

The Genius Guide to: RACES OF FIRE AND FURY



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Fire has fascinated mankind throughout the ages. From the time it was discovered, our minds focused on using fire in a number of ways. Beyond the apparent applications of cooking our food and keeping warm at night, fire has captured our imaginations. We have applied fire, and heat by extension, to the display of strong emotions with descriptions like “hot-headed”, “hot under the collar”, being in a “heated argument”, and “getting steamed”. It became incorporated into our stories and legends with monstrous creatures like fire-breathing dragons who horde vast amounts of treasured goods and threaten our very survival, demons who reside in a flaming underworld, bent on causing the downfall of even the most saintly of people, and gods who control such powerful elements of nature that they can cause even the most dormant of volcanoes to erupt and rain lava down upon us.

With the idea of fire having such a huge impact on our lives, transporting it into a roleplaying game is a natural step. Many of the monsters from our myths and legends have a logical place in a fantasy setting, fueling the very adventures that our heroes undertake on a regular basis. Additionally, it is not uncommon for fantasy settings to incorporate an entire separate

plane of existence filled with pure fire, which hosts a myriad of creatures that live and thrive in this most hostile of environments. Fire can be conjured, shaped, and wielded by heroes and villains alike, with wizards, sorcerers, and druids summoning fire to vanquish their



enemies. Blacksmiths use large amounts of heat to forge the very weapons and armor that many of our heroes use to fight and rid the lands of evil.

As a small offer in that regard, *The Genius Guide to Races of Fire and Fury* presents a trio of new fantasy races – the rakonar, sila, and votanan – suitable for use as player characters or NPCs. These races share a common trait of having some association with fire and heat. They all come from remote – some might even say exotic – locales, making the possibility of encountering them a rarity in almost any world (and making them easier to incorporate into existing campaigns).

Of course, it takes more than just a few cosmetic peculiarities to make a creature feel truly fantastic. Like elves, dwarves, and the other classic character races, each of the new races comes from a culture with its own unique perspective on life and their place in the world—a set of cultural norms that GMs and players can use to understand how the group would fit into a campaign and build characters that fit within (or purposely stretch themselves beyond) those expectations.

Like any good rules expansion, *The Genius Guide to Races of Fire and Fury* is meant to introduce new possibilities to your campaign and give everyone at the table a chance to expand the horizons of the game and create adventures that are truly fantastic.

VITAL STATISTICS

The tables below can determine random starting ages, age categories, and typical height and weight values for characters using the new races from *The Genius Guide to Races of Fire and Fury*. For more information on using these charts, see Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook*.

TABLE 1: RANDOM STARTING AGES

Race	Adulthood	Class		
		Instinctive ¹	Typical ²	Studied ³
Rakonar	15 years	+2d20	+4d20	+6d20
Sila	14 years	+1d4	+2d4	+3d4
Votanan	20 years	+4d6	+6d6	+8d6

¹This includes most character classes that are likely to have skipped formal training, either as a social norm for the societies they are commonly found in, or because they gain their powers without such study. Of the base classes found in the core rules, this includes the antipaladin, barbarian, oracle, rogue, sorcerer, summoner, and witch. Of the classes available through various products released by Super Genius Games, this includes the death mage, all four godlings, the shaman, and the time thief.

²This includes most character classes that require some level of apprenticeship or formal training, but not extensive study to master the basic abilities of the class. Of the base classes found in the core rules, this includes the bard, cavalier, fighter, ninja, paladin, ranger, and samurai. Of the classes available through various products released by Super Genius Games, this includes the armiger, dragonrider, justicar, shadow assassin, vanguard, war master, and witch hunter.

³This includes most character classes that normally require a lengthy period of formal study or journeyman training to master the basic abilities of the class. Of the base classes found in the core rules, this includes the alchemist, cleric, druid, gunslinger, inquisitor, magus, monk, and wizard. Of the classes available through various products released by Super Genius Games, this includes the archon, magus/magister, and time warden.

TABLE 2: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Rakonar	200 years	300 years	400 years	400 + 10d% years
Sila	35 years	70 years	105 years	105 + 2d10 years
Votanan	60 years	90 years	120 years	120 + 3d% years

Age: You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and type of class. Alternatively, roll the dice indicated for your class on *Table 1: Random Starting Ages* and add the result to the minimum age of adulthood for your race to determine how old your character is.

With age, a character's physical ability scores decrease and his mental ability scores increase (see *Table 2: Aging Effects*). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way. When

a character reaches venerable age, secretly roll his maximum age and record the result, which the player does not know. A character who reaches his maximum age dies of old age sometime during the following year. The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Height and Weight: To determine a character's height, roll the modifier dice indicated on *Table 3: Random Height and Weight* and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

TABLE 3: RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Rakonar, male	6 ft.	300 lbs.	3d4	x5 lbs.
Rakonar, female	6 ft. 2 in.	340 lbs.	2d6	x6 lbs.
Sila, male	5 ft. 4 in.	120 lbs.	2d10	x5 lbs.
Sila, female	5 ft. 2 in.	90 lbs.	2d10	x4 lbs.
Votanan, male	3 ft. 6 in.	140 lbs.	1d8	x6 lbs.
Votanan, female	3 ft. 6 in.	140 lbs.	1d8	x6 lbs.

