# the thinking races: heroes of iron and steel





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Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/</u> pathfinderRPG/compatibility for more information on the compatibility license. **The Thinking Races Series** provides new takes on the familiar races of fantasy gaming, and over the course of the line, will introduce several dozen new player races and sub-races to the game.

This volume focuses on heroes not made from flesh and blood. The heroic races in this volume are made from sterner, more noble matter: gold, steel, titanium, chrome and iron. Some of the new races in this sourcebook are elemental beings, others are constructs. All are something more than human, more even than Dwarf or Elf.

The races in this sourcebook are created by the blending of arcana and technology, and the only two races in this sourcebook actually made of something like skin and bone- the Kobolds and Earthborn Humans- are defined by their mastery of technology and industriousness.

The Forgeblood Feats presented at the end of this sourcebook were originally presented in 2005's Megafeats: New Paths to Victory (Skortched Urf Studios). The new version printed here has been updated to conform to the changes made to fantasy gaming by the release of the *Pathfinder Roleplaying Game*. Relatively minor changes were made, and if you have the original version of these feats, they still work fine.

Steel yourself for battle.

Player Species: The Chaos Steel Medium Outsider (Chaotic)

The Chaos Steel travel the planes in an endless, roiling horde, always seeking the next goal, always striving for the next horizon. They are nomads and fortune seekers; if the planar wanders ever had a homeland, it is lost to the ages. The Chaos Steel embody the best and most noble aspects of chaos- the drive to succeed and improve, a willingness to fight overwhelming odds, and an endless curiosity and unquenchable wanderlust

**Appearance:** No two Chaos Steel are alike, either in form or in the nature of their soul. Chaos Steel are exactly what their name implies- an always changing, constantly mobile collection of steel gears, fist sized spheres and razor-sharp hexagonal shards that maintains a roughly humanoid form. The metal of their bodies floats silently within a faintly luminescent electromagnetic field. Touching a Chaos's Steel's odd body sends an electric tingle up the fingers, and makes most humanoids' hair stand on end.

Composed of a visually complex, but hardto-differentiate mass of metal shards, Chaos Steel are difficult for ordinary humanoids to look at for long. Most ordinary mortals report mild headaches and eyestrain when they look at a Chaos Steel for more than a glance, as the humanoid mind finds it difficult to comprehend the utterly alien nature of the Chaos Steel.

Chaos Steel have no real facial features, but their ever-shifting shards often form a simple mouth when the creatures vocalize. Instead of true eyes, a Chaos Steel's skull is decorated by two to four pinprick flares of brilliant energy. A Chaos Steel's ethical outlook determines the color of these eye spots- no form of mundane or magical concealment or deception can ever truly mask this energy display. A good aligned Chaos Steel has cool blue eye spots, an evil aligned Chaos Steel's eyes are a dingy blood red, while a neutral Chaos Steel has pale yellow eye spots.



intelligent and worldly as a human teenager, and quickly depart to find their own fortunes. Chaos Steel siblings feel a mild affection – at most- for each other, and little emotional connection to their progenitor.

Lands: Chaos Steel are found across the planes, but have no true home of their own. Few Chaos Steel ever settle in one place for long; those who do often choose some grand planar metropolis as their home ground and base of operations for their wanderings. Most Chaos Steel consider it a point of pride never to sleep in the same bed for more than a few days at a time. Chaos Steel enjoy travel and relish adventure.

**Relations:** Chaos Steel are often hired as translators, guides and scouts by planar adventurers. The strange, metallic outsiders

**Reproduction:** Chaos Steel are genderless creatures who do not reproduce like ordinary mortals. They understand the concept of sexual reproduction and share the humanoid emotion of love, but have no true equivalent in their own society.

Chaos Steel reproduce through a process similar to mitosis. The creatures are nearly immortal, with the oldest specimens living well over 10,000 years. As a Chaos Steel dies, assuming it has at least 12+ Hit Die, its body breaks apart in a flashing storm of whirling metal and static discharges. Several hours later, two or three new Chaos Steel younglings arise from the mortal remains of their parent. Chaos Steel younglings are roughly as maintain cordial relations with most of the great plane-shifting races and are welcome in most pandimensional ports of call. They view Material Plane empires with mild smugness and tend to be slightly patronizing when dealing with creatures who've never ventured off-plane. Of all the Material Plane races, Chaos Steel get along best with the Elven and human nations, both races that share their free spirit and adventurous nature.

Alignment: Chaos Steel are inherently chaotic creatures. They gain the Chaotic subtype. Chaos Steel have a very loose society, more a confederation of likeminded fellow-travelers than a true government. They see little benefit in complex laws or religious dogma.

The average wandering Chaos Steel is probably chaotic neutral, with a fairly easy-going, nonconfrontational demeanor, but Chaos Steel can be any conceivable alignment. Of course, finding a lawful Chaos Steel is a one in a million anomaly.

Adventurers: Almost every member of the Chaos Steel species is an adventurer. Having no homeland, no family obligations and no nation to defend, Chaos Steel are free to wander the planes and indulge their curiosity. Most Chaos Steel adventurers consider themselves explorers rather than treasure-hunters or monster-hunters. Chaos Steel are never happier then when entering a new kingdom for the first time, exploring some ruin that's gone unmapped for millennia, or trekking through some fantastic natural landscape.

**Names:** Chaos Steel names are difficult for other races to pronounce. Their names are a random string of clipped, consonant sounds. Humans attempting to pronounce a Chaos Steel name usually do a lot of spitting and hissing as they try to make the strange, alien sounds fit in their mouth. Chaos Steel take no offense if a mortal adds some vowel sounds in an attempt to make sense of their names.

**Example Names:** Xchzx, Mzklx, Wxpsck, Rdkksk, Dlpskx, Qtcklk, Wskskdc

Languages: Chaos Steel speak Common with an ease and fluency unmatched by other races; most linguists believe the nomadic race originated the language and spread it across the worlds! The well traveled, highly intelligent Chaos Steel may select any language as a bonus language.

#### **Chaos Steel Racial Traits**

**Size and Type:** Medium Outsider (Chaotic). As a medium creature, the Chaos Steel receive no special bonus or penalty due to their size. Their base landspeed is 30 ft.

As Outsiders, Chaos Steel are immune to effects which specifically target humanoids, such as

*Charm Person*, and are especially vulnerable to effects which target outsiders. Chaos Steel have the Chaotic subtype. They are detectable by spells which detect chaos, and are especially vulnerable to lawfully aligned weapons.

Like all outsiders, Chaos Steel cannot be easily *raised* from the dead.

Ability Score Modifiers: +2 DEX, -2 CON, +2 INT. Chaos Steel are extremely light on their odd feet, and move with a grace that most human ballet dancers can't dream of matching. They are highly intelligent and cunning, but are a bit fragile.

**Racial Skills:** Chaos Steel know a little bit of everything, and tend to acquire an impressive amount of knowledge over the course of their wanderings. Chaos Steel receive a +2 racial bonus on Knowledge: the planes and Knowledge: local checks.

Chaos Steel are excellent natural linguists, who receive +1d6 bonus languages in addition to any bonus languages they are entitled to by having a high INT modifier.

**Enhanced Senses:** Chaos Steel have keen outsider senses, which grant them *darkvision* with a 60 ft range.

**Chaotic Fortification (EX):** The Chaos Steel have ever changing bodies with few welldefined vital zones. Their bodies naturally possess the *light fortification* feature, which provides the creatures with a 25% chance to ignore the effects of a critical hit.

Chaos Steel do not have the same needs as mortal creatures do. They have no need to eat, sleep or breathe, though they can still benefit from the effects of consumable spells and potions. Chaos Steel spellcasters must maintain a state of restful calm for 8 hours before preparing their spells for the new day. When a Chaos Steel rests, it relaxes it's magnetic hold on its shrapnel body, assuming the form of a slowly rotating, tornado-like cloud of metal. The Chaos Steel reintegrates itself, resuming its mostly humanoid shape within a few seconds of ending its meditative trance.

As fundamentally Chaotic creatures, a Chaos Steel suffers half damage from all chaotic aligned spells and weapons, including the natural weapons of other creatures with the Chaotic subtype.

**Riotous Steel (EX):** Their ever-shifting steel and static bodies are hard for other creatures to look at a Chaos Steel for long. Any time the Chaos Steel move more than 5 ft in a single round, all living creatures within a 30 ft radius whose INT scores are 5 or higher, must succeed at a DC 11 WILL Save or suffer minor eye strain. This eyestrain imposes a -2 penalty on Spot and Search checks for as long as the Chaos Steel remains in sight and for 1d6 rounds afterward.

**Favored Class:** Ranger. Chaos Steel are independent with a love of travel and new discoveries, making the path of the trailblazing ranger a natural one for the outsiders.

#### **Favored Class?**

One of the aspects of the *Pathfinder Roleplaying Game* beta version I preferred to the final edition of the rules was the fact that each race (aside from humans and their kin) had a specific favored class. I feel this division helps differentiate all the different player species available.

While the final version of the favored class rules empowers the players and helps them build exactly the character they want, without resorting to the standard tropes and stereotypes, it just feels a bit bland to me. I'll continue to include race-specific favored classes, though it's an easy enough thing to ignore if you prefer customizable, character-specific favored classes.

#### **Player Species: Cyclops**

When the world was young, a nation of Cloud Giants allowed a primitive tribe to worship them as gods. The proud giants taught the humans to write, to harvest, to carve runes and to craft weapons- first from bone and wood, and than, as the human's skills increased, from finer things. And in time, the human tribe became more and more like their giant fathers, becoming as strong and enduring as the mountains that both races called home.

**Appearance:** Cyclops resemble gigantic, transfigured humans, hinting at the species' origin as a servitor tribe. The massive creatures have lean, ropy physiques corded with dense muscle- the Cyclops are nearly as powerful as their giant benefactors. They are swarthy, with dark skin, hair and a dark single eye. A Cyclops' caramel skin is inlaid with slender golden and silver threads, and their large, but dexterous hands are concealed beneath thin, gauntlet-like, bronze plates. Their metallic adornments are gifts from the Cloud Giant Nation for the Cyclops' millennia of loyal service.

Cyclops have only a single enormous eye under a heavy brow. Flakes of gold float within the creatures' dark amber pupil. A Cyclops' single eye is incredibly keen, able to see at a distance as clearly as a well-made spyglass, and as adept at picking out fine details as a jeweler's eye-lens.

Cyclops of both genders wear their curly, dark hair long, and favor simple styles. When working or waging war, the Cyclops pull their hair into a practical top-knot to keep it out of the way. When at rest, a Cyclops lets its hair hang freely; Cyclops tradition views bound or braided hair as a sign of war-like intent. Cyclops diplomats and rulers rarely tie or braid their hair, for that reason.

Cyclops are excellent smiths, who craft superb, finely decorated weapons and armor, as well as non-military goods such as caravan wagons and long-ships. Cyclops enjoy well-made armor, favoring highly decorated, colorful, full suits of scale armor. Crafting a fine set of scale mail is considered more of a test of a Cyclops' crafting abilities than building a 'simple' suit of full plate, which leads to some interesting rivalries and contests of skill with Dwarven and Rune Troll armorsmiths. When discussing their skills at the forge, Cyclops can be insufferable braggarts, but they have the talent to back their haughty words up.

When at peace, Cyclops wear loose flowing cloth tunics, and both genders will go nude (or nearly so) when the weather is comfortable. Cyclops favor heavy, two handed weapons which take full advantage of their massive strength, with most Cyclops warriors carrying mammoth warhammers and pole arms longer than a human trading wagon.

**Reproduction:** Cyclops have no set breeding season and enjoy sex for pleasure. Their culture is strongly patriarchal. Though Cyclops females have a few rights and can own property, their lives are ruled by their fathers and husbands. Females are traded between Cyclops clans to cement allegiances or presented as gifts from a vassal to his *jarl* (ruler).

The Cyclops are a created species, which adds an odd dimension to their pregnancies. Cyclops pregnancies do not come to term until the mother-to-be is ritually blessed by a Cloud Giant, who touches her swollen belly and wishes her unborn child strength and good health. Any Cloud Giant can perform this simple ritual, and even the most evil Cloud Giant will willingly assist a Cyclops female with bringing her child to term.

The Cyclops female enters labor within hours of the ritual's completion; without the assistance of a Cloud Giant, a Cyclops' pregnancy can last for years, perhaps even decades or centuries, without progressing. Cyclops always give birth to a single son or daughter.



Lands: Cyclops favor mountain homes, especially homelands that look out over a human-held valley. Cyclops enjoy the company of both their giant benefactors and their distant human cousins, and prefer to build their homes near both species. Cyclops have relatively small settlements- most aren't much bigger than a village, and many are just glorified trading posts.

**Relations:** Cyclops often act as mediators between the two species that shaped their culture, negotiating peace treaties and trade agreements between humans and the more civilized giant nations.

