

Your presence bolsters your allies against fear.

Prerequisites: Muse, Cha 15.

Benefit: You grant allies within 50 feet of you gain a +2 morale bonus to saving throws versus fear effects.

INTO THE ROUGH

You easily slip between obstacles in your path.

Prerequisites: Kval.

Benefit: You ignore the effects of difficult terrain when making a 5-foot step.

JURY-RIG

You know how to rig a magic item to use it differently.

Prerequisites: Boggle, Item Creation feat related to the item in question.

Benefit: You can wear an item meant for one item location slot in an entirely different slot and still gain the effect as if you were wearing the item normally. For example, you can wear a feet slot item in a belt slot. This only applies to items that fit into the belt, feet, hands, headband, neck, ring, or wrist categories. You may wear only one item affected by this feat at a time.

LARVITE LIFER

You become Medium-sized, and give up your chance for metamorphosis.

Prerequisites: Larvite, Character level 6.

Benefit: You grow to Medium size. Increase the damage dice for natural attacks using mid-legs to 1d6. This change in size and damage is permanent.

Special: Much like metamorphosis, the larvite prepares by eating a huge feast of rare herbs followed by meditation. Eight hours later, you shed your exoskeleton and expand to Medium size. Determine your new height and weight using the "larvite lifer" entry in the Vital Statistics section of this book. You do not need to take the Prepare for Metamorphosis feat in order to take this feat. After taking this feat, you no longer qualify as a larvite for the purposes of feat prerequisites.

LEAPING STRIKE

With a tremendous leap, you can both move and attack your foe.

Prerequisites: Mogogol, base attack bonus +3.

Benefit: When you charge, you may make both a bull rush and a basic melee attack, in that order.

LIQUEFY

Once per day, you can ooze out of bonds and grapples.

Prerequisites: Squole, Evade Grasp.

Benefit: Once per day as a swift action, you can automatically escape a grapple or free yourself from all bonds or shackles.

LUCK OF THE BEAST

You call upon animal instinct to avoid bad situations.

Prerequisites: Anumus, 6th level, and either the Bestial Fortitude racial trait or the Bestial Reflexes racial trait.

Benefit: If Bestial Fortitude is granted by your subrace, once per day, you may reroll a failed Fortitude save. If Bestial Reflexes is granted by your subrace, once per day, you may reroll a failed Reflex save. This effect is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The anumus must take the second result, even if it is worse. This does not stack with other abilities that let you reroll saving throws.

MANIFEST CLAWS

You have wicked claws with which you can attack.

Prerequisites: Anumus, species with claws.

Benefit: You gain claws as a natural attack.

They do 1d4 damage (critical ×2). You are considered proficient with this attack. See Chapter 8 (Combat) of the Pathfinder Roleplaying Game for more details on natural attacks.

MANIFEST FORM

You can assume the form of an animal that you resemble.

Prerequisites: Anumus, 12th level, Wis 13.

Benefit: You gain a spell-like racial ability that functions like the *beast shape I* spell, except as noted here. You may use this ability once per day. The effect lasts for 1 hour, or until you change back. Your options for new form include all creatures with the animal type that can be considered the same subrace as you are, and one that you are familiar with. For example, a canine anumus can become any animal type of dog or wolf that the character has encountered. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

MANIPULATE PROBABILITY

Through sheer will, you can make yourself less likely to fail at one task.

Prerequisites: Xax, Wis 13.

Benefit: A number of times per day equal to your Wisdom bonus, you may roll 5d4 in the place of a d20 for a skill check, saving throw, or roll to hit.

MANTIS GRAB

You can grapple opponents with your mid-legs.

Prerequisites: Entobian, Str 15.

Benefit: You can make grapple maneuvers normally by using both of your mid-legs, even with both hands occupied. If you decide to use all four appendages (two arms and both mid-legs), your CMB and CMD for grapple checks use your character level in place of your base attack bonus, with a +2 competence bonus. All other rules for grapple maneuvers still apply.



MATRON (METAMORPHOSIS)

You metamorphosis into an entobian queen.

Prerequisites: Larvite, Prepare for Metamorphosis, Character level 15.

Benefit: Choose two different metamorphosis feats to draw from, and you become a physical blend of the two. Choose the best flight speed and maneuverability of both feats. Of the six ability modifiers, choose two positive ability modifiers and one negative ability modifier to apply to your ability scores (you cannot choose any two modifiers that affect the same ability). You also gain either low-light vision or darkvision if either is available through the feats you selected. Then choose two traits from the remaining traits available from each of your chosen metamorphosis feats, and apply them to your character. In addition, you grow to Medium size, and your midleg damage increases to 1d6. Optionally, you may blend larvite statistics (treat as a metamorphosis feat and keep the spin silk racial trait) with one metamorphosis feat. There are 10 possibilities! Form may be patterned somewhat after an insect that looks similar to the blended form. For example, a Farfalite/Moscanite combination looks much like a dragonfly, and the form can have minor physical alterations to appear as such. The Farfalite/Moscanite could have +2 Constitution, +2 Intelligence, -2 Charisma, Fly 40 (good), low-light vision, spell-like ability (*displacement*) and spell-like ability (*acid arrow*).

MIGHTY OAK

You become taller and your melee reach improves.

Prerequisites: Oakling, Base attack bonus +6.

Benefit: You grow another foot taller, but are still considered to be of Medium size. However, the reach of your melee attacks increases by 5 feet.

MISMATCHED GEM

You can gain the special benefit of one type of armor gem, while reaping the protective benefits of another type.

Prerequisite: Relluk.

Benefit: Replace one armor gem with another armor gem of a different type. Keep the armor emulation of the majority, but gain the bonus racial power of the odd gem. You can only have one mismatched gem at a time. Switching gems takes 3 rounds of full-round actions, and is generally done outside of combat. Optionally, this feat allows you to wear decorative stones (for no armor effect) with one armor gem to gain the racial power with no armor bonus or penalties.

MONEY IS POWER

By consuming gold, you can become stronger, quicker, or healthier.

Prerequisite: Numistian.

Benefit: As a standard action once per day, you may consume 100 gold pieces to add a +4 enhancement bonus to either Strength, Constitution, or Dexterity for 1 minute per character level. The ability score that this feat affects is chosen at the time of consumption.

MONKEY WRENCH

You get a second chance to disable a device.

Prerequisite: Boggle, 3 ranks in Disable Device.

Benefit: If you fail a Disable Device check to disable a trap or open a lock, you may immediately reroll and use the second result instead. This effect is used as an immediate action after the first check is attempted, but before the results are revealed by the GM.

MOSCANITE (METAMORPHOSIS)

You metamorphose into a fly-like entobian.

Prerequisites: Larvite, Prepare for Metamorphosis, Character level 7.

Benefit: You gain the following racial traits:

ENTOBIAN (MOSCANITE) RACIAL TRAITS

+2 Constitution, +2 Dexterity, -2 Charisma:

Moscanites are sturdy and fast, but very unpleasant.

Senses: Moscanites have low-light vision.

Innate Resistance: Moscanites have acid resistance 5.

Spell-Like Ability: Moscanites can use *acid arrow* once per day as a spell-like ability. The caster level for this ability is equal to the moscanites's character level. The effect appears as a glob of acid and seems to come from the moscanite's mouth.

Flying: A moscanite can use its fly-like wings to fly for a number of minutes per day equal to its character level, with a speed of 30 feet and average maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments. Fly becomes a class skill for a moscanite.

NATURAL INSTINCT

You can access your natural instincts of nature and survival.

Prerequisite: Anumus.

Benefit: You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.



Moscanite Entobian

ONE OF FEW

You can further limit the number of random choices for your We Are One racial trait.

Prerequisite: Xax.

Benefit: Before you roll for your We Are One racial trait, choose and write down two numbers from 1 to 6. You may reroll for your We Are One racial trait if either number that you have written down is rolled.

ONE WITH WOOD

You can get more damage out of wooden weapons.

Prerequisite: Oakling.

Benefit: You gain a +2 competence bonus to damage rolls when using a weapon that is made of mostly wood (club, quarterstaff, greatclub, longbow, shortbow, or weapon made of special materials, such as darkwood.)

PENNY SAVED

You bleed actual coins when injured.

Prerequisites: Numistian.

Benefit: After activating your *money is life* racial trait, the next time that you are damaged from an attack, three gold pieces per hit point of damage from this attack will drop into your square from your wounds (maximum 48 gold pieces). Subsequent attacks will not release gold pieces.

PLAGUE BORN

You are especially resistant to illness.

Prerequisite: Obitu.

Benefit: You are immune to all mundane diseases. You are still susceptible to supernatural disease, and you remain a carrier of the vivification virus.

POISONOUS

You exude a mild contact poison through your pores.

Prerequisite: Entobian.

Benefit: Any creature that makes a successful unarmed or natural attack against you takes one point of Constitution damage. You can turn this ability on and off as a free action. Entobians and any creatures immune to poison are immune to this effect. The damage is cumulative per hit, and wears off all at once, three rounds after the last point of Constitution damage was received.

PREPARE FOR METAMORPHOSIS

You start your journey of transformation.

Prerequisite: Larvite.

Benefit: You may take a metamorphosis feat as soon as you qualify for one.

In addition, until you take a metamorphosis feat, you gain +3 hit points. For every character level that you possess beyond third, you gain an additional +1 hit point. If you are more than third level, you gain +1 hit points whenever you gain a level. These extra hit points are consumed by metamorphosis.

PRIMEVAL BRUTALITY

The brutal nature of your primitive attacks hit with supernatural accuracy.

Prerequisites: Mahrog, base attack bonus +5, Str 15.

Benefit: You gain a +2 competence bonus to damage rolls made while using improvised weapons. If you have the Club and Spear feat, you may also apply this bonus to weapons affected by that feat.

QUICK RETREAT

You can retract into your shell very quickly.

Prerequisites: Zif, Flee to Shelter, 7th level character.

Benefit: You may retract into your shell in place of a 5-foot step, rather than using a move or standard action. You may leave your shell as a move equivalent action.

REFLEX OF TWO

Both heads may respond to impending danger.

Prerequisite: Taddol.

Benefit: Once per day, you can roll twice for a Reflex save and take the best result.

RESILIENT SPIRIT

Your soul crystal can retain your memories.

Prerequisite: Relluk, character level 10.

Benefit: If you are slain and your soul crystal is implanted in another suitable relluk body within seven days, you are restored to life with one permanent negative level (no immunities or abilities can avert this penalty). You can be restored in this way three times, after which this feat ceases to function.

RETUNE RESISTANCE

You become resistant to a different energy type, or possibly more resistant to the same energy type.

Prerequisites: Xax, Character Level 7.

Benefit: Reroll for your chaotic resistance racial trait and replace the old energy type with the new. In addition, increase the resist value provided by your chaotic resistance by 5.

RISING STEAM

The range of your breath of steam power increases to a 10-foot radius.

Prerequisites: Relluk, character level 6.

Benefit: The range of your breath of steam racial trait becomes 10 feet instead of 5 feet.

ROLLING SHELL

You can still move slightly while withdrawn into your shell.

Prerequisite: Zif.

Benefit: Once per round, you may take a five-foot step while withdrawn into your shell. You cannot leave your shell and make a five-foot step in the same round unless you have the Quick Retreat feat. All other effects of being withdrawn into your shell remain the same.

SAVAGE BEATING

Your savage ferocity combines with primitive attacks to inflict more damage.

Prerequisites: Mahrog, base attack bonus +8, Primeval Brutality, Str 17.

Benefit: You gain a +2 competence bonus to hit rolls made while using improvised weapons. If you have the Club and Spear feat, you may also apply this bonus to weapons affected by that feat.

SEE MORE EVIL

You can *detect evil* more often.

Prerequisite: Kval, Wis 15.

Benefit: Your detect evil racial trait can be activated a number of times per day equal to your Wisdom modifier.

SERVITOR'S DIPLOMACY

Years of lowly servitude have made you better at dealing with people and good at either reading them or lying to them.

Prerequisite: Anumus.

Benefit: You get a +2 racial bonus on all Diplomacy checks. For this feat, choose either the Sense Motive skill or the Bluff skill. This choice is permanent. Gain a +2 racial bonus in the chosen skill. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SHIELDING SAP

Your protective sap becomes more effective.

Prerequisites: Oakling, Character level 5.

Benefit: When you are at one quarter of your maximum hit point value, the natural armor conveyed by your protective sap trait increases by 2.

SONG OF THE MUSE

You can use *touch of the muse* at range.

Prerequisites: Muse, 3 ranks in Perform skill.

Benefit: You can use the touch of the muse racial trait at a range of up to 50 feet.

Normal: Touch of the muse normally only affects one ally who is adjacent to you.

SPRING LOADED

Because you have rigged yourself with springs and triggers, you get a free attack before initiative begins.

Prerequisites: Boggle, at least one rank in Knowledge (engineering).

Benefit: If an enemy is within melee reach, you may make a single melee attack during the first round of combat, before initiative begins. Afterwards, combat process resumes normally, and you may attack again on your initiative if able to.

Special: The boggle must prepare the spring device ahead of time with a successful Knowledge (engineering) check, DC 15. The device can be made of scrap (costs nothing) and has a nominal weight.

STEAMED

You can use breath of steam more often.

Prerequisite: Relluk.

Benefit: You can use breath of steam an additional time per day.

Special: You can take this feat multiple times, adding another use per day each time you take this feat.

STRONGFOOT

You can no longer be tripped.

Prerequisite: Zif.

Benefit: You are immune to the trip maneuver. You can stand up from the prone position as a swift action that does not provoke an attack of opportunity.

SUMMON WEAPON

You can call a weapon to you from the great beyond.

Prerequisite: Xax.

Benefit: Once per day, as a swift action, you can summon a normal exotic weapon of the same variety that was chosen for your memory of conflict racial trait. The weapon appears in your hands as soon as your hands are free to hold it. The weapon vanishes 1d4 rounds after it leaves your hands, or after 1d4 minutes (whichever comes first). Weapons summoned are non-magical, though often have an alien design.

SUN LOVING

You can use sun heal more often.

Prerequisites: Oakling, Character level 6.

Benefit: You can use sun heal one additional time per day.

Special: You can take this feat again at level 12, and once again at level 18 (maximum 3 times).

SUPERIOR TWO-WEAPON FIGHTING

Each head can control a melee attack independently, eliminating penalties for attacking with a weapon in each hand.

Prerequisite: Taddol, Big Hands, Two-Weapon Fighting.

Benefit: You do not take a penalty on attack rolls for fighting with two weapons.

TASTE OF BLOOD

The taste of blood bolsters your vicious bite attack on the following round.

Prerequisites: Anumus, Vicious Bite feat, base attack bonus +6.

Benefit: When you score a hit with your vicious bite, you gain a +2 racial bonus to your attack roll for vicious bite during the next round.

THORNS

You are covered in tiny thorns that increase your unarmed attack damage, and damage those grappling with you.

Prerequisite: Oakling.

Benefit: Add 1 point of piercing damage when rolling for damage with an unarmed attack. Any creature involved in a grapple with you automatically takes one point of piercing damage once per round at the beginning of your turn.

TONGUE LASH

You can use your tongue as a whip.

Prerequisites: Mogogol, Fantastic Tongue.

Benefit: You may use your tongue as a whip, either as a primary or a secondary attack. You are considered proficient with this attack.

TRICKY TARGET

Your tiny size and swift motion make you a very difficult target at range.

Prerequisite: Kval.

Benefit: You gain a +1 dodge bonus to AC against ranged attacks.

TRIPLE JOINTED

Your ability to move your limbs in unnatural directions allows you to escape bonds and grapples more easily.

Prerequisite: Obitu.

Benefit: You receive a +4 racial bonus on your Combat Maneuver Defense whenever an opponent tries to grapple you. In addition, gain an additional +2 racial bonus on Escape Artist skill checks (bringing the total racial bonus on this skill check to +4).

TWINCAST SPELL (METAMAGIC)

You can cast two spells at once.

Prerequisite: Taddol.

Benefit: You can cast two spells at the same time, and they go off at the same time. The cast time for both spells to go off is equal to the longest casting time of either spell.

Each twincast spell uses up a spell slot two levels higher than the spell's actual level. Twincast Spells can be prepared separately and then matched on the spot. You can only cast a twincast spell with another twincast spell, however.

TWINSPIKE

You can combine your mid-legs into one attack.

Prerequisites: Entobian, Two-weapon fighting.

Benefit: Combine your two mid-leg natural attacks into one natural attack, effectively increasing the number of dice of your mid-leg natural attack to 2. For example, a larvite attacking with Twinspike would do a base 2d4 points of damage instead of 1d4.

UNCANNY WILL

You are strongly resistant to enchantment magic.

Prerequisite: Mogogol.

Benefit: You gain a +3 resistance bonus on saving throws against enchantment effects.

VICIOUS BITE

You have a vicious bite that you can use as an off-hand attack.

Prerequisite: Anumus.

Benefit: You gain a bite as a natural attack.

The bite does 1d6 damage (critical $\times 2$). You are considered proficient with this attack. See Chapter 8 (Combat) of the Pathfinder Roleplaying Game for more details on natural attacks.

VILE VENDETTA

Your attacks are fuelled with icy vengeance.

Prerequisites: Kval.

Benefit: Once per hour, you may choose one creature that successfully attacked you within the last 6 rounds as a free action. You gain a +2 enhancement bonus to attack and damage against that specific creature for up to one hour.

WAKING DREAM

You can enter the dreams of an immediate ally.

Prerequisites: Muse, Int 15.

Benefit: This feat allows you to cast *dream* once per day as a spell-like ability, with the following limitations. You cannot designate a different messenger than yourself. In addition, the recipient must be someone within 50 feet of yourself. The caster level for this ability is equal to your character level.

WATERJOT

You can run across the surface of water.

Prerequisite: Mogogol.

