

MONSTER MENAGERIE

LURKERS IN THE DARK



JEFF LEE





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LURKERS IN THE DARK: A GUIDE TO THE DARK FOLK

The greatest game ever played introduced us the dark creeper and dark stalker—the original two representatives of the race that has come to be known as the dark folk—back in 1981. These xenophobic subterranean dwellers have long been shrouded in mystery, a chaotic force living off the industry of others through theft and banditry. The *Pathfinder Roleplaying Game: Bestiary 2* and *Pathfinder Roleplaying Game: Bestiary 4* expanded further on this race and gave us more variations of dark folk: dark slayers, dark dancers, and dark callers, as well as hints at the origins of this strange people. Now we present you with this offering, which details more of the dark folk, alternate origins for the race, and examples of how they live in their hidden villages beneath the earth. As an added bonus, there are rules for using dark folk as player characters, as well as ideas for campaigns with entire dark folk parties. So whether you intend to use the lurkers in the dark as friend or foe, this book should provide you with what you need. Keep an eye on the shadows, and game on!

Jeff Lee
August 2015

HISTORY AND ORIGINS

The beginnings of the dark folk race are shrouded in mystery. They keep no historical records and their xenophobic nature keeps outsiders from learning little of import about them. Still, there are various theories on their origins. Any one of these, or a combination of two or more, or none of them may be correct.

A DEGENERATE BRANCH OF HUMANITY

According to this theory, as the drow are to the elves, so the dark folk are to humans. As some point in the distant past, a race of humans fled or was driven underground, perhaps due to their proclivity towards chaos and darkness. Separated from their fellows in the dark and cruel lands below the surface, they adapted to their new stygian realm, losing their connection with their surface origins and embracing their dark and chaotic natures. Given these circumstances, their strange magic became inborn and was henceforth passed from generation to generation.

DERRO EXPERIMENT

One theory holds that the dark folk are the result of an unusually successful—or at least enduring—experiment of the derro. At one time, the dark folk were humanoid, likely humans, kidnapped and taken below ground by the derro to be experimented upon. These procedures gave them twisted and mutable forms as well as an affinity for darkness and shadow, awakening arcane powers within them. Whether the dark folk managed to escape captivity, the derro considered the experiment a success and freed them, or the derro simply lost interest and abandoned them is unknown. However, a population of dark folk established themselves underground and managed to successfully reproduce, still showing a multiplicity of form and function despite being one race. If this theory is true, there is no special enmity between the dark folk and the derro, though there is no empathy between the races either.

OFFSPRING OF THE OWB

The dark folk believe that the owb, denizens of the Plane of Shadow, created their kind—or at least are agents of the powerful lords of shadow that did so. There is some credence lent to this theory in that it is what the dark folk themselves believe. The owb regularly work with the dark folk, and are readily

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summoned by dark callers for aid. Yet there is no concrete evidence to indicate that this is anything other than a relationship of convenience. The owb do not dissuade the dark folk from their beliefs, though this may be due to the owb's desire to keep the dark folk as useful tools for their plots and manipulations.

PROTEAN CREATION

The broad range of dark folk subtypes and powers manifested by them have led some of the few sages knowledgeable about them to conclude that the dark folk are the creation of the enigmatic proteans. The imenteshes in particular, who are fond of shaping creatures of other planes to match their chaotic visions, are seen as likely candidates for the emergence of the dark folk. The inherent mutability of the dark folk—at birth still as likely to become a dark creeper as a dark stalker—is pointed to as evidence that this people have their origins in primal chaos. Whether the proteans still have a hand in the race or simply created them and moved on to other pursuits is a matter of academic conjecture.

DARK FOLK CREATURES

DARK DWEOMERTHIEF

The short humanoid is fully wrapped in filthy rags. Its nostrils flare and its eyes give off a ghostly glow.

DARK DWEOMERTHIEF

CR 3

XP 800

CN Small humanoid

Init +3; **Senses** *detect magic*, see in darkness; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 27 (5d8+5)

Fort +3, **Ref** +8, **Will** +2

Defensive Abilities eldritch defense, spell absorption; **SR** 15

Weaknesses death throes, magic beacon, light blindness

OFFENSE

Speed 30 ft.

Melee +1 *shortsword* +5 (1d6+1/19-20 plus poison)

Special Attacks death throes, steal magic, sneak attack +2d6

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*detect magic*

At will—*darkness*

1/day—*arcane sight*, *dispel magic*



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MONSTER MENAGERIE

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 11, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Craft Wondrous Item (or Craft Arms and Armor), Master Craftsman, Skill Focus (Use Magic Device)

Skills Climb +11, Craft (any) +14, Perception +11, Stealth +15, Use Magic Device +11; **Racial**

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ latent magic, poison use

ECOLOGY

Environment any underground

Organization solitary, conclave (3-5), or clan (20-80 dark creepers, plus 1 dark dweomerthief per 40 dark creepers and 1 dark stalker per 20 dark creepers)

Treasure standard (leather armor, shortsword, black smear poison [2 doses], masterwork artisan's tools, other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark dweomerthief dies, its body bursts into an explosion of roiling magical energies, its gear falling in a heap on the ground. All creatures within a 10 foot burst take 2d6 damage and suffer a random effect for 1d3 rounds as follows (roll 1d6): 1: dazed; 2: dazzled; 3: deafened; 4: shaken; 5: sickened; 6: stunned. A successful DC 13 Reflex save halves the damage and negates the additional effect. The save is Constitution-based.

Eldritch Defense (Su) A dark dweomerthief subconsciously uses the magical energies in its body to defend itself against hazardous effects. It gains its Charisma modifier as a deflection bonus to its armor class and as a resistance bonus to all saving throws.

Latent Magic (Su) A dark dweomerthief's body crawls with stolen magical energies. These energies cause any weapons or armor equipped to function as items of +1 enchantment. These items become mundane items again upon leaving the dark dweomerthief's possession, or if the dark dweomerthief dies.

Magic Beacon (Su) The latent magical energies in a dark dweomerthief's body are hard to conceal. A *detect magic spell* will register a dark dweomerthief

within its range as a universal aura. The strength of the aura is based on the dweomerthief's hit dice as if it were a spell effect. Anyone under the effects of *arcane sight* can readily spot a dark dweomerthief without total cover, negating any attempts at using the Stealth skill.

Spell Absorption (Su) Whenever a dark dweomerthief is targeted by a spell or spell-like ability of 3rd level or lower that does not bypass its spell resistance, that spell or spell-like ability is temporarily absorbed by the dark dweomerthief, who is then able to use it as a spell-like ability. The dark dweomerthief loses this spell-like ability after its first use, or after 24 hours has passed. A dark dweomerthief can have up to 4 spells or spell-like abilities absorbed in this manner at any one time. It can choose to absorb a new one by giving up one of the 4 it already holds, allowing the old magic to dilute into its body.

Steal Magic (Su) A dark dweomerthief can steal magical power from items it touches. With unattended items, the dweomerthief may do so as a standard action that does not draw attacks of opportunity. For attended items, it must make a melee touch attack against the touch AC of the owner of the item. On a successful attack, the dark dweomerthief acts as if it cast *dispel magic* on the item in question. For permanent items, roll 1d20+5 against the DC of the item. If successful, the dark dweomerthief drains magic from the item, suppressing the effects of the item for 1d4 rounds. One shot items, like potions, are permanently drained of magic, and charged items have a single charge or daily use drained from them.

