

# **A**MAZONS V<sup>S</sup> ALKYRIES

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## <PEDITO

Design and Development by Lahn J. Ogre Editing by Les Moore Graphic Design by Joel Grahn Some Graphic Elements by Lord Zsezse Works Art by Arthur Rackham, Pal Merse Szinyei, Adolphe Alexandre Lesrel, Nils Bloomer, Sir Edward John Poynter, August Malmström, Henrietta Rae, and Hieronymus Bosch.

## <u><°NTENT5</u>

Dvergar Fauns Jotnar Ljosalfar Nymphs Reptilians



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## IN TRODUCTION

Welcome to the Advanced Races Guide for the Amazons Vs Valkyries campaign setting. While humans are the most common race in this setting, there are a handful of other races available for players. However, game masters should keep in mind that most adventuring groups should have no more than one or two of these races among them. A group composed of nothing but these creatures will draw a lot of attention everywhere they go.

Race	Home World	Туре	Size	Alignment Tendency
Dvergr	Nidavellir	Outsider (native)	Small	Chaotic
Faun	Prime material	Fey	Medium	Chaotic
Jotunn	Jotunheim	Outsider (native)	Large	Chaotic
Ljosalfr	Alfheim	Outsider (native)	Medium	Lawful
Nymph	Prime material	Fey	Medium	Neutral
Reptilian	Prime material	Humanoid	Medium	Neutral

#### Table 1: Races at a Glance

#### IN THIS FILE

The six advanced races outlined in this file are:

- *Dvergar (singular Dvergr)*: Mischievous and grotesque little artisans with a severe aversion to sunlight.
- *Fauns*: Hedonistic and playful fairies who roam the wilderness and protect it from harm.
- *Jotnar (singular Jotunn)*: Primitive giants from a primeval world.
- *Ljosalfar (singular Ljosalfr)*: Angelic sorcerers and servants of the Vanir.
- *Nymphs:* Beautiful, ageless maidens with supernatural powers and an affinity with the gods.
- *Reptilians:* Prehistoric humanoids that have built a hidden city deep within the earth.

#### ADVANCED RACES

The races presented here are all "advanced," meaning they are built with 20 racial points each. When game masters are calculating the average party level of a group, they should consider characters of these races to be 1 level higher until those characters reach 6<sup>th</sup> level.

## WATIVE OVISIDERS

Ljosalfar, jotnar, and dvergar all hail from other worlds and are therefore outsiders. However, these races are all mortal, they can be raised from the dead, and they eat and sleep. They also have a close connection to the material plane (Midgard), and as such they also have the native subtype.

#### Table 2: Racial Ability Score Modifiers

Race	Str	Dex	Con	Int	Wis	Cha
Dvergr	+2				+2	-4
Faun	+2	+2	+2	-2		+4
Jotunn	+2*	-2*	+2	-2	+2	
Ljosalfr	-2	+2				+2
Nymph	-2	+2		+2	+2	+4
Reptilian	+2		+2			

\*Size modifier



Race	Base Height	Base Weight	Modifier	Weight Modifier
Dvergr, male	2′10″	30 lbs	2d6	X3
Dvergr, female	2′8″	25 lbs	2d6	X3
Faun, male	5′0″	110 lbs	2d10	X5
Faun, female	4′10″	80 lbs	2d10	X4
Jotunn, male	9′10″	355 lbs	2d12	X10
Jotunn, female	9′6″	320 lbs	2d12	X10
Ljosalfr, male	4′2″	60 lbs	2d8	X4
Ljosalfr, female	4′0″	50 lbs	2d6	X4
Nymph	4'4"	55 lbs	2d6	X4
Reptilian, male	5′0″	120 lbs	2d12	X7
Reptilian, female	5′0″	120 lbs	2d12	X6

