

MONSTROUS RACES: SECOND HORDE

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FOR FANS OF MONSTROUS RACES

On September 27th, 2010, Purple Duck Games released *Monstrous Races* for the *Pathfinder Roleplaying Game*. It was designed as a response to the needs of my players who were disheartened that there were not alternative racial abilities and favored class bonuses in the *Advanced Player's Guide* for the tieflings, aasimars and other playable races that have gained prominence since the 3.X era.

Unexpectedly to me, *Monstrous Races* was a hit with customers as well as my players. For months, Stefen and I went back and forth looking at further races to develop and we made some headway. Unfortunately for us, other products also took off on us and Stefen and I realized that we did not have the time to properly dedicate to writing this release. Thankfully, Thomas Baumbach agreed to come on board to write and develop this product.

Monstrous Races: Second Horde provides alternate racial traits, favored class bonuses, and background information for using eight additional races as player character races. Many of the races discussed in this book are often presented as strictly monster opponents. For each of these more monstrous races, new rules have been added for their use as player characters as well.

We hope that you find a couple new races that will serve you well in your upcoming campaign.

- Mark and Stefen

ABOUT THE AUTHOR

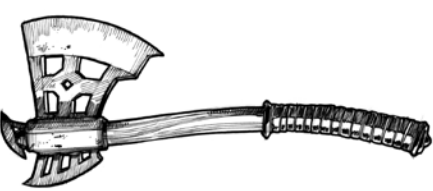
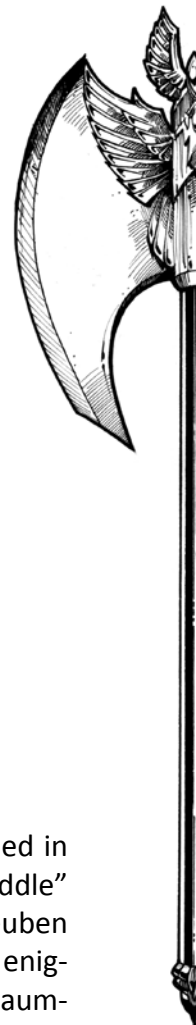
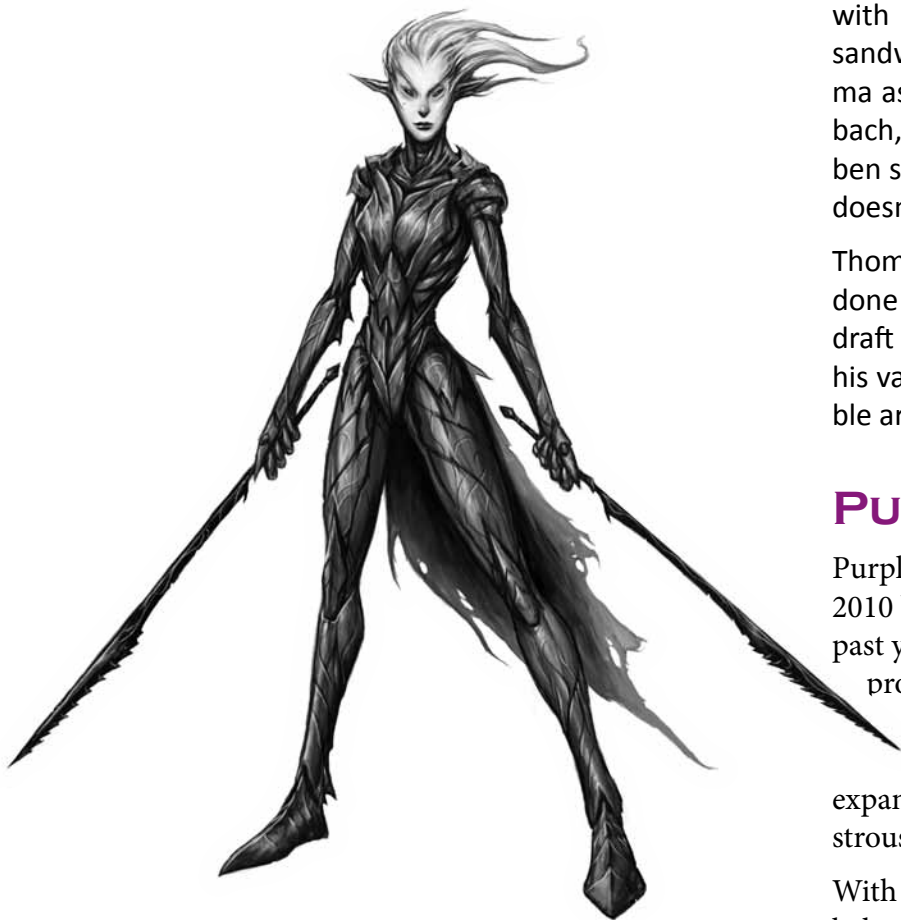
Thomas Baumbach, writer, is a riddle, wrapped in a mystery, inside an enigma. But replace "riddle" with "curmudgeon" and "mystery" with "Reuben sandwich," after which he is not-so-much an enigma as he is "awkward in a crowd." Thomas Baumbach, writer, is a curmudgeon, wrapped in a Reuben sandwich, inside an awkward in a... wait that doesn't work. Start over.

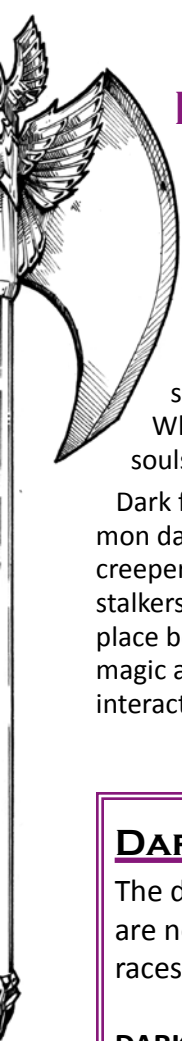
Thomas Baumbach pretends to be a writer, has done so for several years, yet continually fails to draft competent "about the author" segments for his various attempts at authorship. For more humble arrogance, visit Dorkistan.com

PURPLE DUCK GAMES

Purple Duck Games was founded in August of 2010 by Mark Gedak and Stefen Styrsky. Over the past year they have launched many innovative products to support the *Pathfinder Roleplaying Game* including their *Legendary Treasures* line, the *Monsters Unleashed* series and our expansion of player character races known as *Monstrous Races* and *Legendary Races*.

With just under a year of publishing under their belt, they hope to bring many more useful products to market in the coming months and years.





DARK FOLK

An eternal, violent struggle for survival rages among the alien creatures dwelling in the sunless caverns deep beneath the world's surface. The dark folk are neither the strongest, most industrious, cruelest, cleverest, nor the vilest of subterranean races. None-the-less they thrive. Living shadow swathed in stealth and patience, their society and origins are as mysterious as their realm. What little is known of the dark folk arrives from lucky souls who have escaped their clutches.

Dark folk organize their tribes in castes. The most common dark folk and the lowest caste are known as dark creepers. The ruling class – tall and lithe – are the dark stalkers. Dark slayers wield the most power, but hold a place below the ruling class. Slayers provide the tribe with magic ability. Other castes exist, but have only limited interaction outside the tribe.

DARK FOLK

ADVENTURERS

Dark folk adventure to gather knowledge of terrain, people, rivals, dangers and treasures. Survival of the tribe and fulfilling one's caste role are the focus of all dark folk.

Alchemist: The dark germymers, midwives, fertility manipulators, and caretakers of the young make use of alchemy's practices to guide new births toward filling caste roles, though true dark folk alchemists are rare.

Barbarian: Patience and silence must rule in the deep earth for the dark folk to survive. Dark folk who become barbarians often live as tribal outcasts.

Bard: The dark folk have no known music or battle heralds. If the dark folk possess an oral tradition, it is whispered in corners. Dark folk bards specialize in silent performances such as dance and pantomime.

DARK FOLK AS PCs

The dark creeper presented in the Pathfinder Roleplaying Game Bestiary as well as the other dark folk races, are not intended to be PC races. The below stats represent a dark folk that is balanced with the other core races, but still retains the same feel as the standard dark creeper, dark stalker, and dark slayer.

DARK CREEPER RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 to One Ability Score: Dark folk are agile and bewitching, but maleable, suited to their caste roles.

Small: Dark folk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Dark creeper have a base speed of 30 feet.

See in Darkness: Dark folk can see perfectly in darkness of any kind, including that created by the *deeper darkness* spell.

Light Blindness: Dark folk are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

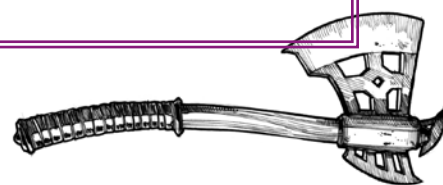
Bold-Footed: Dark folk receive a +2 racial bonus on Climb and Stealth checks.

Dark Folk Magic: Dark folk add +1 to the caster level of spells that they cast with the darkness descriptor. Dark folk with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*darkness* and *detect magic*. The caster level for these effects is equal to the dark folk's level. The DC for these spells is equal to 10 + the spell's level + the dark folk's Charisma modifier.

Death Throes: When a dark folk is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC (10 + 1/2 Hit Dice + Con Modifier) Reflex save halves this damage. A dark folk's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Keen Senses: Dark folk receive a +2 racial bonus on Perception checks.

Languages: Dark folk begin play speaking Common and Dark Folk. Dark folk with high Intelligence scores can choose from the following: Drow, Dwarven, Terran, and Undercommon.



Cavalier: Dark folk cavaliers often belong to the order of the cockatrice and are solitary individuals who forge their own way in the subterranean world. A few slayers also belong to the order of the dragon.