Benefit: You can run over the surface of water without sinking. When you stop running, you sink normally.

WICKED THORNS

You are covered in thorns that cause damage to each unarmed creature that attacks you in melee.

Prerequisites: Oakling, Thorns.

Benefit: Any creature striking you with its body or a natural weapon deals normal damage, but at the same time the attacker takes 1d3 points of piercing damage. Any creature involved in a grapple with you automatically takes this damage once per round at the beginning of your turn.

WILL OF TWO

Both heads may attempt to resist mental attacks.

Prerequisite: Taddol.

Benefit: Once per day, you can roll twice for a Will save and take the best result.

WINGS OF A DREAM

Your wings prevent falling damage.

Prerequisites: Muse, Character Level 5.

Benefit: You do not take damage from falling if you are able to make standard actions.



New Spells

The spells detailed below are a small sample of the knowledge that the zif used to weather countless ages.

CRYSTALIZE

School Transmutation; **Level** sorcerer/wizard 6

Casting Time 1 minute

Components V, S, M (a gem worth at least 200 gp)

Range close (10 ft. + 5 ft./2 levels)

Target one willing subject and up to 200 lbs of equipment

Duration permanent; see text

Saving Throw none; **Spell Resistance** no

Target becomes encased in magical crystal and petrified. The crystal has a hardness of 10, and can take 500 hit points of damage before releasing its petrified contents unharmed. The crystal breaks automatically and the subject's petrified condition ends upon the successful application of a *stone to flesh* spell, or when specific conditions stated at the time of casting are met. This spell has no effect on unwilling subjects.

EXTRACT KNOWLEDGE

School Necromancy; **Level** sorcerer/wizard 4

Casting Time 1 full-round action

Components V, S

Range touch

Target one disembodied brain touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You touch the disembodied brain of the corpse of any sentient being and instantly know details related to one specific person, place, or thing as the subject knew them in life. This applies only to information directly related to the particular subject at hand. For example, if the target is an aboleth's brain and the subject is its lair, you could get directions to the lair and a list of contents inside the lair. However, it will not convey things about the lair that the aboleth did not know, or about any hazards along the way, or what the contents in the lair are used for. After the application of this spell, the brain melts away into useless goo. Access to the information gained through this spell fades from the caster's mind after 24 hours.

PROTECTION FROM ABERRATIONS

School Abjuration; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell**

Resistance no

This spell wards a creature from attacks by creatures with the aberration type. First, against attacks made by aberrations, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Next, the subject becomes immune to any effects caused by an aberration that can be removed by remove disease or remove curse. Lastly, the subject immediately receives another save against spells or effects originating from an aberration that attempts to gain mental control over the creature, with a +2 moral bonus.

SHELTER OUT OF TIME

School Transmutation; **Level** sorcerer/wizard 3

Casting Time 10 minutes

Components V, S, M (multicolored sand)

Range touch

Target one 5 ft. cube of space

Duration 6 hours/level

Saving Throw none; **Spell Resistance** no

During the spell, you inscribe runes around a single square of space. All creatures and objects within that square at the conclusion of the casting of this spell are instantly transferred to a temporary extradimensional space in which time does not pass. Creatures or objects that are only partially within the space are not transferred. Once the spell ends, the extradimensional space disappears, and any creatures or objects in the extradimensional space appear in the nearest unoccupied space to the original square exactly the same as when they left. You cannot dismiss this spell once it has been cast.

GAMEMASTER'S SECTION

New races can add a lot to your game. By now, the experienced player is extremely well-versed in the standard character races available from the core books. Even the enigmatic aasimar and mysterious tiefling have lost their sense of uniqueness. The world of the Pathfinder Roleplaying Game is a world of unending wonder, where something unknown lurks around every corner. This sense of surprising adventure can be difficult for a Gamemaster to maintain. The *Remarkable Races Compendium* is a remedy for these issues. Instead of the run-of-the-mill elemental, what if the adventurers encounter a slimelord squole? Tired of the typical dwarven merchant? The numistians offer a fresh alternative. Whatever you choose to use from this book, it will not likely have been encountered in previous campaigns. Remarkable Races are a unique addition to the game, never before seen in previous fantasy RPGs.

The design concepts of Remarkable Races were required to fit three important criteria. The first was that each new race concept must be something that has never been seen before in the history of this genre of RPG. Many concepts were ruled out simply because they were far too similar to creatures found in previous iterations of the game. While minor similarities are bound to exist, we have ensured that the core flavor of each race was entirely new and unique. Next, we designed each race to be modular and easily fit into even the most established campaigns. With simple and adaptive racial histories, each race can be added without too much upset to the story continuity of the game. Last, each race needed to be something that we predicted that Paizo will not come up with in the future. Each race touches design aspects that we knew the core books would shy away from. This bold approach guarantees that Remarkable Races will continue to be fresh and innovative for years to come.

The Gamemaster's Section of this book is tailored to helping you incorporate Remarkable Races into your game beyond the player character. This section offers a few new realms, new magic items and artifacts, and over three dozen new monsters and adversaries. Each race is furnished with at least two monster statistics, including a typical example of a 1st level member of the race. This section ends with monster grouped by both Challenge Rating and creature type.

Remarkable Realms

The Isle of Benfalas

The island that harbored the taddols is still a source of mystery and intrigue. While much of the indigenous population has left, a good number of taddols still remain. Many also return in search of a mate or to visit family. How it has kept this bright and crafty race from leaving it for thousands of years is what makes it most interesting.

First, and most obvious, is that the Isle of Benfalas is missing a coast. Around the entire perimeter of the island is a strange mile-wide, infinitely deep canyon. The ocean flows down into the canyon in a tremendous waterfall. Where the canyon ends is yet another mystery. Many believe that it drains somewhere into the ethereal plane, though no one yet has proved it.

A jagged and ominous rocky reef surrounds the outskirts of the canyon. The taddols refer to this reef as "The Teeth of Benfalas." The reef is so named because the current pulls things rapidly towards the island, battering them violently against the rocks. By the time anything reaches the edge it is likely already chewed to bits by the reef.

The island itself has an active volcano in its center. While the volcano does not have violent eruptions, small lava flows and mild earthquakes are not uncommon. It periodically belches smoke and ash. Hot springs and geysers dot the island. The island also has another unique feature that taddol refer to as "river spouts." At the top of some of the larger hills,

water constantly boils over and out—forming the source of four separate river systems on the island.

This constant heat and numerous sources of fresh water have made this island quite tropical. This is most unusual because it exists in arctic waters. This creates a constant weather front that shrouds the island in clouds and fog for most of the year.

One might think that the constant fog, combined with the smoke and ash from the volcano, would make visibility non-existent on the island, but then one must also take into consideration the strange winds on and around the island. Over the canyon, wind howls downward at a terrible speed. With it, much of the fog, ash, and other vapors are sucked away like a vacuum. On the island, wind seems to blow towards the volcano and upward. This later turned out to be the only exit from the island. Only a flying creature with fairly good maneuverability can fly to those heights and escape the narrow funnel of wind back into more normal surroundings.

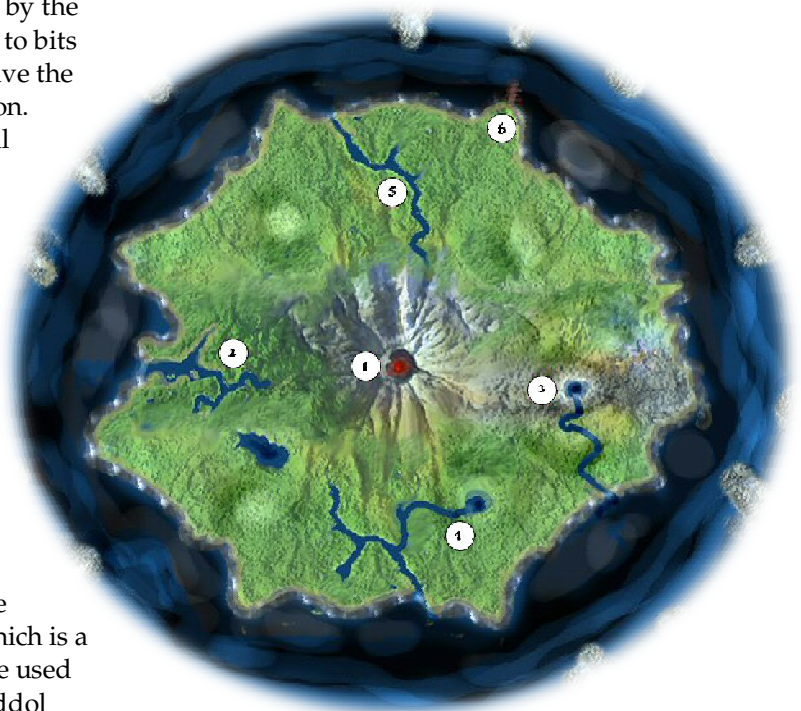
The most mysterious feature, which many speculate was added by the ancient elves to make it an even more effective prison, is that the island and its entire boundary has terrible effects on all powers with a teleportation descriptor. Anyone who tries to use such a power is instead drawn in the direction of the volcano for the same amount of squares of the effect. A powerful teleportation effect would undoubtedly land one in the heart of the volcano.



The taddol and their ancestors have tried several ways to get off the island. Bridges crumble from earthquakes, hot air balloons are buffeted by the winds, and all manner of sea craft are smashed to bits by the reef and the current, even if it does survive the one mile launch over a windy bottomless canyon.

The taddols, with little other choice, call this isle home. Despite its inhospitality to travelers, it can be a rather nice place to live. The weather is warm and the water is plentiful. All manner of fruit and vegetables grow wild there. Indigenous wildlife is limited to rodents, fox, deer, and several variety of birds, one of which, a large flightless variety called a toog by the taddols, has been domesticated and is their main source of meat. It is about the size of a large ostrich, quite plump, and yields meat similar to turkey in flavor and texture.

One deterrent to many potential non-taddol settlers (who manage to make it onto the island) is the near constant noise of the falls, which is a dull roar at all times. The taddols claim they are used to it, and barely notice it at all. In fact, many taddol complain that it is too quiet in other lands. They often make this excuse when being accused of talking too much.



MAP KEY

1. **The volcano.** The crater is about a half-mile wide.
2. **The taddol city of Torech.** This is built upon the same encampment built by their elven ancestors.
3. **Boiling Hill.** This is the largest river spout on Benfalas. It is also a place that harbors a small keep where taddol mystics, monks, and philosophers congregate.
4. **Torrid Hill.** A great white wyrm was slain here by an army of taddol, two centuries earlier. It is the second largest river spout.
5. **The taddol city of Thavron.** This city split off from Torech because of a different philosophy. They believed in continuing to try to get off the island by improving upon existing methods, while those that stayed in Torech believed that they needed to come up with something new.
6. **The Bridge of Failure.** This massive structure teeters over the chasm several hundred feet, only to lay in crumbling ruin at its end. A massive ark-like ship rests at the foot of the bridge and has been remodeled into a tavern, market, and apartment complex.

MNOL: DEMIPLANE OF COMMERCE

Anything and everything that can be sold can be found by the barrel in the bazaars of Mmol

Mmol has many names. To the wealthy outsiders, it is known as the Mystic Marketplace. To the sages and bookkeepers it is the Demiplane of Commerce. Whatever the name, it is known for its fantastic underground markets.

From the Astral Plane, Mmol appears as a small, spiky, and inhospitable sphere. The entire surface is rock, ice, and uninhabited. For eons, this worked to Mmol's advantage. The numistians who evolved there did not want competition from other races, and therefore only invited the wealthiest outsiders, and charged a handsome fee for entry into their markets. The rest of the multiverse had no idea that Mmol even had markets.

Nowadays, a few brave numistians mark the surface entrances to some of the cavern markets with impossibly large billboards that can be seen for great distances in the Astral plane. As business suffers, the merchants of Mmol try many things to bring in customers, and are far less discriminating. Times are hard, and the inhabitants of Mmol have adapted.

The cavern markets, lit both magically and with firelight, are busy at all hours. Night and day are nonexistent in this realm. Colossal rows of caverns make up a merchant city. Each city has its own specialty, for which it is named. The city of Wand, for example, sells primarily wands and wand accessories.

Only one commodity is slightly lacking in Mmol, and that is food. While the raw materials exist (exotic meats, rare spices, and unusual herbs abound), prepared meals are something amiss. Numistians eat money, and therefore have little need for food, except to sell it. Their lack of taste means they make terrible cooks.

Mapping Mmol is nearly impossible, as a council of elder numistians, who were recently nicknamed the "economancers," are constantly redesigning it for "maximum economic potential." A guide is required to navigate the realm, and one is always conveniently nearby to offer his services, at a reasonable price, of course

MNOL TRAITS

Mmol has the following traits.

- **Normal Gravity.**
- **Normal Time.**
- **Finite Size & Shape:** Extremely mountainous planet, roughly 5000 miles in diameter, riddled with unending caverns.
- **Divinely Morphic:** Economancers can collectively change the environs of the entire dominion.
- **No Elemental or Energy Traits.**
- **Non-Aligned.**
- **Normal Magic.**



Magic Items

ANUMI: THE MAGIC OF PETS

Anumi often inherit items they wore or used while they were animal companions. Listed below are just a few of the items that can spice up any game that may adventure with some four-legged friends.

ANUMI FRUIT

Aura moderate transmutation; **CL** 12th
Slot —; **Price** 250 gp; **Weight** —

DESCRIPTION

This bluish-purple fruit, which looks something like a tiny apple, holds the key to creating the anumi. The fruit becomes activated when it is mashed together with the blood of a master who truly cares for the creature, and mixed in with the animal's favorite food. Upon complete consumption of this mixture, the animal transforms into a level 1 anumus within 24 hours. It has no effect on creatures that are not natural beasts. The mixture is specific to the animal it was intended for; it will not transform an animal that the blood donor did not care deeply for.

CONSTRUCTION

Requirements: Craft Wondrous Item, *polymorph, wish*; **Cost** 26,250 gp.

Note: This process, lost to time, creates the anumi plant which will eventually produce the magical fruit, much like any other fruit-bearing plants. Most fruits produced by this plant are seedless, though it will produce one golden fruit per year that has a seed which will grow another plant. Anumi plants live forever if left unharmed and well cared for, and produce about a three dozen fruit per year in warm climates or indoors. They will not produce fruit outdoors in the winter, as they go dormant.

BOWL OF EVERFOOD

Aura faint conjuration; **CL** 4th
Slot —; **Price** 360 gp; **Weight** 2 lbs.

DESCRIPTION

This heavy iron bowl produces a nutritious meal that only a beast would find palatable. Once per day, upon command word the bowl fills with a nutritious meal of liver and fish flavored mush. Most carnivorous animals enjoy the flavor, and some anumi find that the meal bears a sense of nostalgia. Other creatures find it to be inedible.

CONSTRUCTION

Requirements: Craft Wondrous Item, *create food and water*; **Cost** 180 gp.

COLLAR OF BEAST-SPEECH

Aura faint divination and enchantment; **CL** 4th
Slot neck; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This stylish black leather and gold-studded collar confers the ability of speech upon an animal. If the wearer is a non-magical natural beast, the collar grants the ability to speak and understand Common. It does not, however, increase the beast's Intelligence. On other creatures, it prevents the wearer from speaking or understanding Common.

CONSTRUCTION

Requirements: Craft Wondrous Item, *comprehend languages, speak with animals*; **Cost** 1,000 gp.

INVISIBLE LEASH

Aura moderate transmutation; **CL** 10th
Slot neck; **Price** 7,000 gp; **Weight** 1 lb.

DESCRIPTION

This item consists of a short metal wand and an adjustable hinged steel collar. It works as an adjustable leash. This device creates an unbreakable bond between the wand and the collar that is both intangible and invisible. Dials on the wand control several functions of the leash. Settings include off (no bond), 5 feet, 15 feet, and 50 feet. If the wand is outside of the maximum range of the collar (50 feet) it cannot activate. Once activated, a creature wearing the collar cannot move or be moved out of the range that the wand is set at. Collars come in three sizes (all separate items): Small, Medium, and Large.

CONSTRUCTION

Requirements: Craft Wondrous Item, *telekinesis*; **Cost** 3,500 gp.

PET CARRIER

Aura moderate conjuration; **CL** 9th
Slot —; **Price** 2,500 gp; **Weight** 15 lbs.

DESCRIPTION

This three-pound iron orb is covered in strange glyphs. It can store and recall one willing natural animal. The pet carrier has 5 charges when fully charged and charges used are automatically renewed each day. Upon command word, expenditure of a charge, and touch, the item stores one willing natural animal in an extradimensional space.

The creature can be recalled instantly and at any time with a second command word by anyone who is holding the orb. The orb can transfer a creature of size Large or smaller. Regardless of size, the unique properties of the extradimensional space prevent more than one creature to be held there at a time. If used to store another creature, the previous creature is expelled. Due to the fragile nature of the extradimensional space, any creature that suddenly changes form or becomes unwilling to be there is also immediately expelled. While in the space, the animal is immune to hunger and thirst, and can breathe normally. Creatures called or expelled from the extradimensional space appear in the nearest unoccupied adjacent space to the pet carrier.

CONSTRUCTION

Requirements: Craft Wondrous Item, *rope trick*; **Cost** 1,250 gp.

TAG OF HOMING

Aura faint divination and enchantment; **CL** 6th
Slot —; **Price** 3,600 gp; **Weight** —

DESCRIPTION

This golden dog tag inscribed with magical runes can guide anyone wearing it back to a person or location. This tag can be tied to any other piece of equipment. Once per day, when the tag is held and the command word is spoken, the activator can either set the tag to point to his current location or point to himself. The wearer of the tag will know the direction of the location or person that the tag was previously set to. The tag does not impart distance. If the target is on a plane different from that of the tag, the tag does not function.