#### Table 3: Random Height and Weight

#### **Table 4: Aging Effects**

Race	Middle Age	Old Age	Venerable	Maximum Age	
Human	35 years	53 years	70 years	70+2d20 years	
Dvergr	125 years	188 years	250 years	250+2d100 years	
Faun	30 years	45 years	60 years	60+1d20 years	
Jotunn	50 years	80 years	110 years	110+3d20 years	
Ljosalfr	175 years	265 years	350 years	350+4d100 years	
Nymph	*	*	*	*	
Reptilian	25 years	40 years	55 years	55+1d20 years	
*Nymphs do not age					

Nymphs capture a faun

## ΔΥΣΡώΛΡ

Before Odin blessed them with wisdom, purpose, and a humanoid form, dvergar were maggots feeding on Ymir's corpse. Odin shaped the crawling bugs into legendary craftsmen, masters of stonecutting, and brilliant metalworkers. The dvergar became famous for their engineering, artisanship, and skill.

Despite their physical deformities, or perhaps because of them, Dvergar are remarkably strong. They are also very wise, having witnessed the folly of mankind since the earliest age. Although it is a myth that sunlight turns Dvergar to stone, the sun's rays do cause them severe pain.

**Appearance:** Dvergar are short, ugly creatures, misshapen and disfigured. They often wear thick beards that conceal their grotesque faces, though some go brazenly unshaven and proudly display their warty and malformed features. Their hair is always black and their skin is deathly white. Dvergar often wear earthy, natural colors; greens, browns, and shades of grey.

**Society:** Dvergar live in small family units who make their homes in the caverns and halls of Nidavellir. Dvergar are a fiercely independent and resourceful people. Their culture is a confusing whirlwind of disparate ideologies, philosophies, and theories. Pranks, practical jokes, insult comedy, and riddles are all common ways of gaining status in dvergar society. **Homeland:** Dvergar live in the subterranean world of Nidavellir, also called Myrkheim or Svartalfheim, a land of vast caverns and endless tunnels.

Alignment and Religion: Dvergar are usually chaotic and as likely to be good as evil. Quite a few are chaotic neutral as well. Dvergar always worship the Norse gods.

**Relations:** Dvergar do not get along with most other races, but they don't let that stop them from trying to make

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friends and build positive relationships. Most other races, however, find the dvergar repulsive and their sense of humor hurtful and cruel. Humans treat dvergar with suspicion and fear, though they respect the dvergar's wisdom and craftsmanship. Reptilians have fairly positive relations with dvegar, while the ljosalfar have the most strained relations with these short, twisted creatures.

Adventures: Dvergar frequently visit Midgard for adventure and excitement. They see the world of men as a place for amusement, relaxation, entertainment, and adventure. It is a great land for treasure hunting and for playing pranks on foolish people. They also appreciate the fact that Midgard is a crossroads of cultures and they are always interested in meeting other travelers.

#### **DVERGAR RACIAL TRAITS**

**Type (3 RP):** Outsider (native). As outsiders, Dvergar automatically gain darkvision. They are also immune to any spells and effects that specifically target creature types other than outsider, such as *charm person* and *hold person*.

**Abilities (-1 RP):** +2 Strength, +2 Wisdom, -4 Charisma. Dvergar are strong and wise but physically repulsive and they have very obnoxious personalities.

**Small (O RP):** Dvergar are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their <u>Combat Maneuver Bonus</u> and <u>Combat Maneuver Defense</u>, and a +4 size bonus on Stealth checks.

**Speed (-1 RP):** Dvergar are slow and ponderous. Their base speed is 20.

Darklands Stalker (4 RP): Dvergar can move unhindered through difficult terrain while underground. In addition, Dvergar with a Dexterity score of 13 or higher gain <u>Nimble</u> <u>Moves</u> as a bonus feat.



**Darkvision (0 RP):** As outsiders, Dvergar can see in the dark up to 90 feet.

**Low-Light Vision (1 RP):** Dvergar can see twice as far as a race with normal vision in conditions of dim light. See <u>Additional Rules</u>.

**Cave Dweller (1 RP):** Dvergar gain a +1 bonus on <u>Knowledge</u> (dungeoneering) and <u>Survival</u> checks made underground.