Cleric: It is said the dark folk favor no deities, for not even the gods can peer into the deep earth. Whatever divine force the dark folk serve, slayer clerics draw power from the darkness and magic domains.

Druid: Slayers concerned with the delicate balance of ecosystems that support the tribe become druids specialized in the deep earth.

Fighter: Stalkers, and the creepers who emulate them, sometimes become fighters trained in lightning fast weapons and mobile combat.

Inquisitor: Dark folk inquisitors are a special breed of stalker who ensures caste roles are maintained and drive out intruders.

Monk: Many stalkers train in a dark folk fighting style unique to their kind. Stalker monks do not face a foe in the open, preferring instead to harass enemies from hidden places.

Oracle: Dark pacts are a common source of power for slayers. Blind slayer oracles favor the flame mystery, as nearly all creatures of the deep earth fear light.

Paladin: Equality, honor, and justice are notions for the sun-touched races. Dark folk paladins are more often legend than fact though the darkfolk anti-paladin is a verified reality.

Ranger: Slayers and their creeper retinue of rangers who patrol farthest from the tribe search for signs of enemy encroachment. Dark folk rangers seldom take animal companions.

Rogue: Stealth, silence, and advantage are the dark folk tools of survival. A dark folk's innate proclivities and cultural heritage make them natural rogues.

Sorcerer: Most slayers become sorcerers with the arcane, elemental, deep earth, or shadow bloodline.

Slayer sorcerers vie for power within the tribe.

Summoner: For their ability to conjure powerful allies at a whim, slayer summoners are cautiously watched by the ruling class. Eidolons are commonly hulking, silent beasts, a brute otherwise lacking within the tribe.

Witch: The dark realms teem with forces and magic the dark folk can tap with ease. Dark folk witches engage patrons of silence, shadow and death.

Wizard: Slayers with access to captured libraries or surface trade often become wizards.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a dark folk has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all dark folk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Monk: Add +1/4 to the monk's ki pool.

Ranger: Add +1/3 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue: Add +1/2 to Stealth check.

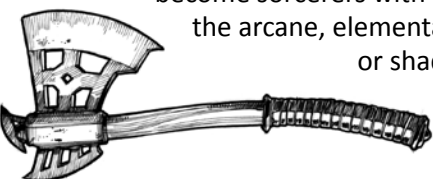
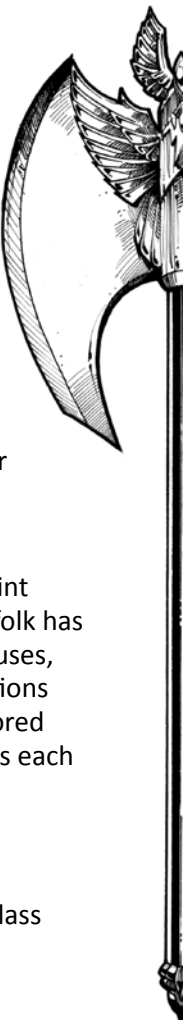
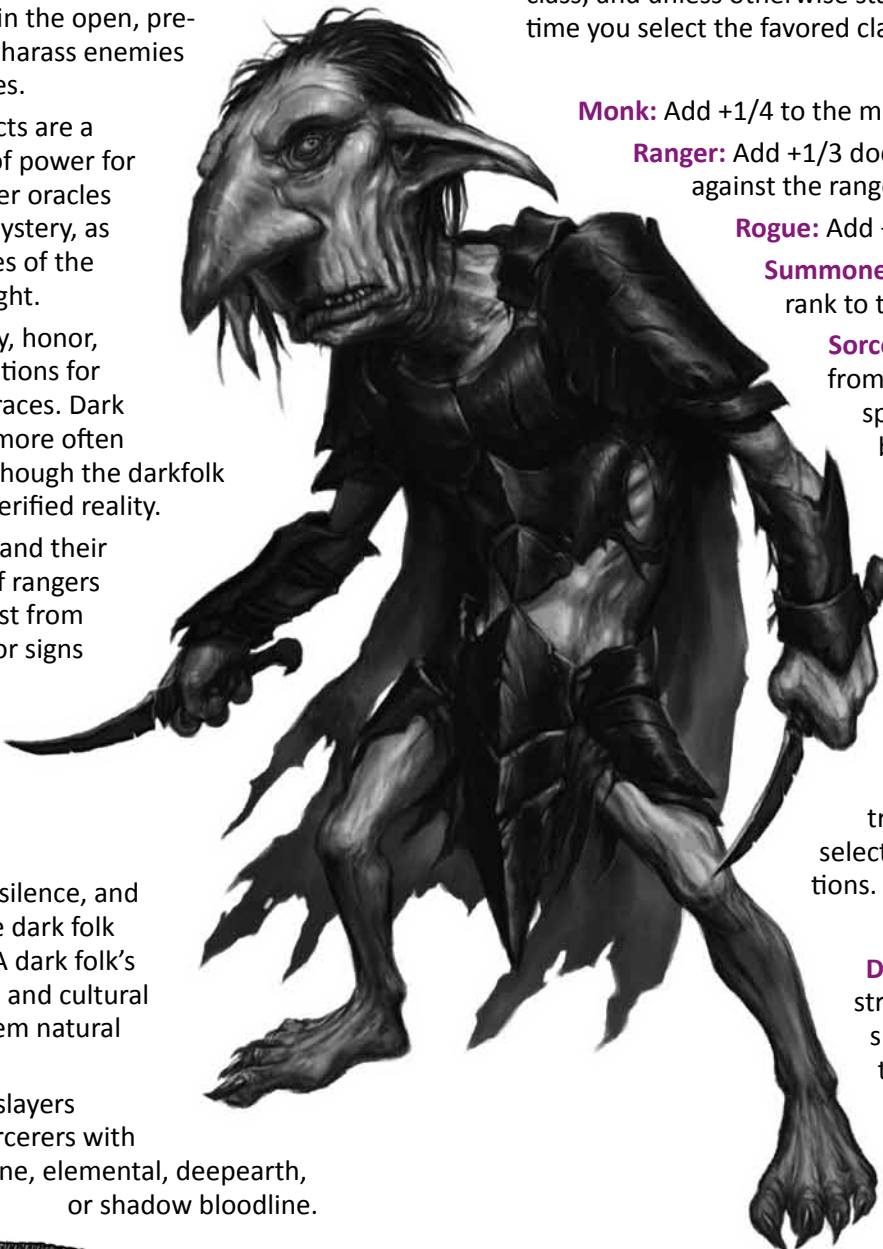
Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon.

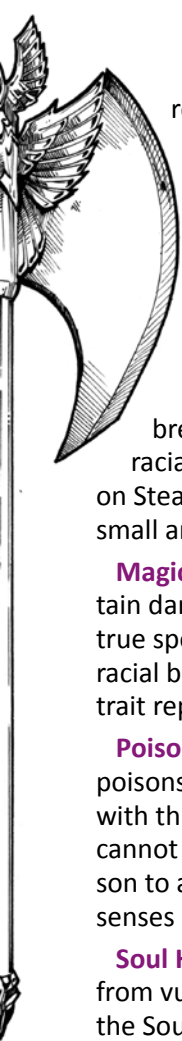
Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing dark folk racial traits. Consult your GM before selecting any of these new options.

Devoted Craven: Creepers strive to emulate their stalker superiors. Dark folk with this racial trait receive a +4 bonus on Will saves versus enchantment effects, and a -2 penalty versus fear effects. This racial trait





replaces the dark folk's keen senses racial trait.

Greater Magic: Slayers are bred to harness the ambient arcane energies of the deep earth. Dark folk with this racial trait a Charisma of 11 or higher gain the following spell-like abilities: At will: *detect magic*; 1/day - *bleed*, *chill touch*, *darkness*, and *spectral hand*. This racial trait replaces the dark folk magic racial trait.

Lean and Lithe: Stalkers are taller than their kin, bred for grace and deadly poise. Dark folk with this racial trait are Medium-sized and receive a +4 bonus on Stealth checks. This racial trait replaces the dark folk's small and bold-footed racial traits.

Magic Knack: Trained from birth in the mystic arts, certain dark folk make use of magic trinkets and rituals, if not true spellcasting. Dark folk with this racial trait gain a +2 racial bonus on Spellcraft and Use Magic Device. This racial trait replaces the dark folk's bold-footed racial trait.

Poison Use: Stalkers and creepers alike use numerous poisons to quickly and silently dispose of foes. Dark folk with this racial trait are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade. This racial trait replaces the dark folk's keen senses racial trait.

Soul Harvest: Slayers use their innate power to drain life from vulnerable foes. Dark folk with this racial trait gain the Soul Harvest ability (see Dark Slayer, *Pathfinder Role-playing Game Bestiary* 2). This racial trait replaces the dark folk magic racial trait.

DARK FOLK CASTES

Dark folk society is divided into castes. Even before birth, dark folk germymers manipulate the growth of children to facilitate filling caste roles. Though countless castes exists, from servants to nobles, those dark folk that interact with the outside world are usually limited to dark creepers, dark stalkers, and dark slayers.

Dark Creepers: Dark creepers are little more than mules, fodder, and foot soldiers for dark folk society. Bred for servitude, dark creepers strive to emulate their overseers, dressing in tattered rags reminiscent of dark stalker garb.

Dark Stalkers: The ruling caste, dark stalkers are concerned with survival and maintaining dark folk territory. Dark stalkers prefer to attack from advantage, and use dark creepers as fodder to achieve it.

Dark Slayers: Few dark folk are born as slayers; just enough to bring arcane might to the tribe, but never enough to supplant the stalkers. Wholly evil, slayers delight in murder and mayhem.