RAKONAR

Judging from their appearance alone, rakonar are believed by a majority of sages to be the offspring of dragons and centaurs (though most admit they have no answer to the obvious question of why such a pairing would even be considered by the mighty dragons in the first place). Among the rakonar, they believe that their origin can be traced back to a band of dragons that grew bonds of friendship across the normal lines of dragon species and alignment. Misjudged by their peers, these dragons were exiled for the heinous crime of preferring different types of dragons to their own kin. But the dragon allies remained true to one another, and their faith earned them favor with one of the higher draconic gods. To protect the exiles identities from the other dragons that sought to kill the, the draconic deity split each dragon apart and created the halves into the first male and female rakonars.

Regardless of how they came into being, the rakonar have existed as a race for as long as most people can remember, spending their time in small communities scattered across the lands or in their own neighborhoods within large cities. Never common, they exist in small clans that work to become part of societies around them, rarely building settlements of their own. Rakonar are sometimes accepted by humanoid kingdoms and utilized by its dominant races for a number of jobs, most often as mercenaries or hunters. Due to their draconic heritage, many countries and organizations hire rakonar to act as mediators with dragons that live nearby.

However, the lure of dragon blood is strong among the rakonar and they are also occasionally encountered as guardians for pure-blood dragons who prefer to use rakonar henchmen over other races that do not have any blood connection to them. Those rakonar that elect to work for a dragon will make their home within their patron's lair, taking advantage of the fortifications available for better protection.

Few cases have been documented of the results of breeding a rakonar with another race. Those that have been recorded involve dragons, which most often produce a half-dragon rakonar. As a result of their draconic origins they are also capable of mating with centaurs, elves, half-elves, half-orcs, humans, and orcs, and the resulting offspring is always another rakonar.

Physical Description: The rakonar are large draconic creatures that resemble centaurs to a degree, having a humanoid torso with two arms and an animal-like body with four legs. The most recognizable difference between rakonar and centaurs is the head, which looks like a smaller dragon's head complete with several small horns swept away from their snouted face. Their muscular arms end in clawed hands. Their lower torso appears much like that of a dragon with lean, taloned feet and a long, thick tail.

The skin of a rakonar is leathery, not scaled like one would expect of a draconic race. However, their skin color varies much like their dragon cousins. Ranging from the chromatic colors such as red, blue, and green, to the metallic colors like gold, silver, and

copper, this trait alone leads sages to believe that the rakonar have a direct parentage to dragons of like color (though related rakonar often display very different coloration from one another, and their tone seems to have little impact on their alignment or personality). Female rakonar tend to be slightly larger, stronger, and heavier than the males, and many rakonar families are matriarchies.

Society: Rakonar are highly social creatures, a departure from their dragon lineage, preferring to band together with friends and allies (often other rakonar). Regardless of the environment in which they choose to live, whether it is in cities built by humanoids or desolate locations far from the comforts of civilization, they prefer to live together in communities and are rarely seen alone. They usually have at least one closely valued friend or family member with them at all times, even when traveling far from home for extended periods of time. This also extends to a strong "pack" mentality within rakonar communities and families. A strong rakonar matriarch may well have the families of several sons and daughters and their families live with and honor her, treating her as the head of a small clan of extended relations and firends. Such bands of multiple families are not uncommon and are easy to find within rakonar communities. If enough families are allied, these "packs" may form into clans, which may even extend an invitation to a non-rakonar with whom they have developed a strong connection to join them and become a part of their society. Such an invitation is considered a great honor among the rakonar and should not be taken lightly.



In the event where a single rakonar becomes separated from his community, he will seek out another group of friends and allies. In the event that one cannot be found, he will look for other like-minded individuals, such as a party of heroes, to adopt as a temporary pack until another group with stronger emotional bonds can be found. Such temporary alliances often become more permanent arrangements if the rakonar's associates treat her with respect and camaraderie.

Relations: Rakonar are open-minded when it comes to communicating with other races, especially those whose philosophies are along similar lines as them. They are willing to open dialogues, converse, and share ideas with races willing to follow suit. However, such beings will find themselves being studied by the rakonar before such an exchange is offered. The rakonar will often subtly observe those in which they find an interest and will not approach unless another of their kind already has some level of trust in them.

This is not to say that they are not trusting creatures. On the contrary, they merely wish to see if the individual shares some common point-of-view before extending a hand in friendship. Rakonar myth and legend is rife with incidents where a cunning stranger portrays himself falsely and takes advantage of the rakonar's trusting nature, causing misery and strife to the community in the end. While many races feature at least a few such cautionary tales, the rakonar focus on such concerns seems to grow from a combination

of their strong pack-mentality (making the idea of a trusted ally betraying a rakonar more horrific than for other races with less instinctive trust), and the fact rakonar have so few races that share their basic appearance. While the differences in outward appearance between dwarves, elves, and human is largely a matter of height and thickness, rakonar have no similar “related” race with four legs, two arms, a tail, and a saurian set of features. Even true dragons have distinctly different shape than rakonar, and the lack of “close cousins” among other civilized races leads to rakonar being suspicious of outsiders who claim to wish to be friends.