All dark folk have a fascination for magic, but it is the dweomerthief that truly drives their incessant forays to steal magic items from other races. These dark folk have magic literally running in their veins and they can coax it from the items they handle, storing the energies built up in their bodies to craft magical items of their own. Their crafting mostly goes to towards magical traps and defenses for their clan's village, though some will craft weapons, armor, and other items for use by their clan (usually the dark stalkers in charge, or the dark callers of the settlement). Occasionally, they

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are called upon to serve the dark callers, who draw upon their energies to fuel their strange rituals. They are held in deference by the other members of their clan. Even the dark stalkers are hesitant to place their dark dweomerthieves in peril, for fear of losing their talents.

DARK PIPER

This tall, slender humanoid is wrapped in layers of dark cloth, but the lower half of its face and pale, long-fingered hands are bare.

DARK PIPER

CR 3

XP 800

CN Medium humanoid (dark folk)

Init +3; Senses see in darkness; Perception +8

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 armor)

hp 26 (4d8+8)

Fort +3, Ref +7,

Will +1

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee shortsword +5 (1d6+2/19-20 plus poison)

Special Attacks captivating tune, death throes, sneak attack (+2d6)

Spell-Like Abilities (CL 4th; concentration +7)

At will—darkness, detect magic, ghost sound

1/day—sound burst (DC 15)

STATISTICS

Str 14, Dex 16, Con 14, Int

12, Wis 10, Cha 16

Base Atk +3; CMB

+5; CMD 18

Feats Dodge,

Skill Focus [Craft (instrument)]

Skills Climb +8, Craft (instrument) +10, Perception +8, Perform (wind) +10, Stealth +12; Racial

Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

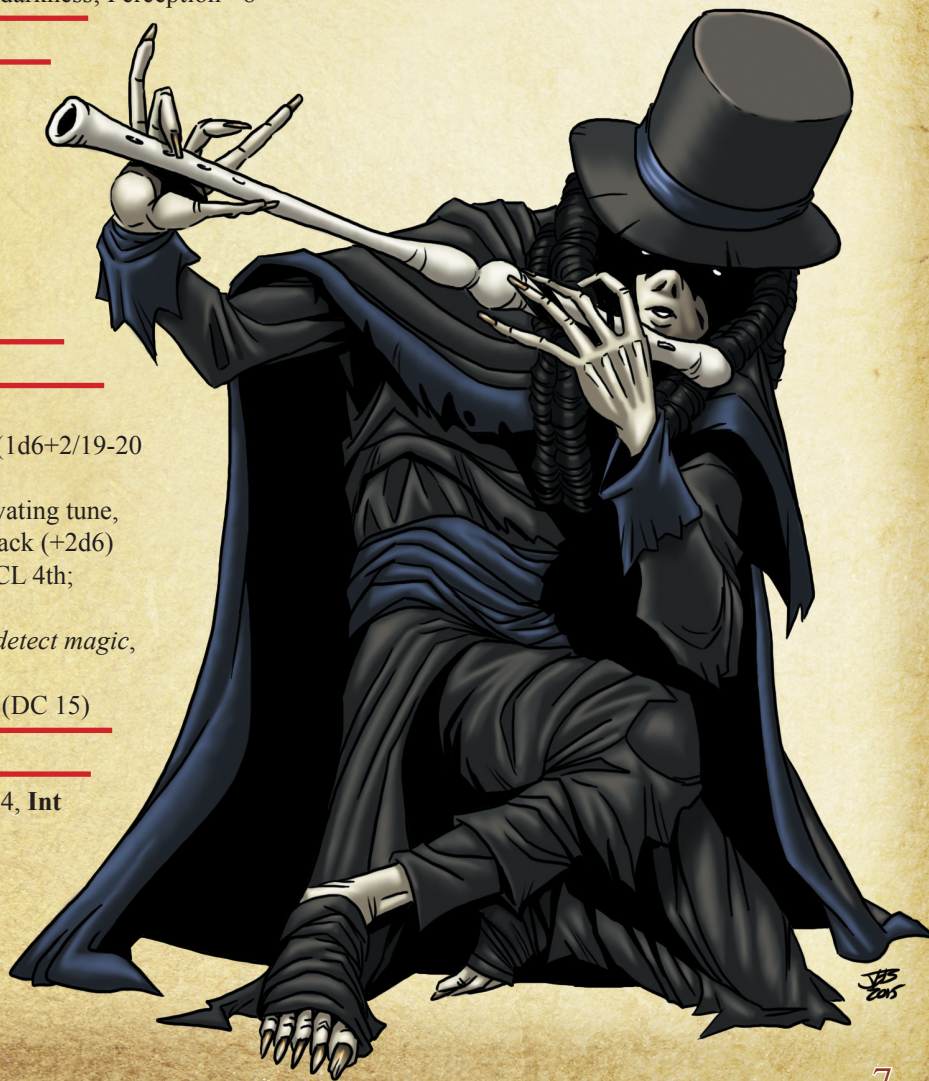
SQ accompaniment, poison use

ECOLOGY

Environment any underground

Organization solitary, pair, troupe (1 dark piper and 2-4 dark dancers), or clan (20-80 dark creepers, 1 dark piper, plus 1 dark stalker per 20 dark creepers)

Treasure standard (leather armor, shortsword, black smear poison [2 doses], artisan's tools, bone flute, other treasure)



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SPECIAL ABILITIES

Accompaniment (Su) A dark piper can play an accompanying tune to the bardic performances of any dark dancers to bolster their affects, raising the effective bard level of the dark dancers by 3 and adding a +2 to any Performance checks made. A dark piper can only take a move action each round while maintaining the accompaniment.

Captivating Tune (Su) A dark piper can manufacture a flute from the bone of any freshly killed animal, humanoid, magical beast, or monstrous humanoid. When played, the music from this instrument can entrance creatures of the same type (i.e. a flute crafted from a duergar bone will affect all humanoids with the dwarf subtype, while one crafted from a worg bone would only affect worgs, and one crafted from the bone of a dire rat would affect all animals of the rat type, including swarms). All creatures of the appropriate type within a 300 foot spread must succeed at a DC 15 Will saving throw or become captivated. A creature that successfully saves is not subject to the captivating tune of the same flute for 24 hours. A creature under the effects of the captivating tune moves toward the dark piper using the most direct means available, navigating around dangerous areas such as fires or pits if possible. If there is no way for the creature to make its way to the dark piper without subjecting itself to danger, then the effect ends. If the creature is attacked, then the effect also ends. The effect continues for as long as the dark piper continues to play. Effected creatures stand fascinated, taking no actions, for 1 round after the dark piper ceases playing. This is a sonic, mind-affecting, charm effect. If the dark piper takes the time to craft a masterwork instrument, then the save DC increases by 2. The save DC is Charisma-based.

Death Throes (Su) When a dark piper dies, its body explodes into a shrieking burst of sound, leaving its gear to fall to the ground. All creatures within a 10 foot burst take 1d8 sonic damage and are stunned for 1 round. A successful DC 14 Fortitude save halves the damage and negates the stunned effect. The save DC is Constitution-based.

Similar in appearance and dress to dark stalkers, dark pipers are subservient to them and to the dark callers of their clans. They will often work

in tandem with dark dancers during their duties as clan intermediaries. They are sometimes used by dark stalkers to lure potential victims into ambush, and occasionally will serve as the defense force of a clan's settlement. The dark piper's favorite tactic when defending a clan-hold against invading surface folk is to enchant them with its playing and then lead them deep into the twisting passages far from its home, abandoning the attackers to the dangers of the dark underways as it slips away and back to the clan.