DHAMPIR

Dhampir, the offspring of vampire and human, are alluring, passionate creatures doomed to lust without ever knowing love, a mortal mind trapped in an eternal body. Despite their commanding presence, dhampir never feel truly at ease. They constantly struggle with a drive to consume warm, fresh blood. Even surrounded by loyal companions or a cadre of worshipers a dhampir's blood lust is never sated, only eased.

Most dhampir lead a solitary existence. Never becoming too attached to those around them prevents complex moral dilemmas when the lust for companionship turns to a lust for a sanguine repast. Though driven to consume blood, dhampir do not require it to survive. All dhampir harbor deep resentments towards their parents for bestowing on them a living curse.

DHAMPIR ADVENTURERS

Most dhampir take up adventuring at some point in their long lives. Never lingering in one place for too long — certainly never longer than a lifetime — dhampir rarely earn the trust of other sentient creatures and must instead rely on charm and beauty.

Alchemist: Dhampir who hope to escape their eternal curse sometimes experiment with blood alternatives and placebos. Dhampir alchemists focus on elixir and mutagen discoveries that can help them repress their blood craving.

Barbarian: Overwhelming rage is perhaps the only emotion that can repress the dhampir's constant blood want. However, the combined states of rage and desire quickly wear on a dhampir's sanity.

Bard: The dhampir's dark beauty coupled with the bard's natural charm make dhampir bards frightening and alluring. Dhampir bards excel at charm and manipulation.

Cavalier: Dhampir who give themselves over to their lusty appetites as a means of avoiding their innate curse sometimes become cavaliers, making bold challenges at even the slightest provocation.

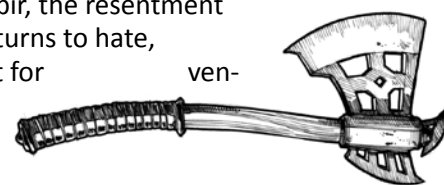
Cleric: Some dhampir seek redemption in the hands of the gods, others embrace their sin and deprive themselves further in exchange for power. Dhampir clerics favor deities with the charm, darkness, death, evil, good, nobility, and trickery domains.

Druid: Those dhampir who accept their cursed role in life sometimes become druids, giving thanks to the woodland creatures sacrificed to sate the dhampir's blood lust.

Fighter: Recognized for what they are, dhampir are forced to fight to survive from their earliest years. Dhampir fighters prefer finesse and mobility as fighting styles.

Inquisitor: For many dhampir, the resentment toward their undead parent turns to hate, and becomes a lifelong quest for

ven-



geance. Dhampir inquisitors pass judgment on vampires and other creatures which treat innocent people as cattle.

Monk: In the silence of meditation and introspection, a dhampir finds his lust for blood lessened. This does not mean the path of the monk is any easier for a dhampir.

Oracle: Twice-cursed dhampir oracles often delve in the mysteries of battle and bone, areas where the dhampir naturally excels.

Paladin: Aged dhampir who hope to change the world for the better sometimes take up the paladin's oath, having long ago come to terms with their lust for blood.

Ranger: Dhampir rangers focus their training on eliminating undead, particularly vampires, and sometimes even other dhampir. Dhampir rangers commonly take wolf companions.

Rogue: In order to survive their earliest years, many dhampir become rogues. Born to the night, stealth and deception are the forte of dhampir rogues.

Sorcerer: Many dhampir recognize the innate power of their undead heritage, even if most despise themselves for it. Dhampir sorcerers commonly manifest the undead bloodline.

Summoner: Dhampir summoners fashion their eidolons to resemble humans as closely as possible, an exemplar of that which might have been.

Witch: Ostracized as beings cursed with evil, dhampir often channel their resentment into the witch's calling, crafting curses and hexes on those who cast them out.

Wizard: The long-lived dhampir have plenty of time to devote to the collection of rare arcana and the hours of study required to become a wizard.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a dhampir has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all dhampir who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Add +¼ to the DC of the bard's mind-affecting spells and performances.

Inquisitor: Add +½ on Intimidate checks and Knowledge checks to identify creatures.

Rogue: Add +½ to Intimidate checks and Bluff checks to create a diversion to hide.

Sorcerer: Add +½ to the DC of the sorcerer's mind-affecting spells versus undead.

ALTERNATE RACIAL TRAITS

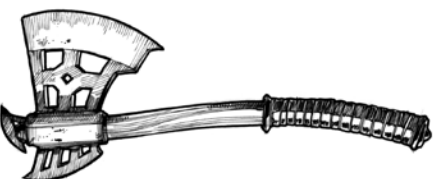
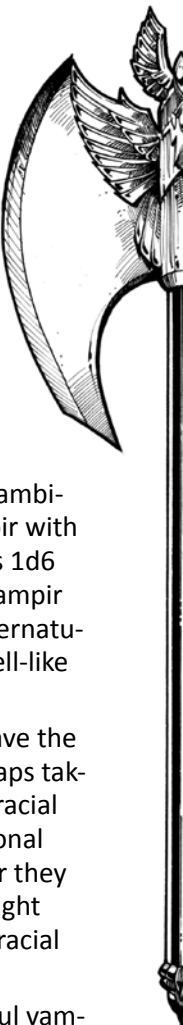
The following racial traits might be selected instead of existing dhampir racial traits. Consult your GM before selecting any of these new options.

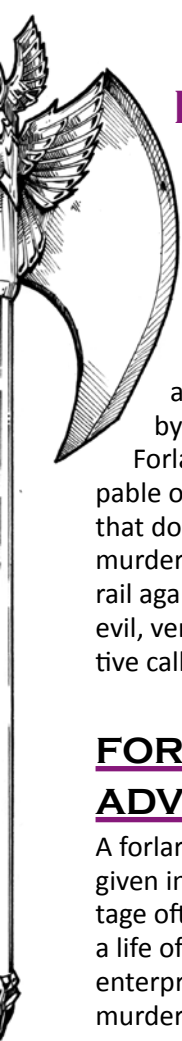
Alluring: Those who aren't aware of the dhampir's vile heritage are often drawn to the dhampir's beauty and grace. Dhampir with this racial trait receive a +4 racial bonus to Diplomacy and Sense Motive. This racial trait replaces the dhampir's undead resistance racial trait.

Death Touch: Some dhampir learn to harness the ambient undead energies that flow in their veins. Dhampir with this racial trait can deliver a touch attack that inflicts 1d6 negative energy damage on a successful hit. The dhampir can use this ability three times per day. This is a supernatural ability. This racial trait replaces the dhampir's spell-like ability racial trait.

Daywalker: Dhampir born from lesser vampires have the ability to walk in daylight without aggravation, perhaps taking more after their human side. Dhampir with this racial trait receive at 1st level a bonus feat and one additional skill rank and also one additional skill rank whenever they gain a level. This racial trait replaces the dhampir's light sensitivity, undead resistance, and resist level drain racial traits.

Creature of the Night: Dhampir born from powerful vampires have a greater bond with creatures of the night, but a vulnerability to the day. Dhampir with this racial trait are staggered when exposed to direct sunlight and dhampir with a Charisma score of 11 or higher receive the following spell-like abilities once per day: *call animal*, *charm animal*, and *speak with animals*. These spell-like abilities only work for bats, rats, and wolves. This racial trait replaces the dhampir's light sensitivity and spell-like abilities racial traits.





FORLARREN

As volatile and sinister as they are capricious, forlarren are the spawn of a wood nymph and a nether fiend, a living conundrum of grace and hate. Consummate loners, forlarren are given to bouts of extreme malice toward all living things followed by debilitating remorse.

Forlarren are nearly incapable of forming relationships that don't end in betrayal or murder. Though many forlarren rail against the constant pull of evil, very few resist its seductive call.

FORLARREN ADVENTURERS

A forlarren who hasn't yet given in to her fiendish heritage often adventures, living a life of companionship and enterprise, while scheming to murder her companions.

Alchemist: There are few terrors more frightening than a forlarren master chymist, deforming herself as much as she tortures her victims.

Barbarian: The forlarren's need for violence fits well with a barbarian's rage and need for slaughter.

Bard: Finding solace in soothing, dulcet tones, it's not uncommon for forlarren resisting their fiendish blood to take up the path of the bard.

Cavalier: Staunch devotion to a code of honor is the most proven method for forlarren seeking to wash away their violent nature, but forlarren cavaliers struggle with showing mercy to foes who surrender.

Cleric: Forlarren clerics often serve deities of murder and destruction, sometimes even the abyssal lord that spawned them.

Druid: Many a forlarren druid walks the green path in penance, filled with shame over past misdeeds — and often guilt over the murder of her own nymph mother.

Fighter: While most forlarren prefer to murder with their claws, training with exotic, brutal weaponry has a devilish appeal to forlarren fighters.

Inquisitor: Giving in to their bloodlust, forlarren inquisitors purge hope and squelch life, their only devotion murder.

Monk: Perhaps the closest any forlarren comes to inner peace is through the monk's meditative, introspective techniques. Having learned to accept their violent nature, forlarren monks channel their rage, pity, regret, and hate into a calm, emotionless veneer.

Oracle: Already burdened with their dual nature, many forlarren gladly accept the oracle's curse in exchange for divine power. Forlarren oracles favor the bones, flames, and nature mysteries.

Paladin: A forlarren paladin uses the forlarren's lust for death to bravely confront foes who violate her code of good and law.

Ranger: Forlarren who develop a particularly favorite prey often become rangers, though most forgo training a companion.

Rogue: Those forlarren with a penchant for ambush often become rogues, taking pleasure in a creature's final look of shock.

Sorcerer: Forlarren who delve into the powers promised by their fey and abyssal heritage often unlock the potential of their bloodlines by becoming sorcerers.