Once per hour, the last person who activated the tag via command word may utter another command word, regardless of distance, to impart a strong urge upon the wearer of the tag to go in the direction that the tag is set to point to. However, this urge is only about as powerful as a stern verbal command, and may be disregarded. This does not work if the speaker is on a different plane than the tag.

CONSTRUCTION

Requirements: Craft Wondrous Item, *locate object*;
Cost 1,800 gp.



Bogges: Sky Inventions

It is no secret that boggles are great inventors, magic item makers, and potion brewers. Included here is a small sampling of some of their more popular items.

TURBOPTER

Aura strong evocation; **CL** 12th
Slot shoulders; **Price** 8,500 gp; **Weight** 15 lbs.

DESCRIPTION

With this magic device, a Small-sized pilot and up to 50 lbs. of gear gains the speed: fly 25 ft. (poor). A leather harness straps this device to a pilot's back. A turbopoter is essentially two propellers mounted on a "V" shaped metal beam. At the ends of the propeller blade are magically enchanted torches that spew orange flame. These boosters power the vehicle. In flight, the machine sounds like a nest of hornets. The pilot must be strapped into the harness and have at least one hand free to operate the levers at his waist to direct the craft. When not directed, the turbopoter descends 5 squares per round. If it hits the ground while out of control, it is destroyed. The device travels about 3 miles per hour, and 72 miles per day (if the pilot does not sleep).

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must have at least 7 ranks in Knowledge (engineering), *flamestrike* or *fireball*; **Cost** 4,250 gp.

MECHANICAL LIMBS

Mechanical limbs are magically-crafted metal appendages. These items do not take up a slot on the body, though they do require the space of one appendage. Mechanical limbs can be made for Small or Medium-sized creatures. In the case of arms, they can be made for the left or right arm. Mechanical legs replace both legs at once. Your original limb must be replaced to use this item which is something that usually only boggles look upon as favorable. Attachment of a mechanical limb is considered permanent; though they can be removed via gruesome means. Mechanical limbs relay the sense of touch, and are similar in features to that of a living construct. These limbs, once attached, are considered to be the part of your body that was replaced.

MECHANICAL ARM

Aura moderate transmutation; **CL** 8th
Slot —; **Weight** —; **Price** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

DESCRIPTION

This metallic arm looks as if it was removed from a living construct. It is crafted of many different metals and seems intricately designed. The arm increases strength and agility. You gain an competence bonus to both Strength related and Dexterity related skill checks of +2, +4, or +6. This bonus applies only to skill checks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *cat's grace*, *bull's strength*, must have at least 5 ranks in Knowledge (engineering); **Cost** 2,000 gp (+2), 8,000 gp (+4), 18,000 gp (+6)

MECHANICAL LEGS

Aura moderate transmutation; **CL** 5th
Slot —; **Price** 7,500 gp; **Weight** —

DESCRIPTION

These sleek metallic legs look something like the lower half of some alien full plate armor. They aid in speed and jumping. The legs increase the wearer's base land speed by 10 feet as an enhancement bonus. In addition, they grant a +5 competence bonus on Acrobatics checks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *longstrider*, must have at least 5 ranks in Knowledge (engineering); **Cost** 3,750 gp.



Muses: Sleepwalker Stones

Hailing from the plane of Dream, muses often bring with them strange items that are made from the very fabric of this extraordinary realm. One such object is the sleepwalker stone, a materialized essence of a denizen of Dream. It appears as a small, faceted, spherical stone, two inches in diameter, and is both translucent and luminous. Sleepwalker stones come in a variety of colors and glow more brightly when near a sleeping subject.

SLEEPWALKER STONE

Aura strong transmutation; **CL** 15th
Slot —; **Price** 55,000 gp; **Weight** —

DESCRIPTION

The sleepwalker stone can only be activated once per day, when the person who is carrying this item falls asleep. Upon falling asleep, the sleepwalker stone triggers and the stone erupts into an incandescent tar that eventually (within 2d4 rounds) coalesces around the sleeper. The sleeper then takes on another form and awakes. Form, additional properties, and additional abilities are dependent on type, and described in the “Dream Creatures” section. While under the effect of this stone, the sleeper cannot cast spells or use any class or racial abilities that require a swift, move, or standard action. In addition, memory of the time spent under the effects of the stone fades quickly upon waking. The sleeper cannot gain experience while under the effects of this item. Creatures that do not sleep or dream cannot use this item.

This effect ends after 8 hours, or can be cancelled at any time by the sleeper as a standard action. Once cancelled, the sleeper immediately “wakes up” back in his original form and all effects related to the sleepwalker stone also end immediately. The time spent under this effect can be considered deep sleep for the purposes of rest and relaxation.

CONSTRUCTION

Requirements: Craft Wondrous Item, *beast shape IV*;
Cost 27,500 gp. Sleepwalker stones can only be crafted in the plane of Dreams.

DREAM CREATURES

When a sleepwalker stone is found, it embodies one of the following dream creatures. This creature remains the same throughout the item’s existence. The creature type confers the special traits listed to the person activating the stone, as well as a new appearance and physical characteristics. The sleeper’s original size, ability scores, defenses, and other aspects are not affected by the stone.

APPARITION

The apparition appears as an insubstantial humanoid entirely enshrouded in long strips of billowy white cloth.

Ghostly Immunities (Su): Apparitions are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, and stun.

Spell-like abilities (CL 15th): Apparitions can use *invisibility* at will as a spell-like ability. In addition, they can use *ethereal jaunt* once per day as a spell-like ability.

DREAM BRUTE

The dream brute is completely covered in dark blue hair. Its face consists of two dark eyes peering out from a shaggy mane. The dream brute appears to have massive and powerful arms.

Natural Armor (Ex): Dream brutes have a natural armor class of 4.

Spell-like abilities (CL 15th): Dream brutes are constantly under the effects of the *iron body* spell. This has the same effects as the spell, except that the duration does not expire.

DREAM WEAVER

Wholly wrapped in spiderwebs, the dream weaver seems to be a humanoid spider with six walking legs, and two normal arms.

Vermin Traits: A dream weaver is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

Spider Traits: Dream weavers have immunity to entrapment by web spells or webs of any sort; they can actually move in webs at half their normal speed. In addition, dream weavers are immune to poison from spiders.

Spell-like abilities (CL 15th): Dream weavers are constantly under the effects of the *spider climb* spell. This has the same effects as the spell, except that the duration does not expire. In addition, they can use *web* three times per day as a spell-like ability.

WEEDLING

Appearing as a shambling mass of briars, dandelions, crabgrass, and ragweed, the weedling takes on a vaguely humanoid form.

Weed Immunities (Su): Weedlings are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), paralysis, poison, polymorph, sleep, and stun.

Spell-like abilities (CL 15th): Weedlings are constantly under the effects of the *barkskin* and *speak with plants* spells. This has the same effects as the spells, except that the durations do not expire. In addition, they can use *animate plants*, *entangle*, *plant growth*, *transport via plants*, and *wall of thorns* once per day as a spell-like ability.

OAKLINGS: MAGIC MISTLETOE

Magic Mistletoe is created by coaxing common forms of mistletoe, a parasitic plant that grows on oak trees, towards beneficial uses through arcane and alchemical processes. The process itself is a closely guarded secret among druids and forest fey folk, though it is known to take decades to get a good batch of seedlings and that extensive knowledge of herbalism and horticulture is required.

When obtained, magic mistletoe is either a tiny seedling or off of a deceased plant creature. Adult varieties which are not cultivated on a sentient plant lose their special properties and become normal mistletoe.

When cultivated on a sentient plant, a symbiotic relationship is formed. The mistletoe derives nourishment and protection from its host and the host can benefit from a variety of effects depending on the type of mistletoe. The host plant must sacrifice 1 hp from its hit point pool permanently to gain the mistletoe's advantage. A sentient plant can only maintain 1 magic mistletoe every 6 levels. The mistletoe plant must be intentionally burned off (specifically targeted by a fire effect) in order to permanently remove it. Removing the mistletoe does not return the hit points sacrificed to it, and it also leaves a nasty scar. The only exception is when a new mistletoe of the same variety is being immediately introduced. This typically happens when the oakling finds a specimen of higher level. The new mistletoe replaces the old mistletoe with no hit point cost.

Originally designed for treants and dryads, magic mistletoes are of little use to the average adventurer. However, these little plants were introduced to the oaklings since they emerged from the forest, and have been favorites ever since. It should be noted that these are living plants with arcane properties and not technically magic items. While they share many properties with magic items, magic mistletoe are in a category all their own.

BRAINWORT

Aura faint necromancy; **CL** 10th.

Slot —; **Price** 600 gp (common), 2,400 gp (uncommon), 9,600 gp (rare); **Weight** —.

DESCRIPTION

This bushy-leafed variety of mistletoe sprouts from the top of one's head, regardless of where it is initially planted. Its pink berries are mildly toxic. When the juice of one berry (consumes one berry) is applied weapon or ammunition, the next time that weapon deals damage, the target is also subject to poison. This poison deals 1d3 points of Constitution damage per round for 5 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. Subsequent attacks with that weapon are not poisoned. Berries melt and the toxin fades after one day, regardless of preservation.

The save DC is based on type of mistletoe. A common brainwort mistletoe produces three berries per day with a poison DC of 13. An uncommon brainwort mistletoe produces six berries per day with a poison DC of 16. A rare brainwort mistletoe produces twelve berries per day with a poison DC of 22.

CONSTRUCTION

Requirements: Craft (alchemy) DC 20, Knowledge (nature) DC 20, *poison*; **Cost** 300 gp (common), 1,200 gp (uncommon), 4,800 gp (rare).

GLOWBERRY MISTLETOE

Aura faint evocation [light]; **CL** 3rd.

Slot —; **Price** 200 gp; **Weight** —.

DESCRIPTION

This leafy shrub thrives on whatever part of one's body it is planted on, growing in a large bushy patch. It produces and sheds several tiny greenish-white berries daily (20 berries total on average). As an immediate action, the bearer of this plant can light or extinguish the glowberries. They collectively can provide as much light as a torch. When one or more berries are removed while lit, they independently shed light equivalent to a single candle, though can no longer be extinguished at will (although the berries can still be smashed into darkness). Lit glowberries fade within one minute after being picked.

CONSTRUCTION

Requirements: Craft (alchemy) DC 13, Knowledge (nature) DC 13, *light*; **Cost** 100 gp.

HEALER'S MISTLETOE

Aura faint conjuration [healing]; **CL** 6th.

Slot —; **Price** 800 gp (common), 6,400 gp (rare);

Weight —.

DESCRIPTION

This small leafy shrub thrives on whatever part of one's body it is planted on. It produces ice-blue berries daily, which have minor healing effects. As a standard action that provokes an attack of opportunity, anyone may consume one or more of these berries to cure 5 hit points of damage per berry consumed. The common variety produces 4 berries per day. The rare variety produces 8 berries per day that heal 10 hit points of damage each.

CONSTRUCTION

Requirements: Craft (alchemy) DC 16, Knowledge (nature) DC 16, *goodberry*, *cure moderate wounds*;

Cost 400 gp (common), 3,200 gp (rare).

WATERBERRY MISTLETOE

Aura faint abjuration; **CL** 4th.

Slot —; **Price** 1,000 gp (common), 2,800 gp (uncommon), 10,000 gp (rare); **Weight** —.

DESCRIPTION

This small-leafed variety of mistletoe sprouts up all over one's body, regardless of where it is planted. The pale white berries of this mistletoe burst when exposed to intense heat, thus preventing some of the damage associated with fire-based attacks. It provides some resistance to fire, as long as it has berries. When the bearer takes fire damage, one berry bursts to prevent one point of fire damage per point of fire damage incurred, up to the amount of berries that are left on the plant. For example, when the bearer starts his day with a common waterberry mistletoe (which produces 10 berries) and takes 4 points of fire damage, 4 berries burst preventing all of the damage. Then, later that day, when the same individual takes 12 points of fire damage, the remaining berries burst and the bearer takes only 6 points of damage. Berries burst after one day or instantly upon being picked, regardless of preservation. They common variety produces 10 berries per day, while the uncommon produces 20, and the rare produces 50.

CONSTRUCTION

Requirements: Craft (alchemy) DC 14, Knowledge (nature) DC 14, *resist energy*; **Cost Price** 500 gp

(common), 1,400 gp (uncommon), 5,000 gp (rare).

MAGIC MISTLETOE IN YOUR GAME

Any sentient plant-based creature can use magic mistletoe. Gamemasters may add them to their treants for a dash of flavor or something new. Perhaps a local coven of druids or dryads cultivates them and uses them for their own needs as well.

The plant can also be transplanted from a fallen (dead) creature to a living creature, with a successful Knowledge (nature) skill check (DC 25). A failure indicates that the mistletoe was destroyed. The plant cannot be transplanted from one living host to another.



OBITU: HEART STONES

Unavailable to most creatures, heart stones are traditionally only useful for the undead—creatures with a large empty chest cavity. In essence, they fill a special wear-location slot available to creatures who meet these requirements—the heart. They were typically crafted by liches for their minions or even themselves. Heart stones are known to affect negative or positive energy, often converting this energy to a polarity that is most beneficial to the wearer. Whether this was intentional or a fluke of design is debatable.

Heart stones are usually 5 to 10-inch crystals mounted on several bindings that affix the item securely inside the ribcage, in place of the heart. When secured, the item pulses with light in a rhythm similar to a beating heart. It takes as much time to secure and remove a heart stone as it does armor, due to complicated latching mechanisms and multiple fasteners. This means it is usually done outside of combat.

While most living things cannot survive without a real heart beating in their chest, obitu are the exception. Obitu can wear and benefit from these items.

BLACK HEART

Aura moderate transmutation; **CL** 11th.
Slot heart; **Price** 44,000 gp; **Weight** 1 lb.

DESCRIPTION

This spiky blue-black obsidian ball is seven inches in diameter and fastened with a dozen black leather cords. When worn by an obitu, the obitu loses negative energy resistance. The obitu wearing this item heals damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, the obitu heals hit points just like undead in the area. If worn by an undead, this functions the same way, but for channeled positive energy, allowing an undead to benefit from normal healing and positive energy. In essence, the wearer now benefits from both positive and negative energy equally.

CONSTRUCTION

Requirements: Craft Wondrous Item, *harm*, *heal*; **Cost** 22,000 gp.

BLEEDING HEART

Aura moderate conjuration; **CL** 10th.
Slot heart; **Price** 15,000 gp; **Weight** 1 lb.

DESCRIPTION

This smooth red ovoid crystal is about six inches long and suspended on four gold chains. When worn, it increases the effect that healing magic has on you. For every 5 hit points that you heal from a single magical source in one round, you heal an additional 2 hit points. This works regardless of the polarity that heals you. Undead may also benefit from this item.

CONSTRUCTION

Requirements: Craft Wondrous Item, *heal*; **Cost** 7,500 gp.

DARK HEART

Aura moderate necromancy; **CL** 10th.
Slot heart; **Price** 11,000 gp; **Weight** 1 lb.

DESCRIPTION

This chiseled grey crystal sphere is about five inches in diameter and secured with six steel chains. The wearer gains the ability to channel energy once per day as a 10th level cleric. If the wearer can already channel energy, he may instead channel energy one additional time per day. The type of energy is dependent on the alignment of the wearer: good; positive, neutral; either, or evil; negative.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be a cleric of 10th level or above; **Cost** 5,500 gp.

STONE HEART

Aura moderate transmutation; **CL** 7th.
Slot heart; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

This clear green crystal point is carved with arcane runes and is about ten inches long. It is secured inside the ribcage with two mithril bars (one attaches to your sternum, the other to your spine). The wearer's maximum hit point total increases by 10 hit points.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be 7th level or above; **Cost** 4,000 gp.

SQUOLES: ENCHANTED OOZE

The squole ancestors brought many beneficial slimes and oozes with them from the paraelemental plane of ooze. Among those, enchanted ooze has become the most popular. All magic oozes share the same thing in common: they can become powerful magic items. These magic items also have the ability to revert back to a living ooze under control of its owner. Transformation in either direction takes one full round, but can be initiated as a swift action. If the ooze is slain, it reverts back to its original form, but cannot be returned to ooze form for 24 hours.

HELM ORB

Aura moderate transmutation; **CL** 11th.
Slot head; **Price** 16,500 gp; **Weight** 3 lbs.

DESCRIPTION

This clear rubbery orb encompasses the wearer's entire head. The wearer becomes immune to deafness and drowning. Once per day for up to one hour, the helm orb can jump off of its wearer and turn into a gelatinous orb (described in the Remarkable Races Bestiary section), under control of the item's owner.

CONSTRUCTION

Requirements: Craft Wondrous Item, *animate objects*, *water breathing*; **Cost** 8,250 gp.

SLIME ARMOR

Aura moderate transmutation; **CL** 11th.
Slot armor; **Price** +33,000 gp; **Weight** varies

DESCRIPTION

Armor with this ability is translucent green and looks as if it was poured onto the wearer. Once per day as a move equivalent action, you may transform into an amorphous green ooze and move up to your speed. You can move through small cracks and tight spaces without difficulty. You automatically escape a grab or bonds. While in this form, you become blinded, and gain blindsight 60 feet. You can only take move actions until you return to your natural form, which you can do as a swift action. While in slime form, you take 10 acid damage at the start of each of your turns until you return to your natural form. In addition, once per day for up to one hour, the slime armor can jump off of its wearer and turn into an emerald ooze (described in the Remarkable Races Bestiary section), under control of the item's owner.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *animate objects*, *elemental body II*.

STICKY WEAPON

Aura moderate transmutation; **CL** 11th.
Slot weapon; **Price** +2 bonus; **Weight** varies

DESCRIPTION

This ability can be affixed to any bludgeoning weapon. Weapons with this ability appear to be made of thick black tar. On a successful hit, the wielder may cause the target to gain the entangled condition until the end of the wielder's next turn. While the target is entangled, this weapon cannot be used to attack. In addition, once per day for up to one hour, the sticky weapon can jump off out of its wielder's hands and turn into a tar jelly (described in the Remarkable Races Bestiary section), under control of the item's owner.