When not participating in a clan's raiding, a dark piper will often task a dark slayer with bringing back bones from its victims, a task that appeals to the slayer's malicious mindset. A well-prepared dark piper will have a collection of flutes, each effective upon a common enemy of its clan.

DARK REEKER

This short humanoid form is nearly unrecognizable, wrapped in layers of filthy black rags that exude an eye-watering stench.

DARK REEKER

CR 3

XP 800

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +8

Aura stench (15 ft., DC 15, sickened, 10 rounds)

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 30 (4d8+12)

Fort +4, **Ref** +7, **Will** +1

Immune disease

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee short sword +6 (1d4/19-20 plus poison)

Special Attacks death throes, sneak attack +2d6

Spell-Like Abilities (CL 4th; concentration +3)

At will—*darkness*, *detect magic*

1/day—*shadow step*

STATISTICS

Str 10, **Dex** 17 **Con** 16 **Int** 9 **Wis** 11, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16

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Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +8, Sleight of Hand +10, Stealth +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

ECOLOGY

Environment any underground

Organization solitary, pair, gang (3-6), or clan (20-80 dark creepers, plus 1 dark reeker per 10 dark creepers, and 1 dark stalker per 20 dark creepers)

Treasure standard (shortsword, black smear poison [3 doses], other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark reeker dies, its body dissolves into a 10 foot radius cloud of noxious black vapor, leaving its gear in a pile on the ground. All creatures within the cloud become nauseated unless they make a successful Fortitude save (DC 15). This save is Constitution-based. The nauseated condition persists for as long as a creature remains within the cloud and for 1 round after exiting the cloud. The cloud persists for 4 rounds before dissipating. Humanoids with the dark folk subtype are immune to this effect.

Disease (Ex) Any creature making prolonged contact with a dark reeker or its possessions must make a DC 14 Fortitude save or contract filth fever.

A dark reeker is visibly indistinguishable from its dark creeper kin, though close observation may show even more layers of cloth wrapped about its form and in worse condition. Like their cousins, they do not discard their rotting garb, simply wrapping more fabric over the old, the decomposition and filth building into an acrid odor repellent to all but its dark folk kin. While dark creepers are content with their filthy condition, dark reekers revel in it, taking every opportunity to further their unclean state. Though other dark folk are not bothered by the reekers' stench, these dark folk typically live apart from the rest, residing together in tightly packed quarters often piled with refuse and overrun with vermin. Like the



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dark creepers, they are ultimately subservient to dark stalkers and dark callers, who often use reekers like living bombs, sending them in suicide attacks against heavily-defended enemy lines, then attacking with the rest of their force once the reekers' death throes have incapacitated the opponents.

DARK REGENT

Little can be seen of this tall humanoid wrapped in black clothes and slithering shadows, but beneath its pale brow stare dead black eyes, and with a gesture of its slender fingers dim blue flames flicker across its open hand and the edge of the blade it carries in the other.

DARK REGENT

CR 8/MR 2

XP 3,200

NE Medium humanoid (dark folk, mythic)

Init +6; **Senses** mistsight, see in darkness; Perception +10

DEFENSE

AC 25, touch 21, flat-footed 18 (+2 armor, +6 Dex, +4 deflection, +1 dodge, +2 natural)

hp 84 (8d8+48); fast healing 2

Fort +10, **Ref** +16, **Will** +8

DR 5/epic; **Resist** cold 10

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk shortsword +11/+6 (1d6+6/19-20 plus 1d6 cold plus poison), mwk shortsword +11 (1d6+6/19-20 plus 1d6 cold plus poison)

Ranged burning cold +12 touch (3d6 cold)

Special Attacks burning cold, death throes, mythic power (2/day, surge +1d6), sneak attack (+4d6)

Spell-Like Abilities (CL 12th; concentration +15)

Constant—*blur*, *detect magic*

At will—*deeper darkness*, *dust of twilight* (DC 15)

3/day—*shadow step*, *twilight knife*

1/day—*shadow projection*

STATISTICS

Str 18, **Dex** 22, **Con** 18, **Int** 13, **Wis** 15, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 26

Feats Dodge, Double Slice, Iron Will, Two-Weapon Fighting, Weapon Finesse^M

Skills Acrobatics +14, Climb +15, Intimidate +13, Perception +10, Sleight of Hand +14, Stealth +18, Use Magic Device +13; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use

ECOLOGY

Environment any underground

Organization solitary or clan (20-80 dark stalkers, 1 dark regent, and 1 dark caller per 20 dark stalkers)



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Treasure standard (masterwork shortswords [2], leather armor, black smear poison [6 doses], other treasure)

SPECIAL ABILITIES

Burning Cold (Su) A dark regent can conjure flickering flames in its hand or on its weapon, applying 1d6 cold damage to its melee attacks, or hurling the flame as a standard action, a ranged touch attack with a 120 foot range, no range increment, and dealing 3d6 cold damage on a successful hit.

Dark Grace (Su) A dark regent adds its Charisma modifier as a racial bonus on all its saving throws and as a deflection bonus to its Armor Class.

Death Throes (Su) When a dark regent dies, its body explodes in a silent ball of blue flame and writhing shadows, leaving its gear in a heap on the ground. All creatures within a 30 foot burst take 6d6 cold damage and 2d4 Strength damage and are staggered for 1 round. A successful DC 20 Reflex save reduces the cold and Strength damage by half and negates the staggered condition. The save DC is Constitution-based.

Mistsight (Ex): A dark regent can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

In times of great need, dark folk will turn to the owb for assistance against their enemies, the callers of a particular clan summoning one of the mysterious creatures from the Plane of Shadow to aid them. However, in times of extreme duress, the dark callers go a step further. A summoned owb may agree to be bound to a particular dark stalker of its choosing. This binding—accomplished through means of a complex ritual—invests that dark stalker with great power and regency over all dark folk clans in that area, who will accept its leadership without question. The dark folk band together under such a regent to fight against the threat of an overwhelming enemy or to partake in some particularly intensive and complex action of the regent's choosing against another race. It is uncertain how much control the original dark stalker has after the binding, though a dark regent shows a ruthless, cruelly efficient demeanor above and beyond that exhibited by most dark stalkers. These bindings are often short-lived, but there are known dark regents that have been in existence for decades, continuing to unfold whatever sinister plots originally called for their creation.

Dark regents are physically unchanged from their original dark stalker form, but difficult to see due to the shadows that slide around and upon their forms. They are markedly changed in personality, however; their casual disregard for the lives of lesser dark folk growing into a malicious and almost gleeful willingness to sacrifice their lessers for the sake of their machinations.

DARK TATTERDEMALION

As this small humanoid form approaches, the layers of dark rags that wrap about its form begin to shift and move, apparently of their own volition. The frayed ribbons of cloth snake toward you like questing tentacles.

DARK TATTERDEMALION

CR 4

XP 1,200

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 14 (+2 armor, +1 deflection, +3 Dex, +1 size)

hp 39 (6d8+12)

Fort +4, **Ref** +8, **Will** +3

Defensive Abilities fending tatters

Weaknesses light blindness

OFFENSE

Speed 30 ft., climb 30 ft.