Summoner: The forlarren's fiendish heritage makes it easy to conjure eidolons from the lower planes. These summoned creatures often appear wreathed in hellfire and

FORLARREN As PCs

The forlarren presented in the *Pathfinder Roleplaying Game Bestiary 2* is not intended to be a PC race. The below stats represent a forlarren that is balanced with the other core races, but still retains the same feel as the standard forlarren.

FORLARREN RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Intelligence: Forlarren are graceful and intuitive, but possess only a low cunning that serves their cruelty.

Fey: Forlarren are of the fey type. Forlarren possess no racial hit dice and exchange the features of their fey type for the class features of a PC or NPC class.

Medium: Forlarren are Medium creatures and have no bonuses or penalties due to their size.

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

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

Hellfires: Forlarren add +1 to the DC of any saving throws against spells they cast with the fire descriptor. Forlarren with a Charisma score of 12 or higher also gain the following spell-like abilities: 1/day - *faerie fire*, *heat metal*, and *light*.

Natural Attacks: Forlarren have two natural claw attacks that deal 1d4 points of damage on a successful hit. These are primary attacks, or secondary attacks if the forlarren wields a manufactured weapon.

Faery Resistance: Forlarren gain resistance to injury passed down from their fey mother. Forlarren receive DR ½ HD (min. 1) /cold iron.

Remorse: Whenever a forlarren kills a living creature, it must make a DC Will save (DC 10 +1/2 HD + Cha modifier) to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

Languages: Forlarren begin play speaking Common and Sylvan. Forlarren with high Intelligence scores can choose from the following: Abyssal, Elven, Druidic, Draconic, and Goblin.

smoke.

Witch: Forlarren form bonds with familiars attracted to their natural corruption. Forlarren witches enjoy casting hexes that wither and kill other creatures.



Wizard: Though often too capricious for study, most forlarren who don a wizard's robes hope devotion to knowledge and learning becomes a promising distraction from wanton killing.

FAVORED **CLASS OPTIONS**

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, a forlarren has the option of choosing from a number of other bonuses, depending upon her favored class. The following options are available to all forlarren who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds ½ to the number of uses per day of that domain power.

Druid: Add +1 on Will saves to overcome a forlarren's remorse. Add +¼ on all other Will saves.

Inquisitor: Add +1/6 to the number of times per day the inquisitor can use her judgment ability.

Monk: Add +1 on Will saves to overcome a forlarren's remorse. Add +¼ on all other Will saves.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power.

ALTERNATE **RACIAL TRAITS**

The following racial traits might be selected instead of existing forlarren racial traits. Consult your GM before selecting any of these new options.

Devilish Magic: Forlarren with this racial trait may choose any of the following spell-like abilities in place of their *heat metal* spell-like ability: *chill metal*, *flame blade*, *flaming sphere*, *gust of wind*, *summon swarm*, or *warp wood*.

Fiendish Birth: Even if the nymph mother dies during conception, a forlarren child can tear its way free in just a few day's time. Forlarren with this racial trait receive a gore natural attack and two claw attacks that deals 1d6 damage. These are primary attacks, or secondary attacks if the forlarren wields a manufactured weapon. This racial trait replaces the forlarren's natural attacks and faery resistance racial traits.

Loner: Some forlarren escape the pull of their fiendish half by seeking solitude.

Forlarren with this racial trait receive a +4 racial bonus to Perception, Stealth, and Survival. This racial trait replaces the forlarren's remorse and hellfires racial traits.

Smite Good: Those forlarren who embrace their propensity for murder eventually lose touch with that small part of them that is good. Forlarren with this racial trait receive smite good. Once per day, as a swift action, the forlarren can smite good as the smite evil ability of a paladin of the same level as the forlarren's Hit Dice, except affecting a good target. The smite persists until target is dead or the forlarren rests. This racial trait replaces the remorse and faery resistance racial traits, and the forlarren loses the fey type, becoming a native outsider.

LIVING GHOUL

Legends lost to time speak of the Gh'I, a forgotten tribe of humankind. The Gh'I surrounded themselves with the finest jewels and silks from the far corners of the world, yet strode naked, too vain to cover their beauty. And the Gh'I were beautiful. Kings and emperors would offer vast dowries to have the Gh'I blood mix with their own, but all were refused. The Gh'I were too proud to lay with any but their own kind.

Lesser men were useful, however. The Gh'I feasted on their slaves as other men would on goats and swine. Styling themselves as gods, generations of the Gh'I tribe lived and died amid a decadent, incestuous and cannibalistic society. Eventually others began to see the Gh'I as gods, and judgment was levied.

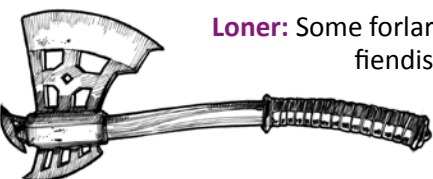
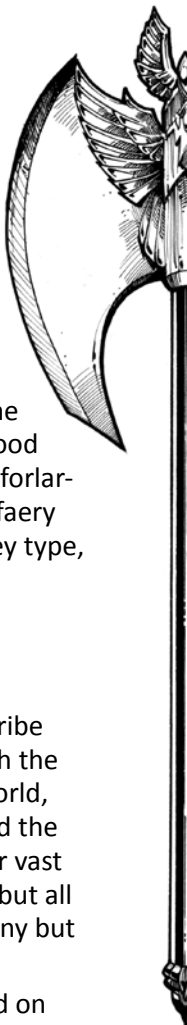
Cursed for their hubris by the true gods, the Gh'I became twisted, feral creatures. With the loss of their beauty came the loss of their power and sensuousness, and this new creature, the living ghoul, became more animal than man. The race now wallows in the filth of dark places, feeding off the weak and discarded. Forced now to eat human flesh to survive, living ghouls disguise themselves within human society, dwelling among the cattle.

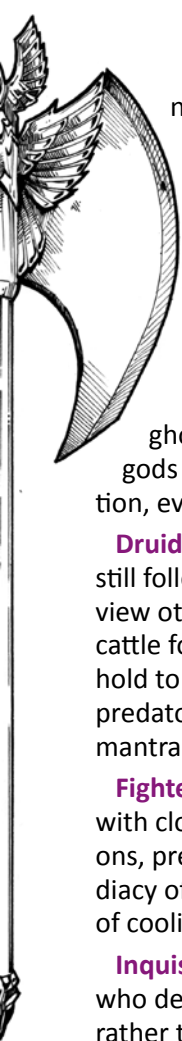
GHOUL ADVENTURERS

Living ghouls have a lifespan similar in length to that of humans, but seldom settle in one place for long. The ghoul's food requirements make a stationary lifestyle difficult. As a result, most ghouls take up adventuring as a means to both collect the treasure they so desire, yet cannot appreciate, and to feed for survival.

Alchemist: Fire and poison ruins flesh for a living ghoul. Those few ghoul alchemists that exist focus on mutagens to enhance their already impressive combat ability.

Barbarian: For living ghouls, the rending and consuming of flesh is already a frenzied affair. The barbarian's rage is a





natural extension of that frenzy.

Bard: Proud and often strangely charming living ghouls long to throw off their race's bestial curse and return to their former glory.

Cavalier: The knightly orders that include roving mercenaries sometimes contain ghouls, living in secret, their oath serving as a cover for their strange behaviors.

Cleric: Most living ghouls worship gods of darkness, destruction, evil, and nobility.

Druid: Some living ghouls still follow the old ways. They view other sentient life as cattle for consumption, and hold to the cycle of life, of predator and prey — their mantra and moral.

Fighter: Living ghouls train with close-quarters weapons, preferring the immediacy of the kill and the feel of cooling flesh.

Inquisitor: Certain ghouls who despise other creatures, rather than just consume them, make judgments as an inquisitor, focused on cleansing this world of the lesser races.

Monk: Bound up in their own self-appreciation, living ghouls find solace in their curse and in their near-perfect physical perfection.

Oracle: Though granting much power, the oracle's curse belies the living ghouls self image. Those few ghouls oracles that exist strive to keep both curses secret, shamed by their weakness, but reveling in their power.

Paladin: Few cultures accept a practice of cannibalism, labeling it evil and foul. Most living ghouls become anti-paladins instead, though the rare individual might break with his race and instead defend the weak rather than consuming them.

Ranger: The living ghouls hunt its favored prey in the remote places of the world, revealing its true form at will.

Rogue: Where blending into a society of lesser beings is a priority, the living ghouls excel. Stealthily slaying from advantage, then stealing away with the corpse

to consume in private is the living ghouls' stock and trade.

Sorcerer: Living ghouls manifest the destined and undead bloodlines, harkening back to the powers of their forbearers.

Summoner: Though a living ghouls' ideal servant possesses edible flesh, living ghouls enjoy forcing their eidolon to follow their every whim.

Witch: For some living ghouls, imparting hexes and curses is seen as the first step to restoring their race's divinity over men.

Wizard: Living ghouls specialize in necromancy to better slay their prey without harming the flesh.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a living ghouls has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all living ghouls who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add 1 to the barbarian's total number of rage rounds per day.

Ranger: Add a +½ circumstance bonus on critical hit confirmation rolls against the ranger's favored enemies (humanoid only). This bonus does not stack with Critical Focus.

Rogue: Add +1 bonus on Disguise checks.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

LIVING GHOUL RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Constitution: Living ghouls are agile and beautiful when not feeding, but are malnourished and seem to lie just this side of death.

Medium: Living ghouls are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Living ghouls have a base speed of 30 feet.

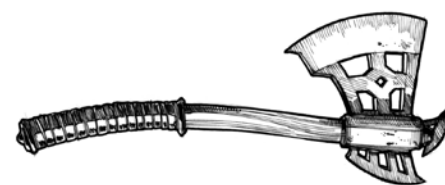
Cursed: Living ghouls are cursed by the gods themselves. As a result, they are immune to the *bestow curse* spell. In addition, living ghouls receive a +2 racial bonus on all saves versus necromancy spells.

