

Races of Consequence



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Races of Consequence



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**This product utilizes updated material from the v.3.5 revision.*

Dedicated To:

*Mark and Heidi Baker and our fellow "MOPers", the best friends a gamer could ever ask for.
Thanks for everything.*

For all our parents: Being as strange, diverse and entertaining as you are, we love each and every one of you, and you make us who we are.

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FORMAT

RACES OF CONSEQUENCES RACIAL FORMAT:

This book uses the following format, which is similar to that found in the Player's Handbook.

Proper name
Nicknames in the Common tongue
Other names the race may be known by
(The racial mixture that creates the race)

An introductory short story, giving the reader insight into the life of a typical member of the race.

- Flavor (Describes the race's history and includes a paragraph of common mythology.)
- Personality
- Physical Description
- Relations (Dealings with the other races and how this race fits into society.)
- Alignment
- Religion
- Language
- Lands
- Names
- Adventurers

INTRODUCTION

Valery rolled her golden eyes as she looked over the sign-up sheet for the Cerulean Crusaders adventuring company. It was standard enough: name, age, sex, occupation, next of kin. But, the ever-damning question of "race" is what bothered the gnomeling rogue, for it always sparked an endless flurry of questions and the possibility of having to explain "how did that happen?!" made her cringe visibly. Her parents' unique coupling was not something she wished to discuss with anyone, for it was as much a mystery to her as it was to them. Valery sighed, knowing that this was her only choice, as it was late in the season and



most adventuring parties had left at the first sign of the spring. She penned her name and information upon the sheet and pulled her cowl over her face, silently cursing her luck at having a blend of both gnomish and halfling features, and not favoring the looks of one race over the other.

It was time to play the part of the masked halfling rogue yet again...

"Don't hold your parents up to contempt. After all, you are their child, and it is just possible that you may take after them."

-Evelyn Waugh

Since the beginning of Dungeons and Dragons, the interbreeding of the standard fantasy races has been unmentioned or denied. The six races have stood unmixed: dwarves, elves, gnomes, halflings, humans, and orcs. Half-elves and half-orcs are the exception to this rule. The spectrum of other half-breeds, born of the crossbreeding between two (or even three!) other races, has been taboo, confined to creative DMs and their players. Until now...

Welcome to Races of Consequence, a d20 sourcebook that brings seventeen new player races to the gaming table. This unique sourcebook combines the seven standard Player's Handbook races and presents a unique crossbreed for each racial combination. The core philosophies of this book are gaming balance and creative freedom. Each new race is an ECL +0 race, following in the footsteps of the races presented in the Player's Handbook. Races of Consequence also includes nineteen new racial feats, six new racial prestige classes, six new deities and rules for the races found in this sourcebook. With all of these new features at your service, the term "half-breed" just got a whole lot broader.

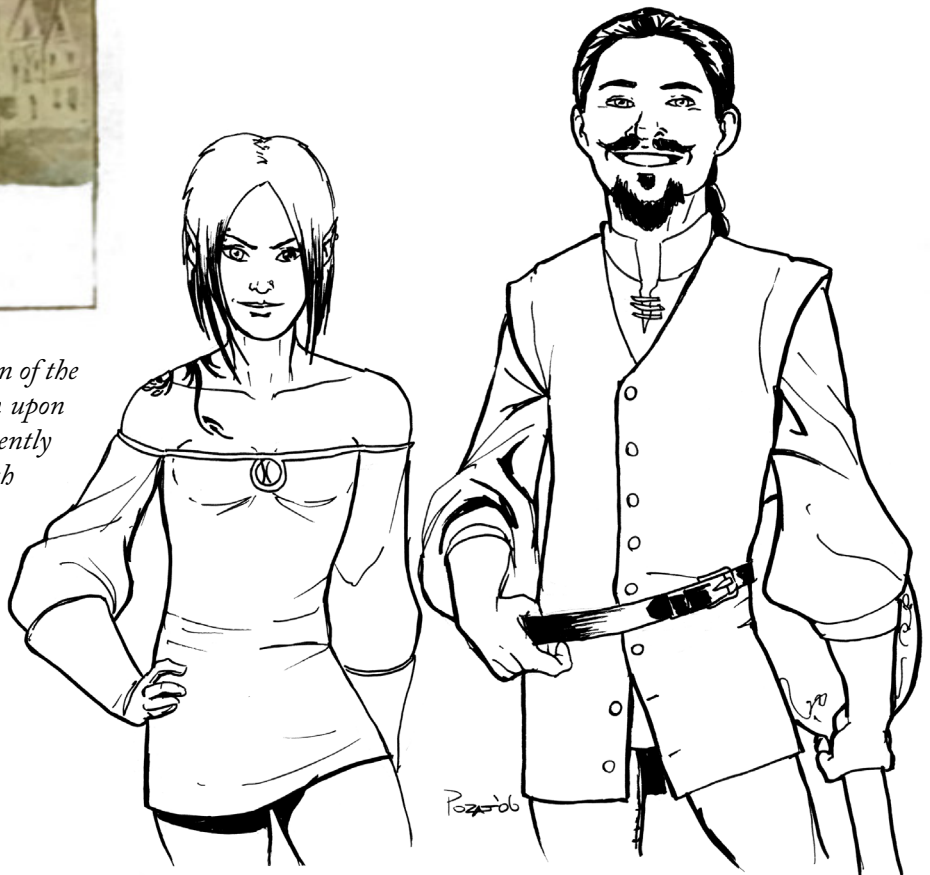


TABLE 1:1 RACES OF CONSEQUENCE QUICK REFERENCE

Dwelf: Dwarf/Elf
Dweoven: Dwarf/Human
Earthtouched: Dwarf/Half-Elf
Elome: Elf/Gnome
Gnomesti: Gnome/Half-Elf
Gnomling: Gnome/Halfling
Hilling: Dwarf/Halfling
Lenneb: Human/Gnome
Lillalee: Halfling/Half-Elf
Lillichild: Human/Halfling
Mungrel: Half-Orc/Half-Elf
Peatfolk: Half-Orc/Gnome
Powrie: Half-Orc/Halfling
Sloth: Dwarf/Half-Orc
Stoneborn: Dwarf/Gnome
Sylindy: Elf/Halfling
Thang-Agar: Elf/Half-Orc