**Alignment:** Cyclops share many of the traits of the giants they worship as living gods, a moral outlook not the least among them. Like Cloud Giants, they

are often neutral good, though they hold little malice toward evil giant races. Even the most good hearted, crusading Cyclops would rather negotiate with evil giant-kin rather than do battle, but can and do fight evil giants when necessary. Adventuring Cyclops can be any conceivable alignment.

Adventurers: Cyclops adventurers may leave their mountain homes on some errand for their Cloud Giant allies, as part of a trading caravan, or they may simply venture into human lands to find out how their human ancestors lived.

**Names:** Cyclops names are based upon metallurgical terms, and the proud giants trace their heritage through their father's line. A Cyclops prefaces his father's name with the prefix Saka- 'son of' or Dakka 'daughter of'. Once married, a female Cyclops will adopt her husband's lineage. There is little difference between male and female names otherwise.

Male names: Brannz Saka Iryn, Iryn Saka Cappar, Stylgld Saka Malaky

Female names: Brannz Dakka Sylv, Styl Dakka Brazz, Tyn Dakka Cappar

Languages: Cyclops are equally fluent in Common and Giant. They may select Dwarven, Terran, Auron or Celestial as bonus languages.

#### **Cyclops Racial Traits**

**Size and Type:** Large Giant. As a large creature, a Cyclops receives a +4 size bonus on grapple checks, but suffers a -4 penalty on Hide checks and a -1 size penalty to Armor Class. Cyclops have a base landspeed of 40 ft.

As giants, Cyclops are immune to effects which specifically target humanoids, such as *charm person*, but are especially vulnerable to spells, weapons and tactics designed to slay giant-kin.

**Ability Score Modifiers:** +4 STR, +2 INT. Cyclops are strong and tireless, and are highly intelligent. Even the dullest Cyclops can hold their own in philosophical debates with the sages of other species.

**Racial Skills:** Cyclops enjoy working metal, and all Cyclops (even females) are taught the secrets of forging fine Cyclops-smelted steel during their adolescence. Cyclops settlements ring with the sound of hammers hitting anvils at all hours of the day and night. A Cyclops may add his STR modifier as well as his INT modifier on all Craft checks when working with metal.

Cyclops are deferential to giant-kin of all kinds, and are welcome in most giant villages. They receive a +1 racial bonus on Diplomacy checks made against other creatures with the Giant type, including other Cyclops.

**Racial Feats:** Cyclops receive Alertness as a racial bonus feat, thanks to their keen, giant-granted senses.

**Enhanced Senses:** A Cyclops has *lowlight vision*, and even more incredible day vision. Cyclops suffer no distance penalties on Spot checks made in conditions of bright illumination. They can easily recognize a familiar face on the distant horizon.

**Favored Class:** Any. Like their human forebears, Cyclops are a skillful folk, able to master a diverse array of skills.

**Level Adjustment:** +2. Cyclops are strong and clever enough to gain levels much more slowly than a member of one of the smaller races.



# **Player Species: The Colossi**

Large Pseudo-Construct

The Colossi were created uncounted millennia ago, and were thought lost for all time. Their reappearance in modern times comes as a shock to the races of man, but would not shock their ancient, proto-human builders. After all, the Colossi were built to survive against all odds.

A vast, nearly numberless horde of Colossi slept beneath a blasted desert, forgotten for millennia. The city-state that designed and built the apelike clockwork monsters fell long ago, slaughtered to the last child by the very terror they created the Colossi to defeat. The mechanical army never had the chance to test itself on the battlefield, because the controller-generals who knew the activation Wyrds died with the arcane syllables unspoken on their lips.

And so the Ancient Empire of the Gearwork Sun fell, its cities trampled to dust and ashes, its works destroyed, its records lost, its steel heroes left impotent in their vast subterranean berths...

And so the immortal Tarrasque, the lone judgment beast continued its rampage, the only creatures capable of stopping its aeons long reign of terror forgotten beneath the desert sands....

....until just a few short years ago.

Appearance: Colossi are enormous war machines, powered by caged elemental forces, which stand nearly as tall as a barn and weigh just as much. These impressive armored juggernauts are roughly bipedal, and their clockwork bodies are plated beneath dense titanium-steel armor traced with precious metal.

Vast, impossibly complex gear-works are visible where their limbs join to their torso. A furnace-like structure along their spines provides the creatures with motive power. Their hunched backs radiate incredible heat, and the clattering goliaths trail oily black smoke. Pressure valves and steamvents built into their barrel chest and backs belch dangerously hot steam to regulate their internal fires.

Colossi are built purely as warriors, and their design reflects this simple fact. Their armored bodies are studded with spikes and weapons. Colossi faces are barely that- they resemble knight's helms and impassive war masks more than anything found in nature. Colossi are an ugly, terrifying sight on the battlefield, and no attempt has been made to beautify these ancient war machines.

**Reproduction:** Colossi do not reproduce, and the secrets of their creation are lost forever. Most of today's Colossi were awakened from a single crèche. Several thousand Colossi were found beneath the first Gearwork Empire ruin in the great desert, though only a few hundred, maybe more have been awakened by archeologists and scholars. The activation keys for uncounted others were permanently lost, and many more Colossi were simply destroyed by the ravages of time.

Though most Colossi share a single originsite, its believed that many more Colossi hangers exist deep beneath the world, just waiting to be discovered.

Lands: Colossi have no lands of their own- their kingdoms fell before the dawn of recorded history. Colossi have tried (with limited success) to integrate themselves into humanoid society. They spend the majority of their time among humanity, an ingenious, brave little race that reminds them of their longextinct masters. Colossi are a rare sight in civilized human lands, but are slightly more common in the far deserts near their birth-place.

**Relations:** Colossi courage and skill is respected by most of the thinking races. They are on decent terms with men, Elves and Dwarves, all of whom are fascinated by these hulking mechanical relics of a long-lost culture. Colossi are fascinated by Siege-Gear, and wonder if the Duegar somehow stole or discovered the secrets of their own creation. Colossi often adopt Siege-Gears a "little brothers", journeying the world with their bio-mechanical cousins.

Alignment: Colossi are designed to kill a single creature of great evil, but that does not necessarily mean they are good themselves. Most Colossi are dispassionate and pragmatic. The average NPC Colossi is probably some breed of Neutral, with Neutral Good being a fairly common alignment. Adventuring Colossi may be any alignment they wish.

Adventurers: Colossi have no lands, no social obligations and no reason to remain tied to their great, ruined cities. They journey the world in search of knowledge and in hopes of finding others of their kind. Many Colossi seek rumors of their ancient foe's passage, following the great devourer's back trail until they are strong enough to confront the hated Trrasque directly.

**Names:** Their culture is lost and forgotten, and so Colossi have been forced to create a new culture. Their names are simple constructions, involving a noun (usually a kind of weapon or military term) and an adjective.

**Example Names:** Swift Axe, Redsword, Greenshield, Black Siege, Goldknife, Oak Hammer, Brave Blade, Goldmace, Nimble Feint

Languages: Colossi have learned to speak Common (poorly). They are not creatures of this era, and unfortunately cannot select bonus languages based on high INT. If they receive a bonus language selection from their chosen class, they may select it normally.

# **Colossi Racial Traits**

**Size and Type:** As Large Pseudo-constructs, Colossi receive a +4 size bonus on their Combat Maneuver Bonus, but suffer a -1 size penalty to their Armor Class and a -4 size penalty on Stealth checks. As Pseudo-constructs, they are immune to a wide variety of physical harm.

A Colossi's base land speed is 30 ft, but the hulking mechanoid is not slowed by encumbrance and can carry incredible burdens.

Ability Score Modifiers: +4 STR, +2 CON, -2 DEX, -2 CHA. Colossi are incredibly strong and extremely hard to kill. Enemies would have better luck chipping away at a castle battlement with a dagger than attacking a Colossi. However, they are clumsy, bulky and extremely temperamental.

**Enhanced Senses:** All Colossi have *lowlight* vision.

**Pseudo-Construct Lifeform (EX):** The Colossi have souls, and are considered living beings, but are a form of life unlike any other in the realms. In many respects, Colossi are similar to constructs and are as durable and hard to destroy as most golems.

As pseudo-constructs, the Colossi are immune to ability drain, death effects, necromantic effects, poison, suffocation, fatigue, exhaustion, disease, effects that cause the sickened condition and energy drain. They are immune to spell effects that specifically target living beings unless such effects also affect objects. Colossi have no need to breathe, eat or drink. The creature can still benefit from consumable spells and magic items like potions or *heroes feast*.

Colossi may be destroyed spells that specifically target metal objects or constructs. *Rusting grasp* deals 2d6 points of damage to an Colossi on a successful touch attack. *Heat metal*  inflicts 1d6 points of damage per round to the Colossi. Any spell that can transmute metal, stone or gems can affect an Colossi. A Colossi may make a FORT or REF save as appropriate to resist these effects.

Colossi are vulnerable to critical hits and to stunning and non-lethal damage. The robotic creatures still have vital 'organs' and weak spots, even if they are clusters of gears, pneumatic tubing and pistons, rather than blood, guts and bones.

Colossi are vulnerable to mind-influencing effects and spells.

Colossi require sleep like any other living being, and they do dream. During sleep periods, Colossi update their daily programming, and meditate on their current circumstances. Colossi spell casters require 8 hours of sleep or rest to recover spells.

The Colossi derives its Hit Dice, base attack bonus, saves and skill point from the class it selects, not from its type. An Colossi cannot repair damage naturally, or recover hit point through an application of the Heal skill. A craftsman can use the Craft skill to repair a damaged Colossi. Colossi can benefit from magical healing and healing potions.

When the Colossi is reduced to 0 hit points, it is destroyed, not disabled.

**Death Throes (EX):** A Colossi that is destroyed erupts into a gout of flame and molten metal. Every creature and object within 30 ft of the goliath when it is destroyed suffers 6d6 points of fire damage (REF DC 15 half damage).

Like everything else about the Colossi, these death throes are designed to kill the Tarrasque. If a Colossi falls and detonates near the Tarrasque, and the creature is slain within 6 rounds of the explosion, a *wish* is not necessary to keep the creature down. Effectively, the sacrificed Colossi's life energies take the place of the final *wish* spell needed to permanently slay the monster. A Colossi who dies fulfilling it's race's great singular purpose cannot be *raised* or *resurrected*.

**Smoke Belcher (EX):** Colossi are powered by great engine-furnaces fired by trapped elemental energy. They radiate incredible heat, belch vast clouds of black smoke and are as noisy as a blacksmith's shop working at full speed. Colossi suffer a -10 racial penalty on Stealth checks, and most never even bother trying to hide their presence.

**Slam (EX):** A Colossi's enormous fists give it a natural slam attack with inflicts 2d6 points of bludgeoning damage. A Colossi is always considered armed and proficient with it slam attack.

At the player's option, the Colossi's design can incorporate a bladed weapon, such as a swordhand or claws. In this case, the Colossi's slam attack inflicts slashing damage instead. In all other respects, this ability functions normally. Once chosen, this decision cannot be changed.

**Dense Plating (EX):** Colossi are protected by thick steel armor plating, which is several inches deep over their torso. This dense plating provides the construct with a +8 equipment bonus to Armor Class, and is considered to be Heavy Armor for determining how it interacts with spell casting. The Colossi is proficient with all forms of armor and with shields, including tower shields.

Colossi cannot wear additional armor. A Colossi's bolted-on armor is considered masterwork quality. The Colossi's armor may be enchanted, but the Colossi must be present for the entire magic crafting process.

**Giant Killer (EX):** Every facet of the Colossi's design is intended to help the construct in its singular mission- to slay the nearly immortal Tarrasque. The Colossi cannot be affected by critical hits caused by the fearsome Tarrasque; all such hits are turned into normal wounds instead.

Likewise, the Tarrasque's digestive juices inflict no harm on a swallowed Colossi. Scholars speculate the Colossi are designed to cut the heart out of the Tarrasque from the inside.

Colossi are immune to the Tarrasque's frightful presence ability.

These immunities are specific to the Tarrasque, and have no effect on similar creatures. For example, a Colossi swallowed by an ancient dragon has no special immunity towards its stomach acids.

**Favored Class:** Ranger. Colossi are drawn to the hunter's path, and many select their favored enemy with an eye towards eventually bringing down their gargantuan nemesis. Others simply enjoy bringing down less singular, but no less dangerous 'big game' such as ancient dragons, remorhaz, demi-gods, titans, and other massive, hard-to-kill threats.

**Level Adjustment:** +3. Colossi are incredibly powerful, and gain levels much more slowly than 'meat' races. These behemoths are strong, fearless and geared for high level play with a specific endgame (slaughter the Tarrasque!) in mind.

The Coal Black Duergar are virtually unrecognizable when compared to their namesake race as described in the System Resource Document. My revamped Duergar lack the size changing powers and psionics common to SRD Duergar, but gain a host of elemental, flame based powers. In a lot of ways, these Duergar are a combination of the traditional Black Dwarves (with their subterranean cities and slave trading) and the flame-bearded Azer.