Melee writhing rags +8 touch (none plus grab), shortsword +8 (1d4/19-20 plus poison)

Space 5 ft; **Reach** 5 ft. (10 ft. with rags)

Special Attacks constrict (1d4), death throes, grab (Medium), sneak attack (+3d6), strangle

Spell-Like Abilities (CL 6th; concentration +5)

At will—*darkness*, *detect magic*

1/day—*animate rope*

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +6 (+10 to grapple); **CMD** 16

Feats Agile Maneuvers, Weapon Finesse

Skills Climb +12, Perception +9, Sleight of Hand +7, Stealth +12; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use

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ECOLOGY

Environment any underground

Organization solitary, pair, gang (2 dark tatterdemalions and 2-4 dark creepers), or clan (20-80 dark creepers, plus one dark tatterdemalion and one dark stalker per 20 dark creepers)

Treasure standard (shortsword, black smear poison [3 doses], other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark tatterdemalion dies, its body explodes in a burst of telekinetic force, sending writhing rags flying in a 10 foot radius burst. All creatures within the radius must make a successful reflex save (DC 15) or be entangled for 1d4+1 rounds. This save DC is Constitution-based.

Fending Tatters (Su) A dark tatterdemalion's rags attempt to entangle and block incoming attacks, providing a deflection bonus equal to the tatterdemalion's Wisdom modifier.

Rag Armor (Ex) A dark tatterdemalion's multiple layers of filthy rags function as leather armor when worn by one of their kind.

Strangle (Ex) Dark tatterdemalions wrap their rags about a target's head and throat to keep them silent. A creature that is grappled by a dark tatterdemalion cannot speak or cast spells with verbal components.



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Writhing Rags (Su) A dark tatterdemalion can animate the rags it wears and manipulate them with ease, using them as extra limbs for climbing and attacking. The writhing rags are considered light weapons and strike as touch attacks, doing no damage but automatically initiating a grab upon a successful hit. A dark tatterdemalion can maintain a grapple normally using its rags as a free action, allowing it use of its hands during a round to perform other actions, such as attacking the grappled opponent or other foes with a weapon. In addition to the normal methods for escaping grapples, a foe grappled by the writhing rags can attempt a DC 15 Strength check to burst their bonds. The DC to burst free from the rags is Constitution-based. This has no effect on the dark tatterdemalion's ability, as more rags simply unravel from the masses wrapped about its form.

These dark folk are hardly distinguishable from their dark creeper brethren, being about 4 feet tall with the same pale skin and milky white eyes. They also wrap their bodies in layers of dark clothing, though careful observation of a tatterdemalion reveals much of it hanging in ragged strips, loosely wrapped about its limbs, torso, and head like a poorly prepared mummy. The dark tatterdemalion's regard for its garb is an obsession that has provided the ability to control its clothing as easily as it does its limbs. Their abilities are held in esteem by other dark folk. These animated shreds of cloth can protect a tatterdemalion from incoming attacks, allow it to climb effortlessly, and grapple opponents, silencing and strangling them as necessary.

Dark tatterdemalions readily take leadership roles amongst their lesser kin, but still defer to dark callers and dark stalkers, having no aspirations of usurping control from them. They take umbrage at any attempts of dark slayers to wrest command from them or their dark stalker overseers. The dark stalkers themselves seem to appreciate the loyalty of the tatterdemalions, willingly sacrificing them less often than the other dark folk under their command.

DARKHOUND

This wiry-haired hound twitches its over-large ears at your approach, turning wide round eyes in your direction, nose quivering. It gives a high, screeching bark that echoes through the tunnels.

DARKHOUND

CR 1/2

XP 200

Neutral Small animal

Init +1; **Senses** blindsense 40 ft., darkvision 60 ft., scent; **Perception** +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 11 (2d8+2)

Fort +5, **Ref** +4, **Will** +1; +2 vs. disease and poison

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)



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STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +9, Perception +8, Stealth +5 (+9 in areas of natural stone), Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Climb, +4 Stealth in areas of natural stone, +4 Survival when tracking by scent

ECOLOGY

Environment any underground

Organization solitary, pair, or pack (3-12)

Treasure none

SPECIAL ABILITIES

Heightened Fortitude (Ex) Darkhounds are omnivorous and will often eat questionable things, such as carrion and toxic fungi. They receive a +2 bonus on saving throws against diseases and poison.

Whether the dark folk originally bred these subterranean dogs for their own use or merely found them running wild in the night below is unknown, but the dark folk often use darkhounds for defense of their settlements or to track and hunt victims for their raids. Attacks by dark folk-trained darkhounds are eerily quiet—with nothing but low growls from the dogs—as they are taught not to bark unless set on guard duty or in the clan's home. These canines are well-developed for life underground and are surprisingly good climbers, having developed flexible toes equipped with thick, ridged pads that help them grip and balance.

DARK FOLK ITEMS

BLACK SMEAR POISON

Ubiquitous equipment for all the dark folk, this poison is distilled from certain types of fungi found deep underground. Dark folk villages typically have a distillery devoted to producing black smear and all members of the colony, from the lowly creepers to the ruling stalkers and callers, are taught to produce and handle the toxin. The knowledge of the poison, the fungi used in its creation, and the

recipe for its production are passed through oral tradition, making this poison rare outside of dark folk territory.

black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

BOTTLED REEK

Aura faint evocation; **CL** 5th

Slot none; **Price** 150 gp; **Weight** —

DESCRIPTION

This delicate container contains a cloudy oil that seems to be the very essence of dark reeker odor. It can be thrown as a ranged touch attack with a 10 foot range increment. When broken open, it creates a miasma of odor in a 10 foot radius. Anyone within or entering the area is sickened. A successful Fortitude save (DC 14) negates this effect. The sickened condition lasts for as long as the affected creature remains within the vapors and for one round after leaving the area of effect. The miasma lasts for 3 rounds before fading.

CONSTRUCTION

Requirements Craft Wondrous Item, *stinking cloud*; **Cost** 75 gp

ELIXIR OF LIGHT INUREMENT

Aura faint evocation; **CL** 5th

Slot none; **Price** 100 gp; **Weight** —

DESCRIPTION

A dark folk drinking this black, greasy elixir becomes more resistant to bright light at the cost of its vision. Its light blindness weakness is changed to light sensitivity for one hour. In exchange, its see in darkness ability becomes darkvision with a range of 120 feet for the same duration. Should a creature without the dark folk subtype ingest this elixir, it gains the light sensitivity weakness and darkvision of 30 feet for one hour. If the creature already has darkvision, its range increases by 30 feet for the duration.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkness*; **Cost** 50 gp

LURKERS IN THE DARK

TATTERNET

Aura faint transmutation; **CL** 5th
Slot none; **Price** 3,140 gp; **Weight** —

DESCRIPTION

Woven from the remnants of a dead dark tatterdemalion's garments, this shabby black net retains some of the animate character of the rags from which it is crafted. A *tattnet* functions as a +1 *net*. As a free action, its wielder can mentally command it to return to his hand and refold itself. The net subsequently complies at the beginning of the wielder's next turn.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate rope*; **Cost** 1,570 gp

WHIPLASH SNARE

This trap consists of five tough, ropy strands of fungus radiating from a central point. Each strand is embedded with sharp pieces of metal, usually coated in black smear poison. The whiplash snare is laid out on a cavern floor, usually in an area overgrown with fungi by which it can be concealed. When a creature walks over the snare, the trap is triggered, the strands springing up and spiraling in to wrap around the creature, its barbs biting in and poisoning the target. Magically animated thanks to the abilities of the dark dweomerthieves, the trap can unwind and reset itself, camouflaging itself again in the surrounding fungus.