CONSTRUCTION

Requirements: Craft Arms and Armor, *animate objects*, *entangle*.



XAX: POSSIBLE & PROBABLE

From time to time, xax become accomplished magical artificers. Like most xax, these crafters are obsessed with the nature of reality and its two most crucial elements: probability and perception. The items that they craft are usually unlike any other in the realm, as they explore these fascinating aspects. The following are a few examples of their unique works.

BLANK SLATE

Aura moderate transmutation; **CL** 5th.
Slot neck; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

This amulet is a circular piece of black slate in a gold frame. When a single word is written on the slate with a piece of normal chalk, the slate grants a +1 bonus to skill checks and non-attack checks involving a specific ability score, as determined by the word written on the amulet. The first word written activates the bonus. The six words that can activate the bonus are “strong,” “nimble,” “healthy,” “smart,” “wise,” and “charming.” They correspond to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma respectively. The specific ability is matched to the word written on the amulet. A word may be erased or added to the slate as a standard action.

CONSTRUCTION

Requirements: Craft Wondrous Item, *bear’s endurance, bull’s strength, cat’s grace, eagle’s splendor, fox’s cunning, owl’s wisdom*; **Cost** 2,500 gp.

PLACEBO POTION

Aura strong transmutation; **CL** 10th.
Slot —; **Price** 2,000 gp; **Weight** —

DESCRIPTION

This multihued potion always comes in an ornate bottle with a blank label. Upon writing a name on the label, the potion takes on a specific power. After writing the name of 3rd level (or lower level) spell that has a casting time of less than 1 minute and targets one or more creatures, the placebo potion irrevocably transforms into a potion that contains the spell that the label signifies. For example, if “cure light wounds” was written on the label, it will become a potion of *cure light wounds* with a caster level of 10. This power does not activate until the name of a spell that qualifies is written on it. If imbibed with a blank label, the potion does nothing.

CONSTRUCTION

Requirements: Brew Potion, 10th level spell caster.

PROBABILITY WEAPON

Aura moderate divination; **CL** 7th.
Slot head; **Price** +1 or +2 bonus; **Weight** varies

DESCRIPTION

This weapon betters the probability to hit without increasing accuracy. Roll 2d10 instead of a d20 for attack rolls with this weapon. **+2 bonus:** Roll 5d4 instead of a d20 for attack rolls with this weapon.

CONSTRUCTION

Requirements: Craft Magic Arms & Armor, *true strike*.

SCHRÖDINGER’S BOX

Aura moderate conjuration; **CL** 8th.
Slot —; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This small ornate ivory box may mean the difference between life and death. Immediately after reaching a negative hit point total at which you will die on the second to next round (normally, negative hit points equal to your Constitution score minus two), the box activates, and you and all of your equipment are transferred to a solitary pocket dimension. The box is your only possession that remains behind in the square that you left. In the pocket dimension, time does not pass, and you do not lose any more hit points. When the box is opened, you are immediately transferred to the nearest empty square adjacent to the box, and time resumes normally for you.

CONSTRUCTION

Requirements: Craft Wondrous Item, *rope trick*; **Cost** 2,000 gp.

TWINNED WEAPON

Aura moderate divination; **CL** 10th.
Slot head; **Price** +2 bonus; **Weight** varies

DESCRIPTION

One weapon of an inseparable pair, one blade can benefit from the fortunate swing of the other. These weapons are always made in perfectly identical pairs (twins). Their magical power does not work unless its twin is being used in the same combat encounter. This pair of weapons must always share the same exact weapon type, statistics, enchantments, and bonuses or the twinned power ceases to function. Instead of making an attack roll, use the last attack roll made by its twin this round as the attack roll, once per round. If the weapon’s twin did not yet attack this round, you cannot use this power.

CONSTRUCTION

Requirements: Craft Magic Arms & Armor, *true strike*.

Artifacts

KVALS: DOOMSDAY ARTIFACTS

Occasionally a demiplane will return a terrible artifact back to this realm, trusted to the care of hundreds of kvals. Some kvals often devote their lives towards keeping these artifacts out of the hands of evil. Featured below are examples of two such major artifacts.

DAGGER OF SUVAL

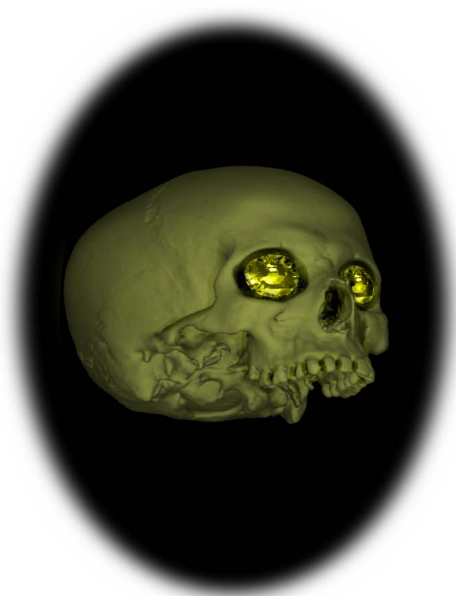
Aura strong conjuration, transmutation, and necromancy; **CL** 25th
Slot weapon; **Weight** 1 lb.

DESCRIPTION

This dagger is intricately carved from the arm-bone of an archfiend. Its blade is etched with eldritch runes that waver and shift with the thoughts of its wielder. It is a +5 unholy vicious wounding dagger. The current owner of the *Dagger* gains a +10 bonus on Bluff and Stealth skill checks. Once per day, the owner can use *destruction* as a spell-like ability (Fortitude, DC 30). Once per week, the owner can summon 1d4+1 bone devils, as *summon monster IX*; duration 25 rounds. The *Dagger of Suval* communicates telepathically to its bearer. It starts with messages of how the world needs to be cleansed, pointing out all the injustices and atrocities of the world. It then begins telling of rich rewards in the afterlife for bringing an end to it all. However, this does not stop with atrocities. Eventually the *Dagger* demands blood and destruction of everything. If the bearer does not comply, the next use of the *destruction* ability will backfire and consume the *Dagger's* owner.

DESTRUCTION

The *Dagger of Suval* disintegrates if plunged into the heart of a living mortal man who has killed at least 1,000 innocent people.



SKULL OF ATAKLA

Aura strong conjuration, evocation, and illusion; **CL** 20th
Slot none; **Weight** 5 lbs.

DESCRIPTION

This human skull appears unremarkable aside from its pale green color and topaz eyes. The eyes glow with a sickly yellow radiance. The current owner of the *Skull* gains darkvision up to 60 feet and blindsense up to 30 feet. When in low-light or darkness, the owner gains a +10 bonus to Stealth checks, a +4 bonus to AC, and a +2 bonus to hit. In sunlight, this becomes a -4 penalty to AC, and a -2 penalty to hit. The owner can use the following spell-like abilities as a standard action (DC 25): *obscuring mist* (1/round), *fog cloud* (1/hour), *darkness* (5/day), *deeper darkness* (3/day), and *shadow walk* (1/day). The *Skull of Atakla* speaks in telepathic whispers to its owner. It encourages the owner to shun daylight, and preaches that true power resides in darkness. The *Skull* slowly perverts its owner to believe that the sun is actually an enemy, and the world would be better off plunged into darkness. If the bearer is resistant, the *Skull* will incessantly plead to be passed on to someone who better understands the plight of darkness.

DESTRUCTION

The *Skull of Atakla* burns to ashes after being exposed to direct and true sunlight for 7 days and 7 nights. If so much as a shadow falls across the skull, the attempt fails.

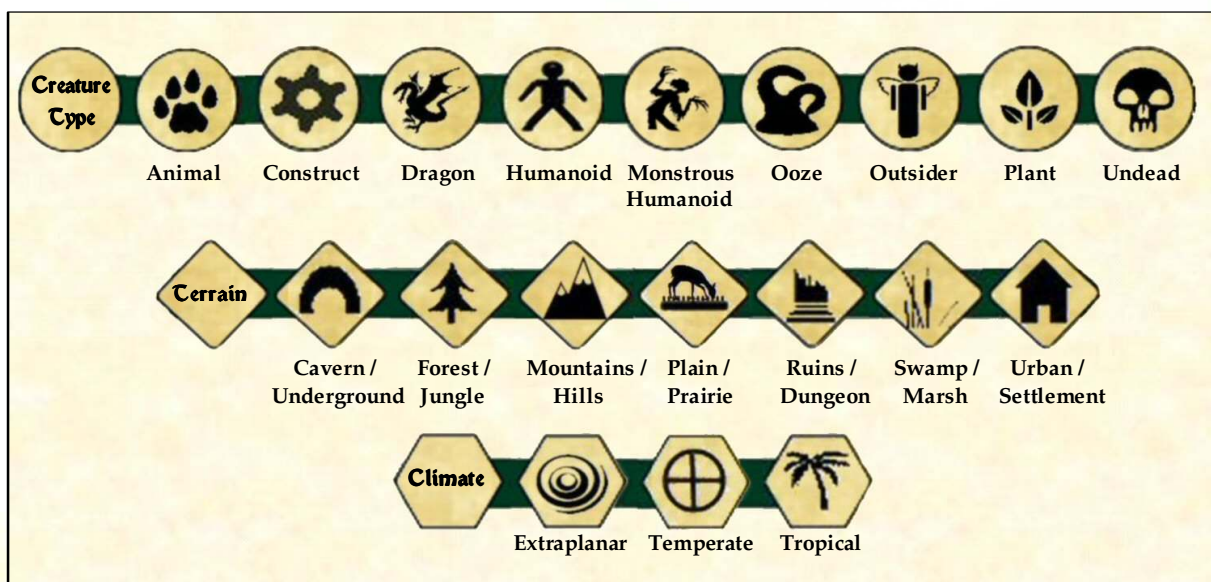
REMARKABLE RACES BESTIARY

Why a bestiary?

New races are more than just a set of statistics and pertinent background information. To truly make a race come alive, it must exist as an adversary or NPC as well as a fellow adventurer. Every race detailed in this book is also presented as a 1st level NPC in the bestiary. These NPCs can be easily scaled to higher levels, and provide a generic example of a typical member of the race. In addition, many races have companion creatures, common enemies, and monstrous incarnations that serve to add more flavor and variety to your game. New mounts, familiars, and animal companion types can also be found here.

Creature Glyphs

Much like in the Pathfinder Roleplaying Game Bestiary, the Remarkable Races Bestiary and other Alluria Publishing products use easy to recognize symbols in the headings for each monster. These "Creature Glyphs" can tell you the basic creature type (circle), most frequented terrain (diamond), and climate of origin (hexagon) at a glance for easy reference and campaign design. The statistics that follow these symbols go into more depth as to creature subtypes, and additional terrain ranges.



The Anumus

ANUMUS, AMPHIBIAN

This fierce swampland defender appears to be the average fighter from the neck down. However its bulbous, toad-like head and saucer eyes mark this ranger as something special.

ANUMUS, AMPHIBIAN

CR 1/2



XP 200

Male anumus ranger 1
N Medium humanoid (anumus)
Init +2; Senses Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)
hp 11 (1d10+1)
Fort +3, Ref +4, Will +2
Resist acid 5

OFFENSE

Speed 30 ft.
Melee longsword +4 (1d8+4/19-20)
Ranged composite longbow +3 (1d8/×3)
Special Attacks Favored Enemy(Ex) Humanoids (Reptilian) +2 bonus

STATISTICS

Str 17, Dex 14, Con 12, Int 10, Wis 15, Cha 6
Base Atk +1; CMB +4, CMD 17
Feats Dodge
Skills Climb +7, Heal +6, Perception +8, Ride +6, Survival +6, Swim +11; Racial Modifiers +2 Perception, +4 Swim
Languages Common, Aquan
SQ Bestial Fortitude, Hold Breath, Track

ECOLOGY

Environment temperate swamp
Organization solitary, pair, or knot (4-6)
Treasure NPC gear (leather armor, longsword, longbow, quiver of 20 arrows, other treasure)
SPECIAL ABILITIES
Bestial Fortitude (Ex) Amphibian anumi gain a +2 bonus on saving throws versus disease and poison.
Hold Breath (Ex) An amphibious anumus can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

ANUMUS, ARACHNID

A dozen eyes peer from a single befanged face in the darkness. It is hard to imagine a more sinister head on a more alluring and familiar body. Its mere presence is unnerving, let alone knowing it was once the beloved pet of a sinister dark elf.

ANUMUS, ARACHNID

CR 1/2



XP 200

Female anumus warrior 1
CE Medium humanoid (anumus)
Init +1; Senses darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 15 (1d10+5)
Fort +4, Ref +1, Will +0

OFFENSE

Speed 30 ft.
Melee falchion +4 (2d4+4/18-20)
Ranged light crossbow +2 (1d8/19-20)
Spell-like Abilities (CL 1st)
1/day—web

STATISTICS

Str 17, Dex 13, Con 14, Int 14, Wis 10, Cha 6
Base Atk +1; CMB +4, CMD 15
Feats Toughness
Skills Climb +6, Intimidate +2, Perception +3, Swim +2; Racial Modifiers +4 Climb, +2 Perception
Languages Common, Drow
SQ Bestial Reflexes

ECOLOGY

Environment any subterranean
Organization solitary, pair, or web (3-6)
Treasure NPC gear (chainmail armor, falchion, light crossbow, quiver with 20 bolts, other treasure)
SPECIAL ABILITIES
Bestial Reflexes (Ex) Arachnid anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

ANUMUS, AVIAN

This Bowman has the head and piercing eyes of a stately eagle. Can you think of a more formidable archer?

ANUMUS, AVIAN

CR 1/3



XP 135

Male anumus warrior 1
N Medium humanoid (anumus)
Init +2; Senses Perception +1

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 11 (1d10+1)
Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.
Melee battleaxe +4 (1d8+4/×3)
Ranged longbow +5 (1d8/×3)

STATISTICS

Str 16, Dex 15, Con 13, Int 8, Wis 8, Cha 14
Base Atk +1; CMB +4, CMD 16
Feats Weapon Focus (Longbow)
Skills Diplomacy +3, Perception +1; Racial Modifiers +2 Perception
Languages Common, Auran
SQ Bestial Reflexes, Eagle Eyes

ECOLOGY

Environment temperate forest
Organization solitary, or flock (5-12)
Treasure NPC gear (studded leather armor, battleaxe, longbow, quiver of 20 arrows, other treasure)
SPECIAL ABILITIES

Bestial Reflexes (Ex) Avian anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

Eagle Eyes (Ex) Avian anumi have a +1 racial bonus to ranged attack rolls.

ANUMUS, CANINE

This burly, chainmail clad, mastiff-headed guard brandishes a lethal greatsword. He eyes passersby with scrutiny and does not appear to be easily distracted from his charge.

ANUMUS, CANINE

CR 1/3



XP 135

Male anumus warrior 1

CE Medium humanoid (anumus)

Init +5; Senses scent; Perception +2

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Melee greatsword +4 (2d6+4/19-20)

Ranged sling +2 (1d4+3/×2)

STATISTICS

Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 10

Base Atk +1; CMB +4, CMD 15

Feats Improved Initiative, Improved Trip

Skills Intimidate +4, Perception +2; Racial Modifiers +2 Perception

Languages Common, Dwarven

ECOLOGY

Environment any urban

Organization solitary, pair, or pack (4-12)

Treasure NPC gear (chain mail shirt, greatsword, sling and 20 sling bullets, other treasure)

ANUMUS, EQUINE

Clad in shining half plate, and wielding a righteous longsword, this horse-headed paladin seems to epitomize a surreal representation of all that knighthood represents. On his shield blazes a rampant stallion; just a clue to the ferocity one might witness while in combat with the noble creature.

ANUMUS, EQUINE

CR 1



XP 400

Male anumus paladin 1

LG Medium humanoid (anumus)

Init +1; Senses Perception +2

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 11 (1d10+1)

Fort +3, Ref +1, Will +2

OFFENSE

Speed 40 ft.

Melee longsword +4 (1d8+3/19-20)

Ranged dagger +2 (1d4+3/19-20)

Special Attacks Smite Evil (Su) +2 to hit, +1 damage, 1/day

STATISTICS

Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 15

Base Atk +1; CMB +4, CMD 15

Feats Combat Reflexes

Skills Diplomacy +6, Perception +2, Sense Motive +4; Racial Modifiers +2 Perception

Languages Common, Elven

SQ Aura of Good, Bestial Fortitude, Detect Evil, Rushing Charge

ECOLOGY

Environment any urban

Organization solitary, pair, or cavalry (5-12)

Treasure NPC gear (half plate armor, heavy steel shield, longsword, 3 daggers, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Equine anumi gain a +2 bonus on saving throws versus disease and poison.

Rushing Charge (Ex) Equine anumi can make both a bull rush and a basic melee attack (in that order) as part of a charge.

ANUMUS, FELINE

Bright green cat eyes shine out from the shadows of her cloak. The feline anumus speaks with a playful tone. This good humor unfortunately extends to combat as well; this anumus enjoys toying with her prey.

ANUMUS, FELINE

CR 1/2



XP 200

Female anumus sorcerer 1

N Medium humanoid (anumus)

Init +2; Senses low-light vision; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 7 (1d6+1)

Fort +1, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19-20)

Ranged dagger+2 (1d4/19-20)

Special Attacks Laughing Touch (Su) 6/day

Spells(CL 1st)

1st—burning hands(DC 14), magic missile

0—dancing lights, ghost sound(DC 13), mage hand, ray of frost

STATISTICS

Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 17

Base Atk +0; CMB +0, CMD 12

Feats Lightning Reflexes

Skills Acrobatics +6, Climb +3, Perception +3; Racial Modifiers +2

Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven

SQ Cat-like Grace

ECOLOGY

Environment any urban

Organization solitary, pair, or pride (4-8)

Treasure NPC gear (3 daggers, other treasure)

SPECIAL ABILITIES

Cat-like Grace (Ex) If a feline anumus fails a Reflex saving throw, she may roll again and take the second result.