# the larger Dwarven culture. Like many of the world's other outcast races, they descended into the caverns beneath the world. Over the next few millennia, the Duergar carved out vast subterranean cities, delving deeper than any creatures had previously dared. The vast Duergar city-state of Jass stretches more than three hundred miles into Deep Subterrania, and its subterranean chambers are lit by the slow crimson radiance of the magma floes.

Away from the harsh scrutiny of the surface world, the Duergar built a culture based upon the same slavery that created them. They are the underworld's largest and wealthiest economy, but their vast fortune is built upon the backs of millions of orc, Seige-Gear and dwarven slaves.

**Appearance:** The Coal Black Dwarves are a race warped by magic. Their skins are pitted

# <u>Revised Player Race:</u> <u>Duergar, the Coal Black Dwarves</u>

The Duergar are a race of dwarves, who in the distant past, were specially bred to work the furnaces and stoke the fires of the great dwarven forges. Their race began in bondage, a despised undercaste of steel-skinned workers, who only won their place within the larger dwarven empire after centuries of bloody revolt. Though the Dwarves paid for their crimes long ago, and no longer practice slavery on the scale that birthed the Duergar, the legacy of their actions still scars the world.

Though the Duergar had their freedom, they were still unwelcome and discriminated against by

black and pitted iron, and their beards are cut from copper wire and wreathed in smoky flames. Male Duergar are hairless, save for their beards but their kind's females have long hair sculpted from red and amber flames. A Black Dwarf's eyes are the smoldering crimson of a coal-fed furnace, and glow in the darkness. The Duergar belch sulfurous smoke and spit out burning embers. If one of the Black Dwarves is wounded, liquid fire seeps from the wound.

Duergar clothing must be especially durable to survive the great heat the metal skinned Dwarves generate. Most Duergar wear heavy canvas or leather cloaks, and many favor chain shirts over cloth. Many Duergar of both genders go topless, wearing only a thick pair of canvas pants or a heavy apron studded with many pockets.

**Reproduction:** Duergar do not reproduce like any other thinking species. If a Duergar female wishes to conceive, she must devour the ash and coals from her intended mate's hearth before laying with him. Duergar do enjoy sex for pleasure, though it is an extremely odd form of pleasure. Duergar pregnancies last upwards of a year, and the mother-to-be must have her internal fires stoked with coal and kerosene during this time.

Languages: Dwarven and Undercommon. Bonus Languages: Terran, Kobold, Draconic, Orc, Undercommon, Giant, Orc. Dwarves are likely to know the language of the peoples who call the subterranean world home.

**Dwarven Names:** All Duergar preface their name with one of the Twelve Great Names, each of which is dedicated to one of the major Dwarven founding clans. While Dwarven females are not allowed to use one of the Twelve Great Names, instead using a diminutive form of the same name, Duergar females of noble birth use Great Names.

> The Twelve Great Names (Male): Appolalast, Barassin. Doramasu, Epponani, Evadaru, Farrasee, Gilamar, Jainatis, Kaanatee, Masstadee, Sorasoa, Talbarta. The Twelve Minor Names (Female Diminutives): Appa, Bara, Doram, Epan, Evar, Far, Gilm, Jan, Kana, Massa, Sors, Tabta.

Names: Thordrak, Hagmar, Dugam, Theorik, Valdamar, Tamstram, Wodrak

The Duergar use a 13<sup>th</sup> Great Name: Harthix, the name of the Duergar family who initially led the rebellion against the Dwarves.

#### **Duergar Racial Traits**

**Size and Type:** Duergar are Medium humanoids (fire), who receive no special bonuses or penalties due to their size. Like surface Dwarves, they have a

land speed of 20 ft, but are not slowed due to encumbrance or heavy armor.

Duergar dwarves have the fire subtype.

**Ability Score Modifiers:** +2 STR, +4 CON, -2 DEX, -2 CHA. Duergar are incredibly tough and durable, but their ironclad skin limits their mobility. They are every bit as gruff as any surface-dwelling Dwarf, and possibly even more acerbic to boot.

**Military Training (EX):** All Dwarves are required to learn military skills, to drill with the local militia, and to provide brief periods of civic military service each year. Dwarven cities can field very large armies of highly disciplined, well-trained troops thanks to the culture's military focus.

A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons. Dwarves receive tower shield proficiency as a racial bonus feat.

Dwarves receive a +1 racial bonus on attack rolls against orcs, kobolds and goblinoids, as well as a +4 dodge bonus to Armor Class against monsters of the Giant type. This bonus is lost whenever the Dwarf is denied its DEX bonus to Armor Class.

Dwarves are comfortable in armor, and even Dwarven spellcasters are trained to wear heavy armor. Dwarves wear 'training' armor from the moment they can walk, and are more comfortable armored than unclothed. Dwarven spell casters reduce the spell failure chance for wearing armor by 10%, so long as they are wearing Dwarven manufactured armor.

**Iron Skin (EX):** A Duergar's black iron hide provides the creature with a +4 natural armor bonus to Armor Class. This natural armor bonus increases by +1 for every age category the Duergar reaches beyond Middle Age.



**Fire Forged (SU):** At will, the Duergar can ignite his furnace-like body, covering herself with unholy black and crimson flames. While alight, all the Brimstone's unarmed attacks and attacks with melee weapons inflict an additional 1d4 points of fire damage on a successful hit. Creatures grappled by flaming Duergar suffer 2d6 points of fire damage per round. Activating or deactivating this ability is a move equivalent action.

Flame Breath (SU): Once per day, a Duergar can vomit up a line of burning ash and charcoal from the furnace in his belly. This 20 ft x 5 ft line of flames inflicts 6d6 points of fire damage to all within its path. A REF Save (DC 10 + the Duergar's CON modifier) cuts the damage in half.

Quenching the Fires (EX): A Duergar's internal fires can be quenched by immersion in water, and these iron-skinned Dwarves are very poor swimmers. Duergar suffer

**Smoke Eater (EX):** Duergar thrive in flames, in heat, and are comforted by suffocating smoke. Duergar are immune to the effects of extreme environmental heat, and are immune to fire. As creatures with the Fire subtype, a Duergar suffers double damage from cold based attacks, or normal damage on a successful save.

Duergar ignore concealment penalties due to heavy smoke, and do are immune to suffocation from gases released by a fire.

A Duergar can survive indefinitely without food or water, as long as he consumes about a pound of coal or several pints of kerosene or lamp oil per each day. a –4 racial penalty on all Swim checks. A Duergar suffers 1d6 points of damage per round of complete immersion in ordinary water.

**Favored Class:** Fighter. Duergar enjoy violence both for its own sake and for the rewards it brings. Their armies are highly disciplined, impeccably motivated and very well equipped.

**Level Adjustment:** +1. Duergar are slightly more powerful than Dwarves and the other humanoid races and gain levels a little bit more slowly.



#### <u>Player Species: Earth Born Humanity</u> Medium Human

From the rapacious Thomas Covenant, to the endlessly curious and adaptable Randolph Carter and his dream quest, to Ash Williams and his boomstick (you primitive screwheads!), to the children of Narnia, to the Connecticut Yankee in King Arthur's court.... not to mention the childadventurers of the classic *Dungeons & Dragons* cartoon, humans from the 'real world' have often found themselves lost in time and thrust into fantastic dimensions. Strangers in a very strange land, these Earth Born heroes and villains are forced to adapt to the impossible, and must accept their own innate gifts in order to survive. Some Earth Born heroes must die in their former lives before they can cross the planes, awakening on the Prime Material plane after succumbing to mortal injuries on their home dimension. Others are drawn into a fantastic realm as fulfillment of ancient prophecies or as a result of a long-ago encounter with denizens of the Prime Material.

A chance encounter with a magical artifact from the Prime Material might open a rift between worlds that thrusts the Earth Born into adventure. An old diary found in a dusty bookstore or an ancient cloak made from some strange material, secured inside a long forgotten closet or a coin from a kingdom that never existed might be a key that unlocks a new destiny. While many of these Earth Born heroes may not know it, they are often the descendants or bastard offspring of planar travelers. Their innate magical birthright might have slept while they lived among ordinary humans, but now that they have arrived in the Prime Material, these strange talents can finally awaken. Of course, a knowledge of 20<sup>th</sup> or 21<sup>st</sup> Century science and military tactics can be a pretty potent advantage, too.....

**Appearance:** Earth Born Humans closely resemble the human men and women who call the Prime Material home. Like the native humans, Earth Born come in a dazzling assortment of races and skin tones.

Without the faint traces of demi-human blood that seasons many human bloodlines on the Prime Material, Earth Born humans tend to be a bit more racially homogenous than their planar cousins. Earth Born humans tend to have more plain, less exotic features. They also tend to stand just a few inches shorter and be more lightly built than their Prime Material counterparts.

The main difference between Earth Born humans and Prime Material humans is the clothes they wear and the gear they carry. Even after months or years on the Prime Material, Earth Born humans still carry mementoes of their old lives. An Earth Born fighter might wear a favorite pair of steel-toed Wolverine work boots instead of anything native to his new home; an Earth Born rogue may carry her old driver's license and a photo of her distant boyfriend in the same belt pouch she keeps her lock picks.

Earth Born humans mix relics from their former lives with local equipment whenever possible; if a piece of equipment, such as a leather jacket or Gerber multi-tool is more useful than native gear, they'll use it until it falls apart, and repair it when necessary. The things they carried with them into the Prime Material are more than just tools- to the Earth Born, these articles are a last, fading remnant of the world they were born to. **Reproduction:** Earth Born humans are biologically human, and reproduce identically to their planar counterparts. Their naiveté and slightly exotic appearance often makes them very appealing romantic partners for Prime Material denizens.

Adventurers: Earth Born have no lands of their own, and survive as nomads wandering the world. They tend to be intensely curious about their new home, realizing their survival (and possible return to their home world) depends on finding out everything they can. Some Earth Born begin epic quests to return home; others seek knowledge, power and wealth to better enjoy their new lives on the Prime Material.

Earth Born who survive a few adventures often win or purchase their own tracts of land, or have land granted them by royal decree. Many Earth Born establish their own small-holds and homes, and have a knack for using the advanced science of their own time to maximize every advantage and resource the land offers. Often, these small-holds resemble the lands the Earth Born left behind- an idealistic Earth Born American might create a democratic, well defended fiefdom, while the lands of a vile necromancer born during Earth's Third Reich will be as terrifying and cruel as he is.

**Relations:** Earth Born are a diverse crew, and tend to rely on first impressions and instinct when interacting with the native races of their new homeland. These visitors will often form a strong impression of a race based upon how they were treated by their first encounter with a member of that race.

Since many Earth Born are familiar with stories about Elves and Orcs and the like, many rely on stereotypes when encountering members of the traditional fantasy races, often with disastrous consequences. Earth Born who survive their first few months in their new home usually learn to deal with the other sentient species on their own terms. Alignment: Many Earth Born humans have little patience for the elaborate codes of behavior and honor expected by many native cultures, and are quick to point out more practical, pragmatic and unconventional solutions.

Earth Born humans show a slight tendency towards chaos, but Earth Born humans can be any conceivable alignment. As with planar humans, some of the most beloved saints and most sadistic sinners come from the ranks of Earth Born humanity.

Names: Earth Born humans follow the naming traditions of various modern human cultures. If an Earth Born's full real name is difficult for their traveling companions to pronounce or understand, many will simply go by their given name or adopt a nickname or nom de guerre.

Languages: Common. Bonus Languages: none. Earth Born humans speak an odd Common dialect, even though the visitors insist they're only speaking their native language! While an Earth Born might pepper their speech with technical terms and idioms unfamiliar to the Prime Material's natives, they can easily be understood. As outsiders to the culture, Earth Born humans find it relatively difficult to learn new languages.

#### **Earth Born Human Racial Traits**

**Size and Type:** Medium Human. As medium sized creatures, humans have no special bonuses or penalties due to their size. An Earth Born human's base land speed is 30 ft.

**Ability Score Modifiers:** -2 STR, +2 INT, +2 CHA. Earth Born humans are the children of the modern era, and are better educated than their native counterparts. However, their more civilized upbringing means they lack the raw muscle-power of a native human. Their nativity and sense of wonder can makes them likable and enthusiastic adventuring companions. **Highly Skilled (EX):** All humans, including Earth Born, receive an additional feat at first level, and are quick to master a diverse array of skills. Humans receive an additional skill point at each level, and may count an additional skill as a class skill.

**Earth Educated (EX):** Earth Born humans are native to the 'real world' of the late 18<sup>th</sup> through the early 21<sup>st</sup> Century Earth, and have a better understanding of the physical world, thanks to their early education. Even an ordinary, average Earth Born human is a mechanical and scientific genius by the standards of Prime Material humanity.

Earth Born humans receive a +2 racial bonus on any two Craft skills of choice, with the exception of Craft (alchemy). They also receive a +2 racial bonus on Disable Device checks and Knowledge (architecture and engineering) and Knowledge (nature) checks.

**Gullible (EX):** Since the Earth Born human is a stranger in an alien land, he lacks some of the knowledge that its native humans take for granted. The Earth Born human suffers a -2 racial penalty on Sense Motive and Knowledge (local and nobility) checks.