Diseased: Living ghouls carry ghouls' pox, a wasting disease. On a successful bite attack, the target must make a Fortitude save or become infected with ghouls' pox (see below). The DC for this save is 10 + ½ HD + Constitution modifier.

Feast: Once per day the living ghouls may spend at least 10 minutes consuming humanoid flesh. If he does so, the living ghouls regains a number of hit points per minute equal to his character level.

Natural Attacks: As a full round action, the living ghouls can drop his human guise, becoming a gaunt, feral ghouls-like creature. In their true form, living ghouls take a -4 penalty to all Charisma-based skills and abilities (as well as DCs dependent on Charisma). Living ghouls also gain two claw attacks and a bite attack that each deal 1d6 damage on a successful hit.

Languages: Ghouls begin play speaking Common. Ghouls with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).



ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing living ghoul racial traits. Consult your GM before selecting any of these new options.

Ghoul Form: Some living ghouls given over to their base instincts no longer possess a human form. Living ghouls with this racial trait do not need to spend a full-round action activating their natural weapons. In addition, these ghouls always suffer the penalties to Charisma for revealing their true form. Still, these ghouls have learned to survive amongst their prey; they receive a +4 racial bonus to Disguise checks made to pass as human.

Ghoul Magic: The magic that curses living ghouls to their bestial feeding sometimes manifests as latent necromancy magic. Living ghouls with this racial trait add +1 to the DC of any saving throws against necromancy spells they cast, and they can cast *bleed* once per day as a spell-like ability. The caster level for this effect is equal to the living ghoul's character level. The DC for these spells is equal to 10 + the spell's level + the ghoul's Charisma modifier. This racial trait replaces the ghoul's +2 bonus on saving throws versus necromancy.

More Dead Than Living: Many living ghouls hover in between life and death. Living ghouls with this racial trait receive a +2 racial bonus on saves versus enchantment, bleed, death effects, paralysis, sleep and stun effects. This racial trait replaces the cursed racial trait.

Old Stench: Some living ghouls carry the lingering scent of death. Living ghouls with this racial trait receive the stench ability as a ghost. This racial trait replaces the ghoul's diseased racial trait.

NEW DISEASE:

GHOUL POX

Ghoul Pox: Bite-injury; save Fort, **Onset** 1 day, **Frequency** 1/day, **Effect** reduced healing, 1 Con and 1 Dex damage; **Cure** 2 consecutive saves. The save is Constitution-based.

A humanoid infected with ghoul pox does not heal normally while resting and receives only half healing from sources of magical healing.

A humanoid who dies while infected with ghoul pox rises as a true ghoul the next midnight. A humanoid who becomes a true ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or higher rises as a ghost.

LIZARDFOLK

Amid ruins of fallen civilizations the lizardfolk reign supreme. Most lizardfolk clans remain secluded from the world at large, yet still rely on civilization for crafted goods. Civilized neighbors view lizardfolk as savage and simple, not to be trifled with, but little to fear.

Proud and noble in their own way, lizardfolk tradition tells of a forgotten age, of dragonlords and priest-kings, of vast reptilian empires spanning continents. Few lizardfolk hold such musing in high regard, the immediate needs of survival having much more weight. Though often these tales grip many a young warrior and drive clans to expand and explore their wilderness domains.

LIZARDFOLK ADVENTURERS

Lizardfolk who become adventurers do so because their small tribal home can not contain their exceptional nature or because their clan requires an agent in the wider world. Though capable of reason, lizardfolk are naturally aggressive and excel in combat roles.

Alchemist: Though lizardfolk alchemists are rare, they serve the clan in much the same role as shaman or witch doctor. They conduct experiments with exotic flora and fauna, and concoct powerful extracts and mutagens.

Barbarian: Every clutch of young lizardfolk yields one true savage; lethal with his claws and quick to anger. Lizardfolk barbarians are commonplace.

Bard: Each clan holds dear their race's oral tradition, even if individual members do not. Lizardfolk bards maintain this tradition, and adventure to uncover the truths behind these legends.

Cavalier: Lizardfolk cavaliers often lead incursions into civilized lands atop giant monitor lizards. They most often belong to the order of the dragon.

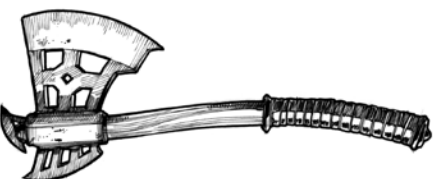
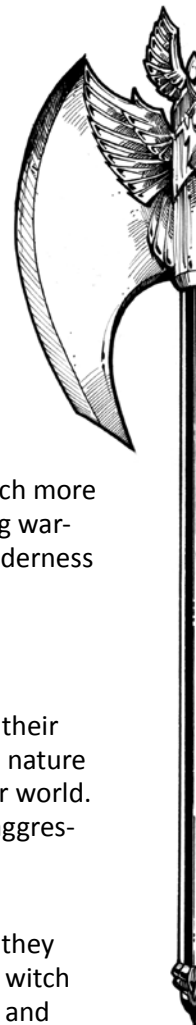
Cleric: Lizardfolk shamans worship the reptile gods. Guiding their race to reclaim their lost heritage, lizardfolk clerics often assume leadership roles within the clan.

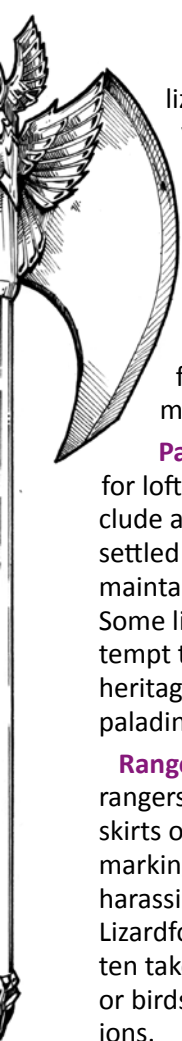
Druid: Fulfilling much the same roles as clerics, lizardfolk druids often arise in particularly harsh or hostile environments, their ties to nature strengthening the clan's presence in such areas.

Fighter: Unused to armor and strange weaponry, few lizardfolk train as fighters. Those who do study the martial arts often receive instruction from civilized neighbors as either students or foes.

Inquisitor: Especially in large clans lead by shamans or clerics, lizardfolk inquisitors serve as the muscle behind the faith. Inquisitors also sometimes act as emissary to other clans.

Monk: Rare is the monastery or school that will train a





lizardfolk in a style designed for hands without claws, yet there persists rumors of an entire lizardfolk clan trained to mix elbow strikes and tail slaps amidst teeth and nails.

Oracle: Lizardfolk oracles are commonly viewed as divine agents from the lost empire, their powers drawn from the race's ancient heritage. Lizardfolk oracles are often ostracized from the clan for their curse, but welcomed when their power manifests.

Paladin: Though the savage lizardfolk have no room for lofty ideals of justice, legends of the lost empire include an order of justiciars, wandering holy warriors who settled disputes and maintained order. Some lizardfolk attempt to reclaim this heritage by becoming paladins.

Ranger: Lizardfolk rangers patrol the outskirts of clan territory, marking borders and harassing intruders. Lizardfolk rangers often take large reptiles or birds as companions.

Rogue: Lizardfolk are not burdened by the cowardice normally associated with killing through advantage. Many lizardfolk rogues favor poison that incapacitates their targets.

Sorcerer: Arcane magic is prevalent in large lizardfolk clans. Nearly all sorcerers manifest the draconic bloodline.

Witch: Viewed with suspicion by other members of the clan, lizardfolk witches are often outsiders. Lizardfolk witches commonly keep snakes as familiars, crafting scrolls from shed snakeskin.

Wizard: Lizardfolk culture does not lend itself to library and laboratory. Lizardfolk wizards must have contact with civilization to pursue the study of magic.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a lizardfolk has the option of choosing from a number of other bonuses, depending upon his favored class. The following

options are available to all lizardfolk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add +¼ natural armor bonus to the lizardfolk's natural armor.

Druid: Select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds ½ to the number of uses per day of that domain power. For lizardfolk druids whose nature bond gives them an animal companion, add +1 skill rank to the animal companion. If the lizardfolk ever replaces her animal companion, the new companion gains these bonus skill ranks.

Oracle: Treat the lizardfolk's level as +½ higher for the purpose of determining the effects of the oracle's curse ability.

Ranger: Add +1 skill rank to the ranger's animal companion. If the lizardfolk ever replaces his companion, the new companion gains these bonus skill ranks.

Sorcerer: Add +2 hit points (draconic bloodline only).

LIZARDFOLK AS PCs

The lizardfolk presented in the Pathfinder Roleplaying Game Bestiary is not intended to be a PC race. The below stats represent a lizardfolk that is balanced with the other core races, but still retains the same feel as the standard lizardfolk.

LIZARDFOLK RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Intelligence: Lizardfolk are brawny and wary but dim-witted.

Medium: Lizardfolk are Medium creatures and have no bonuses or penalties due to their size.

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

Swim Speed: Lizardfolk have a swim speed of 15 feet.

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

Natural Attacks: Lizardfolk have a natural bite attack and two natural claw attacks that deal 1d4 points of damage on a successful hit. These are primary attacks, or secondary attacks if the lizardfolk wields a manufactured weapon.

Tail Balance: Lizardfolk receive a +4 racial bonus on Acrobatics checks when balancing.

Thick Scales: Lizardfolk have a +2 natural armor bonus.