WHIPLASH SNARE

CR 4

Type mechanical; **Perception** DC 22; **Disable** DC 22

EFFECTS

Trigger touch; **Reset** automatic reset

Effect 5 strands, Atk +10 melee (1d3+1 plus black smear poison DC 13) and target is entangled (Reflex save DC 22 to avoid entanglement; DC 20 Escape Artist or Strength check to escape/break free)

FERMEUNDLASHAMSHE: A SAMPLE DARK FOLK COLONY

The dark folk of Fermeundlashamshe (fur-MEH-UND-lah-SHAM-shay) have settled in a cave system hidden beneath the waterfall of a subterranean river. The main entrance is hidden by the torrent of water, while other ways into the village are either blocked by cave-ins or cleverly concealed and guarded. A large community, Fermeundlashamshe boasts a population of over a hundred dark folk.

DEMOGRAPHICS

4 dark callers
80 dark creepers
1 dark dancer
2 dark dweomerthieves
1 dark piper
8 dark reekers
4 dark stalkers
4 dark tatterdemalions
6 darkhounds

1. WATERFALL ENTRANCE

The underground river pours over a 30 foot drop, crashing into a pool here before continuing on its journey. The river once carved out the caverns the dark folk live in, but a great quake shifted the rock strata and altered the river's course. A narrow ledge runs along the western wall of the cliff, behind the waterfall to the entrance of the cavern. The ledge is wet and slippery. Any creatures moving at more than half speed must make a DC 10 Balance check to avoid slipping and falling into the churning waters below.

2. FUNGAL FOYER

The tunnel behind the waterfall is damp and its floors and walls are thick with molds and fungus, up to two feet deep in some areas. The first 50 feet of the tunnel is considered difficult terrain. In addition, the dweomerthieves have concealed a quartet of poisoned whiplash snares amid the fungus. (DC 22 Perception, DC 22 Disable Device, see the **Dark Folk Items** section for more information.)

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3. GUARD POST

Two natural ledges about seven feet above the tunnel exit are used as watch posts by 4 dark creepers. Two perch upon each ledge, watching for intruders. Should any light or noise further down the tunnel alert them to the approach of an enemy, one from the western ledge climbs down and moves into the cavern to alert the rest of the colony. Meanwhile, the other three ready an ambush. When enemies reach their area of the tunnel, the one on the western ledge uses *darkness* to quench any enemy light sources while the other two throw *tatternets* down on foes (+6 ranged touch) as they pass before moving forward to the edges of the overhangs with their poisoned daggers, using the higher ground to their advantage.

4. THE LOWER VILLAGE

The dark folk make their home in this main cavern, which rises in a series of natural steps, the highest about 20 feet above the level of the entrance. The buildings here utilize a combination of natural rock formations, piled stones, and living fungus to create the shelters in which the dark folk live.

4A. DARKHOUND KENNEL

This low mound—merely a depression in the floor covered by a dome of fungus—serves as the sleeping area for the clan's six darkhounds. There is no pen or enclosure, and the dogs are allowed to roam freely. There will be 1d3 darkhounds sleeping here at any given time, with the rest either wandering the settlement or out on a mission with a group of dark folk.

4B. DARK CREEPER QUARTERS

These communal domiciles—stone with fungal roofs—each house between six and a dozen of the colony's dark creepers. The interior of such a house is malodorous, cluttered and disorganized, and full of stolen or scavenged junk, piles of rags, hoarded or discarded food, and some hidden or forgotten valuables. A thorough search of one of the quarters (10 minutes time and a DC 15 Perception check) reveals 50-200 gp worth of goods, coin, and other valuables.

4C. DARK REEKER DOMICILE

This alcove holds the living quarters of the clan's dark reekers. The domicile is even filthier than the quarters of the creepers, crammed with even more junk and detritus and crawling with beetles and other vermin. Anyone searching the hut must make

a successful DC 14 Fortitude save or contract filth fever. A thorough search (20 minutes time and a DC 18 Perception check) reveals 200-800 gp worth of goods, coin, and other valuables.

5. COMMUNAL AREAS

This higher tier of the cavern holds the largest buildings in the colony, areas where the dark folk work and mingle. It also holds the quarters and work areas of the dark dweomerthieves.

5A. MEETING HALL

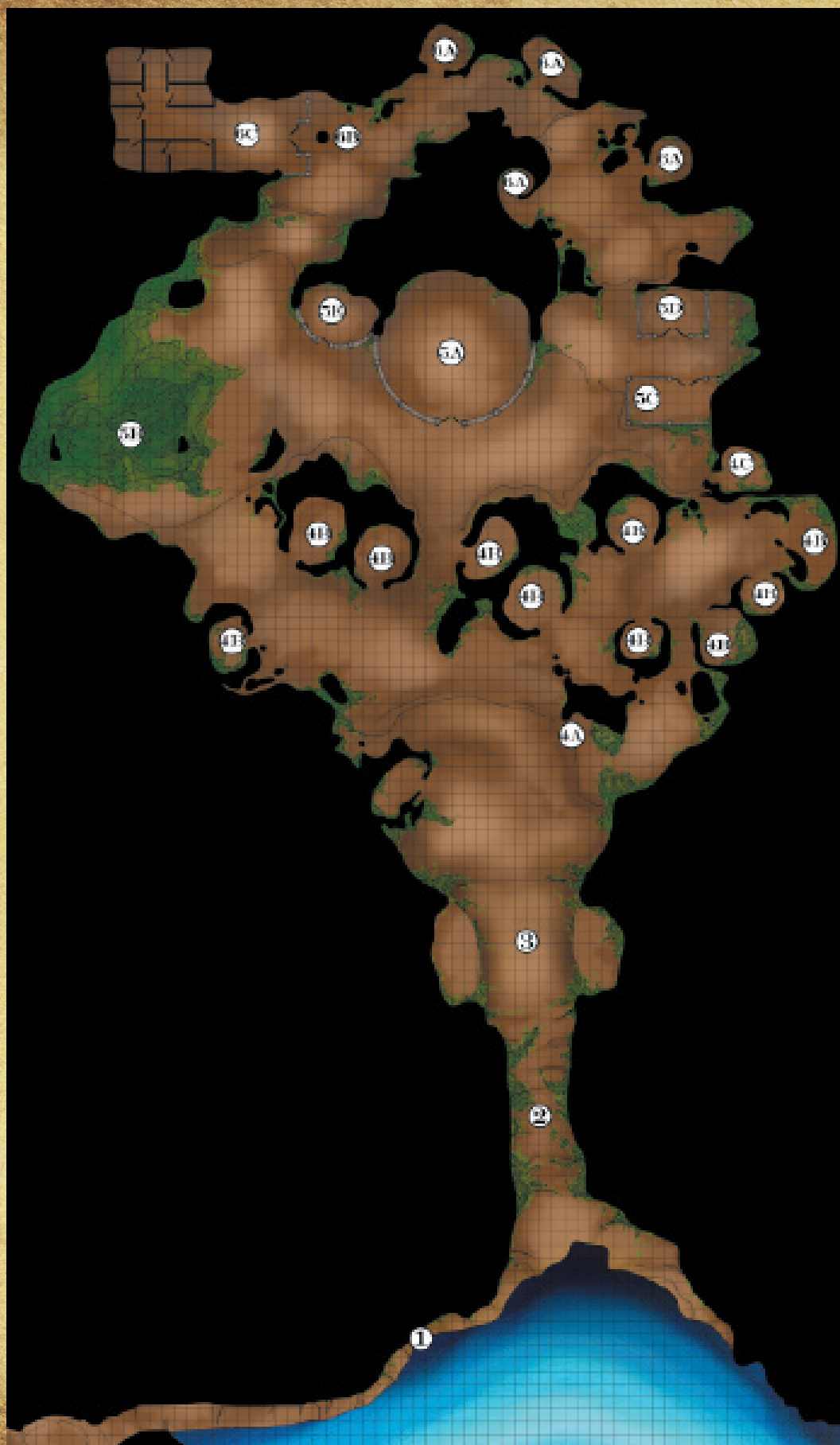
This large round building can (barely) fit the entire population of the colony. When the dark stalkers or dark callers have business to discuss, meetings are called here. When not in use for such purposes, groups of dark folk often gather here for meals or recreation. 5d4 dark folk can be found here at any given time. Hanging from the top of the domed fungus roof is a magical mobile. Decorative metal panels, inlaid with mithril and adamantite, rotate around a fixed center where a soft red light glows. The turning panels cast strange, shifting shadows about the walls, floor and ceiling. The dark folk find this shadowplay entertaining and soothing. The mobile is worth 1,000 gp.