**Beguiling Liar (2 RP):** Dvergar gain a +4 racial bonus on <u>Bluff</u> checks to convince an opponent that what they are saying is true when they tell a lie.

**Craftsman (1 RP):** Dvergar gain a +2 racial bonus on all <u>Craft</u> or <u>Profession</u> checks to create objects from metal or stone.

> **Greed (1 RP):** Dvergar gain a +2 bonus on <u>Appraise</u> checks to determine the price of nonmagical goods that contain precious metals or gemstones.

> **Damage Reduction (3 RP):** Dvergar gain DR 5/silver. Magic weapons of +3 or better enchantment will also overcome this damage reduction.



**Natural Armor (2 RP):** The thick skin of the dvergar grants them a +1 natural armor bonus to their Armor Class.

**Spell Resistance (3 RP)**: Dvergar gain spell resistance equal to 11 + their character level.

**Bestow Curse (3 RP):** Dvergar with a Charisma of 13 or higher may cast *bestow curse* once per day. The saving throw is equal to 13 + the dvergr's Charisma modifier. The caster level is equal to the dvergr's character

level. Dvergar enjoy associating this curse with some sort of riddle or wager. Dvergar cannot use this ability in conditions of direct sunlight.

**Ferrous Growth (2 RP):** Once per day, dvergar can cause a touched piece of iron or steel to grow into an object weighing up to 10 pounds, such as a sword, crowbar, or light steel shield. This object remains in this form for 10 minutes or until broken or destroyed, at which point it shrinks back to its original size and shape.

**Stoneseer (2 RP):** Dvergar add +1 to the caster level of any spells with the earth descriptor they cast. Dvergar also gain the following spell-like abilities: constant—<u>nondetection</u>; 1/day—<u>magic stone</u>, <u>stone</u> <u>shape</u>, <u>stone tell</u>. The caster level for these spell-like abilities is equal to the dvergr's character level.

Sunlight Vulnerability (-2 RP): Dvergar take 1 point of Constitution damage after every hour they are exposed to direct sunlight. To protect themselves, they avoid going outside on sunny days and if they go outside during the day at all, they wear layers of clothing.

**Light Blindness (-2 RP):** Abrupt exposure to bright light blinds dvergar for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

**Light Weakness (-1 RP):** Dvergar also suffer a –2 penalty on saving throws against effects with the light descriptor.

Languages (0 RP): Dvergar begin play knowing

racial their own language of Dvergrian as well as Germanic (Norse). Those with a high Intelligence score may choose from the following: Aquatanian, Brythonic, Gaulish, Hibernian. Finnic, Iberian, Jotunn, or other Pritenic, Germanic dialects.



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Fauns are a race of very social and friendly fey creatures that enjoy merriment, revelry, and games. Fauns are carefree and capricious, living hedonistic lives steeped in strong wine, gluttonous feasts, and wild debauchery.

Fauns also protect the wild frontiers from malicious threats, exploitation, and invasion. They cooperate with humans and other fey in times of desperation, but otherwise rarely seek out assistance.

**Appearance:** Fawns are slightly taller than humans with lean, athletic bodies and tanned skin. A typical faun is around 6 feet tall and weighs only 145 lbs. They are often confused for satyrs, as they look similar to their mischievous cousins. However, a faun's horns are much smaller than a satyr's, so small that they may be hidden under the faun's curly hair. Fauns also have very human-like faces. The only thing that betrays their heritage is their legs, which are covered in thick goat hair and end in hooves. Fauns rarely wear anything more than a loin cloth, and they are rarely seen without their panpipes. Hunters usually carry a short bow or a spear. When dressed for war, fauns may wear armor and carry swords and shields.