TABLE 1:2 RANDOM STARTING AGES

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Dwelf	60 years	+3d6	+5d6	+8d6
Dweoven	18 years	+1d6	+3d6	+5d6
Earthtouched	20 years	+2d6	+3d6	+4d6
Elome	50 years	+4d6	+6d6	+9d6
Gnomesti	43 years	+4d6	+5d6	+6d6
Gnomling	25 years	+2d6	+4d6	+5d6
Hilling	30 years	+2d6	+4d6	+5d6
Lenneb	18 years	+1d6	+3d6	+5d6
Lillalee	20 years	+1d6	+2d6	+3d6
Lillichild	16 years	+1d4	+2d6	+3d6
Mungrel	15 years	+1d4	+1d6	+2d6
Peatfolk	20 years	+2d4	+3d6	+4d6
Powrie	18 years	+1d6	+2d6	+3d6
Sloth	20 years	+2d6	+3d6	+4d6
Stoneborn	40 years	+3d6	+5d6	+7d6
Sylindy	30 years	+3d6	+5d6	+7d6
Thang-Agar	20 years	+2d4	+3d6	+4d6

TABLE 1:3 INTERBREEDING CHART - *New races in this book are italicized.*

	Dwarf	Elf	Gnome	Half-Elf	Half-Orc	Halfling	Human
Dwarf	Dwarf	Dwelf	Stoneborn	Earthtouched	Sloth	Hilling	Dweoven
Elf	Dwelf	Elf	Elome	Elf	Thang-Agar	Sylindy	Half-Elf
Gnome	Stoneborn	Elome	Gnome	Gnomesti	Peatfolk	Gnomling	Lenneb
Half-Elf	Earthtouched	Elf	Gnomesti	Half-Elf	Mungrel	Lillalee	Human
Half-Orc	Sloth	Thang-Agar	Peatfolk	Mungrel	Half-Orc	Powrie	Human
Halfling	Hilling	Sylindy	Gnomling	Lillalee	Powrie	Halfling	Lillichild
Human	Dweoven	Half-Elf	Lenneb	Human	Human	Lillichild	Human

TABLE 1:4 AGING EFFECTS

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Dwelf	150 years	225 years	300 years	+3d% years
Dweoven	80 years	120 years	160 years	+3d20 years
Earth-touched	93 years	140 years	188 years	+4d20 years
Elome	137 years	206 years	275 years	+3d% years
Gnomesti	81 years	122 years	163 years	+2d% years
Gnomling	75 years	113 years	150 years	+2d% years

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Lillalee	56 years	84 years	112 years	+4d20 years
Lillichild	42 years	64 years	85 years	+3d20 years
Mungrel	42 years	63 years	85 years	+2d20 years
Peatfolk	65 years	97 years	130 years	+3d20 years
Powrie	40 years	60 years	80 years	+2d20 years
Sloth	77 years	116 years	155 years	+2d20 years
Stoneborn	112 years	169 years	225 years	+2d% years
Sylindy	112 years	169 years	225 years	+2d% years
Thang-Agar	46 years	69 years	92 years	+3d10 years

1. At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2. At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3. At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

TABLE 1:5 RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwelf, male	4' 1"	+2d4	110 lb.	x (1d6) lb.
Dwelf, female	4' 0"	+2d4	90 lb.	x (1d6) lb.
Dweoven, male	4' 3"	+2d8	125 lb.	x (2d4) lb.
Dweoven, female	4' 0"	+2d8	95 lb.	x (2d4) lb.
Earthtouched, male	4' 2"	+2d6	115 lb.	x (2d4) lb.
Earthtouched, female	4' 0"	+2d6	90 lb.	x (2d4) lb.
Elome, male	3' 9"	+2d4	60 lb.	x (1d4) lb.
Elome, female	3' 8"	+2d4	55 lb.	x (1d4) lb.
Gnomesti, male	3' 10"	+2d6	70 lb.	x (1d4) lb.
Gnomesti, female	3' 8"	+2d6	60 lb.	x (1d4) lb.
Gnomling, male	2' 10"	+2d4	35 lb.	x 1 lb.
Gnomling, female	2' 8"	+2d4	30 lb.	x 1 lb.
Hilling, male	3' 3"	+2d4	80 lb.	x (1d6) lb.
Hilling, female	3' 1"	+2d4	60 lb.	x (1d6) lb.
Lenneb, male	3' 11"	+2d6	80 lb.	x (1d4) lb.
Lenneb, female	3' 8"	+2d6	60 lb.	x (1d4) lb.
Lillalee, male	3' 8"	+2d6	65 lb.	x (1d4) lb.
Lillalee, female	3' 5"	+2d6	50 lb.	x (1d4) lb.
Lillichild, male	3' 9"	+2d6	75 lb.	x (1d4) lb.
Lillichild, female	3' 5"	+2d6	55 lb.	x (2d4) lb.
Mungrel, male	4' 10"	+2d10	120 lb.	x (2d4) lb.
Mungrel, female	4' 5"	+2d10	85 lb.	x (2d4) lb.
Peatfolk, male	3' 11"	+2d8	95 lb.	x (1d4) lb.
Peatfolk, female	3' 7"	+2d8	70 lb.	x (1d4) lb.
Powrie, male	3' 9"	+2d8	90 lb.	x (1d4) lb.
Powrie, female	3' 6"	+2d8	70 lb.	x (1d4) lb.
Sloth, male	4' 4"	+2d8	140 lb.	x (2d6) lb.
Sloth, female	4' 0"	+2d8	105 lb.	x (2d6) lb.
Stoneborn, male	3' 4"	+2d4	85 lb.	x (1d6) lb.
Stoneborn, female	3' 2"	+2d4	65 lb.	x (1d6) lb.
Sylindy, male	3' 6"	+2d4	55 lb.	x (1d4) lb.
Sylindy, female	3' 5"	+2d4	50 lb.	x (1d4) lb.
Thang-Agar, male	4' 8"	+2d4	120 lb.	x (1d6) lb.

SIZE AND BIRTH

Typically, humanoid newborns are two size categories smaller than their parents (Medium parents have Tiny infants and Small parents have Diminutive infants). Children spend the first quarter of their childhood in that size category, then they spend twice as much time in the next size category, and finally, the last quarter of their youth is spent in the same size category as their parents. Thus, a human is Tiny from birth to 4 years old, Small from 4 to 11 years old, and reaches Medium size thereafter. Many factors can change the exact amount of time an individual takes to grow, but most humanoid children grow at this rate.