5B. FUNGI FARM

This riot of fungus can only be loosely called a farm. The most work the dark folk do to maintain it is to toss their organic trash here to nourish the growth. When the trash in their domiciles becomes too much, they will carry an armload or two here and toss it into the area. Most of what grows in this area is edible, with a small area on the northern end devoted to the growth of poisonous fungi used to produce black smear poison.

5C. BLACK SMEAR POISON DISTILLERY

The pits in this open-roofed enclosure are used to mix and ferment the ingredients for black smear poison. Low rock tables hold the crude equipment used to concentrate and refine the black slurry from the pits into its final form. All members of the clan spend at least some time here working on batches of the stuff, for all need to know how to manufacture and handle the toxin. The fumes here are noxious, and this is the worst-smelling area of the colony other than the reekers' quarters. Anyone other than dark folk venturing within the area of the vats must make a Fortitude save (DC 12) or be sickened for 1 minute.



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5D. TEXTILE DYEING AND STORAGE

One half of this long building is used by the dark folk to dye stolen cloth black, using dyes produced from some of the fungus grown at the farm. The cloth is then laid out to dry over any convenient surfaces. The other half of the building is used as communal storage, haphazardly piled with spare cloth, tools, and other odds and ends that the dark folk have stolen and gathered here.

5E. DARK DWEOMERTHIEVES' QUARTERS

This hut houses the dark dweomerthieves of the village and serves as their workshop. Here amidst a clutter of strange materials and stolen items, the

crafters work their strange skills, sapping magic from stolen items to craft their own magic items for the clan. 4 doses of *bottled reek* and 4 *elixirs of light inurement* can be found here, as well as several wands and potions that have been drained of magic and a partially finished *tatnet* (a crafter with the proper prerequisites and 500 gp of materials could finish it.) A DC 18 Perception check locates a *wand of daylight* with 3 charges beneath a pile of refuse, where it was thrown after a dweomerthief accidentally activated it with his Use Magic Device skill.

6. UPPER TIER

This level of the cavern is where the dark callers and dark stalkers make their home. The dark stalkers are the nominal leaders of the clan, but defer to the dark callers when they choose to exert their authority. The exact political lines are unclear, though apparently the callers' communion with the owb allows them to supersede the authority of the stalkers when they choose or when they are told to by the owb.

6A. DARK STALKER'S QUARTERS

This small hut is home to one of the dark stalkers of the clan. Unlike the creepers, they have solitary accommodations. While their interiors are by no means organized, they lack the clutter and filth of the creepers' dwellings. Each dark stalker has a chest which holds its personal belongings, as well as 550 gp worth of coins or valuable items.

6B. ANCIENT STATUE

Standing outside the dark callers' haven is a strange statue. A five foot high pedestal carved from a stalagmite holds a bust of a humanoid.

However, dripping water from the ceiling of the cavern has left the bust unrecognizable, covered in sheets of mineral deposits left behind over decades—perhaps centuries. The sheeting effect reminded the dark callers of their owb patrons, so they painted the bust black and built their haven nearby.



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6C. DARK CALLERS' HAVEN

This building serves as living quarters for the dark callers and as a place for them to conduct their mysterious rituals. The other members of the clan are forbidden to enter this place, save for the dark stalkers, and even they must be invited before they dare enter. The pillars that hold up the blanketing fungal roof and many isolated spots on the ceiling have scattered growths of phosphorescent fungus that give off a weak light, turning the open central space into a swath of shadows, a place where the dark callers can go about their communion with the owbs. The far wings have partitioned areas where the callers sleep or go for private meditations. The central area is decorated with abstract statuary carved of obsidian, worth a total of 2,000 gp. The private chambers each contain 500 gp worth of coinage and other valuables.

DARK FOLK AS CHARACTERS

THE EASY OPTION: A DARK FOLK CAMPAIGN

Dark folk are a chimeric race, sharing some basic traits but otherwise showing a range of sizes and abilities within their species. This makes them difficult to codify as a race for players. However, one option is the idea of the players in the role of the monsters, taking up representatives of a dark folk clan to play, using the statistics as laid out in the Bestiaries and/or as presented in this book. Using this option, book-keeping is kept at a minimum. Each character has a static range of power and does not progress beyond its initial stat block. If a character dies, they can be easily replaced. Simply assume that when one of the dark folk succumbs to their death throes they are replaced by another member of the clan. If a group is interested in scalable play, the GM could choose a point in the campaign to assign the advanced template to each character, increasing their abilities and capability to face greater challenges. Should your group want dark folk as a playable race, then the following information allows for that, their individual abilities developing over time as they advance in level.

DARK FOLK RACE

The race collectively known as the dark folk are a subterranean folk of widely varying types with a few similar traits. They are pale of skin and hair, can see in darkness as well as most races see in daylight, and when they die their bodies erupt explosively, leaving nothing but their garments and gear behind. Beyond those common elements, dark folk vary widely in appearance and ability. The traits of the parents have nothing to do with the child. Two dark creepers could produce a dark stalker. It is said that this is due to rituals performed by the dark callers upon infants after their birth, their path chosen at that time. Whatever the truth of this theory, the main thing that separates the dark folk initially is their size. Some barely top four feet in height, while others grow tall and extremely lean, reaching heights of six feet. This first step narrows the possible powers a dark folk will develop over time.

Physical Description: All dark folk lack pigmentation; their skin chalky and pale and their hair a dead white. Their eyes range from a milky white to dead black, the exception being the dark dweomertieves, whose eyes constantly shift through a spectrum of colors. The smaller dark folk range between 3 and 4 feet in height, while the taller subtypes are usually 6 feet or taller, though all tend to be thin and delicate-looking in build.

Society: Dark folk society is based upon the clan, and there is a definitive hierarchy present. The dark caller and dark stalkers lead, though the exact power structure tends to be a fluid thing, and whether the callers or the stalkers are truly in charge changes dependent on the circumstances at hand. Dark slayers, unlike most of the smaller dark folk, lust for power and are quick to fill the vacuum should the dark slayers of their clan die, seizing power for themselves. The rest tend to serve in their own capacities with no attempt at change within the power structure. Relations between clans ranges from alliance to outright warfare, though the dark dancers work to keep the latter from occurring if possible.