ANUMUS, OPHIDIAN

It would be easy to mistake this cobra-headed man who is dressed in archaic religious garb for a treacherous yuan-ti. Actually, in this case, it would be just as bad either way.

ANUMUS, OPHIDIAN

CR 1/2



XP 200

Male anumus cleric 1

CE Medium humanoid (anumus)

Init +1; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 9 (1d8+1)

Fort +3, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee mace +1 (1d6+3/19-20), bite -2 (1d6 +1)

Ranged dart+1 (1d4+3/×2)

Special Attacks Channel Negative Energy (Su) 1d6 (DC 9),

Destructive Smite (Su) +1, 6/day, Touch of Evil (Su) 1 round, 6/day

Spells (CL 1st)

1st—inflict light wounds (DC 14), obscuring mist, summon monster I

0—bleed (DC 13), cure minor wounds, inflict minor wounds (DC 13)

STATISTICS

Str 16, Dex 12, Con 13, Int 8, Wis 17, Cha 8

Base Atk +0; CMB +3, CMD 14

Feats Vicious Bite

Skills Escape Artist +3, Perception +6, Stealth +2; Racial Modifiers +2 Perception, +2 Escape Artist

Languages Common, Abyssal

SQ Bestial Fortitude, Bestial Reflexes, Contortionist

ECOLOGY

Environment any tropical

Organization solitary, or cult (5-12)

Treasure NPC gear (leather armor, light mace, 6 darts, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Ophidian anumi gain a +2 bonus on saving throws versus disease and poison.

Bestial Reflexes (Ex) Ophidian anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.

Contortionist (Ex) Ophidian anumi can move through a tight space without making an Escape Artist skill check.

ANUMUS, PORCINE

If it wasn't for his natural coloration, it would be easy to believe that this swarthy boar-headed man was just another orc. Though, caked in the mud, he blends in seamlessly.

ANUMUS, PORCINE

CR 1/2



XP 200

Male anumus barbarian 1

CN Medium humanoid (anumus)

Init +1; Senses scent; Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 17 (1d12+5)

Fort +4, Ref +1, Will +1

OFFENSE

Speed 40 ft.

Melee greatclub +4 (1d10+4/×2)

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +4, CMD 15

Feats Toughness

Skills Handle Animal +3, Intimidate +3, Perception +7, Survival +5; Racial Modifiers +2 Perception

Languages Common, Orcish

SQ Bestial Fortitude, Boarish Ferocity, Rage (4 rounds/day)

ECOLOGY

Environment temperate plains

Organization solitary, or sounder (3-6)

Treasure NPC gear (hide armor, greatclub, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Porcine anumi gain a +2 bonus on saving throws versus disease and poison.

Boarish Ferocity (Ex) Once per day, when a porcine anumus is brought below 0 hit points but is not slain, he can fight for one more round as if disabled. At the end of his next turn he falls unconscious and begins dying.



ANUMUS, REPTILE

Never trust a smiling crocodile...especially not one wearing studded leather and brandishing a cruel morningstar. The bayou just got a little more dangerous.

ANUMUS, REPTILE

CR 1/3



XP 135

Male anumus warrior 1
NE Medium humanoid (anumus)
Init +1; **Senses** Perception +5

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 12 (1d10+2)
Fort +4, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.
Melee morningstar +2 (1d8+3/×2), bite -1 (1d6+1)
Ranged sling +2 (1d4+3/×2)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 14, **Cha** 10
Base Atk +1; **CMB** +4, **CMD** 15
Feats Vicious Bite
Skills Perception +5; **Racial Modifiers** +2 Perception
Languages Common, Draconic
SQ Bestial Fortitude, Ferocious Hunger, Reptilian Mind

ECOLOGY

Environment tropical marshland
Organization solitary, or congregation (3-12)
Treasure NPC gear (studded leather armor, morningstar, sling and 20 sling bullets, other treasure)

SPECIAL ABILITIES

Bestial Fortitude (Ex) Reptile anumi gain a +2 bonus on saving throws versus disease and poison.
Ferocious Hunger (Ex) Reptile anumi receive a +1 bonus on attack rolls against Tiny or smaller sized creatures.
Reptilian Mind (Ex) If a reptile anumus fails a Will saving throw, he may roll again and take the second result.

ANUMUS, RODENT

"I am not a rat," says this voluptuous rodent-headed rogue. Technically, she is right. Being the resultant form of an adored pet gopher, she is only a rat in the figurative sense.

ANUMUS, RODENT

CR 1/2



XP 200

Female anumus rogue 1
NE Medium humanoid (anumus)
Init +4; **Senses** Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 Dodge)
hp 8 (1d8)
Fort +0, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.
Melee shortsword +2 (1d6+2/19-20)
Ranged light crossbow +2 (1d8/19-20)
Special Attacks Sneak Attack +1d6

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 16, **Wis** 8, **Cha** 10
Base Atk +0; **CMB** +2, **CMD** 15

Feats Dodge

Skills Acrobatics +6, Bluff +4, Climb +6, Disable Device +6, Escape Artist +6, Intimidate +4, Perception +5, Sense Motive +3, Sleight of Hand +6, Stealth +6; **Racial Modifiers** +2 Perception

Languages Common, Gnomish

SQ Bestial Reflexes, Jittery, Rodent Resilience

ECOLOGY

Environment any subterranean
Organization solitary, or scurry (3-6)
Treasure NPC gear (leather armor, shortsword, light crossbow, quiver of 12 bolts, other treasure)

SPECIAL ABILITIES

Bestial Reflexes (Ex) Rodent anumi gain a +2 bonus on saving throws versus area attacks with the electricity, fire, or light descriptors.
Jittery (Ex) Rodent anumi gain a +2 initiative bonus.
Rodent Resilience (Ex) If a rodent anumus fails a Fortitude saving throw, he may roll again and take the second result.

ANUMUS, URSINE

Wearing the simple robes of a monk, this grizzly bear-headed man looks quite peaceful despite his huge arms and razor sharp teeth.

ANUMUS, URSINE

CR 1/2



XP 200

Male anumus monk 1
LN Medium humanoid (anumus)
Init +1; **Senses** Perception +9

DEFENSE

AC 15, touch 11, flat-footed 12 (+1 Dex, +3 Wis, +1 Dodge)
hp 9 (1d8+1)
Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.
Melee improved unarmed strike +4 (1d6+4/×2)
Ranged shuriken+1 (1d2+3/×2)
Special Attacks Stunning Fist (Ex, stun, DC 14)

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 6, **Wis** 17, **Cha** 10
Base Atk +0; **CMB** +3, **CMD** 18

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Unarmed Strike

Skills Intimidate +4, Perception +9; **Racial Modifiers** +2 Perception

Languages Common, Dwarven

SQ Bear's Might, Bestial Fortitude

ECOLOGY

Environment temperate forest
Organization solitary, pair, or sleuth (5-12)
Treasure NPC gear (10 shurikens, other treasure)

SPECIAL ABILITIES

Bear's Might (Ex) Ursine anumi receive a +1 racial bonus on one unarmed melee attack roll per round. If this attack hits, it deals an additional point of damage.
Bestial Fortitude (Ex) Ursine anumi gain a +2 bonus on saving throws versus disease and poison.

The Boggle

Boggele

Clad in a lab coat and wearing spectacles, this lanky green goblin has an air of intellect about him. While it is certain that he is some sort of scholar or sage, it is difficult to ascertain his specialty. The odd gadgets, gizmos, and tools protruding from his many pockets and pouches are so obscure as to not give any clue to his vocation.

BOGGLE

CR 1/2



XP 200

Male boggle wizard 1

NG Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 7 (1d6+1)

Fort +2, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d4+1 / ×2)

Ranged dagger+4 (1d3+1 / 19-20)

Special Attacks Telekinetic Fist (Sp) 6/day

Spells(CL 1st)

1st—burning hands(DC 14), magic missile

0—mage hand, mending, open/close

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 17, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** +0, **CMD** 13

Feats Magical Aptitude

Skills Disable Device +7, **Perception** +0, **Spellcraft** +9, **Stealth** +8,

Craft (alchemy) +9, **Use Magic Device** +3; **Racial Modifiers** +2

Craft (alchemy), +4 **Stealth**

Languages Common, Goblin, Dwarven, Giant

SQ Dodge Catastrophe

ECOLOGY

Environment any urban

Organization solitary, pair, or convention (6-12)

Treasure NPC gear (quarterstaff, 3 daggers, other treasure)

SPECIAL ABILITIES

Dodge Catastrophe (Ex) Boggles receive a +1 racial bonus on Reflex saving throws against area attacks with the electricity, fire, or acid descriptors.

MECHNOMANCER

A mechnomancer has mastered the connection between man and machine. In fact, he has hard-wired himself into a mechanical giant. A mechnomancer appears as a large and menacing suit of armor, with clockwork gears protruding at odd intervals. One of its hands appears to be a cannon. A small circular window in the chest region of the construct reveals what is left of the living part of the Mechnomancer: a begoggled boggle face with various tubes and wires running from it to other internal mechanisms.

MECHNOMANCER

CR 8



XP 3,200

N Large construct (boggle)

Init +5; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 23, touch 11, flat-footed 21 (+12 natural, +1 Dex, +1 Dodge, -1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +4, **Will** +3

DR 10/magic; **Resist** fire 20, electricity 20; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d8+7 / ×3)

Spell-like Abilities (CL 6th)

3/day—fireball (DC 17)

STATISTICS

Str 25, **Dex** 13, **Con** —, **Int** 16, **Wis** 11, **Cha** 6

Base Atk +10; **CMB** +15, **CMD** 26

Feats Arcane Craft, Improved Initiative, Dodge, Weapon Focus (slam)

Skills Disable Device +14, **Perception** +9, **Spellcraft** +16, **Knowledge**

(engineering) +18, **Use Magic Device** +11; **Racial Modifiers** +2

Knowledge (engineering)

Languages Common, Goblin, Dwarven, Orc, Giant

SQ Dodge Catastrophe

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear

SPECIAL ABILITIES

Dodge Catastrophe (Ex) Boggles receive a +1 racial bonus on Reflex saving throws against area attacks with the electricity, fire, or acid descriptors.



The Entobian

LARVITE

Dressed plainly, this brown-haired, green-skinned caterpillar might, at first, seem other-wise unremarkable. This is until one hears him speak. This master storyteller can weave tales of drama and intrigue that can captivate even the most distracted of listeners.

LARVITE

CR 1/2



XP 200

Entobian bard 1

NG Small humanoid (entobian)

Init +3; Senses Perception +4

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size)

hp 7 (1d8-1)

Fort -1, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee mid-leg slash +1 (1d4/×2)

Ranged shortbow +4 (1d4/×3)

Special Attacks Bardic Performance (7 rounds/day, DC 13)

Bard Spells Prepared (CL 1st)

1st—(DC 14) *animate rope*, *hypnotism*

0—(DC 13) *dancing lights*, *ghost sound*, *lullaby*, *prestidigitation*

STATISTICS

Str 10, Dex 16, Con 8, Int 13, Wis 10, Cha 17

Base Atk 0; CMB -1, CMD 12

Feats Nimble Moves

Skills Acrobatics +9, Climb +6, Diplomacy +7, Escape Artist +7, Perception +4, Sleight of Hand +7, Stealth +11; Racial Modifiers +2 Acrobatics, +2 Climb

Languages Common, Elven

SQ Spin Silk

ECOLOGY

Environment any urban

Organization solitary, duo, or quartet (4)

Treasure NPC gear (padded armor, shortbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Spin Silk (Ex) A larvite can use silk glands its abdomen to create a 30-foot length of silk rope.

COLEOPHITE

The beetle-like warrior is armed with a sword and shield. He is protected by both metal armor and a thick carapace. Something in his buggy eyes tells you that he is a seasoned veteran, though his body shows no visible battle scars. He is either very good at what he does or he heals quite well.

COLEOPHITE

CR 6



XP 2,400

Male entobian fighter 7

LN Small humanoid (entobian)

Init +6; Senses Perception +0

DEFENSE

AC 22, touch 12, flat-footed 21 (+7 armor, +2 natural, +1 Dex, +1 size)
hp 69 (7d10+14)

Fort +7, Ref +4, Will +2

Resist acid 5

OFFENSE

Speed 30 ft., fly 25 ft (poor)

Melee 2 longsword +10/+5 (1d6+4/19-20), twinspiked mid-leg slash +7, (2d4+4/×2)

STATISTICS

Str 16, Dex 15, Con 15, Int 12, Wis 10, Cha 8

Base Atk +7; CMB +9, CMD 21

Feats Coleophite, Defensive Combat Training, Double Slice, Improved Initiative, Prepare for Metamorphosis, Twinspike, Two-weapon Fighting, Weapon Focus (longsword)

Skills Acrobatics +9, Climb +9, Intimidate +9

Languages Common, Dwarven

SQ Chitinous Defense

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear (banded mail armor, longsword, light metal shield)

SPECIAL ABILITIES

Chitinous Defense: When fighting defensively as a full-round action, a coleophite gains DR 2/piercing, in addition to other benefits for fighting defensively.



EULITE

Nature has a new ally, and he flies at night. This fury of blade and chitin comes in the form of a small grey moth-man. A ranger extraordinaire, he specializes in multi-weapon combat. If you need his services, simply leave a light on, and he will be there.

EULITE

CR 8



XP 4,800

Male entobian ranger 9

NG Small humanoid (entobian)

Init +3; Senses Darkvision, Perception +14

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +1 shield, +3 Dex, +1 size)

hp 66 (9d10)

Fort +6, Ref +10, Will +6

Resist electricity 5

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Melee 2 shortsword +11/+6 (1d4+3/19-20), 2 mid-leg slash +8 (1d4+3/×2)

Ranged shortbow +13 (1d4/×3)

Special Attacks Favored Enemy(Ex) Giants, Plants, & Vermin +2 bonus

Ranger Spells Prepared(CL 9th)

2nd—(DC 14) cure light wounds, summon nature's ally II

1st—(DC 13) entangle, magic fang, summon nature's ally I

Spell-like Abilities (CL 9th)

1/day—shocking grasp

STATISTICS

Str 17, Dex 16, Con 10, Int 8, Wis 15, Cha 10

Base Atk +9; CMB +11, CMD 24

Feats Eulite, Double Slice, Improved Two-weapon Fighting, Prepare for Metamorphosis, Quick Draw, Two-weapon Defense, Two-weapon Fighting

Skills Acrobatics +9, Climb +12, Fly +15, Intimidate +12, Perception +14, Stealth +7, Survival +9

Languages Common, Elven

SQ Evasion, Favored Terrain (forest & underground), Track

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear (studded leather armor, 2 shortswords, shortbow, quiver of 20 arrows, other treasure)

FARFALICE

Metamorphosis has been kind to this mage; a heightened intellect has led to a greater understanding of arcane arts. Master of flash and fire, this entobian has bright orange wings and clothing to match.

FARFALICE

CR 7



XP 3,200

Male entobian wizard 8

CN Small humanoid (entobian)

Init +3; Senses Perception +9

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 Dodge, +1 size)

hp 42 (8d6+8)

Fort +2, Ref +5, Will +7

OFFENSE

Speed 30 ft., fly 40 ft (good)

Ranged crossbow +8, (1d6/19-20)

Wizard Spells Prepared(CL 8th)

4th—(DC 18) fire shield, rainbow pattern, wall of fire

3rd—(DC 17) daylight, fireball, flame arrow, lightning bolt

2nd—(DC 16) continual flame, flaming sphere, glitterdust, scorching ray

1st—(DC 15) burning hands, color spray, magic missile, shocking grasp

0—(DC 14) dancing lights, daze, flare, light

Spell-like Abilities (CL 8th)

1/day—displacement; 7/day—force missile;

8 rounds/day—elemental wall

STATISTICS

Str 8, Dex 16, Con 11, Int 19, Wis 12, Cha 10

Base Atk +4; CMB +2, CMD 16

Feats Dodge, Farfalite, Prepare for Metamorphosis, Spell Mastery, Toughness

Skills Appraise +10, Bluff +7, Fly +14, Perception +9, Sleight of Hand +4, Spellcraft +15, Stealth +15

Languages Common, Draconic, Elven, Sylvan

SQ Intense Spells

ECOLOGY

Environment any urban

Organization solitary

Treasure NPC gear (crossbow, quiver of 20 bolts, other treasure)

MOSCANITE

This entobian is not of the cute and cuddly variety; it has metamorphosed into a massive, dagger-wielding fly. This is one insect that can do a lot more than simply bug you.

MOSCANITE

CR 6



XP 2,400

Male entobian rogue 4/fighter 3

NE Small humanoid (entobian)

Init +7; Senses Low-light vision, Perception +10

DEFENSE

AC 18, touch 15, flat-footed 18 (+3 armor, +1 Dodge, +3 Dex, +1 size)

hp 51 (4d6+8/3d10+6)

Fort +6, Ref +8, Will +1

Resist acid 5

OFFENSE

Speed 30 ft., fly 30 ft (average)

Melee 2 mid-leg slash +10/+5 (1d4/×2)

Ranged 2 dagger +10/+5 (1d3/19-20)

Special Attacks Sneak Attack +2d6

Spell-like Abilities (CL 7th)

1/day—acid arrow

STATISTICS

Str 11, Dex 17, Con 14, Int 14, Wis 8, Cha 11

Base Atk +6; CMB +5, CMD 19

Feats Combat Reflexes, Dodge, Improved Initiative, Moscanite, Prepare for Metamorphosis, Quick Draw, Weapon Finesse

Skills Acrobatics +12, Appraise +12, Bluff +10, Climb +5, Escape Artist +6, Fly +9, Intimidate +4, Perception +10, Sense Motive +3, Stealth +16

Languages Common, Halfling, Orc

SQ Evasion, Fast Stealth, Uncanny Dodge

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (studded leather armor, 12 daggers)

The Kval

KVAC

This tiny, wingless imp carries a small short sword—longer than he is tall—in his oversized hands. With a skillful flourish of the blade, one can tell this creature has no trouble wielding a weapon of this size.