Languages: Lizardfolk begin play speaking Common and Draconic. Lizardfolk with high Intelligence scores can choose from the following: Aquan, Goblin, Gnoll, and Orc.

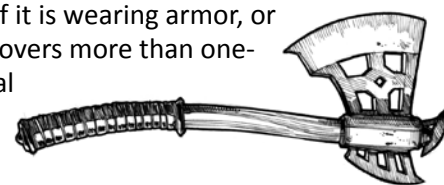
ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing lizardfolk racial traits. Consult your GM before selecting any of these new options.

Bow Hunter: Marksmen with renown enough to rival the elves, the Red Talon Clan file down their claws to better use their chosen weapon: the bow. Lizardfolk with this racial trait

receive proficiency in longbows and shortbows (including their composite versions) and receive Weapon Focus (bow) as a bonus feat at 1st level. This racial trait replaces the lizardfolk's natural claw attacks (but not the natural bite attack).

Chameleon Skin: Lizardfolk of the Scarscale Clan stalk the marshes and bogs near civilized country, harassing farmlands and roadways and disappearing without a trace. Lizardfolk with this racial trait receive a +8 bonus to Stealth checks as long as most of its skin is exposed. A lizardfolk loses this conditional bonus if it is wearing armor, or if it wears any clothing that covers more than one-quarter of his body. This racial



ability replaces the thick scales racial trait.

Clan Elder: Elders of the ancient Sz'sik Clan know their replacements, even before their progeny have hatched. Certain hatchlings are separated at birth, raised apart and trained to be elders. Lizardfolk with this racial trait treat all Knowledge skills as class skills, and gain a +2 racial bonus in two Knowledge skills of their choice. This racial trait replaces the tail balance racial trait.

Desert Dweller: Those lizardfolk adapted to desert life are known as the Sunscale Clan. Lizardfolk with this racial trait receive Endurance as a bonus feat and receive a +4 racial bonus to Survival checks in desert environments. This racial trait replaces the swim speed and hold breath racial traits.

Dragon Spawn: Lizardfolk of the deep marsh, said to be descended from black dragons, are known as the Bile Water Clan. Lizardfolk with this racial trait receive an acidic breath weapon. Once per day, the lizardfolk can fire a 15-foot line of acid that deals 1d4 damage per level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to $10 + \frac{1}{2} \text{ HD} + \text{the lizardfolk's Constitution modifier}$. This racial trait replaces the lizardfolk's bite natural attack (but not the natural claw attacks).

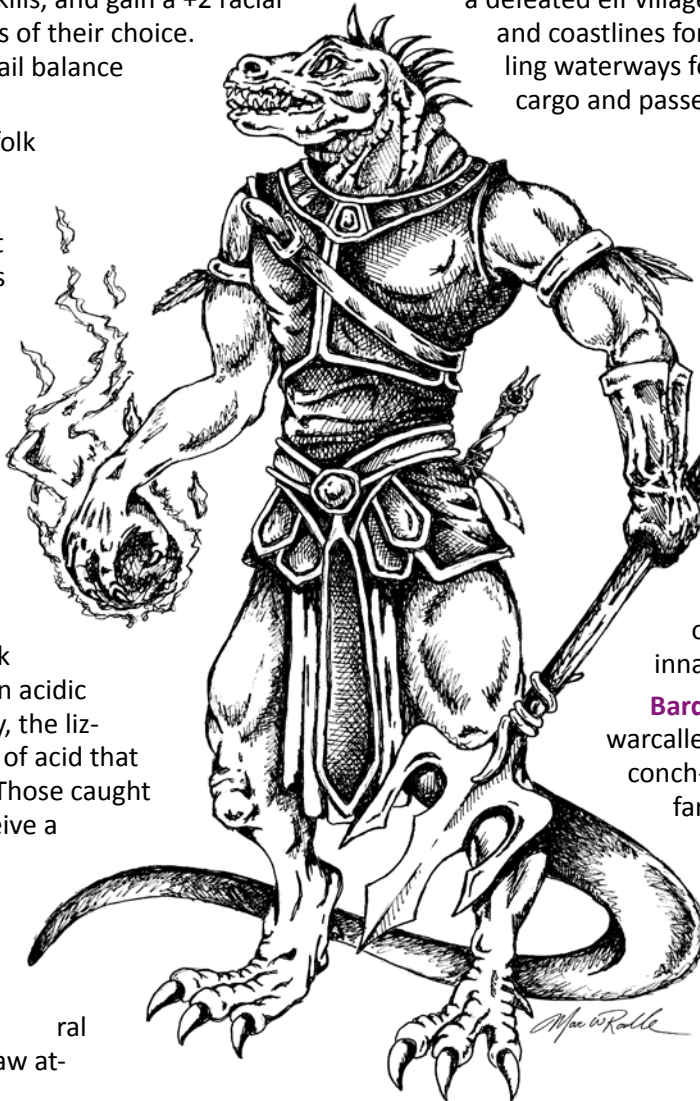
SAHUAGIN

Rare is the sea vessel that has not suffered a sea devil raid. Few coastal villages live without the worry of a shark-man assault. Barbarous and cruel, the sahuagin terrorize coastlands and ocean-ways from their vast undersea empire. Undisputed rulers of the sea, sahuagin make war not only against land dwellers, but against other oceanic races, particularly their favored prey: sea elves.

From blood sacrifices to appease the shark god to mutilations at the slightest infraction, sahuagin society is as bloodthirsty as the sharks they rear and revere. Natural mutations, too, define sahuagin culture, whether an extra pair of arms, the ability to breathe air, or the rare malenti, a sahuagin born in elfin shape, the ideal infiltrator and assassin.

SAHUAGIN ADVENTURERS

"Adventure" and "hunt" are synonymous to a sahuagin, and the sea devils are nothing if not hunters. Sahuagin adventurers undertake such quests as hunting down the last remnants of a defeated elf village, exploring vast reefs and coastlines for new prey, and patrolling waterways for ships to unburden of cargo and passengers.



Alchemist:

Explosions and mixology have limited use under water. The shamans who watch over sahuagin egg clutches study mutagens and similar recipes.

Barbarian: Nearly all sahuagin at least dabble in the rage of a barbarian to augment their innate frenzy ability.

Bard: Sahuagin bards are known as warcallers and heralds, sounding their conch-shell horns to relay orders to far-flung troops and organize their deadly raids.

Cavalier: Sahuagin cavaliers ride sharks and lead their kind on the hunt. Most belong to their equivalent of the order of the dragon.

Cleric: Sahuagin clerics worship any god or demon whose portfolio includes bloodshed, war, oceans or predators.

Druid: Sahuagin druids who take shark companions are considered true prophets and often rise to lead entire cities.

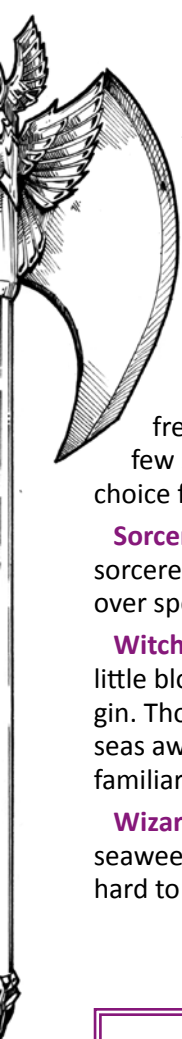
Fighter: Sahuagin train from an early age with tridents and special barbed javelins known as sahuagin spears.

Inquisitor: Sacrifice rituals are conducted by sahuagin inquisitors, who receive the divine "blood call." Sahuagin inquisitors hunt after worthy subjects of sacrifice for the devourer.

Monk: The meditation and introspection required to excel as a monk is rare in sahuagin. Certain malenti undergo monk training to better pass as elves.

Oracle: Sahuagin oracles are often failed mutations or a malenti birth that went horribly wrong. Sahuagin oracles favor the battle, blood, and waves mysteries.





Paladin: Sahuagin are naturally warlike and cruel, too given to bloodlust to honor a paladin's code though some pious shark men take the role of anti-paladin.

Ranger: Sahuagin rangers stalk prey in the far reaches of the ocean and track the movements of their enemies. Most take sharks as companions and sea elves as favored enemies.

Rogue: Requiring a finesse that is beyond the frenzied desire for blood that most sahuagin exhibit, few sahuagin rogues exist, though rogue is a common choice for malenti.

Sorcerer: Often of draconic or fiendish heritage, sahuagin sorcerers prefer slaying their enemies with fang and claw over spells.

Witch: Cursing and hexing opponents to death yields little blood, making the witch uncommon among sahuagin. Those few that do exist, commonly trapped in inland seas away from the vast oceans, take eels and piranha as familiars.

Wizard: Sahuagin wizardry is a unique practice, using seaweed and coral to store spells. Malenti wizards work hard to perfect elven magic.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a sahuagin has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all sahuagin who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: +1 round of rage.

Cavalier: Add +¼ to the uses per day of the cavalier's shark companion's frenzy. This ability functions as the sahuagin's blood frenzy ability.

Druid: Add +¼ to the uses per day of the cavalier's shark companion's frenzy. This ability functions as the sahuagin's blood frenzy ability. For sahuagin druids who have cleric domains instead of an animal companion, select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +½ to the number of uses per day of that domain power.

Inquisitor: Add +½ on Intimidate checks and Knowledge checks to identify creatures.

SAHUAGIN As PCs

The sahuagin presented in the *Pathfinder Roleplaying Game Bestiary* is not intended to be a PC race. The below stats represent a sahuagin that is balanced with the other core races, but still retains the same feel as the standard sahuagin.

SAHUAGIN RACIAL TRAITS

+2 Strength, +2 Intelligence, -2 Charisma: Sahuagin are muscular and calculating but severe and intolerant.