Members of other races initially judge the rakonar by the color of their skin, thinking that their behavior matches that of the similarly-colored dragons. While a few rakonar take after the attitudes of their similarly-colored draconic kin, in most cases this seems to be conscious choice rather than genetic predetermination. However, the obvious connection to dragonkind is so strong, many rakonar find their relationships with other races is strongly influenced by their apparent similarity to specific kinds of dragons. This instinctive reaction to rakonar often forms the basis for rakonar becoming part of other communities, as rakonar are more likely to build relationships with groups that treat them well on initial contact. Gnomes, halflings, and humans are accepting of rakonar with metallic skin, making such rakonar more common within those communities, while dwarves and elves are slow to trust them. Those rakonar with

chromatic skin are often easily accepted by orcs and goblins, and can even be found enjoying places of honor within such tribes.

Alignment and Religion: Rakonar typically hold many of the same world views as the dragons from which they have descended. Many rakonar tend to be more racially-focused and prefer to remain with their own kind, taking after dragons’ hoarding instinct (though expanding it to accept entire clans of their kin into their mental “lair”), while the others are more willing to cooperate with other races to accomplish their goals. These attitudes tend to be fairly consistent within a specific rakonar community, and any rakonar who exhibit behavior vastly different from the rest of their community will have a difficult time at best in getting along with others of their own kind, let alone the rest of the world.

The gods that the rakonar worship go hand-in-hand with their conduct. In many cases, they follow the same deities as other races with whom they have close contact. For those in the employ of dragons, those rakonar usually show their full devotion to their masters, revering them in the same manner as any other higher being and treating them with worship and sacrifices to demonstrate their loyalty. Dragons exalted as a god are known to reward such consecration appropriately.

Adventurers: Those rakonar most often encountered away from the rest of their kind are usually separated from the rest of the pack for a reason. Most often, those whose

behavior and line of thinking do not fit in well with the rest of their community are quickly encouraged (or forced) to find their way on their own. Likewise, an unfortunate accident within the pack, such as causing the death of another of their kind, often results in the offender being exiled. Survivors of unfortunate accidents, like the death of the pack at the hands of a superior force, compel a lone rakonar to travel the lands and seek out a new group with which to bond.

Female Names: Arraka, Asha, Daneen, Farall, Ganda, Halla, Kandasa, Rakka, Rassa, Tarana

Male Names: Dar, Dranax, Hantar, Kand, Kratal, Nartan, Rakk, Rannar, Tarn, Tranan

RAKONAR RACIAL TRAITS

+2 Strength, -2 Dexterity: Rakonar are robust creatures, capable of amazing feats of strength, but their larger bodies and longer tails can get in the way at times.

Large: Although they stand only slightly taller than most Medium races, the length of their bodies qualifies rakonar as Large creatures. As a result, they gain a -1 penalty to their AC, a -1 size penalty to their Attack rolls, a +1 bonus to their Combat Maneuver Bonus and their Combat Maneuver Defense, and a -4 penalty to their Stealth checks.

Undersized Weapons (Ex): Although a rakonar is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most rakonar).

Very Fast Speed: Rakonar have a base ground speed of 50 feet. When calculating their speed in armor, they move 20 feet faster than a creature with a 30-foot base speed.

Draconic Features: A rakonar selects one true dragon it shares similar features to. A rakonar gains a +2 bonus to Bluff, Diplomacy, and Sense Motive checks with dragons of this type, as well as other rakonar that share the same features.

Draconic Breath (Su): Inheriting the ability from their draconic ancestors, rakonar are able to use a breath weapon once per day as a standard action. Acting like a dragon's breath weapon, the rakonar can breathe a line out to close range (25 feet +5 feet/2 levels) or a cone half as long (rounding down to the nearest 5 feet) that inflicts 1d6 points of damage, +1d6 for every 3 levels of the character. The save DC against the breath weapon is 10 + 1/2 rakonar's HD + rakonar's Con modifier. The element that composes the breath weapon is identical to the one used by the dragon of the rakonar's draconic features racial ability. A rakonar can use draconic breath while grappling or being grappled without making a grapple check to do so.

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

Darkvision: Rakonar can see in areas of mundane darkness out to a range of 30 feet.

Unmounted: Rakonar never receive Ride as a class skill. If a class would grant a rakonar Ride as a class skill, the rakonar instead receives Acrobatics, Fly, or Swim as a class skill (player's choice). Rakonar

with a base attack bonus of +1 or greater are treated as having the Mounted Combat feat for purposes of feat and prestige class prerequisites.

Languages: Rakonar begin play knowing the Common and the Draconic languages. Rakonar with high Intelligence scores can also choose from the following: Gnome, Goblin, Halfling, Orc, and Terran.

RAKONAR RACIAL FEATS

Although all rakonar are strong creatures and harbor resilient bonds with other members of their race, some individuals rise above the rest by demonstrating abilities far superior than the rest of their kind.

BORN TO FLY

You have a natural knack for flight.

Prerequisites: Rakonar, Dex 13, Fly as a class skill.

Benefit: Whenever you gain flight for a limited duration (by way of a spell, class ability, or magic item), the duration is doubled. Even if the flight-granting ability does not normally give you wings, you appear to grow phantasmal dragon wings when flying.