When parents are different size categories, the resulting offspring will not fit these generalities. Stoneborn, hillling, lenneb, lillichild, peatfolk, powrie, elome, sylindy, lillalee, and gnomesti infants are born Diminutive size. Medium-sized parents are often dismayed and concerned with their delicate, undersized babies, but medium-sized mothers of Diminutive infants are astounded by the ease of pregnancy and birth. A Medium-sized mother may have been unaware of her pregnancy until after her Diminutive child is born! Small parents may notice their infant is very heavy, but otherwise believe their infant is normal. Stoneborn

and hilllings grow at a rate normal for a Small humanoid, although they are hefty for their size. Lenneb, lillichild, peatfolk, powrie, elome, sylindy, lillalee, and gnomesti children grow rapidly, growing into the next size category every quarter of their childhood. For example, a lillichild is born Diminutive, grows into Tiny at age 4, becomes Small at 8, and reaches Medium size at 12 years old. Again, there are many factors that can affect how quickly a child grows, and these rules are given as general guidelines.

THE DWELF

The Cursed of the Elves, The Forsaken of the Forge, The Curs Koehith, Daless, Ahrin (Dwarf/Elf)

“Good day, Beast?” the well-bearded stewmaster asked.

Her reply was to continue staring at the place her small fingers met with her small tin spoon. The tiny pool of stew resting in her spoon sent its steamy gaze up to her, as equally reserved and brown as her eyes. Her keen elf eyes noticed something the stewmaster had obviously overlooked in his beloved stew: the severed, angled leg of a vermin, floating between the potatoes and carrots. Then again, perhaps he had not overlooked it. That boar-of-a-dwarf missed no detail regarding his fine cooking; his shop could be aflame and he would be counting the ashes that fell into his pot, so that he could remove each and every mote.

No mind to it; she had been fed worse purposefully. She knew she could expect clean food from the stewmaster. He was prideful of his shop and stew, more prideful of these than he was spiteful of his cross-bred kinswomen. Other kin proved none so kind, and Beast carried the scars to remind her of that.

“Yes, cousin,” replied Beast, “good.”

Few things will rouse the fury of a dwarf or the discontent of an elf quicker than a dwelf, the unmistakable crossbreed of an elf and a dwarf. Some elven and dwarven scholars claim that the dwelf is a creature created by Gruumsh in his hatred for both dwarves and elves, and that the dwelf is a wicked parody of the two races. Both dwarves and elves scoff at the possibility of the dwelf being born from the love of an elf and a dwarf; even out of forced

relations seem absurd to them, as both races think the other to be quite unattractive. The rare elves who find friendship with dwarves are even scorned by their people. Just what factors drove the dwelf’s parents together are certainly extreme in nature. Whatever the truth, dwelfs do exist and are openly scorned by both of their parent races. It is this social brand that dwelfs must bear for the entirety of their lives.

PERSONALITY: Dwelfs have a their solitary nature. Their elven sensibilities compliment the privacy their rough dwarven facades demand. Curt and secretive, dwelfs rarely seek out attention or praise, easily recalling the rejection so common in their childhoods. Discarded by both parent races, dwelfs do not trust others easily and expect loathing and disgust as customary greetings. Some automatically answer with mutual dislike or do not respond at all. Even if raised away from dwarven or elven societies, the dismissal they receive upon encountering these societies scars a dwelf deeply.

PHYSICAL DESCRIPTION: Male and female dwelfs vary in height, from just over four feet to just under five feet. Both are stout, weighing between 100 and 150 pounds. Females are slightly smaller, which is common of both elves and dwarves. Their brown or muddled green eyes are large and wide-set, with a broad, but sharp nose between them. Their ears are pointed and occasionally stick out. Despite their body weight, their hands and feet are disproportionably small and thin. Dwelfs have plain complexions, with tan or yellowed-ivory skin. Dwelf hair is ash brown, black, or dirty blond. Males have fast-growing facial hair, which is soft and sparse, like a human woman’s arm hair. In both parental cultures, this rapid growing, thin beard is a shameful trait, causing dwelfs to either shaved twice daily or attempt to thicken it with foul-smelling tonics. Females do not have beards, but their faint, natural muttonchops are shaved by most, regardless of culture. Dwelfs typically choose their clothes for practicality, rather than fashion. These include rough furs, leathers, and cottons, which are all cut to facilitate movement.

RELATIONS: Dwelfs quickly learn that no one can ridicule, question, or exclude them



when they hide either underground or among trees and rocks,. Dwelfs curtly answer initial questions regarding their parentage, often without being asked, and they punctuate their confessions with the unmistakable sense that they do not wish to discuss it further. With dwarves and elves, dwelfs expect dislike or open hostility. Dwelfs make few distinctions between the other races, as all are equally likely to mock, attack, or ignore them. Dwelfs can respect individuals who beg no favors, ask no questions, and speak no lies.

ALIGNMENT: Dwelfs dwell upon their ancestors. Some actively reject the societies that betrayed them before their births by becoming chaotic. A few find comfort in a self-defined code of behavior, and they are lawful to their own conventions, though these conventions rarely match those of others. Goodness eludes dwelfs, although some may quietly act to improve the lots of others. Typically, dwelfs find good societies hypocritical, in light of the rejection they find there, and they are often suspicious of those who wish to do good in the world.

RELIGION: The gods of elves and dwarves have been in conflict as often as their people, and no where is this conflict as evident as in their attitudes toward the crossbreeds of the two races. Unless a dwelf is particularly pious, while completely and actively rejecting one parentage, rarely would a god of either race show favor to a dwelf. Some churches may require a dwelf to take part in “purifying” rituals, which vary between the races, but both ultimately seek to remove the “taint” of the “foreign” blood. Dwelfs more often reject these “treatments”, seeking religion elsewhere. They are often attracted to deities for whom race is a non-issue, finding solace in deities who do not judge them for their parents’ “mistakes”.

LANGUAGE: Dwelfs endeavor to speak Elven and Dwarven, but miscommunication is easy for both complicated languages. Often spending much time alone, dwelfs blend these two languages together to form a personal dialect, spoken in mutters and quiet curses that are indecipherable to a speaker who knows only Elven or Dwarven. Regardless of their chosen tongue, dwelfs use few words.

LANDS: Dwelfs rarely stay in the communities in which they were born. Squat and hairy among elves or reedy and bald among dwarves, dwelfs seek homes where their physical differences will not be readily noticed. Gruff and dejected, they claim their own personal spaces within large cities or remote wildernesses, where they are unlikely to be singled out easily.

NAMES: Names given at birth can have surprisingly insulting meanings. Elven names that mean “Child of the Stubborn One”, “Round, Hairy Beast”, and “Stump Born from Broken Tree” are not uncommon, neither are Dwarven names meaning “Weakling”, “Soft Beard”, or “Twig”. Names meaning “Ugly” in either tongue are worn begrudgingly. Dwelfs may keep insulting childhood names into adulthood, or they may change their names. It is exceedingly rare for a dwelf to have a Dwarven clan name, or any surname at all, so disjointed and dysfunctional are their families.