Society: Fauns are nomadic and travel freely hunting between grounds, fishing holes, and groves of fruit trees, lush taking only what they need and spending most of their time frolicking and cavorting. They are very social and often visit with other fey as they travel. Their culture is rather lawless and disorganized, and their social structure has only a few specific roles. Bards

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and philosophers are common in most tribes, as are oracles or healers. A few fauns consider themselves warriors or hunters, and there is usually a tribal leader. Most fauns, however, are nothing more than drunken revelers.

**Homeland:** Fauns are native to the prime material plane. Fauns live in nomadic hunter/gatherer tribes that roam the wild lands of Thrace, Macedon, and Scythia.



Alignment and Religion: Fauns are usually chaotic in nature and more likely to be neutral or good than evil. They always worship the Olympian deities.

**Relations:** Fauns are on good terms with all other races except the reptilians, who they distrust. They also find the dvergar curiously unfunny, though they

respect the dvergar's capacity for chaos and revelry. Fauns are particularly fond of nymphs and always hold them in high regard.

Adventures: Fauns are perhaps the most adventurous race, always looking for excitement and mischief. Their nomadic and free spirited lifestyle often invites dramatic encounters and harrowing exploits. Easily bored, fauns are always happy to hunt chthonic beasts, explore new territory, or fend off barbaric invaders.

#### FAUN RACIAL TRAITS

**Type (2 RP):** Fey. As fey creatures, fauns automatically gain low-light vision. They are also immune to any spells and effects that specifically target creature types other than fey, such as *charm person* and *hold person*.

**Abilities (4 RP):** +2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, +4 Charisma. Fauns are fit and healthy, thanks to their active lifestyles. They are also very charming and seductive, but they have short attention spans and little interest in academia.

Medium (O RP): Fauns are Medium creatures and have no bonuses or penalties due to their size.

Speed (0 RP): Fauns have a base speed of 30 feet.

Low-Light Vision (O RP): As fey creatures, fauns automatically gain low-light vision and can see twice as far as humans in conditions of dim light. See <u>Additional</u> <u>Rules</u>.

**Natural Armor (2 RP):** The rugged lifestyle of the fauns grants them a +1 natural armor bonus to their Armor Class.

**Skilled Piper (2 RP):** Fauns gain a +2 racial bonus to all Perform (wind) skill checks.

Nimble Attacks (2 RP): Fauns receive <u>Weapon</u> <u>Finesse</u> as a bonus feat.

Fey Damage Resistance (lesser) (2 RP): As fey creatures, fauns gain DR 2/cold iron.

**Ghost Sound (1 RP):** Fauns with a Charisma score of 10 or higher may use the *ghost sound* spell at will. The caster level is equal to the faun's character level. The DC is equal to 10 + the faun's Charisma modifier.

**Enchanting Magic (3 RP):** Fauns with a Charisma score of 11 or higher can cast <u>sleep</u> one time per day as a spell-like ability. Those with a Charisma of 12 or higher can also cast <u>hideous laughter</u> one time per day as spell-like ability. The caster level for these abilities is equal to the faun's character level. The DC is equal to 10+ the spell's level + the fauns Charisma modifier.

**Panpipes (Su) (2 RP):** Three times per day, a faun can use its panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

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Languages (O RP): Fauns begin play speaking Sylvan and Koine Greek. Fauns with a high Intelligence score may choose from the following: Dacian, Doric Greek, Demotic Egyptian, Illyrian, Latin, Persian, Punic, Scythian, Thracian, or Vernacular Aramaic.



## JOTMAR

The Jotnar are an ancient race of giants spawned from the children of Ymir. The jotnar are as fickle and complex as humans and more likely to be chaotic. They are often in conflict with the Aesir, the Vanir, and the people of Midgard. However, jotnar also cooperate with these other races on occasion, even forming families with them.

Jotnar gain several advantages due to their size including a longer stride, a greater reach, and thick flesh. Like other giants, they may also catch rocks that are thrown at them. Jotnar are also attuned to the natural world and may be related to either fire or ice.