ELEMENTAL HERITAGE

You have learned to tap into the element defined by your draconic ancestry and gain power from it through your bond with your fellow kinsmen.

Prerequisites: Rakonar, Int 13, base attack +3.

Benefit: You gain the ability to use a spell-like ability once per day. The specific ability gained is selected from a list based on the elemental type of the dragon of the rakonar's draconic features racial ability as outlined below. The player may choose any of the powers of his dragon type's element, and this cannot be changed once it has been chosen. A rakonar may use this ability twice a day at 8th level, plus one additional time per day for every 5 levels thereafter. The rakonar casts the spell as a sorcerer of a level equal to the rakonar's hit dice.

EXTENDED DRACONIC BREATH

You have learned to focus and increase the range of your breath weapon.

Prerequisites: Rakonar, Dex 13, Con 13, base attack +1.

Benefit: The range of your breath weapon can be extended by an additional 50%.

ELEMENTAL TYPE	ABILITY
Air	<i>Color Spray, Feather Fall, Ventriloquism</i>
Cold	<i>Chill Touch, Endure Elements, Ice Shape*</i>
Earth	<i>Entangle, Grease, Shillelagh</i>
Fire	<i>Dancing Lights, Endure Elements, Produce Flame</i>
Water	<i>Acid Splash, Create Water, Obscuring Mist</i>
* - As stone shape but affects only 10 cu. ft. of touched snow and ice.	

IMPROVED DRACONIC BREATH [COMBAT]

You have learned to control the use of your natural breath weapon to the point where you can use it multiple times per day.

Prerequisites: Rakonar, Con 13, base attack +1.

Benefit: You can use your breath weapon one additional time per day. You cannot make another breath weapon attack for at least 4 rounds after the previous attack.

PACK TACTICS [TEAMWORK]

You gain a boost in confidence in your combat prowess with others of your kind in close proximity during battle.

Prerequisites: Rakonar, Con 15, base attack +1.

Benefit: You gain a +1 bonus to your attack rolls and skill checks for every additional rakonar ally with this feat within 30 feet, to a maximum of +1. The maximum bonus you can receive from this feat increases by +1 for every four levels you possess, to a maximum of +5 at 16th level.

TAIL ATTACK

You can attack your opponent with your tail as efficiently as any weapon you can hold.

Prerequisites: Rakonar, Dex 13, base attack +1.

Benefit: You can attack with your tail during combat, gaining 1 secondary attack in addition to any other attacks you would normally make. A successful tail slap attack does 1d6 + Str modifier points of damage.

OTHER OPTIONS

If the GM chooses not to accept the rakonar as a playable race, they can be presented as messengers from a draconic deity, an ancient race believed to have died off eons ago that has devolved and is on the verge of extinction, or even creatures from an alternative Prime Material Plane where draconic creatures are the norm (and most humanoids are seen as “apes.”).

SILA

The Elemental Plane of Fire is host to a wide range of powerful beings that are forces to be reckoned with, among them efreet, fire elementals, azer, and fire mephitis. Unlike most elemental creatures, these often form kingdoms and even empires, which sometimes infringe upon the material plane, bringing the touch of mystic fire into the lives of mortals. The results of such incursions, and the dominions, abuse, and even treaties and alliances that are sometimes forged through them, sometimes includes mortal humanoids who have fire running through their veins. Not quite elementals or genies, but definitely not mere mortals, these fiery humanoids are known as sila.

The early years of a sila often depends on how they came to be. A sila born of a witch who requested such an offspring from her fiery patron may be treated as a princess in her own home, but viewed with fear and contempt by those beyond. A sila known to be a half-breed from efreet intrusion into a humanoid kingdom are almost always

subjected to persecution by the efreet if their other parent is a prisoner or slave. A sila born of a parent who was simply infused with eldritch fire that shows in its offspring, such as a maddened alchemist who wished to become an elemental or a sorcerer seeking greater power, may be raised as an apprentice, and ultimately a tool, of their parent’s ambitions.

Due to the child’s demonic appearance, the mothers of sila are typically ostracized at the very least, leaving them no choice but to raise the baby in secret. If she is fortunate enough to find a community of sila, they are almost always willing to take them in. Most other communities will almost certainly turn them away. Occasionally, they may find sanctuary within a distant village or church where individuals vow to protect any living being. But even then, the sila may experience persecution at the hands of their saviors who do not know of their true origins.

Things generally are no better for sila raised within the Plane of Fire. Viewed by the elemental races of fire as perversions of their bloodline, any sila found on the Elemental Plane of Fire are normally seized and killed, making them a rare find. Humanoid slaves kept in the Plane of Fire and finding themselves with a fiery father’s offspring growing within them must attempt to hide their pregnancy or escape from captivity, and seek a way back to the Prime Material and relative safety.

Physical Description: Sila are taller than most other Medium-sized races, standing around six and a half feet tall, with females only slightly shorter than males. Their bright

red skin coupled with tiny, black horns protruding from their temples give them a pointedly demonic appearance. When compared to humans, their heads are slightly larger in proportion. They have dark brown or black hair, which they tend to wear in styles common for the area in which they live. However, some males are born bald and remain that way throughout their lives, regardless of any attempts to permanently remedy it.