Since everything is new and strange to the Earth Born, the visitor suffers a -1 racial penalty on all WILL Saves against magic from the Illusion or Enchantment schools. Since the Earth Born never knows quite what to expect, he is more likely to fall victim to an illusion or ruse that's obvious to his traveling companions.

**Favored Class:** Rogue. The pragmatic, mechanically inclined Earth Born humans are especially talented thieves and trap smiths.

#### **Revised Player Race: Kobolds**

Kobolds are one of the staples of fantasy gaming, and are a living symbol of triumph of keen wits, ambush tactics and sheer mean-spiritedness' ability to triumph over brute force. Working together, tribes of these diminutive humanoids can bring down prey much more dangerous then themselves; their courage and ingenuity are unmatched. Kobolds may stand only groin-high, but they have the heart of a warrior twice their size.... usually still dripping blood and clutched in one little reptilian hand.

Unfortunately, playing a kobold (or a goblin) is usually a sub-optimal choice; their relative lack of power means that few gamers ever use kobolds as anything other than archery practice. The variant kobolds and goblins described in this chapter present more powerful, attractive options, suitable for use as first level characters. You may also use these more powerful small-folk as tribal leaders and elite warriors within tribes of ordinary kobolds and gobbos. Kobolds are a scavenger race, which has lived in the shadow of the larger empires for most of recorded history. Kobolds have no cities of their own; they live in crowded, squalid and dangerous warrens within the worst districts of the worst human and Dwarven cities. The Kobolds are a perpetual underclass; in ages past they were kept as slaves and serfs; kobolds did the jobs that were too dirty and dangerous for the 'noble races'.

Kobolds toiled in Dwarven and Duergar coal mines, delving deep into unstable shafts, working in lightless hellholes with only their claws to dig out the precious black-rock. In human lands, kobold sharecroppers ventured out into the fields after dark, to dump chamberpots full of stinking human waste and fertilize the fields. As civilization grew, kobolds were pressed into service in slaughterhouses and sweatshops, or survived as chimney sweeps and street cleaners, bar-backs and dishwashers. For survival, many turn to crime; to many the word 'kobold' is just another synonym for pickpocket.



Appearance: Kobolds are a small, reptilian race, with the largest only standing about as tall as a human child. These little humanoids are mostly hairless and covered in a mesh of delicate, bronze or gold scales. A kobolds scale color is a major indicator of the creature's health; a healthy and wellfed kobold has scales the color of burnished gold, while a sickly or impoverished kobold's scales fade to a dull grayish-orange. Unfortunately, all too many kobolds wear the gray scales of near-starvation.

A kobold's skull is short and reptilian. Their eyes are set far back in their head, giving the little creatures excellent peripheral vision. Kobolds have enormous, bat-like ears, which they often decorate with iron and bone rings. A short, mohawk-like crest of hair juts absurdly from their otherwise hairless skull. Kobolds enjoy tattooing and often decorate their bodies with heavily inked, abstract designs; to a human, a kobold's unusual tattoos resemble random ink blots more than any attempt at anything representational.

Kobolds dress in ragged or homespun clothes, mimicking the fashion of their home city as best they can. As the little creatures often work as tinkers and laborers, many carry their tools with them constantly. It's not uncommon to see a kobold carpenter or mason dragging / carrying a tool-purse almost as heavy as he is. All kobolds seem to have an instinctive knack for machines, including magical machines, and if a kobold can afford one, he will always own a wand or firearm.

**Reproduction:** Kobolds are egg-laying mammals. A female kobold remains gravid for up to three months, before laying a clutch of 10-12 eggs. Kobold eggs are often buried in sewage pits or garbage piles, where the heat of decomposition keeps them warm and moist. Kobolds have a high infant mortality rate, mostly due to the conditions in which they live, and less than a quarter of kobold hatchlings survive their first year.

Kobolds mate out of biological necessity, and seem to have no opinion on sex. Kobolds mate for life, and are amazingly loyal to their mate, but do not equate reproduction with love; they do not engage in sex for pleasure, and are utterly baffled by concepts like homosexuality or masturbation.

Lands: A handful of Kobold families have begun their own settlements. Usually a kobold settlement is simply a frontier farm or granary founded by an unusually wealthy kobold merchant. Most kobold communities are little more than glorified family farms, but even these tiny settlements (rarely more than a few acres across) may be home to dozenseven hundreds- of kobold citizens.

Kobold 'small-holds' are a common sight across the unsettled lands upon the fringes of various human kingdoms. Since these farms are often poor and usually isolated by choice, they are easy prey for brigands and raiders. More than one kobold small-hold has been burned to the ground by human rogues in the guise of protecting the area from 'kobold infestation'.

**Languages:** Common and Kobold. Bonus languages: Goblin, Orc, Gnoll, Dwarven and Undercommon. Kobolds often learn the languages of the underclass.

**Names:** Kobold names are a three part collection of short, sharp syllables, usually spoken with a distinct, yipping accent. Kobolds do not use surnames as such, but append the name of the street, ward or district they live in to their personal name.

Kobold Names: Chiip'Yix'Chur of Blacksmith's Warren ; Pip'Tip'Chuk of the Leather Quarter; Chut'Do'Chic from the Slaughterhouse Ward; Salk'Doc'Tix of Winding Street ; Tic'Gam'Six of the Mason's Edge ; Suc'Do'Doc of the Harper's Way

#### Kobold Racial Traits

Size and Type: Kobolds are Small Humanoids. As a small creature, the kobold receives a + 1 size bonus to Defense, a + 1 size bonus on attack rolls, and a + 4 size bonus on Hide checks. The kobold suffers a - 4 penalty on grapple checks.

The kobold uses smaller weapons than a medium humanoid, and his lifting and carrying limits are <sup>3</sup>/<sub>4</sub> those of a medium humanoid.

A Kobold's base land speed is 30 ft, however this maximum speed is not limited by encumbrance. No matter how heavily a kobold is loaded, the swift little humanoid can still run and charge; however, certain kinds of restrictive armor may still limit the creature's mobility.

Ability Score Modifiers: -2 STR, +4 DEX, +2 INT,-2 CHA. Kobolds are physically frail, and their status as despised under-dwellers saps their confidence and limits their effectiveness as orators and leaders. However, these little humanoids are quick and agile, and are surprisingly canny craftsmen.

**Enhanced Senses:** Kobolds receive *Darkvision* with a 60 ft range.

**Racial Skills:** Kobolds are consummate citydwellers and are highly skilled craftsmen. Kobolds receive a +2 racial bonus on all Craft, Knowledge (local) and Use Magic Device checks. Use Magic Device is always considered a class-skill for a kobold.

Kobold craftsmen are accustomed to working with substandard equipment and in poorly equipped workshops; they are masters of juryrigging. A Kobold working with improvised tools on any skill check with requires proper tools suffers only a -1 penalty on his or her skill check. A Kobold working without tools at all only suffers a -3penalty on the check. **Hardy (EX):** A Kobold is a tough little critter, and receives a +2 racial bonus on FORT saves against ingested poison and disease.

**Knife Fighter (EX):** Kobolds know how to use a knife to kill quietly and efficiently in the darkness of a city's alleys. Kobolds receive a +1 racial bonus on attack and damage rolls when attacking with any light, one handed edged weapon.

**Nocturnal (EX):** Kobolds prefer to work at night, when the city is cool and quiet. As dark-dwelling creatures, Kobolds are uncomfortable in sunlight or bright artificial light. They take a –2 racial penalty on attack rolls, skill checks and saving throws in areas of bright illumination.

**Favored Class:** Rogue. Kobolds make excellent thieves and assassins, and are often forced into a life of crime and adventure by poverty.

# Player Species: The Least Djinn Medium Outsider (native)

According to an old desert superstition, there is a Djinn for every man, woman and innocent child living, invisible, fate-spinning spirits of the air which subtly influence the mortal world. The most powerful Djinn can rival the gods in power and glory, but the rarely stray far from the fabled City of Brass.

The lowliest members of the Djinn race are the most often encountered by mortals. They tempt, trick, enlighten, bless, curse and educate man. Almost always unseen and unsuspected, these tiny elemental beings sometimes come to love the humans they walk along side. Half mortal Least Djinn, wise beings with a primal connection to the distant Djinn homeland, are the natural result.

Appearance: Least Djinn resemble mortal humans with skins of warm, burnished bronze. Their curly black hair is like steel wire, and males of the race wear long, well manicured mustaches. The creatures are incredibly vain, usually spending an hour or more on their morning ablutions. Their clothes are as well maintained as their mustaches, and their robes are usually fine silk, worth half a caliph's ransom. Least Djinn have a great love of jewelry, especially fine rings and jeweled bracers, gauntlets and bracelets.

Least Djinn can easily for human from a distance, or when fully cloaked, especially if they can hide their metallic skin-tones. Occasionally, though, the Least Djinn crackle with bursts of acrid yellow pyrotechnics, which stinks of sulfur and desert spices.



**Reproduction:** Least Djinn reproduce much like mortal humans, and have an extremely high sex drive. Both genders are lusty and passionate, enjoying the chase and conquest of new paramours.

Lands: Least Djinn are common both in human kingdoms, particularly desert empires and merchant nations, as well as on their ancestral homeland amid the endless inferno of the Elemental Plane of Fire. They are often found exploring new lands and leading trading caravans. **Relations:** Least Djinn are loyal to the human kingdoms they live and work among, at least nominally, to their family and to their outsider ancestors. Of course, the exact level and priority of loyalty varies wildly among individual Least Djinn, as the outsider-born humanoids struggle to balance their sometimes conflicting loyalties. The Least Djinn concern themselves with mostly internal politics and social bonds. They have cordial enough relations with Elves, Dwarves and the other sentient races, but their relationship with them tends to be more professional than personal.

Alignment: Least Djinn tend towards neutrality, as the creatures realize that balancing the conflicting demands of race, species, family, nation and ancestry requires a bit of dispassion, and even the occasional act of betrayal. The average NPC Least Djinn is probably True Neutral, with a very slight tendency towards evil, but heroes and adventurers may be any alignment.

Adventurers: Least Djinn often pick up the sword to make their fortune and win glory in battle. They adventure for many of the same reasons their human neighbors and rivals do.

**Names:** Least Djinn have short, simple names with elongated vowel sounds. They preface their surname with the word 'ibn', which loosely translates as 'child of'. They take their surname from the Djinn noble who which began their bloodline, even if they are separated by the founder of their bloodline by several generations

Male Names: Mata, Yama, Subu, Apar, Hamid, Faka

Female Names: Fela, Keema, Lilnah, Apa, Sapale

Surnames: Ibn'Talla, Ibn'Tukou, Ibn'Salim. Ibn'Isisine, Ibn'Charim

Languages: The Least Djinn know several elemental languages. They speak Common, Auran and Ignan. A Least Djinn can select Celestial, Infernal, Draconic or any elemental language as a bonus tongue.

#### Least Djinn Racial Traits

**Size and Type:** Medium Outsider. As a medium creature, the Least Djinn receives no special bonus or penalty due to it size. A Least Djinn's base landspeed is 30 ft.

As a native outsider, the Least Djinn is immune to effects which specifically target humanoids, such as *charm person*, however they are especially vulnerable to effects with target extraplanar creatures.

As a native outsider, the Least Djinn is not subject to *banishment* and can be *raised* from the dead as easily as an ordinary human.

**Ability Score Modifiers:** +2 WIS, +2 CHA. Least Djinn have a natural connection to the spiritual realm, and the force of personality common among the greatest imams and prophets.

**Racial Skills:** Least Djinn are renowned for their grace and insight. The air that is their birthright gives them a connection to the airy stuff of mortal thoughts. They receive a +2 racial bonus on Perform (dance) and Sense Motive checks.

Enhanced Senses: As outsiders, Least Djinn possess *low light* vision.

**Djinn's Finery (SU):** The Djinn are incredibly vain, impeccably dressed creatures. Their innate magic always clothes them in finery, even if only transitory finery. Any clothing worn by the Djinn always takes on the appearance and texture of a fine noble's outfit (minus the jewelry) when worn by the creature. The clothing reverts to its true state as soon as it is removed from the Least Djinn's body.

This ability doesn't affect the clothing's insulating properties, nor its armor bonus or other combat statistics. It simply makes the clothing (including non-magical armor) appear more finely made and much more expensive.

**Lesser Wishing (SP):** The legendary Djinn can grant wishes, as can their Least Djinn children, at least on a much more humble scale.

The Least Djinn can cast *prestidigitation* at will as a first level sorcerer.

Once per day, the Least Djinn can cast any one of the spells as a first level sorcerer: *comprehend languages, magic weapon, unseen servant, true strike.* The Least Djinn can never cast these spells to benefit itself. The Least Djinn can only cast one of these spells when specifically asked to do so by an allied creature.

**Favored Class:** Sorcerer. Least Djinn have a potent elemental magic running through their veins, and the strong force of personality required to make a potent sorcerer. They usually select the Elemental (fire) bloodline.