**Appearance:** Jotnar appear to be oversized humans, standing ten to twelve feet tall. Ice jotnar are fair skinned and often have blue eyes and yellow hair. Fire jotnar have dark skin, black eyes, and flaming red hair. Ice jotnar usually dress in furs while fire jotnar wear very little clothing at all. Jotnar carry spears, great axes, and greatswords into battle.

**Society:** The jotnar are clannish and live in caves or crude huts. They are hunter/gatherers but also engage in raiding. Jotun society is rough and violent, with contests of strength, endurance, and fortitude determining dominance and resolving most disputes.



Homeland: The jotnar live in Jotunhiem, a wild, primitive world of oversized creatures, enormous plants, and colossal geographic features.

Alignment and Religion: The jotnar are usually chaotic and about as likely to be good as evil. Rarely

A giantess visits the dvergar

are jotnar neutral. They always follow the Norse deities.

**Relations:** Jotnar have a longstanding and complicated relationship with the Vanir and Aesir. Some jotnar have married with an

Aesir or Vanir, while others have fought wars against them. Jotnar regard humans as their smaller cousins and sometimes have amicable relations with them. Other times, the jotnar terrorize and victimize humans. Jotnar tolerate dvergar and reptilians, cooperating with them more often than they do with other races. Jotnar have the most difficult relations with the ljosalfar. Adventures: Greed and revenge are the most common motives that compel a jotunn to leave her lair and venture abroad. Both the Aesir and the Vanir have exploited and victimized the jotnar in the past, and jotnar are often motivated to reclaim the treasures and honor that have been stolen from their people. Jotnar are also prone to preying on the weaker races of Midgard and often travel there to conduct easy raids.

#### JOTNAR RACIAL TRAITS

**Type (3 RP):** Outsider (native). As outsiders, jotnar automatically gain darkvision. They are also immune to

any spells and effects that specifically target creature types other than outsider, such as *charm person* and *hold person*.

Abilities (0 RP): +2 Constitution, +2 Wisdom, -2 Intelligence. Jotnar are intuitive and have strong wills, but they are dull witted and unable to grasp abstract concepts.



**Size: Large (7 RP):** Jotnar are Large creatures and gain a +2 size bonus to Strength and suffer a -2 size penalty to Dexterity. Large races take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on <u>Stealth</u> checks. A Large creature takes up a space that is 10 feet by 10 feet.

Speed (1 RP): A jotunn's base speed is 40 feet.

Reach (1 RP): Jotnar have a reach of 10 feet.

**Darkvision (0 RP):** As outsiders, jotnar can see in the dark up to 60 feet.



**Rock Catching (2 RP):** Jotnar can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a jotunn that would normally be hit by a rock can make a Reflex saving throw to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium rock, and 25 for a Large rock (if the projectile provides a magical bonus on attack rolls, the DC increases by that amount). The jotnar must be aware of the attack in order to make a rock catching attempt.

**Natural Armor (2 RP):** Jotnar gain a +1 natural armor bonus to their Armor Class.

**Nature Lore (2 RP):** Jotnar receive a +2 racial bonus to all Knowledge (nature) and Survival skill checks.

Survivalist (1 RP): Perception and Survival are always class skills for jotnar.

**Cold/Fire Resistance (1 RP):** Upon creation, choose either cold or fire. The Jotunn has permanent energy resistance 5 of that type. Once the energy type is selected, it cannot be changed.

Languages (O RP): Jotnar speak Jotunn. Cold Jotnar with a high Intelligence score may choose additional languages from: Baltic, Belgican, Brythonic, Finnic, Gaulish, Germanic, Hibernian, Sami, Samoyedic, Scythian, Slavonic, or Pritenic. Fire Jotnar may instead choose from Arabian, Chadic, Cushitic, Demotic Egyptian, South Arabian, Libyan, or Meroitic.

## LJOJAL1AR

The ljosalfar are a race of magical creatures endowed with the power of the sun. They are the guardians of Alfheim, the world they share with the Vanir, and they are allies of the people of Midgard. They enjoy frolicking in the moonlight, whirling and dancing to the rhythms of nature. Their songs harmonize with the birds and trees as they celebrate seasonal changes and religious observances.