Relations: Dark folk are a xenophobic people, showing distrust even for their own kind if they come from outside their own clan. Most other races look upon the dark folk with suspicion, and for good

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reason, as any of the other races are considered fair game for theft and raids by the dark folk. Given that dark folk have little to no production of their own, their clans are dependent upon what they can take from other races and make their own.

Alignment and Religion: Most dark folk within their own culture tend towards Chaotic Neutral, with some favoring evil—like the dark slayers—and the dark callers tend towards Neutral Evil like the owb with whom they associate. Dark folk exiled, lost, or otherwise disassociated with their clans tend to still be suspicious and untrusting by nature, as well as impulsive. Chaotic and neutral elements to alignment are the norm.

Adventurers: Dark folk that leave their clans, or survive the destruction of their clan and do not find another to join, tend towards adventuring. Given their naturally stealthy natures, dark folk are often rogues, though the specific traits of their subtypes may naturally lead to other callings. Dark dancers and pipers make natural bards, for example, while dark callers may make their way as clerics, finding greater beings than the owb with which to commune.

Names: Dark folk names are meaningless outside of their culture, and those dark folk that leave their colonies often adopt a new name or nickname in whatever language is prevalent in their new home.

DARK FOLK RACIAL TRAITS

+4 Dexterity, +2 Constitution, -2 Intelligence: Dark folk are nimble and hardy, but tend to be set in their ways and slow to accept new ideas and innovations.

Advanced Dexterity: Dark folk receive an additional +2 racial bonus to Dexterity. This is already included in the scores listed above.

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 CMB and CMD, and a +4 size bonus on Stealth checks.

Dark Folk: Dark folk are humanoids with the dark folk subtype.

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

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

Poison Use: Dark folk are skilled with poison and never risk accidentally poisoning themselves when applying it to weapons.

Sneak Attack: Dark folk gain +1d6 precision damage to melee attacks against foes that are flat-footed, flanked, or otherwise denied their Dexterity bonus to Armor Class. This ability stacks with damage provided by the sneak attack class ability.

Stalker: Perception and Stealth are always class skills for dark folk.

Underground Sneak: Dark folk gain a +2 racial bonus on Stealth checks; this improves to a +4 bonus underground. They gain a +2 racial bonus on Craft (alchemy) checks and Perception checks.

Spell-Like Abilities: A dark folk can use *darkness* and *detect magic* once each per day, using its character level as its caster level. At 3rd level *detect*

TABLE 1: DEATH THROES EFFECTS

Dark Folk Subtype	Death Throes Effects, per Level	Maximum Effect
Dark Caller	1d4 Strength damage and staggered for 1 round	10d4 Strength damage
Dark Creeper	blinded for 1d6 rounds	10d6 rounds
Dark Dancer	dazzled for 1d6 rounds	10d6 rounds
Dark Dweomerthief	2d6 damage and a random effect for 1d3 rounds (roll 1d6): 1: dazed; 2: dazzled; 3: deafened; 4: shaken; 5: sickened; 6: stunned.	20d6 damage
Dark Piper	1d8 sonic damage and stunned 1 round	5d8 sonic
Dark Reeker	10 foot radius cloud, as stinking cloud for 1 round	20 round duration
Dark Slayer	1d8 sonic and deafened 1d4 rounds	5d8 sonic
Dark Stalker	1d6 fire	20d6 fire
Dark Tatterdemalion	entangled 1d4+1 rounds	10d4+10 rounds

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magic becomes an at-will ability. At 5th level, *darkness* becomes an at-will ability.

Weapon Familiarity: Dark folk are always proficient with kukris and shortwords.

Light Blindness: Abrupt exposure to bright light blinds dark folk for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Death Throes: When dark folk die, their bodies are destroyed, leaving their clothing and equipment behind. This typically occurs as a violent explosion in a 10 foot radius, with varying effects to those in the area dependent upon the type of dark folk that dies. See Table 2 for the specific effects of death throes for each subtype of dark folk. Whatever the effect, the save DC is equal to 10 + 1/2 character level + Constitution modifier. As nothing remains of the body after this effect, dark folk cannot be returned to life through the casting of either *raise dead* or *resurrection*.

Languages: Dark folk begin play speaking Dark Folk. Those with high Intelligence scores can choose from the following: Aklo, Common, Orc, Undercommon.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical dark folk racial traits. Most are meant to allow for play of a specific type of dark folk. Consult your GM before selecting any of these new options.

Caller Magic: *Prerequisite:* Medium size; A dark folk can use *bleed*, *deeper darkness* and *detect magic* once each per day, using its character level as its caster level. At 3rd level *detect magic* becomes an at-will ability. At 5th level, *bleed* becomes an at-will ability and the dark folk can use *shadow step* once per day. At 7th level, the dark folk can use *shadow conjuration* once per day. This trait replaces Advanced Dexterity and Spell-Like Abilities.

Dark Dancer: *Prerequisite:* Small size; A dark folk with this ability is considered two levels higher for when determining the effects of the inspire courage and distraction class abilities. This trait replaces Spell-Like Abilities.

Dweomerthief Magic: *Prerequisite:* Small size; A dark folk can use *darkness* and *detect magic* once each per day, using its character level as its caster level.

At 3rd level *detect magic* becomes an at-will ability. At 5th level, *darkness* becomes an at-will ability, and the dark folk gains *arcane sight* and *dispel magic* as abilities that each can be used once per day. This trait replaces the standard Spell-Like Abilities.

Medium: Some dark folk are Medium creatures and have no bonuses or penalties due to their size.

Piper Magic: *Prerequisite:* Medium size; A dark folk can use *darkness*, *detect magic*, and *ghost sound* once each per day, using its character level as its caster level. At 3rd level *detect magic* and *ghost sound* becomes an at-will abilities. At 5th level, *darkness* becomes an at-will ability and the dark folk can use *sound burst* once per day. This trait replaces Spell-Like Abilities.

Reeker Magic: *Prerequisite:* Small size; A dark folk can use *darkness* and *detect magic* once each per day, using its character level as its caster level. At 3rd level *detect magic* becomes an at-will ability. At 5th level, *darkness* becomes an at-will ability and the dark folk can use *shadow step* once per day. This trait replaces Spell-Like Abilities.

Spell Resistance, Greater: *Prerequisite:* Dweomerthief Magic; Some dark folk are so attuned to magic that their body is able to harmlessly absorb spells. They gain spell resistance equal to 11 + their character level. This trait replaces Advanced Dexterity.

Slayer Magic: *Prerequisite:* Small size; A dark folk can use *darkness* and *detect magic* once each per day, using its character level as its caster level. At 3rd level *detect magic* becomes an at-will ability and the dark folk can use *bleed* once per day. At 5th level, *bleed* and *darkness* become at-will abilities and the dark folk can use *death knell* once per day. At 7th level, *detect magic* becomes a constant ability, and the dark folk can use *daze monster* and *inflict moderate wounds* each once per day.

Stalker Magic: *Prerequisite:* Medium size; A dark folk can use *darkness* and *detect magic* once each per day, using its character level as its caster level. At 3rd level *detect magic* becomes an at-will ability and the dark folk exchanges *darkness* for *deeper darkness*. At 5th level, *deeper darkness* becomes an at-will ability and the dark folk can use *fog cloud* once per day. This trait replaces Advanced Dexterity and Spell-Like Abilities.