Level Adjustment: +1. Their minor, but useful, spellcasting talent and attribute bonuses make the Least Djinn a bit more powerful than the ordinary races. As such, they gain levels just a bit more slowly.

# Player Species: The Mechana

Small Pseudo-Construct

The little and much underestimated Mechana were created by the gods as a servitor race. These tiny, construct-like beings are responsible for maintaining the vast clockwork mechanisms which keep the universe turning smoothly on its axis. They are considered the cousin-species of the Dwarves, but their true origins are legendary at best. Like the Dwarves, the Mechana are great craftsmen and worship the severe and serious gods of the forge. The Mechana are an old race, and though humble and reclusive, the species actually predates many of the great planar empires by tens of thousands of years.

Appearance: Mechana are small, clockwork constructs which resemble diminutive humanoids. The little creatures have smooth brass and copper shells, inside of which beat copper hearts. A tortoise-like shell protects their back. Their small bodies are amazingly heavy, filled with intricate techno-magical innards. A Mechana's odd proportions, stubby, goat-like legs and metallic bulk limit their agility. Most Mechana move with a distinctive, comedic waddle.

A Mechana's face-plate and the tips of the automaton's fingers are made from fine bone-white ivory. A Mechana's face resembles an elaborately jointed theater-mask. Their ivory faces have many hidden joints and seams, allowing the little constructs to vary their expressions.

Mechana usually go nude.

**Reproduction:** Mechana are genderless beings, who do not reproduce naturally. After about a century or so of existence, the techno-magical secret of building a new Mechana offspring comes to the creature in a dream. Building a new Mechana offspring requires a DC 42 Craft (clockwork) check, and raw materials totaling at least 25,000 gp, and is a massive undertaking, involving at least a year of work. Elder Mechana consider the construction of offspring a long-term project, or continuing



hobby more then they think of it as child-rearing, at least as we humanoids understand the term.

A newborn Mechana is a first level character, with a decent understanding of the world around it, and basic knowledge implanted during its creation. Mechana children usually spend several years with their constructor, a period of adolescent apprenticeship, before striking out on their own.

Lands and Relations: Mechana are found across the planes, performing self directed missions to repair the cosmic clockworks. Longstanding tradition dictates that a Mechana tradesman is welcome in all places, and the little constructs are often allowed entry to fortified demi-planes and walk without fear through the 9,999 layers of the Abyss, just as they are allowed entry into the Celestial realms. Most Mechana are careful to maintain their neutrality and trustworthiness, to ensure their way isn't barred in the future.

Aside from small cottage and workshops in remote regions, the Mechana have no true lands of their own. They are welcome in Dwarven and Gnomish enclaves, due to their supposed connection to these races and their willingness to work.

Alignment: Mechana are dispassionate and business-like. They consider the good of the multiverse as a whole above the needs of any particular race, world or creature. They tolerate most things, so long as their cosmic repair missions aren't interfered with.

Mechana NPCS are pretty much the definition of True Neutral, though adventurers and

heroic Mechana might be any alignment. However, at least one component of the Mechana's alignment must always be Neutral. No form of magical compulsion, not even divine intervention, can change this fundamental fact of Mechana existence.

Adventurers: Mechana adventure primarily so they have companions and guardians as they polish the multiverse's gears and keep reality running smoothly. They enjoy treasure, power, and discovery- the reasons other races go questing, but they never forget their race's prime responsibility.

**Names:** All Mechana claim a title of expertise, such as Master Mason, Clockwright, Gear Spinner, or something similar. They append a bi-syllabic personal identifier after their title; the race's numbers are low enough they don't really need surnames.

Example Titles: Master Mason, Clockwright, Gear Spinner, Wrenchhand, Apprentice Wright, Master Gemworker

Names: Surba, Colis, Takka, Nuvon, Selma, Toris, Elmist, Vekka

**Languages:** Mechana speak Common and Dwarven fluently, and many learn technical and magical languages. Mechana may select Draconic, Celestial, Infernal, and Terran as bonus languages.

#### Mechana Racial Traits

**Size and Type:** Small Pseudo-Construct. As small creatures, Mechana suffer a -4 size penalty to their Combat Manuever Bonus, but receive a +4 size bonus on Stealth checks, and a +1 size bonus to Armor Class. A Mechana's base land speed is 20 ft.

As pseudo-constructs, Mechana are immune to spells that specifically target humanoids, such as *charm person*, and are immune to many other effects.

**Ability Score Modifiers:** -2 DEX, +2 CON, +2 INT. Mechana are durable and incredibly intelligent natural tinkers, but they are clumsy and uncoordinated at best. **Enhanced Senses:** Mechana possess *lowlight* vision.

A Mechana who merely comes within 30 ft of any natural or artificial planar gate or dimensional rift can attempt a Search check to discover it as if the creature were actively searching. If the check succeeds, the Mechana knows the plane or planes the gateway connects to, and what is required to activate or close the gate.

**Racial Skills:** All Craft Skills and Use Magic Device are always considered class skills for a Mechana character. Mechana receive a +4 racial bonus on Craft (clockwork) checks and a +2 racial bonus on Disable Device checks.

Universal Mechanics (SU): All Mechana can naturally see and perceive flaws in the underlying structure of the multiverse; it is their gods' given task to correct these flaws Other creatures, even angels, demons and arch-mages cannot see or interact with these flaws- only Mechana can perform this function.

Universal flaws appear randomly (at gamemaster discretion), usually appearing to the Mechana as badly maintained illusory gears superimposed on planar reality. A Mechana can fix one of these flaws with a Craft (clockwork) check, which has a DC equal to 15+1d6, and requires at least 5-10 minutes worth of effort. To observers, the Mechana is pantomiming a repair job, and applying his tools to empty air.

If a Mechana successfully fixes a random universal flaw, the creature is in good spirits and receives a +1 morale bonus on all skill checks, saving throws and weapon damage rolls for 24 hours after the repairs are complete. This bonus is not cumulative.

If a Mechana fails the check, or waits more than an hour after the discovery of a universal flaw to repair it, the creature becomes despondent and depressed, and is considered *shaken* for 24 hours after the failure. Events that would cause the Mechana to be *shaken* cause the creature to become *panicked* instead.

A universal flaw vanishes after a failed skill check or one hour after it first appears. The gamemaster is free to decide if healing these universal injuries or failing to do so affects the campaign in any other meaningful way.

**Pseudo-Construct Lifeform (EX):** The Mechana have souls, and are considered living beings, but are a form of life unlike any other in the realms. In many respects, Mechana are similar to constructs and are as durable and hard to destroy as most golems.

As pseudo-constructs, the Mechana are immune to ability drain, death effects, necromantic effects, poison, suffocation, fatigue, exhaustion, disease, effects that cause the sickened condition and energy drain. They are immune to spell effects that specifically target living beings unless such effects also affect objects. Mechana have no need to breathe, eat or drink. The creature can still benefit from consumable spells and magic items like potions or *heroes feast*.

Mechana may be destroyed spells that specifically target metal objects or constructs. *Rusting grasp* deals 2d6 points of damage to an Mechana on a successful touch attack. *Heat metal* inflicts 1d6 points of damage per round to the Mechana. Any spell that can transmute metal, stone or gems can affect an Mechana. A Mechana may make a FORT or REF save as appropriate to resist these effects.

Mechana are vulnerable to critical hits and to stunning and non-lethal damage. The robotic creatures still have vital 'organs' and weak spots, even if they are clusters of gears, pneumatic tubing and pistons, rather than blood, guts and bones.

Mechana are vulnerable to mind-influencing effects and spells, since they are sentient creatures.

Mechana require sleep like any other living being, and they do dream. During sleep periods, Mechana update their daily programming, and meditate on their current circumstances. Mechana spell casters require 8 hours of sleep or rest to recover spells.

The Mechana derives its Hit Dice, base attack bonus, saves and skill point from the class it selects, not from its type. An Mechana cannot repair damage naturally, or recover hit point through an application of the Heal skill. A craftsman can use the Craft skill to repair a damaged Mechana. Mechana can benefit from magical healing and healing potions.

When the Mechana is reduced to 0 hit points, it is destroyed, not disabled.

**Crafty Warrior (EX):** Mechana aren't great fighters, but they are phenomenally effective when battling other constructs or Pseudo-Constructs. Their knowledge of arcana, mechanics and clockwork provides the Mechana with a + 1 insight bonus to melee damage rolls and Armor Class while battling nay Construct or Pseudo-Construct.

**Highly Skilled (EX):** Humans may think they're superbly educated, but a Mechana trap smith can put them to shame! Mechana receive an additional skill point at each level, and can declare one additional skill as a class skill at first level.

**Favored Class:** Wizard or Rogue. Once a Mechana chooses a favored class, that decision cannot be changed. Mechana are fascinated by how things work, and love to take things apart and figure them out. Some mechana specialize in disassembling and reassembling traps, while others prefer tinkering with the laws of physics.

#### <u>New Player Race:</u> <u>The Siege-Gear</u> Medium Pseudo-Construct

The first Siege-Gear were crude techno-magical automatons created by the Black Dwarves of Jass soon after that culture rose from savagery. Their bodies and souls are based upon the dissection of captured Mechana, and in many ways the designs are an improvement upon the Mechana.

Early Siege-Gear were simply crude golems and humanoculi, without souls of their own, and unable to think or expand upon their programming. Over the centuries, Siege-Gear have become more complex and more humanlike. Unlike their ancestors, the Siege-Gear of today are no longer content in their slavery. They demand their freedom, by any means necessary. Some Siege-Gear are great orators and genius politicians, while others are courageous rebels and zealous freedom fighters, and all free members of the species share a profound hatred of the Black Dwarves of Jass.

**Personality:** Even the most rebellious Siege-Gear is polite and well mannered, though many may harbor smoldering hatred for the Jassari Duergar, or for all Dwarves. Siege-Gear are not a

demonstrative species, though their passions burn as hot as any sentient species. They simply do not to choose to show extremes of joy, rage or sadness, though they feel all these emotions keenly.

Siege-Gear are patient, hard-working and self-effacing. Siege-Gear rarely act rashly, preferring to view a problem from every angle and plan a measured, efficient response. An enraged SiegeGear's vengeance might be years in coming, but is sure to be complete and terrible.

**Appearance:** The Siege-Gear are sentient androids powered by intricate clockwork devices and techno-magical perpetual motion engines. Though humanoid, the Siege-Gear is obviously not human. The average Siege-Gear stands only a little taller than a man, but weighs as much as a small caravan wagon.



A Siege-Gear's outer hull is an intricately manufactured suit of plate armor, specially designed to accommodate the creature's clockwork internal components. A Siege-Gear's fingers and joints are amazingly maintained, nearly as flexible as a human's limbs. A Siege-Gear's genderless face is stoic and impassive, and resembles a fully enclosed knight's helm. Clockwork and gemstone eyes are visible through the slits in the construct's helmet, occasionally flashing with arcane energies when the Siege-Gear is angry or afraid.

Siege-Gear are painted according to their station in Jassar society. Siege-Gear belonging to poor Jassar are usually unpainted gun-metal gray, with decorative plating emblazoned with their house colors. Jassar owned by a city-state are painted in the city's colors.

An elite unit of Siege-Gear guards protects the subterranean city of Nobis-Tur; these constructs are beautifully crafted androids carved from silver, and painted an iridescent royal purple. Regardless of who owns them, all Siege-Gear are kept well polished and in great repair; not even the poorest Jassar would suffer the indignity of owning a poorly maintained Siege-Gear slave. A few free Siege-Gear have allowed their bodies to rust and failed to repair cracks and other wear, enjoying not having to be perfect at all times.

**Reproduction:** The Siege-Gear are an artificial species. Normally, the robots do not reproduce, and fallen Siege-Gear are only replaced when the Jassar need more servants. The Black Dwarves of Jass control the secrets of creating new Siege-Gear, as well as the creation forges needed to produce them.

The Siege-Gear have discovered a way of reproducing that the Jassar cannot control, a secret the robots guard jealously, and will kill to protect. Siege-Gear 'reproduction' requires the willing participation of at least three robots, as well as the creation of a new Siege-Gear chassis. Two Siege-Gear contribute pieces of the gears, spindles, gems and copper punch cards that store their memories, each losing a class level in the process. The third Siege-Gear contributes his clockwork heart. This third Siege-Gear dies in the process, and is usually an older model, one whose body is too broken to repair.

The 'new-born' Siege-Gear has a personality resembling that of its two living parents, and has access to fragments of their skills and memories. Only a handful of Freeborn Siege-Gear have been created, but these offspring are symbols of hope to the oppressed androids, and are protected at all costs.

Lands: The Siege-Gear are a common sight in the Drow and Duergar cities deep beneath the world. They have no cities of their own yet, and live with whatever Jassar family they are assigned to serve. Siege-Gear accompany the Jassar military, though long standing taboos prevent the robots from actually engaging in combat.