Despite their overall appearance, one of the most striking attributes of sila is their eyes, a trait passed down from their elemental parentage. Ranging in color from bright yellow to a dark orange, their eyes also glow slightly, giving the appearance of burning embers. Many people who gaze into their eyes find the effect hypnotic at the very least and frightening to those who do not know the individual.

Their relation to eldritch elemental flames also gives them another trait not found in the other races: a higher body temperature. Their natural body temperature is uncomfortable to the touch of most other races, like a stone on the outside of a campfire, and has been known to cause mild burns to someone touching them for an extended period of time.

Society: Sila, much like half-elves and half-orcs, are generally considered outcasts of society. Most creatures of elemental fire instantly either cast them out or take them as slaves, provided they are not slain on sight, and humanoids fear them due to their physical appearance. Although rare on the Prime Material Plane, sila that are able to find

each other develop their own communities, usually found on the outskirts of larger cities or far from the lands most commonly traveled by other mainstream races. Most often, they take residence in areas undesired by other races, typically land incapable of growing crops and bereft of other sources of raw materials. These communities usually have little to offer society in the way of high-quality goods due to the depleted resources available to them, forcing them to struggle merely to survive from day to day. The lack of acceptance by the vast majority of society forces some sila to retreat into their humble surroundings, hoping to avoid any undue discrimination. Others, however, take advantage of their unique disposition and take measures to try to improve their lot in life.

Relations: Being alone without any means of support is nothing new to the sila, considering that a large segment of nearly every



other race at least shuns them without a second thought. Some even go so far as to actively hunt sila, believing them to either be a plague on their land or advance scouts for some demonic army wishing to invade. As a result, sila find it extremely hard to trust anybody offering to help them in any way and are slow to open themselves to people willing to accept them.

Rarely, members of other races find themselves living with the sila, usually because they have been exiled from their own people for one reason or another. After slowly being accepted, the sila welcome them into the fold and fully integrate them with no qualms, making them equals. As a result, couples of mixed race may occur. Any offspring that result from such a pairing are typically infertile sila, though they often take the general build and height of their non-sila parent.

Alignment and Religion: Due to their lack of acceptance by most races, the sila's general outlook on the world is greatly affected. Their regard for the laws of other races is virtually non-existent, leaving them to establish their own ways (though they are smart enough to know they can't always show their disdain for the laws of civilizations they operate within). Many sila support their own kind to a fault, going out of their way to help other sila in need, and this urge can extend to any downtrodden, underdog group. At the same time, they are quick to anger when it comes to offending words and deeds, often leading to a perpetuation of the discrimination against them.

When it comes to religion, sila give no thought to worshipping any deities followed

by fire-based groups that abuse or take advantage of them, and the gods revered by the other races are rarely considered under the belief that they condone the behavior of their people toward the sila. Some sila specifically worship the gods of their tormentors and enemies, willingly aiding the divine foes of those who have wronged them regardless of those deities' beliefs or alignment. Normally, a sila either follows one of the gods of nature or creates his own deities to worship (which can be treated as worshipping a divine concept or philosophy). They sometimes allow servants of gods of fire or earth into their communities, but such an occurrence is uncommon. However, a truly honest and helpful missionary can earn the respect and loyalty of a sila (or a group of them), making it possible to find sila worshipping any deity.

Adventurers: Those sila that rise above the common folk of their kind almost always leave home to seek out and fight the enemies of their people, whether they are leaders of distant lands or fierce monsters that live nearby. Considering that the conditions of their homeland are bleak and desolate, the idea of leaving home is often appealing to younger sila.

Many nations are reluctant at best to hire a sila primarily because of their physical appearance. Those that succeed in finding a place while away from home are most often found to be working as city guards or footmen in the local militia. Others hire themselves out as mercenaries or bounty hunters, taking advantage of their appearance and using fear as a tool of the trade. They also work for

individuals willing to take them in to work as bodyguards or personal assistants or even apprentice themselves to more powerful beings in the hopes of gaining some semblance of power to use for their own purposes.

Female Names: Bryann, Cholas, Danila, Hirann, Lucinn, Prasala, Shara, Thella, Vantosa, Yilla

Male Names: Cranse, Dortan, Frasak, Grodan, Moraso, Ninash, Phollo, Prasan, Sarr, Trando

SILA RACIAL TRAITS

+2 to One Ability Score: Sila characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

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

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

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

Change Size (Sp): Once per day as a standard action, sila have the ability to change their size, similar to the change size ability used by full-blooded efreet. However, a sila character is only able to affect herself.

Efreeti Blood: Sila count as both humans and efreet for any effect related to race.

Fire Resistant: Thanks to their efreeti lineage, sila receive a +2 racial bonus to savings throws against fire-based attacks.

Survivor: Sila gain a +2 racial bonus to Survival checks.

Terrifying: Due to their stereotypical demonic appearance, sila receive a +2 racial bonus to Intimidation checks.

Languages: Sila begin play knowing Common and Ignan. Sila with high Intelligence scores can choose from the following: Gnoll, Goblin, Infernal, Orc, Terran.

SILA RACIAL FEATS

While many sila hate and despise their outsider parents, they nevertheless inherit certain abilities from their link to elemental fire. Some sila show exceptional aptitude with those abilities, represented by selection of sila-specific feats.