KVAL

CR 1/2



XP 200

Kval rogue 1

CG Tiny outsider (native)

Init +3; **Senses** low-light vision, Perception +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)**hp** 10 (1d8+2)**Fort** +2, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft.**Melee** short sword +5 (1d4+1/19-20)**Ranged** Sling +5 (1d3+1/×2)**Special Attacks** Sneak attack +1d6**Spell-like Abilities**(CL 1st)1/day—*detect evil*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** -1, **CMD** 12**Feats** Weapon Finesse**Skills** Acrobatics +10, Bluff +4, Disable Device +6, Escape Artist +6,

Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6,

Stealth +16; **Racial Modifiers** +4 Acrobatics, +8 Stealth (for size)**Languages** Common, Abyssal, Infernal**SQ** flank from below, lost under foot, toxic, trapfinding

ECOLOGY

Environment any land**Organization** solitary, pair, or mob (3-5)**Treasure** NPC gear (short sword, sling, bag of 6 sling bullets, other treasure)

SPECIAL ABILITIES

Flank From Below (Ex) When sharing a square with an enemy, a kval counts as if it were in any one square adjacent to that enemy for the purposes of flanking that enemy.**Lost Under Foot (Ex)** A kval does not provoke an attack of opportunity when entering a larger enemy's space from an adjacent square.**Toxic (Ex)** Any creature that swallows a kval whole takes 1 point of Strength damage per round. The ability damage continues until the body of the kval is removed, removed or annihilated.

RIFT SWARM

Kvals are born into this world in terrible numbers. Inexperienced, naked, hungry, and thirsting to destroy evil, this horde can spawn masses of hundreds of newling kvals that scour the countryside for months before dispersing for individual goals. This is known to the kvals as a rift swarm, which, to a kval, carries the same sentiment as family.

RIFT SWARM

CR 14



XP 38,400

N Tiny outsider (swarm)

Init +5; **Senses** low-light vision, Perception +17

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 size)**hp** 85 (16d8)**Fort** +17, **Ref** +18, **Will** +13**Defensive Abilities** swarm traits

OFFENSE

Speed 20 ft.**Melee** swarm (4d6 plus poison*)**Space** 10 ft.; **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 11, **Wis** 12, **Cha** 9**Base Atk** +16; **CMB** —, **CMD** —**Feats** Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes**Skills** Climb +15, Perception +17, Stealth +25**SQ** lost under foot, toxic

ECOLOGY

Environment any ruins**Organization** solitary, hoard (2-6 swarms)**Treasure** none

SPECIAL ABILITIES

Lost Under Foot (Ex) A rift swarm does not provoke an attack of opportunity when entering an enemy's space from adjacent squares.**Poison (Su)** Swarm—injury; save Fort DC 26; frequency 1/round for 10 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is based on Hit Dice.

*Kval blood contains supernatural toxins that work just like poison, except that it bypasses immunity or resistance to poison.

Toxic (Ex) Any creature that swallows a kval whole takes 1 point of Strength damage per round. The ability damage continues until the body of the kval is removed or annihilated.

The Mahrog

MAHROG

Covered in furs, beast parts, and tree branches, this filthy-looking brute looks quite dangerous and unstable.

Strangely, his mannerisms tell the story of a calm and focused individual with much patience and training.

MAHROG

CR 1/3



XP 135

Male mahrog warrior 1

N Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +2 natural, +1 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee greatclub +4 (2d6+4/×2)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 15

Feats Club and Spear, Improved Unarmed Strike, Improved Weapon Mastery.

Skills Perception +3, Survival +3, Stealth +3

Languages Common, Ancient

ECOLOGY

Environment any non-urban land

Organization solitary, couple, or family (3-12)

Treasure NPC gear (hide armor, greatclub, other non-metal treasure)



GUMPAWOMP

A traditional mount of the mahrog race, this domesticated glyptodon is built more for power and toughness than for speed or agility. A gumpawomp is about the size of a heavy warhorse. It has huge domed carapace made of many tightly fitted scutes, somewhat similar to that of an armadillo. Its long, flexible tail has wicked spikes on the end, used for defense.

GUMPAWOMP

CR 1



XP 400

N Large animal

Init +0; **Senses** scent, Perception +6

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 15 (2d8+6)

Fort +8, **Ref** +3, **Will** +1

OFFENSE

Speed 20 ft.

Melee tail +4 (2d6+4)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** 6, **CMD** 16 (20 vs. trip)

Feats Endurance, Great Fortitude

Skills Perception +5

SQ domestic

ECOLOGY

Environment any mountains, hills, or plains

Organization solitary or herd (5-20)

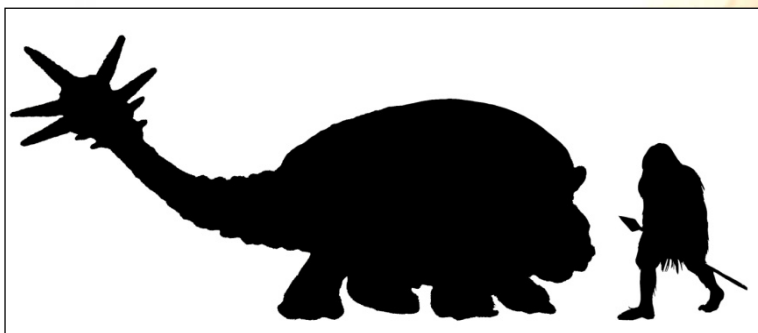
Treasure none

SPECIAL ABILITIES

Domestic (Ex) A gumpawomp can be specifically trained for riding, mounted combat, or to pull heavy loads with the Handle Animal skill. Untrained, it behaves as a docile animal (its tail-mace is considered a secondary attack) unless it is injured.

GUMPAWOMP MOUNTS

Carrying Load	Per Hour	Per Day
0-300 lbs.	2 miles	16 miles
301-900 lbs.	1.5 miles	12 miles



The Mogogol

The soft spot that mogogols have for stray amphibians is well known. Consequently, it is no big surprise they have collected and domesticated a menagerie of frogs and toads to serve as both companions and mounts. While most other races prefer the company of a furry dog or sleek stallion on their journeys, mogogols take comfort in their version of man's best friend: a slimy, googly, high jumping, fly eating frog. Below are a few examples of the standard, steadfast pals a mogogol might bring along for the ride. Non-mogogols occasionally befriend a few of these creatures as well.

BATTLE TOAD

Battle toads are tenacious, 4-foot wide toads, with stubborn attitudes and vicious demeanors. They look very much like regular, albeit largish, toads with red, gray or brown warty skin. Mogogols often keep them on a collar and leash. Their warty skin exudes a mild irritant that prevents them from making effective mounts.

BATTLE TOAD

CR 1



XP 400

N Medium animal (amphibian)

Init +2; **Senses** low-light vision, Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +2 (1d8+1)

Special Attacks Grasping tongue (may make a grapple maneuver with its tongue on targets up to 15 feet away without provoking an attack of opportunity and with a +2 bonus).

STATISTICS

Str 13, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +1; **CMB** 2, **CMD** 14 (18 vs. trip)

Feats Toughness.

Skills Acrobatics +6, Perception +5, Stealth +6; **Racial Modifiers** +4 Acrobatics

ECOLOGY

Environment any marsh

Organization solitary or knot (3-12)

Treasure none

SPECIAL ABILITIES

Marsh Move (Ex) A battle toad suffers no movement penalties for moving through marshes or mud.

PIGEON TOAD

A curiosity of the marsh, the bat-winged pigeon toad was so-named more for humor than for accuracy. These ivory-skinned nocturnal frogs are known to swarm over ponds and streams in search of flying insects. Mogogols will often keep these creatures in bird cages...both for entertainment and for bug control.

PIGEON TOAD

CR 1/6



XP 65

N Tiny animal (amphibian)

Init +2; **Senses** darkvision, Perception +9

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 size, +2 natural)

hp 4 (1d8)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., swim 15 ft., fly 30 ft. (good)

Melee bite +4 (1d3-4)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 15, **Con** 10, **Int** 2, **Wis** 15, **Cha** 2

Base Atk +0; **CMB** 0, **CMD** 6 (10 vs. trip)

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +9

ECOLOGY

Environment any marsh

Organization solitary or swarm (10-30)

Treasure none

PURPLE PEEPER

Purple peepers are housecat-sized tree frogs who chirp like birds when happy or excited. Aside from providing moral support (which they do about as well as you expect a frog might) they tend to be fairly useless.

PURPLE PEEPER

CR 1/4



XP 100

N Tiny animal (amphibian)

Init +0; **Senses** low-light vision, Perception +1

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 size)

hp 6 (1d8+2)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee bite +2 (1d3-4)

Space 2 ½ ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 11, **Con** 15, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** 0, **CMD** 6 (10 vs. trip)

Feats Weapon Finesse.

Skills Climb +8, Stealth +12, Swim +8

ECOLOGY

Environment any marsh

Organization solitary or chorus (5-20)

Treasure none

NEW FAMILIARS

Name	Special Ability
Pigeon Toad	Master gains a +3 bonus on Sense Motive checks
Purple Peeper	Master gains a +2 bonus on Will saves

NEW ANIMAL COMPANION: TOAD

Starting Statistics: **Size** Small; **Speed** 30 ft., swim 30 ft., climb 10 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 10, Dex 15, Con 17, Int 2, Wis 12, Cha 10; **Special Attacks** grasping tongue (as a mogogol); **Special Qualities** low-light vision, marsh move.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d8); **Ability Scores** Str +2, Dex -2, Con +4.

MOGOGOL, MEDIUM-SIZED

An armored bullfrog wielding a falchion sword stands in your path. "Pleasant day for a stroll, is it not?" questions the mogogol. Though the way is wet, muggy, and the air is thick with biting insects, it might just be easier to agree and move on.

MOGOGOL, MEDIUM

CR 1/3



XP 135

Male mogogol warrior 1

NG Medium humanoid (amphibian)

Init +1; Senses Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 13 (1d10+3)

Fort +5, Ref +1, Will +0

OFFENSE

Speed 30 ft., swim 30 ft.

Melee falchion +3 (2d4+3/18-20)

Special Attacks Grasping tongue (may make a grapple maneuver with its tongue on targets up to 20 feet away without provoking an attack of opportunity and with a +2 bonus).

STATISTICS

Str 14, Dex 13, Con 17, Int 6, Wis 10, Cha 14

Base Atk +1; CMB +3, CMD 14

Feats Fantastic Tongue.

Skills Acrobatics +5, Survival +4

Languages Common, Boggard

SQ hold breath, marsh move, skilled jumper



ECOLOGY

Environment any

Organization solitary, pair, or chorus (3-12)

Treasure NPC gear (breast plate armor, falchion, other treasure)

SPECIAL ABILITIES

Hold Breath (Ex) A mogogol may hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Marsh Move (Ex) A mogogol suffers no movement penalties for moving through marshes or mud.

Skilled Jumper (Ex) Mogogols gain a +4 racial bonus to Acrobatics checks when jumping, and are always considered to have a running start.

MOGOGOL, SMALL-SIZED

This yellow-skinned and leather-clad toad wields a rapier and a smile. Her head bears a fancy hat, complete with a luxurious feather plume. While many may find this little mogogol to be a bit over the top, her enemies aren't laughing.

MOGOGOL, SMALL

CR 1/2



XP 200

Female mogogol rogue 1

CG Small humanoid (amphibian)

Init +2; Senses Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 Size)

hp 11 (1d8+3)

Fort +3, Ref +4, Will +0

OFFENSE

Speed 20 ft., swim 30 ft.

Melee rapier +3 (1d4+1/18-20)

Ranged light crossbow +3 (1d6/19-20)

Special Attacks sneak attack 1d6, Grasping tongue (may make a grapple maneuver with its tongue on targets up to 10 feet away without provoking an attack of opportunity).

STATISTICS

Str 13, Dex 15, Con 16, Int 10, Wis 10, Cha 14

Base Atk +0; CMB +0, CMD 13

Feats Weapon Finesse.

Skills Acrobatics +5, Climb +9, Disable Device +5, Perception +4, Sense Motive +4, Sleight of Hand +5, Stealth +9;

Racial Modifiers +4 Climb

Languages Common, Boggard

SQ hold breath, marsh move, skilled jumper, trapfinding

ECOLOGY

Environment any

Organization solitary, pair, or chorus (3-12)

Treasure NPC gear (studded leather armor, rapier, light crossbow with 20 bolts, other treasure)

SPECIAL ABILITIES

Hold Breath (Ex) A mogogol may hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Marsh Move (Ex) A mogogol suffers no movement penalties for moving through marshes or mud.

Skilled Jumper (Ex) Mogogols gain a +4 racial bonus to Acrobatics checks when jumping, and are always considered to have a running start.

WOGGART

Woggarts are giant domesticated frogs. In appearance, they seem to be little more than extremely overgrown bullfrogs. To a mogogol, they make fine mounts. One down side to woggarts is that although they only eat once a week, they eat huge amounts, and they prefer meat. A woggart can consume an entire pig or five good-sized geese in a few minutes. They also dislike dry climates and do not travel well in the desert.

BATTLE WOGGART

The battle woggart is a brawny variety of woggart—typically with dark green skin, white stripes, and fierce red eyes. The occasional black-skinned battle woggart surfaces now and then as well. Battle woggarts have no trouble fighting if provoked or encouraged by an able rider.

BATTLE WOGGART

CR 3



XP 800

N Large animal (amphibian)

Init +2; Senses low-light vision, Perception +8

DEFENSE

AC 15, touch 11, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 42 (5d8+20)

Fort +9, Ref +6, Will +2

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +7 (1d10+6)

Space: 10 ft.; Reach 5 ft.

Special Attacks Grasping tongue (may make a grapple maneuver with its tongue on targets up to 25 feet away without provoking an attack of opportunity and with a +2 bonus).

STATISTICS

Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 7

Base Atk +3; CMB +8, CMD 20 (24 vs. trip)

Feats Great Fortitude, Toughness, Weapon Focus (bite).

Skills Acrobatics +9, Perception +6; Racial Modifiers +4 Acrobatics.

ECOLOGY

Environment any marsh

Organization solitary or herd (5-12)

Treasure none

SPECIAL ABILITIES

Marsh Move (Ex) A woggart suffers no movement penalties for moving through marshes or mud.

DWARF BATTLE WOGGART

Ideal for small riders, the dwarf battle woggart is of Medium size and is a bit faster than its larger cousin. They are typically very bright colors such as yellow, orange or red with patches of black, blue or purple on their backs.

DWARF BATTLE WOGGART

CR 2



XP 600

N Medium animal (amphibian)

Init +2; Senses low-light vision, Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 25 (3d8+9)

Fort +8, Ref +4, Will +2

OFFENSE

Speed 50 ft., swim 50 ft.

Melee bite +4 (1d8+3)

Special Attacks Grasping tongue (may make a grapple maneuver with its tongue on targets up to 15 feet away without provoking an attack of opportunity and with a +2 bonus).

STATISTICS

Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 4

Base Atk +2; CMB +5, CMD 17 (21 vs. trip)

Feats Great Fortitude, Toughness.

Skills Acrobatics +11, Climb +7, Perception +6; Racial Modifiers +4 Acrobatics.

ECOLOGY

Environment any marsh

Organization solitary or herd (5-12)

Treasure none

SPECIAL ABILITIES

Marsh Move (Ex) A woggart suffers no movement penalties for moving through marshes or mud.

RIDING WOGGART

Riding woggarts are a slim and timid variety. They are typically bright green with black spots and yellow eyes. Rarely, yellow specimens can be found with red, orange, or blue spots. Riding woggarts only fight if cornered. Most mogogols prefer this mount for long journeys.

RIDING WOGGART

CR 1



XP 400

N Large animal (amphibian)

Init +2; Senses low-light vision, Perception +6

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 21 (2d8+9)

Fort +6, Ref +5, Will +1

OFFENSE

Speed 50 ft., swim 50 ft.

Melee bite -2 (1d8+1)

STATISTICS

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 4

Base Atk +1; CMB 5, CMD 17 (21 vs. trip)

Feats Endurance, Toughness.

Skills Acrobatics +6, Perception +6; Racial Modifiers +4 Acrobatics.

SQ Timid.

ECOLOGY

Environment any marsh

Organization solitary or herd (5-12)

Treasure none

SPECIAL ABILITIES

Marsh Move (Ex) A woggart suffers no movement penalties for moving through marshes or mud.

Timid (Ex) Unless cornered, a riding woggart's bit is treated as a secondary attack.

WOGGART MOUNTS

Woggart Type	Load	Per Hour	Per Day
Battle	0-300 lbs.	4 miles	32 miles
Battle	301-900 lbs.	3 miles	24 miles
Dwarf Battle	0-198 lbs.	5 miles	40 miles
Dwarf Battle	199-600 lbs.	3 ½ miles	28 miles
Riding	0-228 lbs.	5 miles	40 miles
Riding	229-690 lbs.	3 ½ miles	28 miles

The Muse

Muse

This gentle creature dressed in leather armor painted with a scrolling ivy design smiles kindly at you. Her alien beauty is punctuated by her impossibly fathomless eyes which are reminiscent of the sky on a moonless summer night. Though she is armed, the way she carries her sword seems to make it more an item of peace than an object of combat.

MUSE

CR 1/2



XP 200

Female muse bard 1

NG Medium outsider (native)

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 7 (1d8-1)

Fort -1, **Ref** +5, **Will** +3

Immune sleep effects.