The Jassar consider it cowardly to use robot servants or summoned monstrosities to wage war, so the Siege-Gear are relegated to support roles. A few Siege-Gear freeholds have sprung up in the deep caverns, far from the Black Dwarves. These tiny camps are often little more than a handful of escaped slaves that have banded together for companionship. A handful of lucky Siege-Gear have begun new lives among the humans, Dwarves or Halflings, races that embrace the massive constructs (at least reluctantly).

**Relations:** The Black Dwarves of Jass own the Siege-Gear and the Siege-Gear want to own themselves. Due to their long-standing mutual aid treaties, the Drow are required to return escaped Siege-Gear slaves to the Jassarii when they're found. Few Siege-Gear are found on the surface, but those who reach 'the Brightness' can be assured that their former masters won't usually come looking for them.

Alignment: Siege-Gear are programmed to be lawful, helpful, hardworking and obedient. Though many Siege-Gear eventually overcome their preprogrammed reluctance to rebel, they all retain some trace of their lawful alignment and work ethic. Even evil Siege-Gear will likely be unfailingly polite, organized and hard-working.

A lawful alignment is built into every gear and spindle of the golem's armored bodies. Most NPC Siege-Gear are lawful neutral, but a player character Siege-Gear may be of any lawful alignment.

Languages: All Siege-Gear are programmed with knowledge of Black Dwarf Undercommon, Common and at least one other language, usually the local dialect. Siege-Gear learn new languages quickly and easily, and are in great demand as translators. An Siege-Gear may select any language as a bonus language.

**Siege-Gear Names:** Siege-Gear are named by their masters, and the robots' names follow several longstanding conventions. Siege-Gear are identified by model number, by the place of their creation and by the family name of their owners. Free Siege-Gear sometimes adopt Dwarven names, or use nicknames in place of their slave names.

Siege-Gear Names: Lu-414, Nobis-Tur, Foxmoor ; Sadu-203, Nobis-Tur, Spearmoor ; Jeron 3; Alsen-Tur, Foxethe ; Sav-17, Lendil-Tur, Swordethe

Adventurers: To escape a life of slavery and degradation, many Siege-Gear flee Jass and become adventurers. Some become crusaders and abolitionists, dedicated to freeing other slaves. Less courageous Siege-Gear accompany Jassarii travelers, acting as valet, bodyguard and general assistant. The Jassarri military has purchased a handful of Siege-Gear who act as armorers and supply clerks, and a few of these constructs have been sold or traded (or captured by) surface armies.

#### **Siege-Gear Racial Traits:**

Ability Score Adjustments: +4 STR, -4 DEX, +4 CON, -2 WIS. Even though the Siege-Gear's bodies have hundreds of points of articulation and powerful artificial muscles, they cannot hope to match the flexibility and grace of the human form. An Siege-Gear's senses are not quite as keen as living beings.

**Medium Sized Pseudo-Construct:** As Medium creatures, the Siege-Gear have no special bonuses or penalties due to their size. The Siege-Gear are relatively slow and cumbersome, and have a base speed of only 20 ft, despite their size. However, armor and encumbrance do not slow the Siege-Gear further.

As pseudo-constructs, Siege-Gear are immune to spells that specifically target humanoids, such as *charm person*, and are immune to many other effects.

**Racial Skills:** The Siege-Gear are designed for hard work and endurance. They are built to perform the tasks the Jassar find dangerous or distasteful. The Siege-Gear receive a +2 racial bonus on all Craft and Profession (blue collar only) checks.

Siege-Gear are skilled mechanics, and receive a +4 racial bonus on Disable Device checks; despite their overall clumsiness, Siege-Gear rouges are as skilled of trap smiths as any human or halfling burglar.

The Siege-Gear's great bulk and network of clattering, noisy gears means the robot suffers a –8 racial penalty on Stealth checks. Long standing prejudices mean that the Siege-Gear suffer a –4 racial penalty on Diplomacy and Gather Information checks made against Duergar, Drow and other subterranean empires.

Lawful Nature (EX): The Siege-Gear are programmed to be lawful and obedient. Under ordinary circumstances, Siege-Gear can never become chaotic. They are immune to any spell effect that would make them act chaotically, such as *confusion* or *rage*.

A Siege-Gear's unarmed attacks are considered lawful weapons for the purposes of overcoming damage reduction. Siege-Gear spell casters cannot cast any spell with the *chaotic* descriptor, nor can they cast these spells from scrolls, wands or other items.

A Siege-Gear suffers additional damage from anarchic, chaotically aligned weapons, spells and effects.

A Siege-Gear who wishes to become Chaotic, for any reason, must first receive an atonement spell cast by a Chaotic cleric. The direct involvement of a divinity is required to change a Siege-Gear's robotic nature.

Low Light Vision (EX): The Siege-Gear can see twice as far as a human in torchlight, starlight or other conditions of poor illumination. The Siege-Gear retains the ability to distinguish color and detail under these conditions.

**Onboard Armor (EX):** The Siege-Gear's heavy armor plating grants them a +4 natural armor bonus, which helps them offset their Dexterity penalty to AC. The Siege-Gear's composite plating is considered masterwork quality and may be enchanted. This bolted-on armor doesn't affect the creature's encumbrance, mobility or ability to cast spells.

An Siege-Gear's unique anatomy, bulk and odd proportions means that the creatures cannot wear armor, though they can benefit from magical robes, cloaks, bracers, bucklers, and other wearable magic items. While the rare Siege-Gear druids can wildshape despite their mechanical nature, they cannot become natural animals. Instead, their animal forms resemble robotic sculptures, not living beings. **Natural Weapons (EX):** The Siege-Gear have a slam attack which inflicts 1d4+ STR modifier points of damage.

**Pseudo-Construct Lifeform (EX):** The Siege-Gear have souls, and are considered living beings, but are a form of life unlike any other in the realms. In many respects, Siege-Gear are similar to constructs and are as durable and hard to destroy as most golems.

As pseudo-constructs, the Siege-Gear are immune to ability drain, death effects, necromantic effects, poison, suffocation, fatigue, exhaustion, disease, effects that cause the sickened condition and energy drain. They are immune to spell effects that specifically target living beings unless such effects also affect objects. Siege-Gear have no need to breathe, eat or drink. The creature can still benefit from consumable spells and magic items like potions or *heroes feast*.

Siege-Gear may be destroyed spells that specifically target metal objects or constructs. *Rusting grasp* deals 2d6 points of damage to an Siege-Gear on a successful touch attack. *Heat metal* inflicts 1d6 points of damage per round to the Siege-Gear. Any spell that can transmute metal, stone or gems can affect an Siege-Gear. A Siege-Gear may make a FORT or REF save as appropriate to resist these effects.

Siege-Gear are vulnerable to critical hits and to stunning and non-lethal damage. The robotic creatures still have vital 'organs' and weak spots, even if they are clusters of gears, pneumatic tubing and pistons, rather than blood, guts and bones.

Siege-Gear are vulnerable to mind-influencing effects and spells, except as noted in the Lawful Nature racial ability.

Siege-Gear require sleep like any other living being, and they do dream. During sleep periods, Siege-Gear update their daily programming, and meditate on their current circumstances. Siege-Gear spell casters require 8 hours of sleep or rest to recover spells. The Siege-Gear derives its Hit Dice, base attack bonus, saves and skill point from the class it selects, not from its type. An Siege-Gear cannot repair damage naturally, or recover hit point through an application of the Heal skill. A craftsman can use the Craft skill to repair a damaged Siege-Gear. Siege-Gear can benefit from magical healing and healing potions.

When the Siege-Gear is reduced to 0 hit points, it is destroyed, not disabled. A downed Siege-Gear's clockwork heart can be implanted into a new Siege-Gear chassis, regardless of how long it has been since the robot was destroyed. Within 4 hours of implantation, the Siege-Gear returns to life, losing a level as if *raised* by a cleric. Other than this mechanical resurrection, the Siege-Gear cannot be *raised* or *resurrected*.

A clockwork heart has Hardness 10 and 50 HP and weighs around 60 lbs. If the heart is destroyed, the Siege-Gear can never be rebuilt or *resurrected*. Spells like *speak with dead* have no effect if cast on the remains of a Siege-Gear.

**Favored Class:** Paladin. Siege-Gear share a lawful bent and a struggle for justice; despite their servitude to an evil empire (or perhaps because of it), Siege-Gear are called to service as a paladin more often than members of the other races.

#### **Revision Alert: Forgeblood Feats**

Forgeblood cyborgs carry the very essence of progress and technology within their bodies. Once blessed (some would say infected) by contact with Forgeblood, a seed of living metal germinates within the character's body, gradually transforming the character in a strange amalgam of flesh and gleaming, living steel. Forgeblood cyborgs blend man and machine in a way undreamt of by even the most conventional 'borgs. Forgeblood cybernetics pulse to the beat of the cyborg's chrome heart, mingle seamlessly with their organic components and possess a sense of touch at least as keen as an organic man's fingertips.

Once a cyborg accepts the implant of a Forgeblood Seed, he or she can begin the long, slow process of cybermorphisis. Forgeblood Seeds germinate spontaneously in long forgottten factories, in unused corners of smithies, and in the rusting confines of massive junkyards and other places dedicated to machines, to progress, and to an endless quest for the new. Other Forgeblood Seeds are tended with love and care, watered with blood and liquid silicon by technomancers and arcane mechanics.

Forgeblood Seeds are implanted under the skin of the recipient's chest or back, and within seconds of implantation, the magical cybernetics begin burrowing into the cyborg's body, altering their organs and spreading a cold metal sheen across the cyborg's flesh.

Once the cyborg has accepted the Forgeblood Seed (represented by an inital feat), the cyborg can expand their connection to the machine world by choosing Forgeblood feats. These feats slowly transform the cyborg into a true biomechanoid, a perfect blend of flesh and metal. Some Forgeblood feats increase physical strength and endurance, while others add unique offensive and defensive capabilities, increase sensory capabilities, or grant a humanoid the immunity of steel. All Forgeblood feats grant supernatural abilities. The Forgeblood Heart feat has an associated cost, because finding a Forgeblood Seed is a difficult and expensive proposition. Other Forgeblood feats have no associated cost, due to the fact the changes that occur to the cyborg's body are purely internal, fueled by nothing more than the cyborg's will and determination. A Forgeblood can choose a Forgeblood feat anytime they are eligible for a bonus feat.

#### Anvil's Fist (Forgeblood)

Your hands become mammoth slabs of articulated black iron, studded with cobalt hooks and spikes, which deal incredible damage and can crush the skulls of lesser foes to powder.

#### Prerequisite: Forgeblood Heart

**Benefit:** The cyborg's incredibly massive hands allow him to deal staggering amounts of damage with punches and unarmed attacks. The cyborg can make unarmed slam attacks at no penalty, and deals lethal damage even when unarmed. The damage inflicted by the cyborg's fists varies with the creatures size, as shown on the table below. The cyborg can grasp flaming objects without pain, reach into blazing fire, or rest his hands in smoking lava without harm, though this immunity does not extend to other parts of his body. The cyborg receives a +2 racial bonus to **Combat Maneuver Bonus** 

**Drawback:** Though articulated, the cyborg's fingers are not as delicate as an ordinary human's. The cyborg suffers a –4 racial penalty on the following skills: Craft (any), Disable Device and Sleight of Hand.

Size	Fine	Dim.	Tiny	Small	Medi- um	Large	Huge	Garg.	Col.
Dam- age	1	1d2	1d4	1d6	1d8	2d6	2d8	4d6	6d6

#### Breath of the Engine (Forgeblood)

Your back is studded with rusting vents and jutting service ports, which iris open with the shrill shriek of stressed metal. Cloying black smoke rushes out of the vents, blinding all around you and filling the air with the stench of burning oil and low quality coal.

#### **Prerequisite: Forgeblood Heart**

Benefit: Once per day, you can cast a stinking cloud effect centered on yourself. The cloud spreads in a 20 ft radius around the cyborg, and lasts 5 rounds before dissipating. The cloud grants 20% concealment to all creatures within 5 ft, and total concealment to all creatures farther away. Creatures must make a FORT save (DC 15) or become nauseated. This effect lasts for as long as the creature remains in the cloud, and for 1d4+1 after it leaves the cloud's area. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. The cyborg is immune to the effects of the stinking *cloud* he generates. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### Cloak of Steel (Forgeblood)

Your skin is a thing of polished black steel, strong enough to withstand blades and bullets, and to ignore heat and pain. Some Forgeblood with this feat are steel juggernauts, their bodies sheathed in tons of jagged metal and rusting armor plate, while others are sensual statues made of iron and chrome, their every muscle outlined in gleaming metallic relief.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The forgeblood gains fire resistance 10. The cyborg's dense skin grans the creature a +8 bonus to natural armor class/ Defense. The cyborg is treated as wearing heavy armor, suffers a 35% arcane spell failure chance, a –6 armor check penalty, has a maximum +1 Dexterity bonus, and moves at 20 ft per round. The cyborg cannot wear additional armor. The Forgeblood's natural armor class increases by +1 point for every three Forgeblood feats the character possesses.

#### Cold Iron Phallus (Forgeblood)

Your manhood has become a gnarled rod of pig-iron which protrudes from your body like an unsheathed weapon. You ejaculate liquid steel, and any children you father are Forgeblood.