Although they do not have wings, they can glide on windy gusts as if they did. Ljosalfar are also potent spell casters with several immunities and an innate understanding of sorcery.

**Appearance:** The Ijosalfar are shorter than humans and have pale white skin. Most have white hair that almost glows, though some dye their hair in shades of lavender, indigo, verdant, or scarlet. They have very long ears, tapered chins, and large, enchanting eyes. They are unnaturally thin and appear very delicate. Ljosalfar often dress in white robes or gowns. Golden jewelry adorns their fingers, wrists, and necks. When battle calls, they don silvery armor and carry long spears and elegant swords.



**Society:** The Ijosalfar value harmony and peace and their culture reinforces those ideals. Although they are a peaceful race, they are capable of war and do not shrink from battle. Ljosalfar society is egalitarian, cooperative, and ordered with an elaborate legal code and hundreds of specialized professions.

**Homeland:** The Ijosalfar live in the world of Alfheim, a mystical land of fey and Vanir. Alfheim is a world of primeval forests, majestic mountains, and vast prairielands that stretch from one horizon to the other.

Alignment and Religion: Ljosalfar tend to be good and many are also lawful. Ljosalfar always follow the Norse deities and favor the Vanir.



**Relations:** Ljosalfar have good relations with humans and cooperate often with the people of Midgard. They dislike and distrust dvergar, the though they also respect their role as the craftsmen of the gods.

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Ljosalfar also have poor relations with jotnar and reptilians. However, they enjoy a special sense of kinship with fauns and nymphs, though they find fauns a little too hedonistic.

Adventures: Ljosalfar are not a particularly adventurous or curious race. When a ljosalfr decides to leave her home and face the unknown hardships of the

worlds abroad, it is usually for a very good and noble reason.

#### LJOSALFR RACIAL TRAITS

**Type (3 RP):** Outsider (native). As outsiders, Ijosalfar automatically gain darkvision. They are also immune to any spells and effects that specifically target creature types other than outsider, such as *charm person* and *hold person*.

**Abilities (O RP):** -2 Strength, +2 Dexterity, +2 Charisma. Ljosalfar are fair and dainty, yet agile and keen.

Medium (O RP): Ljosalfar are Medium creatures and have no bonuses or penalties due to their size.

Speed (O RP): Ljosalfar have a base speed of 30 feet.

**Low-Light Vision (O RP):** Ljosalfar can see twice as far as a race with normal vision in conditions of dim light. See <u>Additional Rules</u>





**Gliding (3 RP):** Although they do not have wings, Ijosalfar can float on the air as if they had gliding wings. Ljosalfar take no damage from falling (as if subject to a constant nonmagical <u>feather fall</u> spell). While in midair, Ijosalfar can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. Ljosalfar cannot gain altitude with this ability; they merely coast in other directions as they fall. If subjected to a strong wind or any other effect that causes a Ijosalfar to rise, it can take advantage of the updraft to increase the distance it can glide.

**Rhythmic Life (1 RP):** Perform (sing) and Perform (dance) are always considered class skills for Ijosalfar.

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**Lightbringer (2 RP):** Ljosalfar are immune to lightbased blindness and dazzle effects, and are treated as one level higher when determining the effects of any light-based spells or effects they cast (including spell-like and supernatural abilities). If a ljosalfar has an Intelligence of 10 or higher, she may use *light* at will as a spell-like ability.

**Ljosalfar Immunities (2 RP):** Ljosalfar are immune to magical sleep effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects.

**Ljosalfar Magic (3 RP):** Ljosalfar gain a +2 bonus on caster level checks made to overcome spell resistance. In addition, they also receive a +2 racial bonus on <u>Spellcraft</u> checks made to identify the properties of magic items.

**Spell Resistance (3 RP)**: Ljosalfar gain spell resistance equal to 11 + their character level.

**Damage Reduction (3 RP):** Ljosalfar gain DR 5/silver. Note that magic weapons of +3 or better enchantment will also overcome this damage reduction.