Medium: Sahuagin are Medium creatures and have no bonuses or penalties due to their size.

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

Swim Speed: Sahuagin have a swim speed of 30 feet.

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

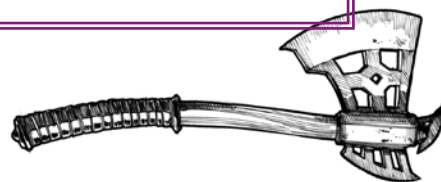
Blood Frenzy: Once per day, a sahuagin that takes damage in combat can fly into a frenzy on its next turn. The frenzy lasts for a number of rounds equal to 1 + the sahuagin's Constitution modifier (minimum 1) and otherwise functions as the barbarian's rage ability.

Natural Attacks: Sahuagin have a natural bite attack and two natural claw attacks that deal 1d4 points of damage on a successful hit. These are primary attacks, or secondary attacks if the sahuagin wields a manufactured weapon.

Speak with Sharks: Sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target." This is a supernatural ability.

Weapon Proficiency: Sahuagin are proficient with tridents and treat any weapon with the word "sahuagin" in its name as a martial weapon.

Languages: Sahuagin begin play speaking Common and Aquan. Sahuagin with high Intelligence scores can choose from the following: Abyssal, Elven, Draconic, and Undercommon.



Ranger: Add +¼ to the uses per day of the ranger's shark companion's frenzy. This ability functions as the sahuagin's blood frenzy ability.

ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing sahuagin racial traits. Consult your GM before selecting any of these new options.

Four-Armed: A common mutation among sahuagin is having four arms. Sahuagin with this racial trait receive two additional claw attacks. This racial trait replaces the weapon proficiency racial trait.

Keen Scent: Some sahuagin are born with an innate sense for blood in the water. Sahuagin with this racial trait can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. This racial trait replaces the sahuagin's darkvision racial trait.

Land Walker: Many are the sahuagin bred to conduct coastal raids. Sahuagin with this racial trait receive the amphibious special quality. This racial trait replaces the sahuagin's shark-kin racial trait.

Malenti: Rare sahuagin are born physically identical to sea elves. Malenti receive the amphibious special quality and a +4 bonus to Bluff and Disguise. This racial trait replaces the sahuagin's natural attacks racial trait.

Multi-Finned: Certain sahuagin are born with over-large or numerous fins. Sahuagin with this racial trait receive a swim speed of 60 feet, but have their base speed reduced to 20 feet.

SKULK

All civilizations suffer outliers, those who flit about the edges of society, pilfering, stealing, killing, eking out a meager, violent existence. Long ago these societal pariahs earned a name based on their methods of survival. Though many theorize the creatures known as skulks were once human, no legends speak of their origins and no tales are sung of their heroism, for skulks are little more than parasites and opportunists

Skulks are quick to kill and steal, undertaking such pursuits beyond what mere survival requires. Skulk tribes are often nomadic except in the largest of cities, where their lawlessness can go unnoticed amid the general squalor and violence.

Few skulks ever truly live within a society,

instead carving out an existence on the outskirts, preying upon opportunity and weakness.

SKULK ADVENTURERS

Few skulks choose to leave behind the skullduggery of a skulk tribe. Those that do are often outcasts, just clever or quick enough to escape death at the hands of their own tribe. Skulk adventurers struggle to accept concepts of loyalty and trust, often perceiving even minor disagreements as prelude to ambush.

Alchemist: Skulk-kind values the secret formulae and twisted mutagens of an alchemist. More civil races shudder to think of what dark experiments skulk alchemists concoct.

Barbarian: Skulk barbarians are quick to rage at even the slightest threat or insult. A skulk's natural vicious streak makes for a frightening barbarian.

Bard: Though most skulks avoid drawing too much attention to themselves, the skulk bard uses his skills to blend in, often affording him comforts other skulk don't enjoy.

Cavalier: Few skulk believe there is any cause greater than their own survival. Their innate cowardice prevents most skulk from pursuing a knightly oath, but most often belong to the order of the cockatrice when they do.

Cleric: Those deities that deal in shadows and dwell in treachery find the most favor among skulk tribes.

Druid: Many skulks take the path of the urban druid. Other skulk druids bond with vermin and subterranean creatures.

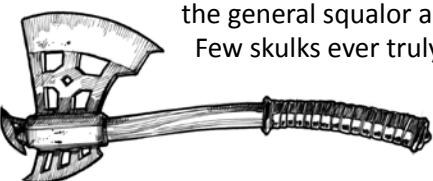
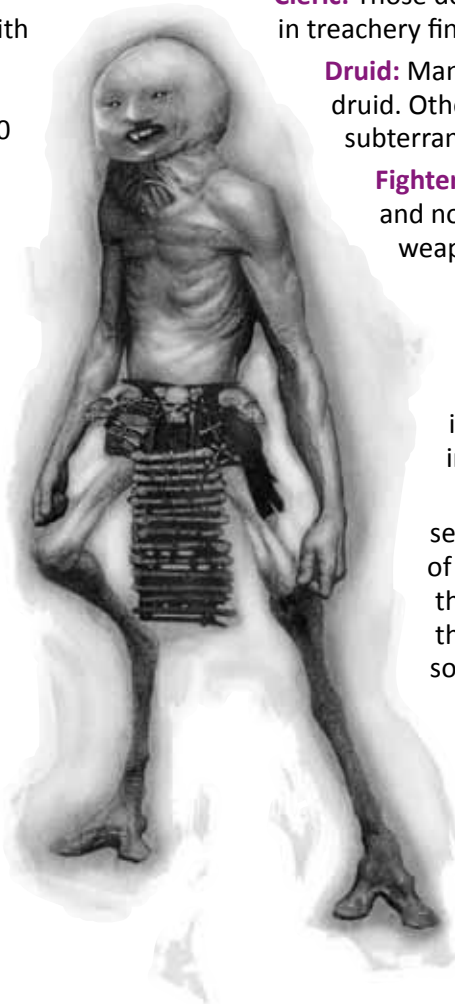
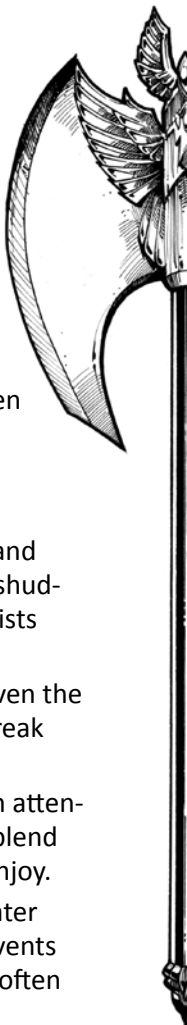
Fighter: Skulk disfavor encumbering armor and noisy equipment. Skulk fighters train in weapons of finesse and precision.

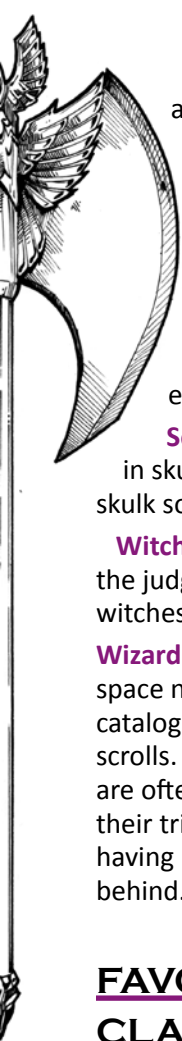
Inquisitor: Within larger skulk tribes, an inquisitor serves as the hand of the leader, keeping enemies at bay and enforcing decrees. Until, that is, the leader no longer serves the inquisitor's needs.

Monk: It is a rare skulk that possesses the mental discipline required of a monk. The few that overcome their race's baser instincts often leave their kind behind in favor of training in solitude.

Oracle: Distrusted even by their own kind, skulk oracles rarely survive long in a skulk tribe. Those who escape to hermitages are often sought out for guidance and portents.

Paladin: The concept of "good" is





an anathema to most skulks. Law likewise is of little use to thieves and cutthroats. Skulks most often assume the role of an anti-paladin.

Ranger: When a tribe must move, skulk rangers scout ahead for potential foes, like thieves' guilds and rival skulk tribes.

Rogue: Nearly all skulk learn at least the rudiments of the rogue trade. Many become true experts of theft and murder.

Sorcerer: Skulk cruelty is never more apparent than in skulk sorcerers who conjure magic at a whim. Many skulk sorcerers manifest the shadow bloodline.

Witch: Already living as outcasts, a skulk witch avoids the judgment which comes from forging dark pacts. Skulk witches value their familiars more than their own families.

Wizard: Rare is the skulk that can afford the time and space necessary for a catalog of books and scrolls. Skulk wizards are often solitary, their tribe long ago having left them behind.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a skulk has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all skulk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add +1 to the skulk's total number of rage rounds per day.

Bard: Add +½ on Bluff checks to create a diversion to hide, Perform (act) checks, and Sleight of Hand checks to

hide a small object on your body

Ranger: Add +½ to the bonus granted to allies through the hunter's bond ability.

Rogue: Add +½ dodge bonus to AC. The skulk loses this bonus when wearing armor of any kind.

ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing skulk racial traits. Consult your GM before selecting any of these new options.

Chameleon Mind: Being survivalist outsiders imparts many skulks with sensitivity to mind-influencing tricks. Skulks with this racial trait receive a +2 bonus on saving throws versus enchantment spells and effects. This racial trait replaces the cunning cowardice racial trait.

Cruel Streak: Skulks are quick to violence, and those that develop a penchant for cruelty often excel in skulk tribes. Skulks with this trait add +1d6 to damage on the first attack in a round made against a flat-footed opponent. This racial trait replaces the cunning cowardice racial trait.