OFFENSE

Speed 30 ft.

Melee short sword +0 (1d6/19-20)

Ranged shortbow +2 (1d6/×3)

Special Attacks Bardic Performance (13 rounds/day, DC 13)

Bard Spells Prepared (CL 1st)

1st—(DC 14) *Feather Fall*, *Remove Fear*

0—(DC 13) *Lullaby*, *Mage Hand*, *Mending*, *Resistance*

STATISTICS

Str 10, **Dex** 14, **Con** 8, **Int** 15, **Wis** 12, **Cha** 17

Base Atk 0; **CMB** +0, **CMD** 13

Feats Extra Performance.

Skills Acrobatics +6, Climb +4, Diplomacy +7, Escape Artist +6, Perception +4, Perform (sing) +7, Stealth +6.

Languages Common, Celestial, Elven.

SQ Source of Inspiration, Touch of the Muse, Unearthly Presence

ECOLOGY

Environment any land

Organization solitary, duo, or orchestra (6-24)

Treasure NPC gear (leather armor, short sword, shortbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Source of Inspiration (Su): A muse grants allies within 50 feet a +1 competence bonus to all skill checks that involve skills that the muse has ranks in.

Touch of the Muse (Su): Once per day, as an immediate action that does not provoke an attack of opportunity, the muse may grant one adjacent ally a chance to reroll any one saving throw, attack roll, or skill check and take the second roll.

Unearthly Presence (Su): When a muse's hit point total is equal to or greater than half of its maximum hit point total, the muse gains a +1 morale bonus to armor class and all saving throws against attacks made by creatures in squares immediately adjacent to the muse.

DARK MUSE

The dark muse is motivated by a nefarious deity. He stalks the streets looking to inspire evil in those that harbor malevolence in their hearts. His smile is hidden behind cloak and dagger.

DARK MUSE

CR 1/2



XP 200

Male muse rogue 1

CE Medium outsider (native)

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Immune sleep effects.

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+1/19-20)

Ranged dagger +2 (1d4+1/19-20)

Special Attacks Sneak Attack +1d6

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

Base Atk 0; **CMB** +1, **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +5, Bluff +4, Disable Device +5, Escape Artist +5, Intimidate +3, Perception +5, Sense Motive +5, Sleight of Hand +5, Stealth +5.

Languages Abyssal, Common, Infernal.

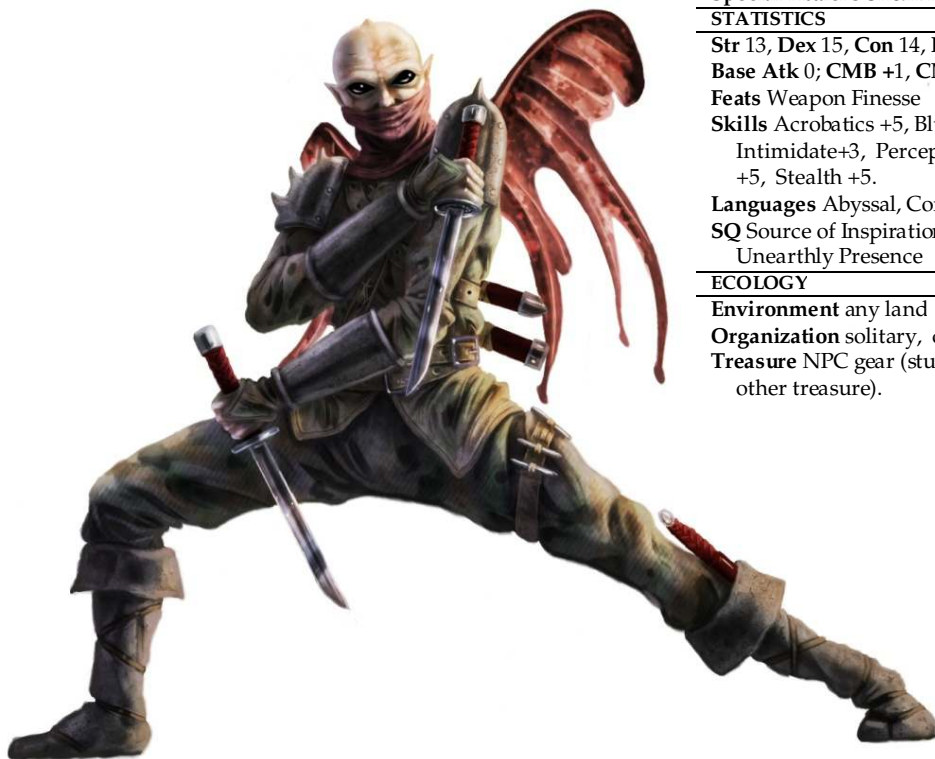
SQ Source of Inspiration, Touch of the Muse, Trapfinding, Unearthly Presence

ECOLOGY

Environment any land

Organization solitary, duo, or gang (3-5)

Treasure NPC gear (studded leather armor, short sword, 5 daggers, other treasure).



The Numistian

NUMISTIAN

The numistian dresses as the paragon of her faith; holy robes of the finest red and blue silk, bejeweled golden holy symbols, and fashionable weapons.

NUMISTIAN

CR 1/2



XP 200

Female numistian cleric 1

LN Medium [Small] outsider (native)

Init +1; **Senses** low-light vision, detect coins; **Perception** +4

DEFENSE

AC 14 [15], **touch** 11 [12], **flat-footed** 13 [14] (+3 armor, +1 Dex, [-1 size]).

hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee Medium light hammer +2 (1d4+2/×2) [Small warhammer +3 (1d6+2/×3)]

Ranged sling +1 [+2] (1d4+2 [1d3+2] / ×2)

Special Attacks Channel Negative Energy (Su) 1d6 (DC 9), Acid

Dart (Sp) +1, 6/day, Dazing Touch (Sp) 1 round, 6/day

Spells (CL 1st)

1st—*charm person* (DC 14), *magic stone*, *sanctuary* (DC 14).

0—*detect magic*, *light*, *mending*.

STATISTICS

Str 14, **Dex** 12, **Con** 13, **Int** 8, **Wis** 17, **Cha** 12

Base Atk +0; **CMB** +3 [+2], **CMD** 14 [13]

Feats Bargain

Skills Diplomacy +8, **Perception** +4

Languages Common, Dwarven

SQ bribe fate, silver stomach, variable size

ECOLOGY

Environment any land

Organization solitary or bank (4-8)

Treasure NPC gear (chain shirt armor, light hammer (Medium-sized), warhammer (Small-sized), Sling with 20 sling stones, other treasure)

SPECIAL ABILITIES

Adjustable size (Ex): A numistian can become Small or Medium sized as a move action.

Bribe Fate (Su): Once per day, when a numistian fails a saving throw, he may lose 1 hit point to reroll that saving throw.

Silver Stomach (Ex): They receive a +2 racial bonus on all saving throws against poison.

Note: Statistics in brackets are for Small-size.



COIN DRAKE

The ancestors of this large draconic relative very likely migrated to Mnol in search of a bigger treasure hoard. Millennia later, the coin drake shares many qualities with the numistians, including an exclusive diet of coins. Its scales have even taken the visage of gold, silver, and copper coins of the realm. The coin drake's eyes are green and cat-like, similar to the numistian's third eye. Its solid gold teeth and claws are quite formidable weapons. Extremely wealthy numistians may use these creatures as mounts and guards.

COIN DRAKE

CR 10



XP 9,600

N Large dragon

Init +5; **Senses** dragon senses, detect coins (as numistian);

Perception +22

Aura frightful presence (180 ft., DC 17)

DEFENSE

AC 30, **touch** 10, **flat-footed** 29 (+20 natural, +1 Dex, -1 size)

hp 150 (13d12+65); **regeneration** 10 (special, see below)

Fort +13, **Ref** +9, **Will** +10

DR 5/magic; **Immune** fire, paralysis, sleep, piercing; **SR** 21

OFFENSE

Speed 30 ft., **burrow** 30 ft., **fly** 100 ft. (poor)

Melee bite +20 (2d6+10/19-20), 2 claws +19 (1d10+7), tail slap +14 (1d8+10)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (molten metal, 40 ft. cone, DC 21, 12d4 fire damage and all who fail their save are slowed for 1d4 rounds)

Spell-like Abilities (CL 13th)

At will—*arcane lock*, *glitterdust*, *invisibility*, *locate object*

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 13, **Wis** 15, **Cha** 12

Base Atk +13; **CMB** +21, **CMD** 32 (36 vs. trip)

Feats Alertness, Money is Power (as numistian), Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +17, Bluff +17, Diplomacy +17, Fly +11, Intimidate +17, Perception +22, Stealth +13

Languages Common, Draconic

SQ coin camouflage

ECOLOGY

Environment the caverns of Mnol

Organization solitary or pair

Treasure quadruple (all coins)

SPECIAL ABILITIES

Coin Camouflage (Ex): A coin drake can blend in with a large pile of coins and rest motionless for days at a time. An observer must succeed on a DC 25 Perception check to notice the hidden coin drake. Coin drakes typically rest on top of a pile of normal coins, blending in naturally with their treasure hoards.

Piercing Immunity (Ex): Piercing weapons, even magical ones, do no damage to a coin drake.

Regeneration (Su): As long as the coin drake is touching or standing on its treasure hoard, the coin drake has regeneration. The coin drake is destroyed when it brought below 0 hit points and detached from its treasure hoard. The dragon's hoard must contain at least 10,000 gp in coins in order for this power to be in effect.

The Oakling

OAKLING

Dressed in standard ranger's garb, the oakling often takes up this profession in congruence with independent survival. The oakling ranger is a superb hunter and expert tracker who most often lives on the fringes of large cities.

OAKLING

CR 1/2



XP 200

Male oakling ranger 1

N Medium plant (humanoid)

Init +2; **Senses** Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 11 (1d10+1)

Fort +3, **Ref** +4, **Will** +2

Immune sleep effects

OFFENSE

Speed 30 ft.

Melee battle axe +4 (1d8+4/×3)

Ranged composite longbow +3 (1d8/×3)

Special Attacks Favored Enemy(Ex) Humanoids (Goblinoids) +2 bonus

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +1; **CMB** +4, **CMD** 17

Feats Dodge

Skills Climb +7, **Heal** +6, **Perception** +6,

Ride +6, **Survival** +6, **Swim** +7

Languages Common, Plant

SQ plant qualities, protective sap, rooted foot, sun heal, Track

ECOLOGY

Environment any

Organization solitary, pair, or grove (4-6)

Treasure NPC gear (leather armor, battle axe, longbow, quiver of 20 arrows, other treasure)

SPECIAL ABILITIES

Plant Qualities (Ex): Oaklings have a +2 racial bonus on saving throws against mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), paralysis, poison, polymorph, and stun effects.

Protective Sap (Ex): An injured oakling who is at less than half of his maximum hit-point total gains a natural armor bonus of +2, due the tar-like sap oozing from his wounds.

Rooted Foot (Ex): The oakling can stand up from being prone as a swift action instead of a move-equivalent action.

Sun Heal (Ex): In sunlit conditions (magical or true), once per day as a standard action, the oakling can heal 2 points of damage.

TIMBER WIGHT

Among the oaklings, death is often considered an inconvenience. In their emotionless pursuit of personal gain, quite a few oaklings experiment with necromancy to prolong their lives. The timber wight is the horrible end result.

TIMBER WIGHT

CR 5



XP 1,600

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

AC 22, touch 10, flat-footed 22 (+8 armor, +4 natural)

hp 60 (8d8+16); regeneration 5 (fire)

Fort +4, **Ref** +2, **Will** +8

Immune undead traits, plant traits.

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee claw +14 (1d8+10)

Reach 10 ft.

Spell-like Abilities (CL 8th)

3/day—*diminish plants*, *warp wood* (DC 14)

1/day—*blight* (DC 16), *horrid wilting* (DC 20)

STATISTICS

Str 25, **Dex** 11, **Con** —, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +13, **CMD** 23

Feats Critical Focus, Improved Initiative, Toughness, Weapon Focus (claw)

Skills Intimidate +12,

Knowledge (nature) +8,

Perception +13,

Sense Motive +13

Languages Common, Plant

SQ rooted foot, wicked thorns

ECOLOGY

Environment any land

Organization solitary or grove (3-9)

Treasure half plate armor, standard

SPECIAL ABILITIES

Rooted Foot (Ex): The timber wight can stand up from being prone as a swift action instead of a move-equivalent action.

Wicked Thorns (Ex): Any creature striking a timber wight with its body or a hand-held weapon deals damage normally, but at the same time the attacker takes 1d3 points of piercing damage. Any creature involved in a grapple with the timber wight automatically takes this damage once per round at the beginning of the timber wight's turn.



The Obitu

OBITU

It is no secret that the image of a walking skeleton conjures feelings of chilling dread. However, mixed in with frigid apprehension, this armored holy knight also rouses an air of noble sanctity.

OBITU

CR 1



XP 400

Obitu paladin 1

LG Medium humanoid (obitu)

Init +6; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 11 (1d10+1)

Fort +3, Ref +2, Will +2

Resist negative 10

Immune sleep effects

OFFENSE

Speed 20 ft.

Melee longsword +4 (1d8+3/19-20)

Ranged dagger +2 (1d4+3/19-20)

Special Attacks Smite Evil (Su) +2 to hit, +1 damage, 1/day

STATISTICS

Str 16, Dex 15, Con 12, Int 8, Wis 10, Cha 13

Base Atk +1; CMB +4, CMD 15

Feats Death Spawn, Improved Initiative^B

Skills Diplomacy +6, Sense Motive +4; Racial Modifiers +2 Acrobatics, +2 Escape Artist, +2 Sleight of Hand

Languages Common, Elven

SQ Aura of Good, Detect Evil, Fossil Fortitude

ECOLOGY

Environment any land

Organization solitary, pair, or legion (4-8)

Treasure NPC gear (half plate armor, heavy steel shield, longsword, 3 daggers, other treasure)

SPECIAL ABILITIES

Fossil Fortitude (Ex): Obitu gain a +4 racial bonus on saving throws against disease and poison.

OBITU, FLEDGLING

Fledgling obitu are unintelligent living skeletons. Many still have some of the vestiges of undeath: sharp teeth, claws and so on. They will not learn to speak or think for themselves for several months.

OBITU, FLEDGLING

CR 1/3



XP 135

CN Medium monstrous humanoid (obitu)

Init +7; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 natural armor, +3 Dex)

hp 6 (1d10+1)

Fort +3, Ref +5, Will +2

Resist negative 5

Immune sleep effects

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+3)

STATISTICS

Str 17, Dex 16, Con 13, Int 4, Wis 10, Cha 6

Base Atk +1; CMB +4, CMD 17

Feats Improved Initiative^B

SQ Fossil Fortitude

ECOLOGY

Environment any land

Organization solitary or horde (4-9)

Treasure none

SPECIAL ABILITIES

Fossil Fortitude (Ex): Obitu gain a +4 racial bonus on saving throws against disease and poison.



The Relluk

Relluk

The relluk might easily be mistaken for a strange statue, if he didn't occasionally brandish his sword when potential enemies drew near.

RELLUK

CR 1/3



XP 135

Relluk warrior 1

NG Medium construct (relluk)

Init +1; Senses Perception +2

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 13 (1d10+3)

Fort +5, Ref +1, Will +1

Immune living construct traits

OFFENSE

Speed 20 ft.

Melee longsword +3 (1d8+3/19-20)

Special Attacks breath of steam (5' radius, 4 damage for 1 round)

STATISTICS

Str 15, Dex 13, Con 16, Int 8, Wis 12, Cha 12

Base Atk +1; CMB +3, CMD 14

Feats Boiling Steam

Skills Perception +2

Languages Common

SQ armor gems, light and heat

ECOLOGY

Environment any land

Organization solitary, pair, or legion (4-8)

Treasure NPC gear (smoky quartz armor gems, longsword, other treasure)

SPECIAL ABILITIES

Armor Gems (Ex): Relluks can benefit from armor gems but cannot wear armor without becoming fatigued. Current armor gems grant a +2 racial bonus on Reflex saving throws against effects with a fire or electricity descriptor.

Light and Heat: A relluk's crystal head constantly sheds light as a torch and can light flammable objects on fire.

RELLUK BEAST

Invented by boggles who were trying to unravel the mystery of relluk design, the relluk beast is little more than a mechanical beast of burden. This massive quadrupedal relluk has a rhinoceros shaped body with a "spirit stone" (the larger boggle equivalent of a soul crystal, which burns out in 10 years) jutting from the top of its head.

RELLUK BEAST

CR 2



XP 600

N Large construct (relluk)

Init +0; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)

hp 28 (3d10+9)

Fort +4, Ref +1, Will +1

Immune living construct traits

OFFENSE

Speed 40 ft.

Melee gore +8 (1d8+9)

Space 10 ft.; Reach 5 ft.

Special Attacks breath of steam (as relluk, 20' radius, 3 damage for 3 rounds)

STATISTICS

Str 23, Dex 10, Con 17, Int 4, Wis 11, Cha 4

Base Atk +3; CMB +10, CMD 20 (24 vs. trip)

Feats Endurance, Skill focus (Perception)

Skills Perception +9

SQ armor gems, light and heat

ECOLOGY

Environment any land

Organization solitary or herd (4-9)

Treasure none

SPECIAL ABILITIES

Armor Gems (Ex): Relluk beasts can benefit from armor gems but cannot wear barding without becoming fatigued.

Light and Heat: A relluk beast's crystal head constantly sheds light as a torch and can light flammable objects on fire.



The Squole

Squole

Translucent yellow-green flesh fills the suit of armor before you. In some mockery of humanity, it raises its shield and brandishes a light mace. An expressionless, mask-like face stares blankly at you, giving no clue as to this creature's intentions.