ADVENTURERS: Dwelfs commonly enjoy working with tools and pursuing revenge, leading them to embrace the path of the rogue. Dwelf rogues typically specialize as trap masters, pickpockets, and brute enforcers. It is unusual to find a dwelf who studies the social skills of a rogue. Dwelfs may also be fighters, as both their parent races have fighting traditions to build upon. Interestingly, the path of the divine caster, either as clerics or druids, is not uncommon. Dwelfs may turn to an unprejudiced deity or the impartiality of nature to ease their rejection and find acceptance.

DWELF RACIAL TRAITS

- **+2 Dexterity, -2 Charisma:** Dwelfs possess the quickened reflexes of their elven forebearers, but they are spurned by society and usually return the favor.
- **Medium:** As Medium creatures, dwelfs have no special size bonuses or penalties.
- Dwelf base land speed is 30 feet.
- **Improved Low-Light Vision:** Dwelfs can see four times as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Darkvision:** A dwelf can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a dwelf can function just fine with no light at all.
- **Lesser Stonecunning:** This ability grants dwelfs a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. Dwelfs who merely come within 10 feet of unusual stonework can make a Search check as if they were actively searching, and dwelfs can use the Search skill to find stonework traps as a rogue can.
- Immunity to sleep spells and similar magical effects.
- +1 racial bonus on saving throws against spells and spell-like effects.
- **+1 racial bonus on Listen, Search, and Spot checks:** A dwelf's elvish blood grants him keen senses.
- **+2 racial bonus on Hide checks:** Dwelfs are adept at hiding in the shadows, lest they face the ridicule of others.
- **Dwarven Blood:** For all effects related to race, a dwelf is considered a dwarf.
- **Elven Blood:** For all effects related to race, a dwelf is considered an elf.
- **Automatic Languages:** Common, Dwarven, Elven. Bonus Languages: Draconic, Gnome, Goblin, Orc, and Sylvan.
- **Favored Class:** Rogue. A multiclass dwelf's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

THE DWEOVEN

The Dweoven
The Mountain Born, The Deep
Dwellers, The Miner Souls
Stonekin, Dwarfson, Manten
(Dwarf/Human)

"Damn dwarfson," muttered the thief to the child he claimed as son. "He squeak when he walk. You'd hear it if he not jingle so, coin-snapping tightfisted..."

"Kohs," the boy asked the man his mother claimed to be his father, "Why he not buy the gem? Suspects it spicy?"

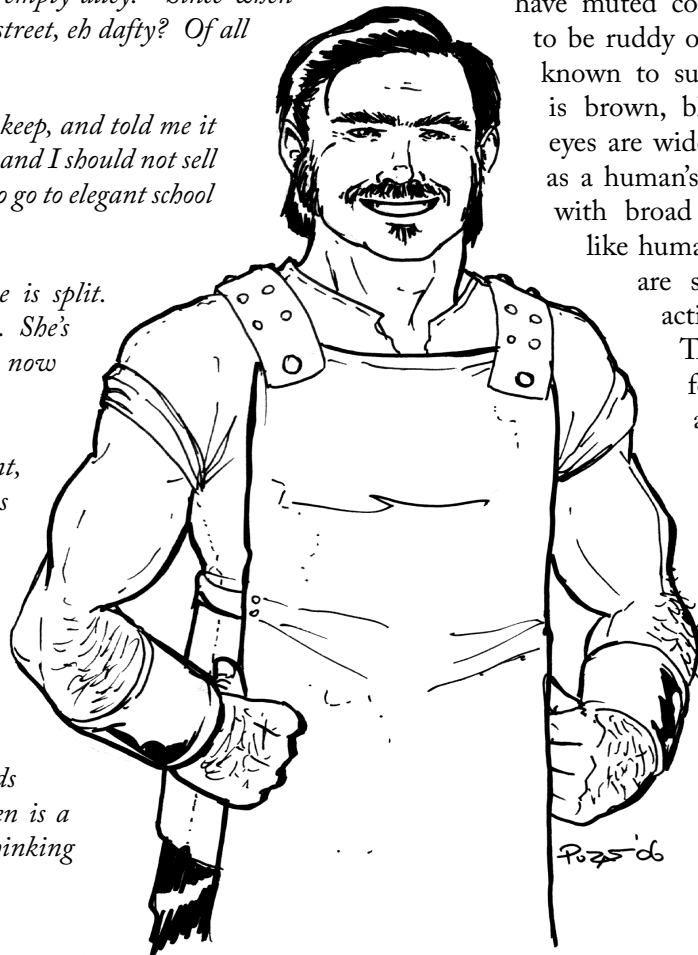
"You heard him, dafty. He says it's glasswork, and I know it's real as offal. He's shouldn't be caring where what's brought him came from. He surely care it real though, but still is fine work. Most won't know, and he knows who don't. He could sell it to dims... like you." Kohs smacked the boy on the back, the sound echoing through the empty alley. "Since when does real gems be found in the street, eh dafty? Of all the stupid covers..."

"Kohs, I took it to the lady gemkeep, and told me it was fine and I was a lucky boy, and I should not sell it to just any and to keep it for to go to elegant school or start a shop of my own..."

"She's a witch and she tongue is split. Never trust her twitchy fingers. She's probably spying on us right now with it."

The boy reflected a moment, examining the dirty bricks as they strode passed. "Perhaps then he knows I lied to him..."

"Dims, he knows you didn't just find it. Course he knows you took it. Why in all Nine Hells should he care if a boy finds a gem or steals it? Since when is a dwarf-bastard stone trader thinking he's a paladin?"



Dweoven is the dwarven word that literally translates into "soul of the miner". For centuries, humans and dwarves have shared the same mines together, chipping away at the earth for the riches and resources that lay beneath its walls of stone. They have built cities over these mines and have lived in harmony, sharing the bounty of both their jointly found riches and their camaraderie. The rare union of a dwarf and a human results in the dweoven: a child born from parents who share a mutual love of the earth. Carrying with them that same love of stone, the dwarvish sense of honor, and the versatility of humans, the dweoven are the true liaisons between dwarven and human societies, and they have the potential to build a great future for both of their parent races.

PERSONALITY: Industrious and mercantile, dweoven combine the tenacious work ethic of dwarves with the energy and ambition of humans. Whether that work is jewelry-making, iron works trade, mining, guarding, or sword-for-hire, dweoven engross themselves in occupations that are pleasurable and profitable. They enjoy honest work and honest earnings. They can be shrewd negotiators, but truly only distrust the overly smooth-tongued or openly lazy.