CHANGE SELF

You have learned to adjust more than just your size when you shift.

Prerequisites: Sila, Con 13, Int 13.

Benefit: You may change one other minor aspect of your appearance when you use the change size ability, such as skin color, hair color, or the appearance of your horns. You cannot mimic another being's appearance, and your statistics do not change with any aspect changes you make, such as increasing AC by adding scales to your skin.

FIRECASTER

You can easily manipulate fire with increased effect.

Prerequisites: Sila, Int 13, caster level 1st.

Benefit: Your caster level is treated as being one higher when you cast spells with the [fire] descriptor.

FIREPROOF

You are especially resistant to the effects of fire.

Prerequisites: Sila, Con 13.

Benefit: You gain resistance to fire equal to your hit dice. This stacks with fire resistance you gain from any other source.

FLAME DANCE

You can use the body heat emanating from your skin with mesmerizing effects.

Prerequisites: Sila, Con 15, base attack +1.

Benefit: You can manipulate the heat you give off to create a hypnotic pattern on your skin that appears like tiny, dancing flames and acts much like the hypnotism spell. Anyone within 10 feet looking at you must make a Will save or be affected by the display. You must have a significant amount of your skin visible, such as your face, arms, or chest, for the pattern to have any effect. The flames are only a visual effect, create no additional heat, and cause no damage.

HEAT

You can focus your body heat with damaging effects.

Prerequisites: Sila, Con 15, base attack +4, Flame Dance.

Benefit: As a move action you can channel the heat emanating from your body into a melee weapon for your next attack. If you successfully hit, the target takes an additional 1d4 points of fire damage. You may use this ability a number of times per day equal to 3 + your charisma modifier.

IMPROVED CHANGE SIZE

You are adept at using your size-changing ability.

Prerequisites: Sila, Con 13.

Benefit: You can use your Change Size ability one additional time per day. You may take this feat multiple times, but no more than once every four levels.

OTHER OPTIONS

Normally a sila's abilities are the same, regardless of her parentage. However, the GM may wish to introduce other kinds of efreet/fire elemental crossbreeds. In that case, use the following information as an inherited or acquired template that can be added to any living, corporeal creature:

A sila crossbreed retains all of the base creature's statistics and special abilities except as noted here.

CR: Same as base creature +1, minimum 2.

Type: Creature type changes to outsider (native). Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +3.

Special Qualities and Defenses: A sila gains darkvision 60 feet, immunity to fire, and vulnerability to cold.

Special Abilities: A sila gains the following:

Change Size (Sp): Once per day, a sila can change his size as if he cast the enlarge person or reduce person spell on himself.

Heat (Sp): Once per encounter, a sila deals an additional 1d4 points of fire damage with a successful melee attack.

Abilities: A sila gains a +2 bonus to Strength and one additional ability score.

Skills: A sila with racial HD has skill points per racial HD equal to 6 + Intelligence modifier. Racial class skills are unchanged from the base creature's, and class skill ranks are unaffected.

The GM may also not wish to implement the sila as a playable race. As an alternative, they could be presented as a group of slaves that serve the efreet on the Elemental Plane of Fire or as members of a group of rebels seeking revenge on their former overlords.

VOTANAN

The votanan are a race of dwarves that migrated to a place deep beneath the surface below where even the drow and the duergar live. Why they moved so far below is unknown to most other races. Some believe that they descended to seek out rare metals that could not be found near the surface. Others think that they had offended a powerful group of orcs or goblins and retreated further into the earth to avoid their wrath. Still others suppose that they had offended the rest of the dwarves for delving into some forbidden art that is now lost to history.