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Stench Aura: *Prerequisite:* Reeker Magic; Some dark folk give off a terrible scent as a 15-foot aura that nearly every other creature finds offensive. All living creatures not of the dark folk subtype, or without their own stench aura ability, within the aura must succeed at a Fortitude saving throw (DC 10 + 1/2 the user's character level + the user's Constitution modifier) or be sickened for 5 rounds. Creatures that succeed at the saving throw cannot be sickened by the same creature's stench aura for 24 hours. A *delay poison* or *neutralize poison* spell or similar effect removes the effect from the sickened creature. This is a poison effect.

Tatterdemalion Magic: *Prerequisite:* Small size; A dark folk can use *darkness* and *detect magic* once

each per day, using its character level as its caster level. At 3rd level *detect magic* becomes an at-will ability. At 5th level *darkness* becomes an at-will ability, and the dark folk can use *animate rope* once per day. This trait replaces Advanced Dexterity and Spell-Like Abilities.

FAVORED CLASS OPTIONS

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.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Fighter: Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Rogue: Add +1/2 to sneak attack damage dealt in darkness or dim light.

Sorcerer: Add +1/2 caster level when casting schools with the shadow subtype or the darkness descriptor.

DEATH THROES AS A RACIAL WEAKNESS?

Yes, because when it comes right down to it, the effects of the death throes on enemies are overshadowed by the fact that the dark folk's body is destroyed when it is killed. The ability to bring a character back from the dead is a prominent feature in the game and this removes all hope of that happening outside of the use of a 9th level spell. Even disintegrated characters can be brought back with *resurrection*. This is a major penalty with which to deal, and therefore factors in as a heavy counter to the dark folk's otherwise powerful racial build.



LURKERS IN THE DARK

RACIAL ARCHETYPES

The following racial archetypes are available to dark folk.

PIPER (BARD)

A dark folk piper crafts instruments that give it powers over the minds of other races luring them to their doom.

Prerequisites: Small size, Piper Magic

Bardic Performance: A piper gains the following bardic performance. The character must be able to play a wind instrument in order to activate this ability.

Captivating Performance (Sp): At 3rd level, the piper can play a tune on a wind instrument to entrance a particular type of creature that hears her playing. The piper can choose a particular type of creature to affect. This can be as general as those in the ranger favored enemy chart [e.g. animal or humanoid (human)] or fairly specific (e.g. rats or human children). All creatures of the type chosen that can hear the piper's performance must make a Will saving throw (DC = 10 + 1/2 the piper's level + the piper's Cha modifier) or become captivated by the tune. Captivated creatures move toward the piper using the most direct means available, navigating around dangerous areas such as fires, pits, or threatening enemies if possible. If no safe means of reaching the piper are possible, an affected creature immediately gets another saving throw at a +4 bonus. Failure means the creature will still move toward the piper, suffering any ill effects for doing so, though any damage taken immediately ends the captivated effect. This ability replaces distraction and fascinate.

Emphatic Allure: At 1st level, a piper gains a +1 bonus to the DC of any spell or spell-like ability of the charm subtype. At 5th level, and every six piper levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. This ability replaces bardic knowledge.

TATTERDEMALION (BARBARIAN, FIGHTER, RANGER, OR ROGUE)

These dark folk treat their tattered rags as extensions of their own being, utilizing them for both offensive and defensive purposes.

Prerequisites: Small size, Tatterdemalion Magic

Climb (Su): At 3rd level (4th for ranger), a tatterdemalion can use his rags like extra limbs, lifting itself and swinging from perch to perch, gaining a climb speed of 30 feet, with an accompanying +8 racial bonus to Climb checks. This ability replaces armor training (fighter), hunter's bond (ranger), and trap sense (barbarian, rogue).



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Fending Tatters (Su): At 2nd level (3rd for ranger), a tatterdemalion's animate rags attempt to entangle and block incoming attacks, providing a +1 deflection bonus to Armor Class. At 6th level (7th for rangers) and every four tatterdemalion levels thereafter, this bonus increases by +1, to a maximum of +5. This ability replaces bravery (fighter), endurance (ranger), rogue talent for 2nd level (rogue), and uncanny dodge (barbarian).

Writhing Rags (Su): At 1st level, a tatterdemalion can use its animated rags to attack opponents. The writhing rags are considered both natural and light weapons, and strike as touch attacks. The rags do no damage when attacking, but can be used to initiate the grapple, steal, and trip combat maneuvers (they can do damage in a grapple equal to the tatterdemalion's unarmed damage plus Str modifier). If used as part of a full attack action in conjunction with other weapons, resolve the attack as if using a secondary natural weapon. If the tatterdemalion is only using the writhing rags to attack, resolve them as part of the character's normal attack progression. At 5th level, the tatterdemalion gains a 10 foot natural reach with the writhing rags.

A dark tatterdemalion can maintain a grapple normally using its rags as a free action, allowing it use of its hands during a round to perform other actions, such as attacking the grappled opponent or other foes with a weapon. In addition to the normal methods for escaping grapples, a foe grappled by the writhing rags can attempt a Strength check to burst their bonds (DC = 1/2 the tatterdemalion's level + the tatterdemalion's Con modifier). This ability replaces the bonus feat (fighter), fast movement (barbarian), trapfinding (rogue), and wild empathy (ranger).

NEW RACIAL RULES

The following options are available to dark folk. At the GM's discretion, other appropriate races may make use of some of these new rules.

DARK FOLK FEATS

Dark folk have access to the following feats.

DARK CURSE

As a designated representative of the dark folk, you have the power to manifest their displeasure on enemies.

Prerequisites: Dark Dancer racial trait, 3rd level

Benefit: As a standard action, you can make a touch attack against a foe and curse it. The target must succeed at a Will saving throw (DC 10 + 1/2 your class

level + your Charisma modifier) to resist the effects. Creatures that fail the saving throw take a -2 penalty on all Dexterity and Charisma-based skill checks. The creature may make a new saving throw each day to throw off the effect, but otherwise the curse is permanent without a *remove curse*. This ability may be used once per day per four class levels.

SPELL ABSORPTION

Not only can you resist spells, you can absorb them and make them your own.

Prerequisites: Greater Spell Resistance racial trait

Benefit: Whenever a spell fails to beat your spell resistance, you can absorb it. Any spell or spell-like ability that targets you and is of a level equal to 1/2 your class level or lower can be absorbed (0 level spells count as 1/2 level). You can hold this spell for up to 24 hours before it dissipates, and may absorb a maximum of 1 spell per 5 class levels. Absorbed spells may be cast as a spell-like ability, using your normal caster level and calculating the DC using your Charisma modifier. If you choose, you may release one of your absorbed spells without casting it to make room for another. Releasing the spell in this manner is a standard action.

SPELL ABSORPTION, GREATER

You can use your open spell slots to absorb spells that you resist.

Prerequisites: Greater Spell Resistance racial trait, Spell Absorption, ability to cast spells

Benefit: You have expanded your ability to absorb spells that target you. If you prepare spells and have open slots, you may choose to absorb a spell into that spell slot so long as it is equal to or lower than the spell level of the open slot. As a spontaneous caster, you may do so with any spell slot they have not yet used for the day. Up to one slot per five caster levels may be used in this manner each day. The spell will remain until cast in either case, or for 24 hours, whichever comes first.

STRANGLE

You can use your writhing rags to gag opponents.

Prerequisites: Improved Grapple, Tatterdemalion archetype, +5 Base Attack Bonus

Benefit: If you make a successful grapple check against a grappled opponent, you keep your opponent from speaking or casting spells with verbal components, in addition to any other maneuver performed that round.

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