SQUOLE

CR 1/3



XP 135

Squole warrior 1

NG Medium ooze (humanoid)

Init +2; **Senses** Blind, Blindsight 40 ft., Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 shield, +2 Dex)

hp 13 (1d10+3)

Fort +5, **Ref** +2, **Will** +1

Resist acid 1

Immune stunning, precision attacks (sneak attack), poison, and sleep effects.

OFFENSE

Speed 20 ft.

Melee mace +3 (1d6+2/×2)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4, **CMD** 16

Feats Evade Grasp

Skills Perception +2; **Racial Modifiers** +2 Acrobatics, +2 Escape Artist

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or legion (4-8)

Treasure NPC gear (breast plate, heavy steel shield, mace, other treasure)

EMERALD OOZE

A man-sized mound of sparkling green oozes begins slithering in your direction. This pulsing, dripping mass moves quickly for something without legs; it appears almost as if it will pounce on you like a lion on its prey.

EMERALD OOZE

CR 3



XP 800

N Medium ooze

Init +5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 natural, +1 Dex)

hp 33 (4d8+11)

Fort +4, **Ref** +3, **Will** -4

Immune acid, ooze traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus 1d6 acid)

Special Attacks constrict (1d6+4 plus 1d6 acid), corrosion.

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +4 (+8 grapple), **CMD** 15 (25 vs. bull rush, can't be tripped)

Feats Improved Initiative, Toughness (racial bonus feats)

SQ ooze traits

ECOLOGY

Environment tropical forest

Organization solitary or pool (3-12)

Treasure incidental

SPECIAL ABILITIES

Acid (Ex) An emerald ooze secretes a digestive acid that dissolves flesh and metal quickly, but does not affect stone or plant matter. Each time a creature suffers damage from an emerald ooze's acid, its clothing and armor take the same amount of damage from the acid. A DC 16 Reflex save prevents damage to clothing and armor. A metal weapon that strikes an emerald ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 16 Reflex save. If an emerald ooze remains in contact with a metal object for 1 full round, it inflicts 14 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex) An opponent that is being constricted by an emerald ooze suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.



GELATINOUS ORB

At first glance, the circular outline near the floor on the other side of the room seems little more than a trick of the lighting. Upon closer inspection it is apparent that the orb is comprised of a clear gel-like substance. Unfortunately, at this distance it is already too late to run away, as the orb rolls at you with alarming speed.

GELATINOUS ORB

CR 2



XP 600

N Tiny ooze

Init +3; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +1 dodge, +2 size)

hp 31 (3d8+15)

Fort +6, **Ref** +4, **Will** -4

Immune electricity, ooze traits

OFFENSE

Speed 50 ft.

Melee slam +7 (1d4 acid damage)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks engulf head

STATISTICS

Str 10, **Dex** 17, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +0, **CMD** 14 (cannot be tripped)

Feats Dodge, Weapon Finesse (racial bonus feats)

SQ ooze traits, transparent

ECOLOGY

Environment any underground

Organization solitary or league (4-10)

Treasure incidental

SPECIAL ABILITIES

Engulf Head (Ex): Gelatinous orbs have the uncanny ability to jump up and land on a Medium-sized or smaller creature's head, completely engulfing it as a standard action. It cannot make a slam attack during a round in which it engulfs. Opponents can either make an attack of opportunity against the ooze, or a saving throw versus the attack, but not both. If the target forgoes the opportunity attack, it may instead make a DC 13 Reflex save to avoid having its head engulfed. If the save fails, or the target instead opted to make an opportunity attack, the target takes 1d4 acid damage, is blinded, deafened, nauseated, and is in danger of suffocating every round that its head is engulfed. Any attack against a gelatinous orb that has engulfed an opponent's head has a 50% chance of targeting the engulfed opponent instead.

Transparent (Ex): A gelatinous orb is clear and colorless. A DC 15 Perception check is required to notice a motionless orb.

TAR JELLY

The small pool of bubbling tar before you is much more than it seems. In an instant it climbs the wall and springs from the cavern ceiling.

TAR JELLY

CR 2



XP 600

N Small ooze

Init +2; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 19 (3d8+3); fast healing 2

Fort +2, **Ref** +3, **Will** -4

Immune fire, ooze traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee slam +6 (1d4 +3 plus grab)

Special Attacks constrict (1d4 +3)

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +4 (+8 to grapple), **CMD** 16 (cannot be tripped)

Feats Improved Grab, Skill focus (stealth)

Skills Climb +15, Stealth +17; **Racial Modifiers** +4 Stealth

SQ flammable, sticky, ooze traits

ECOLOGY

Environment any underground

Organization solitary or pit (2-6)

Treasure incidental

SPECIAL ABILITIES

Flammable (Ex): If a tar jelly is exposed to an attack that would normally inflict fire damage if the ooze was not immune, the tar jelly burns for 1d6 rounds afterwards, adding 1d6 fire damage to its slam attacks and constriction damage. Those with tar jelly tendrils attached to them also take 1d6 fire damage each round that they are attached.

Sticky (Ex): Any opponent within 5 feet of the tar jelly who successfully hits it with a melee attack automatically receives a ropey tendril of tar affixed to him. Those affected by the tar tendrils cannot move more than 5 feet away from the tar jelly and take a -2 penalty to AC as long as they are stuck. The tar jelly tendril can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tendril (AC 11, damage does not deplete the tar jelly's actual hit points, nor incur a new tendril). The tar jelly cannot move more than 5 feet away from the target, but can release its tendril as a free action. There is no limit to the number of tendrils that a tar jelly can produce, but only one tendril can affect each individual target at a time. A tar jelly has a +4 bonus to attacks opponents that have its tendrils affixed to them.



The Taddol

TADDOL

At first a mere shadow, the large hooded figure crept deftly into view. Seeming almost too aware of her surroundings, she gives you a scorning glance while scurrying forward past several moving obstacles. Then you see her secret, as a second pair of eyes comes into focus along with two shining blades.

TADDOL

CR 1/2



XP 200

Taddol rogue 1

CG Medium humanoid (taddol, elf, giant)

Init +2; **Senses** low-light vision, Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 8 (1d8)

Fort +0, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee 2 daggers +2 (1d4+2/19-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks Sneak Attack +1d6

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2, **CMD** 15

Feats Two-Weapon Fighting, Innate Two-Weapon Fighting

Skills Acrobatics +6, Bluff +4, Climb +6, Disable Device +6, Escape

Artist +6, Intimidate +4, Perception +7, Sense Motive +3, Sleight of

Hand +6, Stealth +6; **Racial Modifiers** +4 Perception

Languages Common, Taddol

ECOLOGY

Environment any land

Organization solitary, or twin-pack (4-6)

Treasure NPC gear (leather armor, 2 daggers, light crossbow, quiver of 12 bolts, other treasure)

TOOG

Taddols used selective breeding and capitalized on a natural mutation to insure this large, flightless bird with purple-tinged-white feathers would almost always be born with two heads. After importing several eggs to the mainland, they had no idea that the species would be so aggressive to those creatures that had only one pair of eyes.

TOOG

CR 2



XP 600

N Medium animal

Init +3; **Senses** low-light vision, Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 natural, +3 Dex)

hp 22 (3d8+9)

Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 40 ft.

Melee 2 bites +4 (1d6+3)

Special Attacks terrible squawk

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4, **CMD** 17

Feats Skill Focus (Perception), Run

ECOLOGY

Environment any land

Organization solitary, pair, or flock

Treasure incidental

SPECIAL ABILITIES

Terrible Squawk (Ex): Once per day, a toog can, as a standard action, emit a loud and terrible squawk. Any creature within 30 feet of the toog must make a DC 13 Will save or become shaken for 1d4 rounds. The save DC is Constitution-based. Other toogs are immune to this effect.



The Xax

XAX

In appearance, the small creature before you is decidedly alien; a product of a maddeningly different world. Its calm, clear, and human sounding voice only proves to be more unnerving than its vertically-set face on its neckless grey body. It draws two unfamiliar weapons and attacks.

XAX

CR 1/3



XP 135

Xax warrior 1

LN Small outsider (xax)

Init +2; **Senses** Perception +2

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 12 (1d10+2)

Fort +3, **Ref** +2, **Will** -1

Resist electricity 5

OFFENSE

Speed 20 ft.

Melee 2 whip-daggers +2 (1d3+2/×3)

Ranged longbow +3 (1d6/×3)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +3, **CMD** 15

Feats Two-Weapon Fighting

Skills Diplomacy +3, Perception +2; **Racial Modifiers** +2 Perception

Languages Common, Dwarven

SQ orc ferocity (as a half-orc)

ECOLOGY

Environment any land

Organization solitary, or team (3-12)

Treasure NPC gear (leather armor, 2 whip-daggers (light exotic weapon, disarm, trip), longbow, quiver of 20 arrows, other treasure)

WEREXAX

This bizarre form of pseudo-lycanthropy arose from boggle experimentation. Its unwitting inventor was trying to find a way to distill the xax's strange effects on probability and reality, and ending up creating this magical disease instead. Since then, it has infected several other races of Small-size, which it affects exclusively. All werexax are afflicted, and are normal in all other respects when in their natural form. When the transformation triggers, they change to appear exactly as a xax, but are no longer in control of their actions. In xax form, they generally behave chaotic and insane; rambling incoherently, attacking both friend and foe, and performing many peculiar acts of destruction and mischief. Statistics below are based on a 2nd level halfling rogue.

WEREXAX (XAX FORM)

CR 2



XP 600

CN Small humanoid (halfling, shapechanger)

Init +3; **Senses** Perception +8

DEFENSE

AC 20, touch 15, flat-footed 16 (+3 armor, +2 natural, +3 Dex, +1 dodge, +1 size)

hp 20 (2d8+8)

Fort +4, **Ref** +7, **Will** +4

Defensive Abilities Evasion; **Resist** fire 5; **DR** 5/cold iron

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4+2/19-20), bite +0 (1 point plus curse of pseudo-lycanthropy, which works similar to lycanthropy, though can be passed on by afflicted creatures.)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 17, **Con** 16, **Int** 10, **Wis** 16, **Cha** 4

Base Atk +1; **CMB** +2, **CMD** 16

Skills Acrobatics +10, Bluff +3, Climb +9, Intimidate +5, Knowledge (dungeoneering) +5, Perception +8, Sense Motive +8, Stealth +12, Swim +7; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception, +2 Intimidate, +4 Stealth

Feats Dodge, Weapon Finesse

SQ fearless (as halfling), gnome magic (as gnome), change shape (halfling, xax, polymorph), rogue talents (fast stealth), trapfinding.

ECOLOGY

Environment any land

Organization solitary, pair, or pack

Treasure NPC gear (studded leather armor, short sword, other treasure)



The Zif

Zif

This happy-looking snail-guy holds a mystical orb and is dressed lightly with miscellaneous adventuring equipment. With the snap of a finger, the zif causes colorful dancing lights to appear. This is only the start of the show.

ZIF

CR 1/2



XP 200

Zif wizard 1

NG Medium humanoid (snillorg, zif)

Init +2; Senses Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 7 (1d6+1)

Fort +2, Ref +3, Will +4

OFFENSE

Speed 20 ft.

Melee dagger +0 (1d4/19-20)

Ranged dagger+2 (1d4/19-20)

Special Attacks Force Missile (Sp) 1d4+1 damage, 6/day

Spells (CL 1st)

1st—burning hands (DC 14), color spray (DC 14)

0—dancing lights, flare, ray of frost (DC 13)

STATISTICS

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8

Base Atk +0; CMB +1, CMD 16 (18 vs. trip and bull rush)

Feats Elude Grasp

Skills Climb +7, Knowledge (history) +7, Perception +2, Spellcraft +7, Stealth +4, Knowledge (dungeoneering) +7; Racial Modifiers +4 Climb

Languages Ancient, Common, Draconic, Elven.

SQ intense spells, protective shell.

ECOLOGY

Environment any land

Organization solitary, pair, or school (3-12)

Treasure NPC gear (3 daggers, other treasure)

SPECIAL ABILITIES

Protective Shell (Ex): A zif can pull its entire body into the shell on its back as a standard action to avoid some damage. While inside the shell, the zif is blinded, paralyzed, and gains DR 6/—. While in the shell, the only action that a zif can do is come out of his shell as standard action, which ends the above effects immediately.

SNILLORG

Slobbering viscous slime and behaving much like a timid dog, this snail-like creature has none of the grace, charm, or wit of a zif, though it looks very similar.

SNILLORG

CR 1/4



XP 100

Snillorg warrior 1

CE Medium humanoid (snillorg)

Init +1; Senses Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 4 (1d8)

Fort +2, Ref +1, Will -1

Weakness fear of light

OFFENSE

Speed 20 ft.

Melee club +0 (1d6-1)

Ranged sling +2 (1d4)

STATISTICS

Str 9, Dex 13, Con 10, Int 6, Wis 8, Cha 8

Base Atk +1; CMB 0, CMD 11 (15 vs. trip and bull rush)

Skills Perception +2, Stealth +2

Feats Skill Focus (Perception)

Languages Snillorg

SQ protective shell.

ECOLOGY

Environment any swamp or coastal land

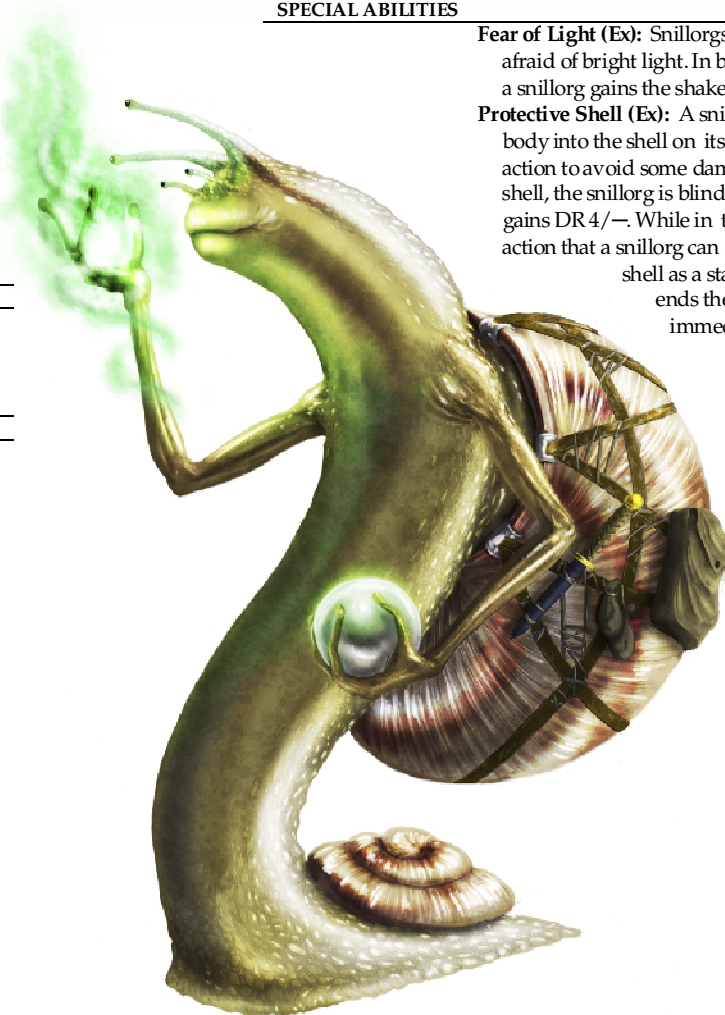
Organization solitary, pair, or rout (4-10)

Treasure NPC gear (club, sling, other treasure)

SPECIAL ABILITIES

Fear of Light (Ex): Snillorgs are inexplicably afraid of bright light. In brightly lit conditions, a snillorg gains the shaken condition.

Protective Shell (Ex): A snillorg can pull its entire body into the shell on its back as a standard action to avoid some damage. While inside the shell, the snillorg is blinded, paralyzed, and gains DR 4/—. While in the shell, the only action that a snillorg can do is come out of his shell as a standard action, which ends the above effects immediately.



APPENDICES

APPENDIX I: MONSTERS BY CR

CR 1/6

Pigeon Toad

CR 1/4

Purple Peeper

Snillorg

CR 1/3

Anumus, Avian

Anumus, Canine

Anumus, Reptile

Fledgling Obitu

Mahrog

Mogogol, Medium

Relluk

Squole

Xax

CR 1/2

Anumus, Amphibian

Anumus, Arachnid

Anumus, Feline

Anumus, Ophidian

Anumus, Porcine

Anumus, Rodent

Anumus, Ursine

Boggle

Dark Muse

Kval

Larvite

Mogogol, Small

Muse

Numistian

Oakling

Taddol

Zif

CR 1

Anumus, Equine

Battle Toad

Gumpawomp

Obitu

Riding Woggart

CR 2

Dwarf Battle Woggart

Gelatinous Orb

Relluk Beast

Tar Jelly

Toog

Werexax

CR 3

Battle Woggart

Emerald Ooze

CR 5

Timber Wight

CR 6

Coleophite

Moscanite

CR 7

Farfalite

CR 8

Eulite

Mechnomancer

CR 10

Coin Drake

CR 14

Rift Swarm

APPENDIX II: MONSTERS BY TYPE

Animal: Battle Toad, Battle Woggart, Dwarf Battle Woggart, Gumpawomp, Pigeon Toad, Purple Peeper, Riding Woggart, Toog

Construct: Mechnomancer, Relluk, Relluk Beast

Dragon: Coin Drake

Humanoid: Anumus (All), Boggle, Coleophite, Eulite, Farfalite, Larvite, Mahrog, Mogogol (All), Moscanite, Obitu, Snillorg, Taddol, Werexax, Zif

Monstrous Humanoid: Fledgling Obitu

Ooze: Emerald Ooze, Gelatinous Orb, Squole, Tar Jelly

Outsider: Dark Muse, Kval, Muse, Numistian, Rift Swarm, Xax

Plant: Oakling

Undead: Timber Wight

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