Languages (O RP): Ljosalfar begin playing knowing their own racial language of Ljosalfrian as well as Germanic (Norse). Those with a high Intelligence score may choose from the following: Aquatanian, Brythonic, Gaulish, Hibernian, Iberian, Jotunn, Pritenic, or other Germanic dialects.

### NYMPH

Nymphs are created through magic, rather than being conceived and born as other creatures are. While some nymphs are referred to as "daughters" of the Olympians or of other nymphs, this is merely a shorthand way of explaining the magical process that brings nymphs into being. They are not biological offspring in the traditional sense.

All nymphs are female. A nymph will sometimes mate with a satyr, which always produces another satyr. Nymphs also procreate with humans; the offspring are always humans with the <u>fey bloodline</u>. The Olympic



deities sometimes conceive with nymphs as well, these children are either nymphs (made through magic) or heroes such as Dardanus, Lycus, and Aspledon.

Although they are not immortal, nymphs do not grow old and cannot die from natural causes. They are immune to the effects of aging, both magical and natural, and they possess a supernatural resistance to harm.

Appearance: Nymphs resemble beautiful human maidens. vouthful and Their physical demure. characteristics are exaggerated to the point of godlike beauty; large, entrancing eyes, luscious red lips, and a thick mane of hair that shines in the Nymphs dislike sunlight. clothing and wear as little as possible. Often, leaves, vines, or wispy, а diaphanous shawl is all that covers their lithe, bronze bodies.



**Society:** Nymphs live in small, informal groups, sometimes known as covens, sisterhoods, or circles. These groups usually number no more than ten or fifteen members. They usually have no need for laws or rules beyond common courtesy.

**Homeland:** Nymphs are native to the prime material plane and favor places that are unspoiled and rich in natural beauty such as fresh springs, ancient trees, and waterfalls. Most nymphs live in groves, vales, or oases. Some nymphs live in caves in the mountains, while others dwell near the sea.

Alignment and Religion: Nymphs may be of any alignment, though most are neutral. They always worship the Olympian deities and some choose a particular deity as their patron, such as Poseidon, Dionysius, or Artemis.

**Relations:** Nymphs have good relations with the Olympian gods, and many nymphs serve the gods as special agents, personal assistants, bodyguards, and consorts. Nymphs also have good relations with fauns and with most humans. They do not get along well with reptilians, jotnar, or dvergar.



#### NYMPH RACIAL TRAITS

**Type (2 RP):** Fey. As fey creatures, nymphs automatically gain low-light vision. They are also immune to any spells and effects that specifically target creature types other than fey, such as *charm person* and *hold person*.

**Abilities (4 RP):** -2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, +4 Charisma. Nymphs are physically weak but very agile and intellectually advanced.

Medium (O RP): Nymphs are Medium creatures and have no bonuses or penalties due to their size.

Speed (O RP): Nymphs have a base speed of 30 feet.

**Low-Light Vision (O RP):** As fey creatures, nymphs automatically gain low-light vision and can see twice as far as humans in conditions of dim light. See <u>Additional Rules</u>.

Wild Empathy (Ex) (2 RP): This ability works like the druid ability of the same name. Nymphs also receive a +6 racial bonus on wild empathy checks.

Fey Damage Resistance (3 RP): As fey creatures, nymphs gain DR 5/cold iron.

**Spell Resistance (3 RP)**: Nymphs gain spell resistance equal to 11 + their character level.

**Unearthly Grace (Su) (4 RP):** A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

**Inspiration (Su) (1 RP):** A nymph of 5<sup>th</sup> level or higher can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, <u>Craft</u> checks, and <u>Perform</u> checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a <u>status</u> spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Ageless (1 RP): Nymphs are always youthful and do not age. They do not suffer ability score bonuses or penalties as time passes and they are immune to any magic that causes aging.