PHYSICAL DESCRIPTION: Dweoven typically have muted complexions. Their skin tends to be ruddy or tanned, and they have been known to sunburn easily. Dweoven hair is brown, black, or rusty blond. Their eyes are wide-set and vary in color, much as a human's may. They have round faces with broad cheeks, mouths, and noses, like humans. Dweoven hands and feet are somewhat large, encouraging activity and to the use of tools. Their height ranges from about four and a half feet to five and a half feet. Dweoven tend to be heavy-set for their height, but not as much as their dwarven parent, varying from 100 to 250 pounds. Dweoven are typically clad in unobtrusive garb, appropriate for their occupations.

RELATIONS: As much as half-elves serve as ambassadors between human and elven lands,

so do dweoven smooth relations between humans and dwarves. Unlike half-elves, dweoven lack natural social genius, and their brand of diplomacy is born more of their even-handed sensibilities and fair-mindedness, rather than wordplay or charm. Dweoven desire that all should prosper without mutual harm. Dweoven relate to humans and dwarves easily, but they respect and deal happily with gnomes, halflings, and elves. A dweoven will gladly work with anyone, as long as the individual expresses a desire for fair dealings and does not appear “shifty”.

ALIGNMENT: Many dweoven are raised in mining communities that have both dwarves and humans. These townships usually follow the more traditional mind-set of the dwarves, and the humans who live there are of like-minded. Therefore, dweoven as a whole have a tendency towards law over chaos, and they favor good over evil. Those dweoven raised in a purely-human society can be of any alignment, though most favor a neutral-based alignment. The odd dweoven who surrenders to avarice may become evil.

RELIGION: Many dweoven follow the dwarven pantheon, and worship of The Father of the Dwarves is prevalent in their lives. A few of the more chaotic dweoven clerics take to the worship of Vivika Soulcrafter, the dwarven goddess of fertility (See the *Deities’ section for Vivika Soulcrafter’s information*). Those who grow up outside of dwarven lands usually worship nature or martially-inclined deities, as the many dweoven take up the path of either the blade or the ranger.

LANGUAGE: All dweoven speak the languages of both their parents: Dwarven and Common. Many dweoven try to pick up Terran as well, to learn the language of the denizens of the earth, who they feel so akin to. Since they tend to possess the human curiosity and desire to explore, the dweoven seek out all types of different languages. Those who make their livelihoods in trade also make it a point to learn the many tongues of their customers.

LANDS: Dweovens are commonly found along the bases of great mountain ranges or in lands known for deep caves. They are also known to live wherever their two ancestral races meet often, including mines, trade ports, cities, and trade routes. Occasionally, a single dweoven or group of dweoven may stake a claim on a mine and allow other races, particularly dwarves, gnomes, and humans with mining aptitude, to live amongst them as equals.

NAMES: Dweoven children born to welcoming

dwarven relatives will be christened with the names of their dwarven clans. The importance of their clan names will be pressed upon the children as they grow. It is known that clan names are not an automatic birthright to one of mixed blood, and young dweoven are taught to be grateful and proud of their family names. Dweoven who leave home rarely abandon their clan names, unless they leave in personal shame. Those born in human-dominated societies are usually given a dwarven first name, out of respect for their dwarven blood, and take their human families’ surnames, treating them with as much pride as they would dwarven clan names.

ADVENTURERS: On a whole, dweoven despise slothfulness and will heartily take action when something is wrong in their community that requires strength of either arms or mind. Dweoven who do not care to set up a shop or work land will offer martial services to armies, nobles, or any well-paying sponsor. Regardless of profession, dweoven take well to adventuring, and those who take up the adventurer’s life do so with a persistence rarely seen in any race. Dweoven typically adventure as fighters, but they do occasionally take up the vocations of rogue, ranger, paladin, or wizard.

DWEOVEN RACIAL TRAITS

- **Medium:** As Medium creatures, Dweoven have no special bonuses or penalties due to their size.
- Dweoven base land speed is 20 feet.
- **Darkvision:** Dweoven can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dweoven can function just fine with no light at all.
- **Lesser Stonecunning:** This ability grants Dweoven a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn’t stone but that is disguised as stone also counts as unusual stonework. Dweoven who merely come within 10 feet of unusual stonework can make a Search check as if they were actively searching, and Dweoven can use the Search skill to find stonework traps as a rogue can.
- **Stability:** A Dweoven gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +1 additional skill point gained every level.
- +1 racial bonus on all Fortitude saves and on all saving throws against spells and spell-like effects.
- +2 racial bonus on all Appraise checks dealing with metal, stone, or gemstone items: Dweoven have a keen sense of value when dealing with earthen wares.
- **Dwarven Blood:** For all effects related to race, a Dweoven is considered a dwarf.
- **Human Blood:** For all effects related to race, a Dweoven is considered a human.
- **Automatic Languages:** Common and Dwarven. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- **Favored Class:** Fighter. A multiclass dweoven’s fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

THE EARTH TOUCHED

**The Stonekissed,
The Quartermasters,
The Half Beards, Ovkin,
Dalesti, Dwarvith
(Dwarf/Half-Elf)**

Thorsha shut the thin wooden door. White flurries had begun to fall and they would be the only travelers along the trail. No one would ask for

assisted passage or to stay an evening for some time to come. A few weeks without people would be good for her. Though all seasons were welcome, winter brought a quiet comfort to her stretch of path, and she nestled into its snowy peace affectionately.

The badger sniffed the air that had blown in through the briefly opened doorway and tucked its head back between its clawed paws. The badger's slowed pace had confirmed more than any other sign that Thorsha's quiet season was approaching.

Before she could find her favorite chair, the thin wooden door shook with inquiry. The knocking was gentle, but any disturbance to it sent the poor boards into a vibrating frenzy. Such flimsy construction would have sent her father into cursing reels over the thought of his daughter living without a single stone to cover her. As mother had said, "Your father has no stone over his heart, but would die without stone surrounding him." She had always been such a good mediator between Thorsha and her father. Had it been so long since she had heard their voices?