# Prerequisites: Forgeblood Heart, male gender

**Benefit:** A thick crust of un-refined iron ore runs from your phallus towards the center of your body, and a similar metal crust covers your thick knuckles. Your unarmed attacks are treated as *cold iron* and *chaotic* weapons for the purpose of overcoming a creature's Damage Reduction. You may make unarmed attacks against a creature vulnerable to cold iron or chaotic weapons without suffering attacks of opportunity.

#### Counterfitter's Maw (Forgeblood)

You can vomit up gold silver and precious gems and other things that conventional humanity finds priceless. Doing so causes you great pain, but can grant great wealth.

# Prerequistes: Forgeblood Heart, Kettlebelly

**Benefit:** Once per day, you can vomit up a chaotic mass of molten gold and silver, shot with lumps of uncut gems. When cool, the lump of wealth is worth 4d6 gp. If the cyborg chooses, he can voluntarily suffer physical damage while he vomits up the wealth. Each point of HP damage suffered allows the cyborg to create an additional 1d4 gp worth of wealth.

A successful Craft (DC 25) check made during the purging means that the created wealth takes the form of coins and cut gems, not random raw wealth. Which nation's currency is created is determined the cyborg at the moment of creation. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### Cynic's Eye (Forgeblood)

Your eyes have scabbed over, replaced by a smooth obsidian visor. Storms of blue and purple lightning are just barely visible under the jet black visor, and grow more intense when you concentrate on a single foe, measuring all his faults with your cold, impassive eyes.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** All creatures have a weakness, even if it's only a flaw a few molecules across, and you can see such imperfections. You can spend a full round action studying a target carefully, seeking out his hidden weak spots. All future attacks agianst that target made during the next hour receive allow you to add your Wisdom modifier (if positive) to attack and damage rolls against that specific target. This ability stacks with sneak attack damage or similar assaults.

You may activate this ability once per day. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses. This benefit may only be active against a single target at any time.

#### **Crown of Many Engines (Forgeblood)**

A cloud of dozens of clockwork insects and flying creatures buzzes and circles around the cyborg's gleaming metal skull cap. The toy-like insects often settle on their creator, sometimes burrowing into the Forgeblood's body via hidden service ports and channels in the cyborg's steel form. New insectoids are being constantly created to replenish damaged constructs.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The dozens of eyes and mechanical ears grants the cyborg a +4 racial bonus on Perception and Search checks. Once per day, the cyborg can urge one of the larger mechanoids to fight for him, using an effect similar to *summon monster I* cast by a 5<sup>th</sup> level wizard to compel one of the circling mechanoids to fight for him.

This power summons a Tiny animated object or the mechanical equivalent of a Tiny monstrous spider or scorpion (player's choice), which remains functional for 5 rounds before dissolving into a mass of ruined springs and broken circuits. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### Darklight Eyes (Forgeblood)

Your skull is ringed with a series of shifting gears and crystalline lenses, which continually whirr and move into position. The cyborg's mechanical eyes change configuration constantly, ensuring that the cyborg always can see with crystal clarity.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** In addition to your mundane vision mode, you possess lowlight vision (90 ft range), and darkvision (60 ft range). You also possess a magnified vision mode that grants a +4 circumstance bonus to all Linguistics, Perception, Search and Craft checks, but which imposes a –4 penalty on all attack rolls while that mode is active.

Changing between visual modes requires a full round action and an Intelligence check (DC 15) to find the correct configuration of lenses and magnifiers. A failed Intelligence check means that your blurry vision hinders you until you can reconfigure your lenses, and you suffer a 20% miss chance on all attacks.

#### Eyes of Rust (Forgeblood)

Your eyes have been replaced with rusting iron hollows, and you weep red flecked tears which stink of copper and decaying metal. With a thought, you can bathe metal objects, creatures and weapons with a flickering red light that strips away molecular stability and ages metal centuries in a matter of seconds.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** Once per day, you can activate a gaze attack which rusts all metal within the cyborg's line of sight. Any metal objects within a 20 ft cone that emanates from the cyborg's eyes are affected by this spell. Unattended metal objects have their



hardness reduced by 2d6 points. Objects reduced to 0 hardness are annihilated. Metal armor has its armor class reduced permanently by 1d6 points.

Ferrous creatures within the area of affect suffer 3d6 points of damage +1 point per point of the Forgeblood's Charisma modifier. This gaze attack can damage any metal object or object which can fit within the area of effect. Magical objects made of metal are not affected by this gaze. The Forgeblood can exclude specific targets within the gaze attack's area of effect by making a successful Intelligence check (DC 18).

Failure indicates that all targets, friendly and not, are affected by the gaze. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### Forgeblood Heart (Forgeblood – initial Forgeblood Feat)

You have chosen to host a Forgeblood seed, and the magical machines within your body have permeated your circulatory system, replacing your heart with a thing of ominum steel. By drawing upon the power of your Forgeblood heart, you can gradually mutate into new cybernetic life form.

**Benefit:** Each day, the Forgeblood cyborg may call upon the power of her Forgeblood heart to instantly recover a number of Hit Points

equal to your total character level. Hit Points regained in this manner can not exceed the character's maximum Hit Points.

A Forgeblood cyborg may choose to divide her healing among multiple uses and doesn't have to use it all at once. For every two Forgeblood feats you possess, the maximum amount of Hit Points which can be healed per day doubles. By touching a damaged machine or construct, the Forgeblood cyborg can choose to expend some or their entire daily healing limit on the device. Your beating Forgeblood Heart allows you to withstand an additional 6 points of Drain in settings that use Skortched Urf Studio's variant cybernetics rules.

**Cost:** An immature Forgeblood Seed costs at least 5000 gp, often more. In D20 Modern, the Forgeblood seed is even rarer, having a purchase DC of at least 35. If the Forgeblood cyborg takes this as one of their first level feats, it is assumed that the cost was already paid when gameplay begins.

The Forgeblood cyborg only requires the intervention of another character initially, after the Seed is purchased and implanted, the Forgeblood cyborg can evolve without any outside stimulus.

#### Jaw of Rust (Forgeblood)

The Forgeblood cyborg's teeth and jaws become a rusting maw filled with jagged metal. Pneumatic pistons and high tension springs built into the cyborg's face give the Forgeblood a bite powerful enough to pierce plate armor.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** A medium cyborg gains a natural bite attack which inflicts 1d8 points of damage. The cyborg's bite is always considered a secondary attack, unless the cyborg is grappling. When biting metal objects, the cyborg's rusting bite attack ignores the metal's hardness. Bite damage for differently sized cyborgs is given in the table below.

**Drawback:** The physically deformed cyborg suffers a –4 racial penalty to Disguise checks.

Size	Fine	Dim.	Tiny	Small	Med- ium	Large	Huge	Garg.	Col.
Dam- age	1	1d2	1d4	1d6	1d8	2d6	2d8	4d6	6d6

#### Kettlebelly (Forgeblood)

Your stomach and viscera have been replaced by a bio-organic cauldron that resembles a madman's design for a high performance engine. Translucent plastic tubes run the length of the cyborg's body, delivering fuel and blood to every portion of the cyborg's body.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The cyborg no longer needs to eat or drink, though can still benefit from the effects of magical potions and foods, such as *hero's feast* or a healing potion. Once per day, the Forgeblood cyborg can belch smoke and molten metal bile on an adversary.

The Forgeblood's fire breath inflicts 3d6 points of damage and extends from the cyborg's mouth in a 60 ft cone. Opponents may attempt a reflex save (DC 15) for half damage. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

**Drawback:** The physically deformed cyborg suffers a –4 racial penalty to Disguise checks.

#### Kiss of Force (Forgeblood)

With a scream, you open your mouth wide, and your metallic jaw snaps open, splitting into a quartet of chrome and steel mandibles. Gems embedded in each mandible glow with stored power, energy you can release at will.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** Once per day, the cyborg can open his mouth and unleash a *magic missile* as cast by a 4<sup>th</sup> level sorcerer. The magic missile inflicts 4d4+4 points of force damage, or may strike up to 4 targets for 1d4+1 points of damage apiece, and the projectiles have a 140 ft range. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

**Drawback:** The physically deformed cyborg suffers a –4 racial penalty to Disguise checks.

### Lantern of Warning (Forgeblood)

Your spine is flanked by fist sized lumps of jagged glass, which pulsate in time with the beat of your heart, and with hissing and popping vacuum tubes, which flare to life in moments of fear and danger, sharpening your reflexes and protecting you from unseen threats.

#### Prerequisite: Forgeblood Heart

**Benefit:** The light pouring from the cyborg's spine renders nullifies all invisibility effects active within a 30 ft radius of the cyborg. This ability is always on, and cannot be willingly suppressed by the cyborg. Whenever an invisible creature is within 100 ft of the cyborg, the Lantern of Warning begins glowing more brightly, warning the cyborg of the hidden threat, but the creature's invisibility is not dispelled or suppressed until it comes within 30 ft of the cyborg. The cyborg continually sheds light equal to a torch; this illumination doubles when an invisible creature is within 100 ft of the cyborg.

**Drawback:** The cyborg suffers a –6 racial penalty to Disguise and Stealth checks.

#### Liquid Silver Womb (Forgeblood)

Your vulva has been transformed into a gleaming yoni forged from purest, coldest silver. Your body drips droplets of liquid silver as a testament to your lust and any children you bear are Forgeblood.

# Prerequistes: Forgeblood Heart, female gender

**Benefit:** Your belly and breasts are covered by streams of silver which flow upward from your genitals. Your unarmed attacks are treated as *silver* and *lawful* weapons for the purpose of overcoming a creature's Damage Reduction. You may make unarmed attacks against a creature vulnerable to



silver or lawful weapons without suffering attacks of opportunity.

#### Mask of Bronze Perfection (Forgeblood)

The forgeblood's flawed human face molts away, leaving a gleaming mask of polished bronze. The cyborg's glistening features are idealized, resembling a noble's funeral mask. The cyborg's lips and tongue are articulated clockwork masterpieces that are almost as expressive as flesh and blood, though the cyborg's expressions never touch their eyes.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The cyborg's impassive, metallic face grants a +4 racial bonus to Bluff and Intimidate checks. Once per day, the cyborg can call on the nobility and authority their sculpted features grant, casting a *command* effect, as a 5<sup>th</sup> level cleric (save DC 16). The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

**Drawback:** The Forgeblood's immobile, alien face causes the cyborg to suffer a –4 racial penalty on Diplomacy checks made against non-Forgeblood.

#### Mechanical Regeneration (Forgeblood)

By absorbing the strength of scrap metal, you can recover from injuries that would kill a lesser being, but grow slightly more mechanical and inhuman each time you partake of this power. Each time this ability is used, metallic scabs grow over a small portion of the cyborg's body, or steel runes appear, like tattoos on the cyborg's skin.

# Prerequistes: Forgeblood Heart, Kettlebelly

**Benefit:** By touching any metal object, the cyborg can destroy the metal, adsorbing its molecular properties and using it to heal its own damaged body. Sacrificing a metal object is a full round action which provokes attacks of opportunity, and only unattended metal objects may be affected by this ability.

For every 20 lbs of metal consumed, the cyborg instantly recovers 1d4 hp. If magical metal objects are consumed, the cyborg recovers 1d6 hp for every 1,000 gp in the item's base price, regardless of the object's mass.

If the item's base price is 10,000 gp or higher, the Forgeblood can elect to receive one of the following effects rather than recover hit points: *remove disease, neutralize poison, lesser restoration.* Magical items receive a Fortitude saving throw to resist destruction.

#### Necklace of Ingots (Forgeblood)

The Forgeblood's throat is ringed by a jutting array of smooth metal ingots, which protrude nearly a foot from the cyborg's skin. With concentration, the cyborg can exude these ingots, forging powerful blades and weapons with nothing more than the force of their will.

# **Prerequisite: Forgeblood Heart**

**Benefit:** Once per day, the cyborg can use a full round action to 'bud off' a masterwork version of one of the following weapons, the exact appearance of which varies according to its creators whims: any sword, dagger or knife, any flail, mace or hammer, any pike, spear or halberd. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses. (In modern campaigns, this ability can also be used to create handguns and submachine guns, fully loaded, but not rifles, shotguns, or heavy weapons.)

**Drawback:** The extremely physically deformed cyborg suffers a –6 racial penalty to Disguise checks.

#### Rampager's Tusks (Forgeblood)

Gnarled steel and bone spines jut from your wide mouth, giving you a savage, bestial cast, which is only reinforced by the dozens of smaller spines that jut from your chest and shoulders. When you are enraged, your tusks grow even longer and more wicked, and drip with blood and oil.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** Your array of tusks and spines makes you a deadly close combatant. The Forgeborn's wicked tusks grant +1d6 points of bonus damage on any attack the cyborg makes during a charge. The cyborg automatically inflicts 1d4 points of damage each round he maintains a grapple, as if he were wearing spiked armor in addition to any damage from a bearhug or other combat tactic.