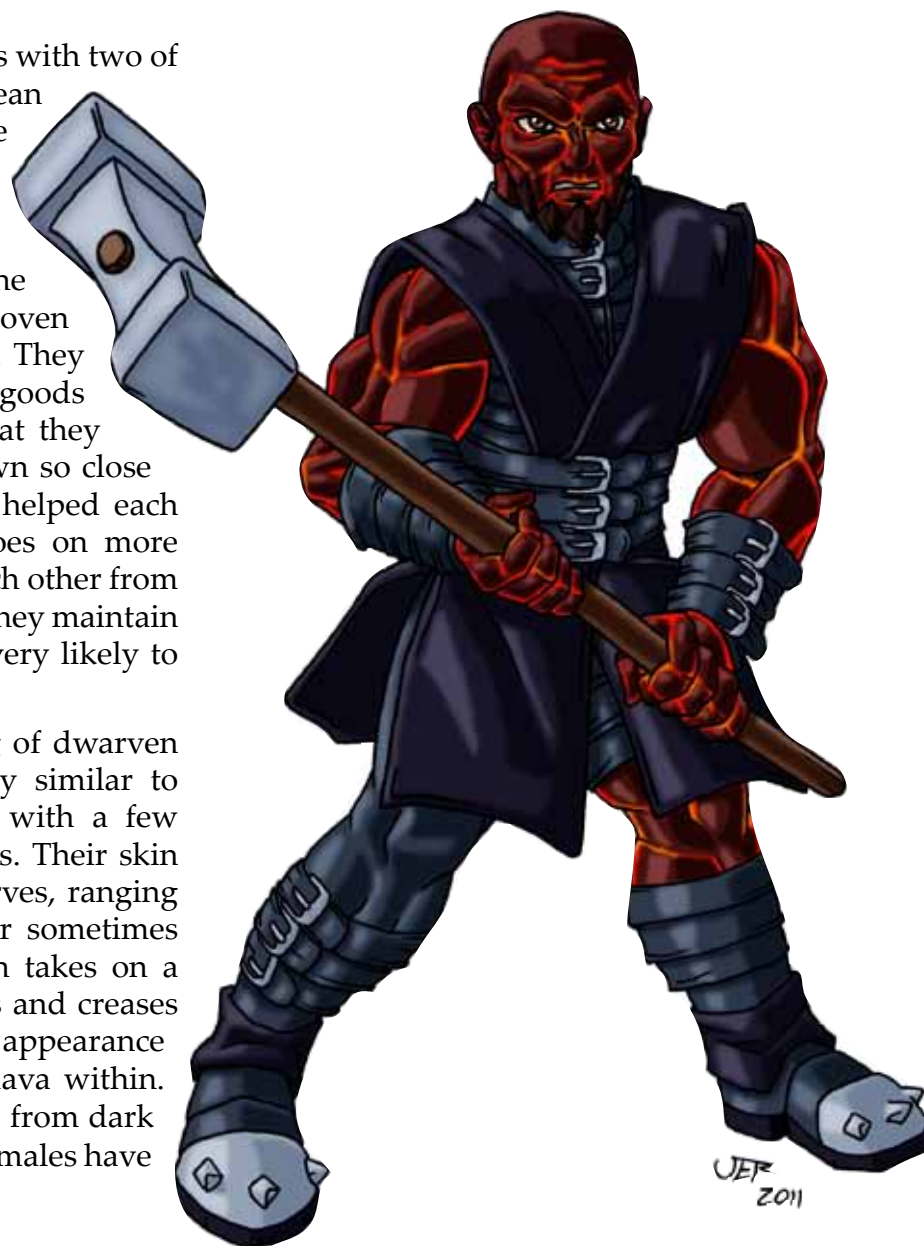
The votanan live in networks of caverns that exist closer to the planet's mantle than most other races dare to tread. The caves where they reside are lightly excavated for fear of weakening the crust and opening the ground to a nearby lava flow. Although they are expert stonecutters and smiths, the composition of the ground so close to the mantle is considered unreliable to make a

safe judgment on where to dig. They could move closer to the surface but choose not to do so for two reasons: the sources of the special metals they tap would be further away and more difficult to reach, and the fear of increased raids by the drow and the duergar.

Despite their hostile relations with two of the major races of the subterranean world (or perhaps because of them), the votanan have managed to forge a lasting friendship with another race: the svirfneblin. Relations with the underground gnomes have proven to be a blessing to the votanan. They are able to trade their forged goods for food and other supplies that they are unable to create on their own so close to the mantle. They have also helped each other against their common foes on more than one occasion and saved each other from being exterminated. As long as they maintain their alliance, the votanan are very likely to continue living where they are.

Physical Description: Being of dwarven stock, the votanan appear very similar to their surface-dwelling cousins with a few minor but noticeable differences. Their skin is darker than most other dwarves, ranging from a dark tan to jet black or sometimes a dark crimson. Votanan's skin takes on a brighter red color at their joints and creases in their skin, giving them the appearance of being composed of molten lava within. Their hair also tends to be dark, from dark brown to a deep, rich black, but males have also been seen bald.

The males' beards, though a symbol of prestige among surface dwarves, are either trimmed close to their jaw or completely shaved. The reason for this is due to their close and almost constant exposure to magma, and



keeping beards under strict control greatly reduces the chance of accidentally setting them on fire.

Society: One common aspect of dwarven society that has carried over with the votanan is the existence of familial clans. Honoring one's family through their words and deeds is commonplace with the votanan and very often helps guide their lives by actively seeking to improve their clan's status within their society. Whether it is through helping those clan members in need or fighting alongside their brothers in combat, the status of their clan is a high priority for the votanan.

Since the votanan live in the deep crust just above the world's mantle or within active volcanoes, the size of their clans tends to be smaller than those of the dwarves living closer to the surface. Confined to living in caverns largely untouched by their hammers and chisels due to the fear of causing cave-ins, members of their society are more spread out and are willing to move along to create a new community if they run out of space.

Relations: The votanan as a whole take their lot in life very seriously, making it a choice to live in perpetual danger near the edge of the planet's crust. As a result, they view other races with similar interests favorably, such as dwarves and svirfneblin. They look upon humans, half-orcs, and orcs with interest, intrigued by their motivations. Halflings are tolerated, but elves, gnomes, and half-elves are shown contempt due to their association with the fey and general attitude toward the votanans' similarities to dwarves.

Living underground, the votanan are forced to deal with other races that harbor hostile intentions toward them. They regularly defend themselves against drow and duergar raiding parties who seek to take them as slaves and steal any metal weapons and items they have crafted. Such attacks happen more often than the votanan care to admit, and more than one of their underground villages have fallen from being severely outnumbered.