Opening the door again

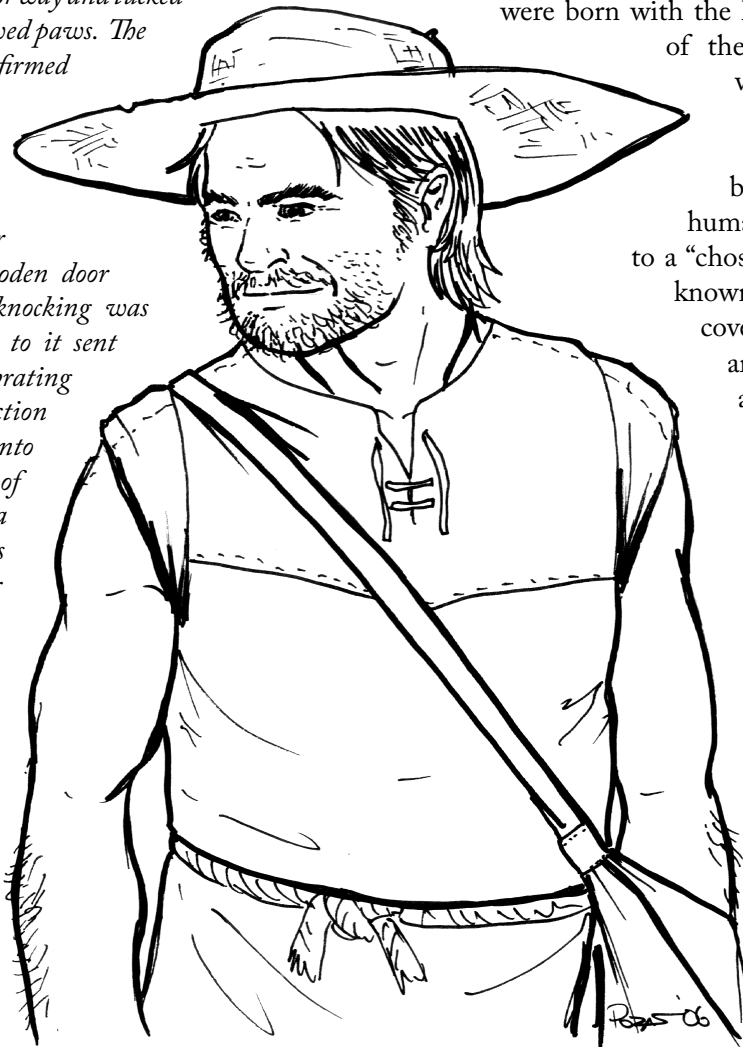
to the flakes of snow, Thorsha's round, wrinkled face grinned when she recognized who was knocking. The statuesque elderly elven man stepped through the door with wide arms, ready to embrace the squat old druidess.

"Grandfather!" she exclaimed, "How wonderful to see you!"

The half-elves are natural diplomats and are often employed by human kingdoms to act as the liaison between their kingdoms and the other nations around them. On the rare occasion that a dwarven kingdom will even see a half-elven diplomat, they sometimes grow to appreciate the half-elf's outgoing personality and ability to adapt to any social situation. There are a few records of a dwarven official falling in love with a half-elven diplomat and conceiving a child together. These "incidents", as the dwarves call them, are quickly denied and the offenders are quickly banished from the kingdom for their "crimes of lust". These outcasts tend to journey into the wilds and live out the rest of their days in the wilderness, raising their child in solitude, away from the dwarven clanholds. The term "earthtouched" comes from the legends of a group of half-elven and dwarven druids and rangers who created a covenant and had children together, creating a race with a combination of the blood of the dwarves, who

were born with the love of stone, and the blood of the elves, who cherish the lush, verdant forests. It was their intent to create a mixture of these two loves, tempered by the versatility of their human ancestors, and give birth to a "chosen race of nature". Little is known about what happened to the covenant, but the earthtouched are a living testament to their accomplishments.

PERSONALITY: Half-elves are renowned for their charm and magnetism; dwarves are stubborn, terse, and guarded. How can these two impulses be reconciled? The earthtouched find their foundation in the soil beneath their feet. When few things make sense, when people of different races collide and misconstrue, when all else seems riotous



and wrong, earthtouched feel the eternal solidity of the ground below them and know that everything will be just fine. They take this solid serenity wherever they may go.

PHYSICAL DESCRIPTION: The earthtouched remain close to their beloved soil, rarely surpassing five feet in height. Stout like their dwarven parents, earthtouched weigh between 100 and 200 pounds. Their ears may or may not be the characteristic pointed ears of his elven ancestors, however elven blood is still detectable in their large green or blue eyes and thin hands. Earthtouched have wide faces like a dwarf, with broad cheeks and skin that is very smooth and unblemished. Their hair is typical of human hair, but tends toward browns, blacks, and dusty blond or red. With time, males can grow a beard, but this beard is thinner and sparser than either a dwarf or a human beard. Earthtouched prefer workable, sensible clothes of plant origin, such as cotton and flax, dyed in muted colors.

RELATIONS: Earthtouched do not actively seek out attention or contact with others, as their half-elven parents might, nor do they shun outsiders entirely, as dwarves are known to do. Most often earthtouched find unquestioning peace and an unbound existence in nature. When encountering elves, humans, or dwarves, earthtouched treat each race with a distant respect and rarely make open claim upon any kinship. Earthtouched often attempt to dismiss any discussion of their racial backgrounds; stating, instead, how inconsequential it is compared to the spark of existence in all living creatures. This attitude resonates in their dealings with other non-evil humanoids: all living beings are worthy of respect. However, this respect does not materialize with those who are destructive or purposelessly brutal.

ALIGNMENT: The earthtouched tend to take a broad view of life and morality. They see the mountain, the deep cave, and the settled valley, and they understand that each has a purpose. They feel no need to stand on the high mountain when the low path is better suited to their purposes, nor to remain below the earth when the sun calls. Thus, most earthtouched are neutral in alignment. Personal circumstance may tip an earthtouched toward another alignment, but most maintain at least some level of neutrality.

RELIGION: Although only half-dwarf, earthtouched often worship The Father of the Dwarves, not so much as a patriarchal figure, but as a master of earth and stone. Earthtouched are also attracted to the gods of nature, or they honor nature outright, for the worship of the earth

and nature is within their very blood. It is very rare that an earthtouched does not follow some sort of deity, as worshiping the divine is usually enforced from a very young age.

LANGUAGE: Earthtouched speak the languages of their parents: Dwarven, Elven, and Common. Proficiency in each language may vary, as an earthtouched typically favors a single language in everyday speech, however earthtouched know all three well enough to be considered native speakers. In addition, linguistically-gifted earthtouched usually learn Terran, Sylvan, Gnome, and Draconic. Earthtouched who excel in their favored class of Druid also speak the secret language Druidic.