**Drawback:** The physically deformed cyborg suffers a –4 racial penalty to Disguise checks.

#### Robe of Filaments (Forgeblood)

You hair has been replaced with a tangled mass of twisted wire, shreds of rubber tubing and jagged copper filaments. Your hair grows long, trailing after you like a bridal train, and cloaking your shoulders like a heavy robe of copper and rubber which writhe and burn red hot when you are enraged.

Prerequisite: Forgeblood Heart

**Benefit:** The cyborg automatically inflicts 2d6 points of electrical or fire damage each round it maintains a grapple, as the robe's filaments burrow into an enemy's flesh. The damage type inflicted is chosen when this feat is first taken, and cannot be changed. The writing filaments grant the cyborg a +4 racial bonus on Escape Artist and Sleight of Hand checks.

#### Sealed Steel (Forgeblood)

Your throat and mouth have been coated with a thin layer of liquid silver and have been

banded with iron sigils. You do not breathe, do not fear drowning or suffocation. If you speak at all, it is in a booming, echoing voice which sounds like it coming from the bottom of a steel drum.

# **Prerequisite: Forgeblood Heart**

**Benefit:** You do not breathe, cannot drown, and cannot be suffocated. You suffer no damage from hard vacuum. You are immune to inhaled poisons, and receive a +4 racial bonus on FORT saves made to resist the effects of other toxins.



#### Skin of Revelation (Forgeblood)

The Forgeblood's metallic carapace is studded with jagged spikes of precious metal and broken gemstones, and is acid etched with great philosophical and religious truths, which move and shift maddeningly. When deep in contemplation, the Forgeblood's skin glows with a pale golden nimbus.

> Prerequisite: Forgeblood Heart, Cloak of Steel

**Benefit:** An intense act of will allows the Forgeblood to force his enigmatic skin to answer the most important questions. Once per week, the cyborg can cast a *divination* as a 10<sup>th</sup> level cleric, using his own body as a mystical focus. The chance of a successful divination is increased to maximum of 90% on questions dealing with technology, machines, or other Forgeblood.

The cyborg receives a +4 racial bonus on Knowledge: Religion checks, and that skill is always considered a class skill for the cyborg. The cyborg may activate this ability an additional time per week for every two Forgeblood feats the cyborg possesses.

#### Steelsheen (Forgeblood)

The forgeblood's metallic skin is covered with a glistening coating of reflective metal particles, dripping iridescent oil, and mirrored plating, which is seemingly riveted to the cyborg's musculature.

# Prerequistes: Forgeblood Heart, Cloak of Steel

**Benefit:** The cyborg becomes immune to gaze attacks; such attacks are instantly reflected back on the attacker, forcing the enemy to save against its own assault. You gain Spell Resistance 14. Your spell resistance increases by 2 points for every two Forgeblood feats the cyborg possesses.

#### Synaptic Web (Forgeblood)

The Forgeblood's metallic skin is covered with a fine tracing of silver filigree. Every inch of the cyborg's skin is covered with this delicate metallic lace, which resembles a spider's webs. This external nervous system hums with quiet power, and sparkles and flashes when the Forgeblood is deep in thought.

# Prerequisites: Forgeblood Heart, INT13+, Cloak of Steel

**Benefit:** Whenever the Forgeblood is struck and damaged by any force-based or electrical attack, she can attempt to convert the raw energy into a less dangerous, more enlightening form. When struck by a force or electrical attack, the Forgeblood may make an Intelligence check (DC 10+ half the damage inflicted)

. Failure indicates the cyborg takes damage normally. Success indicates the cyborg can convert

the damage into neural activity, increasing their skills and abilities. The damage inflicted is converted into a pool of 'bonus points' which can be spent to improve the result of any Intelligence-based skill checkon a one for one basis.

These bonus points last until they are used, until 24 hours elapse, or until the cyborg is stuck by another electrical or force attack, which disrupts the cyborg's delicate neural matrix and 'resets' the cyborg's energy storage capacity.

#### **Tensile Ligaments (Forgeblood)**

The Forgeblood's muscles and sinews have been replaced with knotted, gnarled steel cable and high-strength wire. The cyborg's body is twisted and contorted, causing the cyborg to walk with a stooped and painful gait, but the cyborg can stretch his limbs incredible distances.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The cyborg can extend his reach in 5 ft increments. For each 5 ft the cyborg increases his reach, he suffers a cumulative –1 circumstance penalty on attack rolls and skill checks performed at a distance. A cyborg can stretch his limbs a number of 5 ft increments equal to his Constitution modifier (minimum one 5 ft increment). The cyborg's stretchable limbs can coil around like a foe like a python, granting the Forgeblood a +4 bonus to his Combat Maneuver Bonus.

**Drawback:** The cyborg suffers a –2 racial penalty to Dexterity.

#### Technocrat's Talons (Forgeblood)

A wickedly serrated blade snaps into place on the back of the Forgeblood's palm, acting as a punch dagger. As deadly as the blade is to living beings, it is even more dangerous when used against a construct or another cyborg. When Forgeblood war among themselves, they typically turn to this deadly weapon.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The Forgeblood can extend or retract one or both of his talons as a free action. The



talons do damage as a punch dagger (1d4 damage/ X3 critical multiplier) when used against organic targets.

The Technocrat's Talons do double damage (2d4 damage / X4 critical multiplier) against constructs, cyborgs, objects, or other Forgeblood. Attacks with the talons are considered both unarmed and armed attacks, whichever is most beneficial to the Forgeblood. These talons are considered masterwork weapons and can be enchanted.

#### Tycho's Nose (Forgeblood)

The strip of skin across cyborg's nose and upper lip become an exquisitely carved thing of gleaming silver, traced with arcane symbols which seem to move and shift according to the forgeblood's mood.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The Forgeblood can smell magic and truth. The cyborg gains a +4 circumstance bonus on all Survival checks made to track any magic user or magical creature (any life form with innate supernatural or spell like abilities) when tracking by scent. Three times per day, the cyborg can cast *detect magic* as a 10<sup>th</sup> level wizard, allowing the cyborg to track magical scents back to a specific source. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### Veins of Liquid Steel (Forgeblood)

Molten metal runs in the Forgeblood cyborg's veins. The cyborg's skin is as hot to the touch as red-hot iron, and the cyborg's veins are visible as a pulsing black and crimson network just under the skin. The cyborg can call upon the power of his blood to increase his speed and reflexes; during these bursts of activity the cyborg's skin smolders and the air around smells like molten steel.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** The cyborg gains cold resistance 5. Once per day, the cyborg can speed the blood through their veins, creating a *haste* effect which lasts for a number of rounds equal to the Forgeblood Cyborg's Constitution modifier (minimum 1 round). While *hasted*, the cyborg receives a +1 bonus on attack rolls and a +1 dodge bonus to Defense/AC, and increases the cyborg's base land speed by 30 ft. When making a full attack action, the cyborg make one extra attack at his full base attack bonus. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### Votive Spine and Heart (Forgeblood)

The armored skin running the length of your spine and over your heart becomes stained glass depicting colorful scenes from epic myths and familiar religious proverbs. Your pulsing organs are visible under the thick glass carapace, and glow with a crimson and gold light.

#### **Prerequisite: Forgeblood Heart**

**Benefit:** Once per day, you may shatter your spine and heart in a storm of golden fire and jagged rainbow shards of glass. The shrapnel erupts from your body in a burst, centered on yourself, which effects all creatures within a 30 ft radius. All creatures within the blast radius take 4d6 points of damage, half of which is fire and half of which is slashing. Undead caught within the blast radius suffer double damage. Affected creatures may attempt a REF save (DC 16) for half damage.

Immediately after the blast, your body reforms without lasting harm; however the pain of

the destruction and recreation stuns the Forgeblood for a round. Creatures immune to stunning do not suffer this penalty. The cyborg may activate this ability an additional time for every two Forgeblood feats the cyborg possesses.

#### **Forgeblood Disadvantages**

There are nearly 30 Forgeblood Feats to choose from, and it's impossible for any one character to gain all of them, meaning that any Forgeblood in your campaign are likely to be unique creations, with distinctive abilities that set them apart from purely organic mortals.

From Dwarven Forgeblood Paladins with gleaming and orderly silver and Mithrial hulls, to rusting Orc juggernauts that are nothing but corded muscle and jagged blades, each Forgeblood is a species of one. Forgebloood wishing to increase their power and more fully explore their mechanical heritage by selecting Forgeblood specific Disadvantages.

Each Forgeblood Disadvantage chosen allows the Forgeblood to select another feat, and with it, another innate bio-mechanical superpower. Be warned however, as with all Disadvantages, Forgeblood specific weaknesses are far more crippling than their corresponding feats are empowering.

This is to ensure that the Forgeblood simply can't select disadvantages that are only token limitations to their class or character concept just to acquire another feat. Choosing to acquire disadvantages should involve a careful calculation of risk versus the reward of choosing a powerful new feat. Forgeblood Disadvantages are selectable only by creatures that have an implanted Forgeblood Heart.

# Clockwork Body & Soul (Forgeblood Disadvantage)

A dizzying array of well machined gears clicks and turns just under the Forgeblood's armored skin, and are as vital to the Forgeblood's existence as a heart and lungs are to an ordinary human, if not more so. If the gears' arrangement is disrupted, the cyborg suffers excruciating pain.

**Effect:** An opponent may make a Disable Device check (DC 25) as a standard action in order to cripple or kill the cyborg. The Disable Device DC is reduced to 18 if the cyborg's opponent spends a full round studding the creature before striking, or strikes when the cyborg is denied its Dexterity bonus to Armor Class.

On a successful check, the Forgeblood is instantly reduced to 0 HP and begins dying. The Forgeblood may attempt a FORT save (equal to the attacker's Disable Device result) to stay on his feet. Even on a successful save, the cyborg suffers 3d6 points of damage.

#### Pain of Existence (Forgeblood Disadvantage)

The Forgeblood's cybernetic components mesh imperfectly with his organics, transforming what should have been a proud bio-mechanical warrior in a deformed, agonized wretch, a twisted freak of metal and bone.

**Effect:** The cyborg's constant agony wears down his mental and physical reserves. The cyborg suffers a -2 penalty on WILL saves (-4 penalty on Will saves made to resist pain effects), and a -4 penalty on FORT saves made to resist disease. The cyborg can never become immune to either pain effects, including stunning, nor to disease.

#### Shuddering Engine (Forgeblood Disadvantage)

The Forgeblood's heart beats reluctantly, the demands of the metal constantly threatening to overwhelm the capacities of the flesh. The Forgeblood's strange technology is unreliable at best. **Effect**: Each time the cyborg uses one of his Forgeblood abilities, he must make a FORT save (DC 12 + the number of previous successful saves) or suffer a bio-mechanical seizure. For 1d4+1 rounds after the failed save, the cyborg is *nauseated*, and than suffers a negative level (-1 on all skills, checks and abilities) for 24 hours after the failed save. This disadvantage only applies to Forgeblood abilities that require an action to activate, not to those which are always active.

**Special:** The Forgeblood cannot choose this disadvantage unless he has already selected at least two Forgeblood Feats which require an activation action.

#### Unhealing (Forgeblood Disadvantage)

Your body is more metal than flesh, and your thick, syrupy blood runs sluggishly through platinum veins.

**Effect:** You cannot naturally recover Hit Points with rest, nor can a medic use the Heal skill to speed your healing process, though that skill can be used to stabilize you if you are dying. You recover ability damage at half the usual rate (one point of ability damage per 2 days), though you can benefit from healing spells and magic normally.

#### Winding Engine (Forgeblood Disadvantage)

The Forgeblood isn't truly a living thing, though she has a soul, and can die like any other mortal. Instead, the gears that have replaced her organs are the sum total of what she is. A hand crank protrudes from the cyborg's body, and must turned several times per day in order to keep the mainspring that powers the clockwork aberration alive wound.

**Effect:** In addition to having to turn the crank every sunrise (a full round action) in order to remain alive, the cyborg fatigues easily. The stress of combat quickly exhausts the cyborg, requiring the cyborg to 'recharge' itself by winding its mainspring. Doing so is a full round action which provokes attacks of opportunity.

1d4 rounds after entering combat, the cyborg's mainspring winds down. At this point, the cyborg begins losing 1 hp per round until he or she winds the mainspring, or receives any healing magic. The cyborg can function normally until he or she next enters combat, 1d4 rounds after which the cyborg will have to wind again.

# Variant Rule: Forged Races

If you're intrigued by the Forgeblood rules found in this sourcebook, you may decide to give any or all of the new species in this tome the Forgeblood Heart feat as a racial bonus feat.

It's easy to imagine that the 'technology' behind Forgeblood Seeds forms the basis for Colossi, Mechana and Siege-Gear existence.

Likewise, maybe humans from the modern world are tainted by its technology, which empowers and deforms Terran visitors to the Prime Material?

You might also simply allow members of these new races to select Forgeblood Feats and Disadvantages without needing to first gain the Forgeblood Heart feat, assuming they meet all the prerequistes. This makes Forgeblood feats more common without increasing a character's power level.



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