Malleable Skin: Some skulks develop the magic-like ability to fit in and go unnoticed. Skulks with this trait and a Charisma score of 11 or higher gain the following spell-like ability: 3/day - *disguise self*. The caster level for this ability is equal to the skulk's character level. This racial trait replaces the chameleon skin and skulk masquerade racial traits.

Quick Footed: After countless chases and narrow escapes, many skulk learn to move over obstacles and through tight spaces with ease. Skulks with this trait gain Nimble Steps as a bonus feat. This racial trait replaces the camouflaged step racial trait.

SKULKS AS PCs

The skulk presented in the Pathfinder Roleplaying Game Bestiary 2 is not intended to be a PC race. The below stats represent a skulk that is balanced with the other core races, but still retains the same feel as the standard skulk.

SKULK RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Charisma: Skulks are lithe of body and possess a strong survival instinct, but are distrustful and have little patience.

Medium: Skulks are Medium creatures and have no bonuses or penalties due to their size.

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

Camouflaged Step: Add +8 to the Survival DC to track a skulk moving no faster than a hustle.

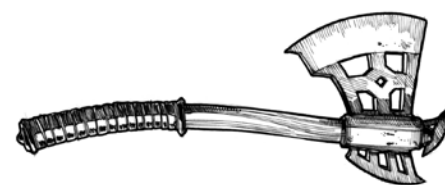
Chameleon Skin: A skulk receives a +8 bonus to Stealth checks as long as most of his skin is exposed. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body.

Cunning Cowardice: A skulk receives a +2 circumstance bonus when attacking flat-footed opponents.

Lithe Limbed: A skulk suffers only half the normal penalties for squeezing (-2 attack and -2 AC).

Skulk Masquerade: A skulk receives a +8 bonus to pass as human, elf, or half-elf as long as he is properly attired with clothing and makeup. In addition, a skulk never suffers a Disguise penalty for attempting to appear as another race.

Languages: Skulks begin play speaking Common and Undercommon. Skulks with high Intelligence scores can choose from the following: Abyssal, Aklo, Elven, and Orc.



SYLPH

Descendents of the djinn, sylph are airy creatures of ethereal beauty and quiet cunning. Ever reclusive, sylph exist among the crowded cities of the world, spying to satisfy their curiosity, what they call, “listening to the wind.” Sylph rarely form settlements of their own, preferring instead to immerse themselves in human or elf communities.

Sylph are as capricious as the air, except when some person or cause piques their interest. And just as the winds will cause even the mightiest of mountains to eventually crumble, sylphs are relentless in pursuing that which interests them.

SYLPH ADVENTURERS

Alchemist: The natural curiosity of a sylph lends itself to the study of alchemy. Certain sylph alchemists can change their elemental composition.

Barbarian: Though most sylphs are too shy and peaceful to find the inner strength necessary to manifest a sustained rage, a few sylph can generate the fury needed to become barbarians.

Bard: Those sylph without their race’s typical shyness take up the path of the bard. Sylph bards enjoy wind instruments of all types, composing ethereal, angelic music.

Cavalier: Sylph cavaliers most often devote themselves to the order of the lion or the sword. They prefer winged mounts.

Cleric: Sylphs find interest in the ritual and devotion required of faithful clerics. Deities of sky, wind, and knowledge sometimes count sylphs among their worshippers.

Druid: Many sylph associate their ephemeral appearance and capricious behavior with the world of the fey. Sylph druids seek to usher their race into a new era among feykind.

Fighter: Most sylph prefer to avoid conflict whenever possible, but will defend themselves if necessary. Sylph fighters prefer ranged weapons.

Inquisitor: Where djinn are revered as gods, sylphs are sure to congregate, often as arbiters of djinnkind. Known as Whirlwinds, sylph inquisitors leave their race’s timid tendencies behind in service to their god.

Monk: Certain monk schools are founded on the movements of wind and air. Sylph monks are exemplars of these ancient arts.

Oracle: Already reclusive, the curse of an oracle can make solitary life difficult, if not impossible. Sylph oracles often ingratiate themselves in small civilized communities.

Paladin: Though most sylph tend to remain aloof from those they live amongst, too much injustice and tragedy may cause the kind-hearted sylph to take up the cause of justice.

Ranger: Sylph rangers use their talents to blend in and patrol the wilderness unseen until it is too late for their prey to save

themselves.

Rogue: Sylph rogues favor espionage, collecting knowledge for its own sake, and pursuing their inquisitiveness while remaining hidden.

Sorcerer: Those sylphs who focus their race’s latent power manifest as the air elemental bloodline.

Witch: Sylph witches often choose birds (or other flying creatures) as familiars.

Wizard: Sylphs are natural wizards, finding entertainment in the many intricacies and intonations of wizardry. Sylph wizards often specialize in the air school.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, a sylph has the option of choosing from a number of other bonuses, depending upon her favored class. The following options are available to all sylph who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add one extract formulae from the alchemist’s list to the alchemist’s formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.

Bard: Add +½ to Perform (sing) and Perform (wind instruments).

Ranger: Add +½ the ranger’s level to Stealth.

Rogue: Add +½ to rogue’s level to Escape Artist.

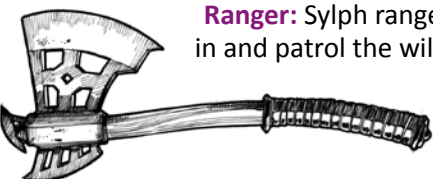
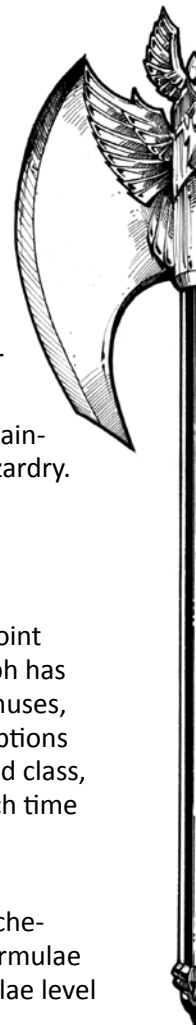
Wizard: Add one spell from the wizard spell list to the wizard’s spellbook. This spell must be at least one level below the highest spell level she can cast.

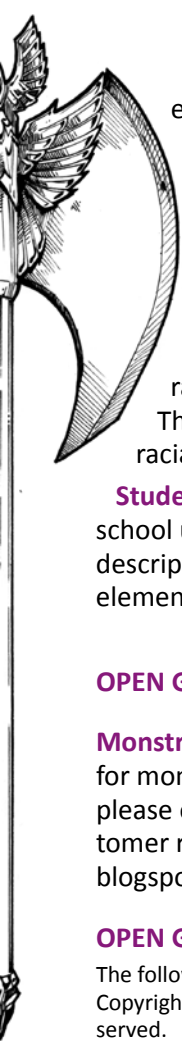
ALTERNATE RACIAL TRAITS

The following racial traits might be selected instead of existing sylph racial traits. Consult your GM before selecting any of these new options.

Born to the Sky: Some sylph can manipulate even the lightest of air currents to achieve a limited form of flight. Sylphs with this racial trait gain a fly speed of 20 feet with average maneuverability. This racial trait replaces the elemental affinity and sylph magic racial traits.

Light as Air: Certain sylph, more connected to their djinn heritage than most, can become as light as the air itself. Sylphs with this racial trait receive a +30 feet increase to their movement for a number of rounds per day equal to their Constitution modifier (minimum 1). This adjustment is treated as an enhancement bonus. While their speed is increased in this way, the sylph has a -2 penalty to CMD versus bull rush and overrun. This racial trait replaces the





elemental affinity racial trait.

Shroud of Winds: Shrouded in a cloak of swirling wind, sylphs with this racial trait receive 20% concealment against ranged attacks. This ability does not function against adjacent foes, nor does it grant any other benefits of concealment. Unusually massive ranged weapons such as boulders or ballista bolts and ranged attacks generated by natural attacks or spell effects can't be deflected.

This racial trait replaces the elemental resistance racial trait.

Student of Air: Sylph wizards who specialize in the air school use their school powers and cast spells with the air descriptor at +1 caster level. This racial trait replaces the elemental affinity racial trait.

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Monstrous Races: Third Wave – If you have suggestions for monsters to include in a third release of this series please email me at publisher@purpleduckgames.com. Customer response to a survey posted on Purpleduckgames.blogspot.com led to the selection of these races.

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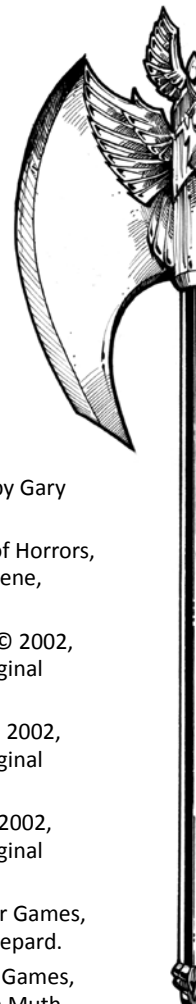
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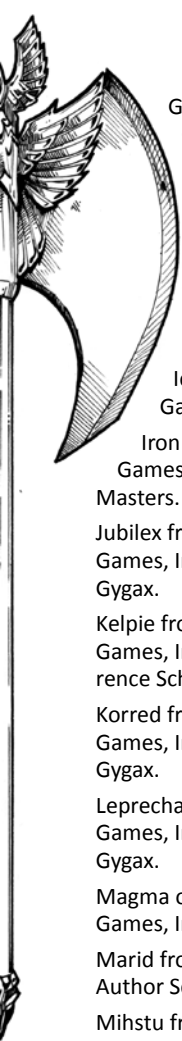
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