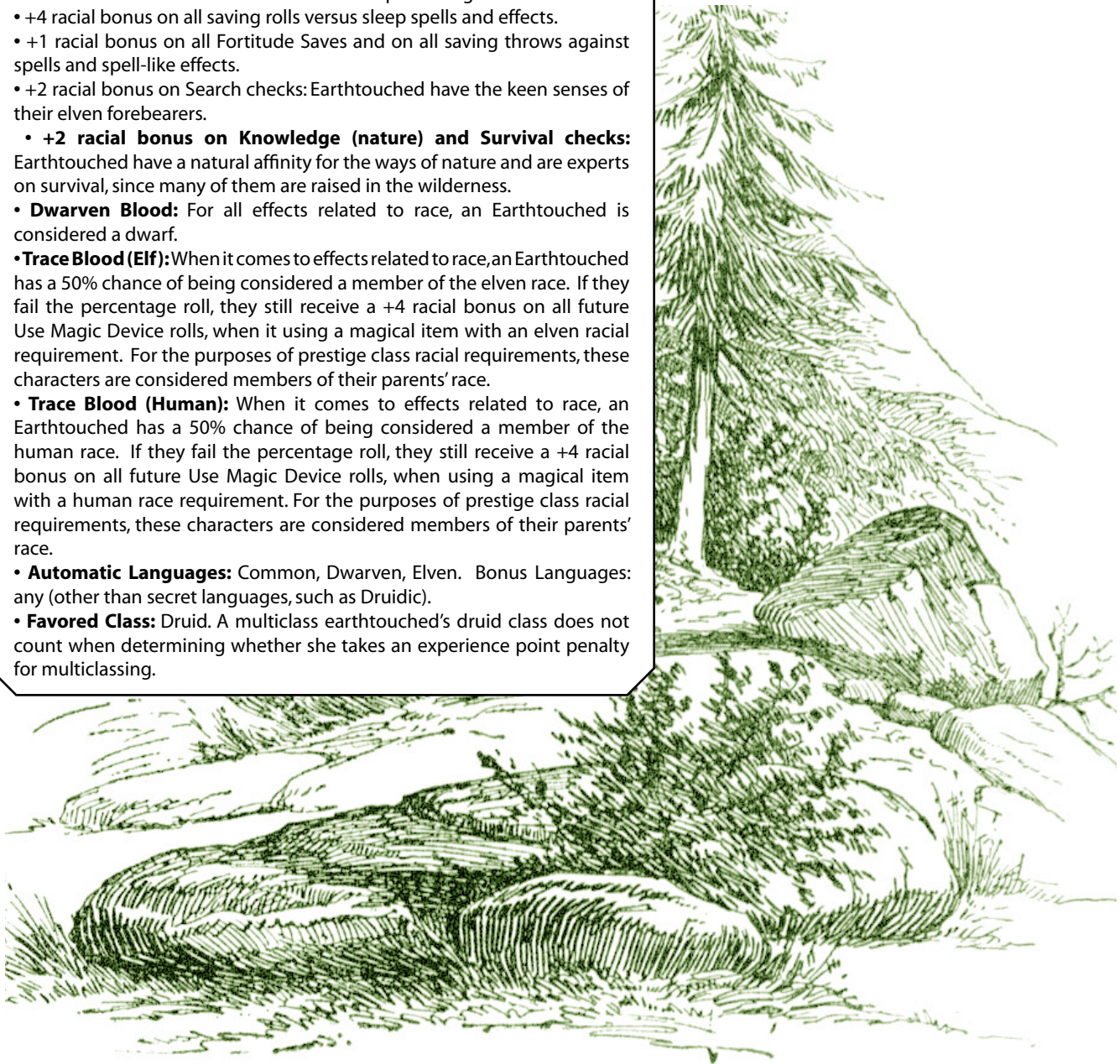
LANDS: Earthtouched are typically raised away from dwarven or elven societies, given the attitudes of those societies toward such offspring. Earthtouched typically live out their lives either in human lands or in the wilderness. It is not uncommon for earthtouched to have homes in human-dominated lands, as their parents can live there in relative obscurity, if desired. Occasionally, talented earthtouched may find their place among dwarven people, but they would be viewed as communal oddities. Most often, earthtouched live within the groves of their druidic circles or on isolated, self-sufficient farms.

NAMES: Names of earthtouched can find their roots in Elven, Dwarven, or Common. Names are either combinations of name fragments from each language or created from a single language. Earthtouched may have a human or an elven surname, or a dwarven clan name. Dwarven clan names are not the birthright of a half-dwarf, so to bear a clan name is an honor to the earthtouched. Earthtouched may nor may not share in the sense of honor that the dwarves attached to their clan names, and they may easily abandon them or dismiss their importance. Druidic earthtouched may take on new names once they enter their orders, forsaking any prior family names.

ADVENTURERS: Known for their bond with the land, earthtouched often take up adventuring to defend their chosen territory. Promises of riches or fame typically do not attract them to the lifestyle, but the opportunity to commit acts of glory and honor sometimes persuades an earthtouched to action. Earthtouched often become druids or rangers. It is also not uncommon for them to become clerics, either of a nature deity or of The Father of the Dwarves. Earthtouched also make surprisingly good rogues, with elven-gifted senses and their talents for spotting unusual stonework.

EARTHTOUCHEDED RACIAL TRAITS:

- **Medium:** As Medium creatures, Earthtouched have no special bonuses or penalties due to their size.
- Earthtouched base land speed is 30 feet.
- **Improved Low-Light Vision:** Earthtouched can see four times as far as a humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Lesser Stonecunning:** This ability grants Earthtouched a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. Earthtouched who merely come within 10 feet of unusual stonework can make a Search check as if they were actively searching, and Earthtouched can use the Search skill to find stonework traps as a rogue can.
- +4 racial bonus on all saving rolls versus sleep spells and effects.
- +1 racial bonus on all Fortitude Saves and on all saving throws against spells and spell-like effects.
- +2 racial bonus on Search checks: Earthtouched have the keen senses of their elven forebearers.
 - **+2 racial bonus on Knowledge (nature) and Survival checks:** Earthtouched have a natural affinity for the ways of nature and are experts on survival, since many of them are raised in the wilderness.
- **Dwarven Blood:** For all effects related to race, an Earthtouched is considered a dwarf.
- **Trace Blood (Elf):** When it comes to effects related to race, an Earthtouched has a 50% chance of being considered a member of the elven race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when it using a magical item with an elven racial requirement. For the purposes of prestige class racial requirements, these characters are considered members of their parents' race.
- **Trace Blood (Human):** When it comes to effects related to race, an Earthtouched has a 50% chance of being considered a member of the human race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with a human race requirement. For the purposes of prestige class racial requirements, these characters are considered members of their parents' race.
- **Automatic Languages:** Common, Dwarven, Elven. Bonus Languages: any (other than secret languages, such as Druidic).
- **Favored Class:** Druid. A multiclass earthtouched's druid class does not count when determining whether she takes an experience point penalty for multiclassing.