Alignment and Religion: Votanan develop a strong sense of what they believe to be right and wrong. Those beliefs are set in place early in life and rarely shift. Generally, their desire to honor their clans means that they strictly adhere to the laws set down by their leaders, and that desire bleeds into most other areas of their life, from maintaining the household to gathering simple supplies to forging the most sophisticated of artifacts.

The gods favored by the votanan are closely connected to their daily lives, and those gods over fire, earth, and stone hold the highest positions in their culture. A few also follow deities about which they have learned from their relations with other races, but such devotion is mostly kept secret for fear of bringing dishonor to their clan.

Adventurers: Stories of votanan leaving their community as a group or clan is fairly commonplace, but tales of certain individuals departing on their own is quite rare and often captures the interest of many back home. Those that leave their people and travel the world typically do so with the simplest of intentions, such as locating rare materials

needed to build a particular weapon, suit of armor, or special item.

Often times, votanan survivors of a drow or duergar raid find themselves alone and in dire need of assistance to save their clansmen from certain death or slavery. With little to no allies readily available, they venture out to find heroes to take up arms against the votanan's enemies and help free their people.

Votanan are rarely enticed by the standard fare of treasure, such as coins and magical items, unless the loot contains items that may help them with their profession. Items such as rare metals or magical tools that can be used by a miner or a blacksmith are quick to gain a votanan's interest, and they will typically make obtaining such objects a priority. Occasionally, magical weapons and armor will pique their interest, primarily as a piece to study for future crafting with its value as personal protection being secondary.

Female Names: Belah, Casada, Dorna, Fhannon, Halsy, Krinsa, Lorsa, Morady, Prusse, Shalda

Male Names: Adar, Clent, Davor, Elto, Granor, Kal, Morada, Ontor, Rogran, Talnar

VOTANAN RACIAL STATS

+2 Constitution, +2 Charisma, -2 Dexterity, -2 Wisdom: Votanan are stout and affable, with a strong sense of loyalty and a keen awareness of their need for allies. Their stout, sturdy forms make them less nimble than other races, and like the fires they dwell near they are often quick to anger and smolder with old grudges others might believe were best let go.

Medium: Although they are shorter than humans, Votanan are Medium creatures and have no bonuses or penalties due to their size.

Dwarf: Votanan count as dwarves for purposes of prerequisites.

Slow Speed: Votanan have a base speed of 20 feet, but their speed is not modified by armor or encumbrance.

Darkvision: Votanan can see up to 120 feet in the dark.

Fiery Personality: Votanan gain a +4 bonus to saving throws against spells with the emotion descriptor (see Ultimate Magic for more information on the emotion descriptor), and to all Charsima-based checks and skill checks with creatures that have the fire subtype.

Unburned: Votanan never catch on fire (though their body hair can be singed, their flesh does not burn), and items in their possession gain a +4 bonus to saving throws against fire damage and catching on fire. Votanan have fire resistance 5.

Heated: Votanan can survive in hot environments without having to make Fortitude saves. They can also raise the temperature of a 5-foot radius area around themselves by a number of degrees equal to their constitution score as a swift action. This heat increase remains until shut off, though maintaining it for more than an hour doubles the amount of food a votanan must consume for the day.

Stability: Votanan receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Firecunning: Votanan gain receive a +2 bonus on Knowledge checks regarding creatures of the fire subtype, and to Perception checks to potentially notice features of unusual fires, such as distinguishing between natural firelight or torches and magic fires or a wil-o-wisp. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Languages: Votanan begin play knowing Dwarven and Undercommon. Votanan with high Intelligence scores can choose from the following: Aklo, Common, Draconic, Goblin, Ignan, Orc, Terran.

VOTANAN RACIAL FEATS

Living near the edge of the mantle, the votanan live a hard life. However, those hardships make them a stalwart race. Some of them demonstrate abilities above and beyond what their peers can do and set themselves apart as their clan's heroes and leaders. Many of those individuals develop the following traits as a result of their exceptional qualities.

IMMOVABLE

You brace yourself with the ground, making you virtually immobile.

Prerequisites: Votanan, Con 13.

Benefit: You gain a +4 bonus to your saving throws against bull rush, trip, and overrun attacks.

PROTECTED BY FIRE

Your skin generates more heat than your fellow kinsmen, making you more resistant to fire than normal.

Prerequisites: Votanan, Con 15, Tempered by Fire.

Benefit: As a swift action you may increase your body temperature so any creature that grapples you or attacks you with unarmed attacks must make a Reflex save (DC 10 + 1/2 your hit dice + your Constitution modifier) or take 1d3 points of fire damage. Creatures take this damage no more than once per round.

TEMPERED BY FIRE

Your close association with fiery climates makes you resistant to heat and fire.

Prerequisites: Votanan, Con 13.

Benefit: You take half damage (after any saving throws or resistance) from fire or heat damage and effects.

OTHER OPTIONS

Some GMs may not allow another race of dwarves that live deep underground as a playable race. They can be presented as cousins to standard dwarves that prefer to live within or near active volcanoes or a non-evil offshoot of the duergar. Some may even choose to use them as the result of an experiment performed by the gods of earth and fire to create beings to guard their most sacred sites on the Prime Material Plane.

WE ERR ON THE SIDE OF AWESOME!

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