Languages (O RP): Nymphs begin play speaking sylvan and Koine Greek. Nymphs with a high Intelligence score may choose from the following: Dacian, Doric Greek, Demotic Egyptian, Illyrian, Latin, Persian, Punic, Scythian, Thracian, or Vernacular Aramaic.



## PEPTILIAM

Long before the rise of Atlantis, reptilians ruled the earth. When a devastating meteor shower destroyed their civilization, the survivors moved underground and built the subterranean city of Mesaca. In the ages that followed, a new mammalian species came to dominate the surface world and the reptilians faded into obscurity.

Despite their cultural advances, reptilians remain feral and savage in many ways. Although they have developed a written language and mastered metallurgy, they are still ambush hunters who run down their prey and eat it raw. Consequently, reptilians find the idea of being served cooked food in a tavern very unusual.

**Appearance:** Reptilians are slightly shorter than humans and have thick bodies covered with green and yellow scales. Their faces are bestial with long snouts and rows of sharp teeth. They usually wear brown or black robes and adorn themselves with morbid trinkets and jewelry.

**Society:** many reptilians live in small clans or extended family units. Those that live in the city of Mesaca tend to have smaller families and are accustomed to much more strict and ordered lifestyles than those who live in the wilderness.



**Homeland:** Reptilians are native to the prime material plane. While most live in the subterranean city of Mesaca, many others live in caverns and dens far away from the city, often hidden near bodies of water.

Alignment and Religion: Reptilians tend to be neutral or chaotic in nature and are usually not good or evil. They usually worship an ancient sea goddess called Tiamat.

**Relations:** Reptilians see most other races as useful in one way or another and will tolerate them for as long as necessary. They do genuinely enjoy the dvergars on occasion, and they see the jotnar as being the most useful and most tolerable of all other races.



Adventures: The most common reason reptilians adventure is seek out to lost treasures or artifacts of their people. They also work to prevent outsiders from gaining too much knowledge about the ancient past or about their own subterranean cities and culture.

#### **REPTILIAN RACIAL TRAITS**

Type (O RP): Humanoid (reptilian).

**Abilities (2 RP):** +2 Strength, +2 Constitution. Reptilians are quite strong and resilient.

Medium (O RP): Reptilians are Medium creatures and have no bonuses or penalties due to their size.

**Speed (0 RP):** Reptilians have a base speed of 30 feet.

**Swim Speed (1 RP):** Reptilians have a swim speed of 15 feet and gain the +8 racial bonus on <u>Swim</u> checks that a swim speed normally grants.

**Sprinter (1 RP):** Reptilians gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

**Stalker (1 RP):** <u>Perception</u> and <u>Stealth</u> are always class skills for reptilians.

**Natural Weapons (3 RP):** Reptilians gain two natural weapon attacks, outline below.

- Bite: Reptilians gain a natural bite attack, dealing 1d3 damage. The bite is a primary attack, or a secondary attack if the reptilian is wielding manufactured weapons.
- *Claws:* Reptilians gain two claw attacks that inflict 1d4 points of damage each. These are primary natural attacks.

**Darkvision (2 RP):** Reptilians can see in the dark up to 60 feet.

**Natural Armor (3 RP):** Reptilians gain a +2 natural armor bonus to their Armor Class.

Scent (4 RP): Reptilians gain the scent ability.

Hold Breath (1 RP): Reptilians can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

**Silent Hunter (2 RP):** Reptilians reduce the penalty for using <u>Stealth</u> while moving by 5 and can make <u>Stealth</u> checks while running at a –20 penalty (this number includes the penalty reduction from this trait).

Languages (O RP): Reptilians speak only Draconic. Reptilians with a high Intelligence score may choose from the following: Akkadian\*, Amorite\*, Archaic Egyptian\*, Assyrian\*, Babylonian\*, Hittite\*, Mycenaean Greek\*, Old Aramaic\*, or Sumerian\*.

\*These languages are extinct among all other races. While all reptilians may learn these languages, only scholars and priestesses of other races use them.



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