THE ELOME

The Children of Nature, The Feytouched The Storytellers of the Forest Throlan, Amachik, Raserf (Elf/Gnome)

"Who are you?" asked the innkeeper.

"Surely you know," said the bright-eyed entertainer, as he hopped onto the tall stool to look the good lady in the eye.

"Well," she began to muse, as she wiped the bar with a thick, blue rag. "You resemble a certain loose-rope walker we had in here a few moons back who broke the three mugs he tried to balance on his nose. Went by the name 'Wavesand the Steady'."

"Was he terribly handsome?" he teased.

"Or maybe you're 'Wolters the Black Magician'. He promised to make my wash rag disappear," she said waving the musty, moist rag in his face. "He failed to mention my unmentionables would be gone as well."

"Well, that must have been unexpected!"

"And since I am so openly discussing the fate of my unmentionables, I should then have your name, sir."

The performer paused and said, "Gen Goldbadger, Master of Illusion!"

"Then go get on stage, Gen, your regulars are waiting. And this time," she called after him, her brow furrowed, "don't use live animals! By gods, they are so messy!"

Encountering a large-eyed, smiling, slender figure in the woodlands, one

may mistake the creature for a fey. Such is a grand joke to the elomes, the offspring of the union of a gnome and an elf. Self-styled tricksters of the woodlands, elomes relish their feyish reputation. They will claim swaths of wooded highways and forest as their own and then just as quickly desert them. Flighty in the utmost, the elomes are the self-proclaimed "children of nature" and spend endless hours reminding other forest denizens of their past, present, and even their future. Common in bardic troupes and traveling performers of all stripes, elomes embody the mystery and grace of the elves with the sensible humor and illusions of the gnomes.

PERSONALITY: The children of gnomes and elves live happily along the boundaries of society. They typically flit through communities of all goodly races, with the simple goals of gold and merriment making. However, something deeper seems to lie just under the surface of these small, happy players. When asked about their philosophies or confronted with grave matters, elomes dissuade with a smile and a joke. With four hundred years of life to occupy them, one must wonder when the elome's amusements must end. At their core, elomes are private creatures, wishing their deepest, most honest emotions left unspoken.

PHYSICAL DESCRIPTION: Elomes are slight compared to most other humanoids of their size. They rarely reach four and a half feet in height and never weigh more than 100 pounds. They have slim, agile fingers, limbs, and feet. Their skin tones range from chocolate-colored to moon-lit ivory. Their faces are round with large pointed ears and broad smiling mouths. Elomes have intriguing eyes: large, wide, and colorful. Their eyes may be vivid shades of dusty brown, sky blue, evergreen, or nearly black. Their hair is usually shades of brown or black, but elomes of both sexes are known to employ dyes, beads, and ribbons to bring dynamism to their tresses. Clothing is treated much as hair is: enlivened with color and decoration.



RELATIONS: Often elomes secretly envy their gnome kin's close relations with woodland animals, leading them to either become druids or rangers. On the flip side, some elomes completely ignore animals and those who are connected to them. Elomes also secretly feel cheated out of the elven mystique – that unnamable, graceful quality that attracts so many other races to the elves. Elomes make a good show of being happy living outside of the communities of both their parental races, but traveling in close contact with an elome may expose this façade. It takes time to discover what truly lies within an elome's heart.

ALIGNMENT: Elomes are often good, as both the elven and gnomish cultures value generosity and optimism. Being different than those around them, elomes gain a strong sense of individuality, thus leading them to favor a chaotic nature. However, some elomes have a desire to follow the traditions of their parental cultures or feel united with them, leading to lawful alignment. A secret bitterness may overtake an elome with age, and evil acts are not outside of their nature.

RELIGION: Elomes most often revere The Golden Trickster and The Guardian of the Elves equally, as two divine older brothers, from which they may seek guidance or mutually enjoy life together. They often eschew formal temples, as such great and lively gods should be honored through a well-lived life and not strict ceremony. Elomes also often pay tribute to the gods of entertainment, nature, and creativity. Elomes typically avoid any show of religion that is overly serious or humbling.

LANGUAGE: Elomes are enamored with language. What good is a joke if your audience doesn't understand what you're saying? Elomes speak their parents' languages: Elven, Gnome, and Common. They endeavor to learn the tongues of their audiences: Draconic, Dwarven, Giant, Goblin, Halfling, and Sylvan. When an elome speaks, it is always with the undertone of laughter, and some have said that an elome's voice sounds distinctly like the tinkering of bells.

Lands: Elome lands lie under elome feet, and only for just as long as they remain there. A troupe of elomes may stake out an annual route, typically through wooded areas and small villages. Elomes feel no innate affection

for large cities, although the coin found in one may be seductive. Retired elomes tend to live along the boundaries of elven or gnomish communities.

NAMES: One may believe an elome insane after spending some time in one's company. Performing elomes have flamboyant, ridiculous stage names that they change like socks. Sometimes they trade more memorable names within a troupe like currency. Eventually, elomes may share their given names with a trusted individual. However, this may not be the name given at birth; it may be a name earned upon adulthood, taken upon joining their current troupe, or acquired at any other personally significant landmark. Surnames are matters of deep secret; even a couple of married elomes may not know their partner's true surname. Identity is a matter of personal choice to the elome, not one imposed by others.

ADVENTURERS: The difference between a normal elome life and an adventurous life can simply be a matter of a turn in the road. Elomes take naturally to adventure, whether by chance or direction; anyone who shares their wanderlust is instantly a kindred spirit, regardless of career choice. With the placement of some wilder troupe routes, some would say elomes are asking for trouble. Performing and adventuring logically coincide with being bards or rogues. Some elomes, desiring the nature-touched life of their kin, seek out druidic or ranger training. A few feel attracted to learning arcane magics, thus becoming

ELOME RACIAL TRAITS

- **-2 Strength, +2 Dexterity:** Elomes have small frames that do not leave much room for muscle, but they possess fast reflexes and lithe bodies.
- **Medium:** As Medium creatures, elomes have no special bonuses or penalties due to their size.
- **Slight Stature:** Though elomes are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use hand held items, such as weapons. Being smaller grants elomes a +2 on Hide checks.
- Elome base land speed is 30 feet.
- **Low-Light Vision:** Elomes can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- +1 racial bonus on Listen, Search, and Spot checks: Keen senses are the hallmark of an elome.
- +2 racial bonus on Craft (alchemy) and Gather Information checks.
- +1 racial bonus on Fortitude saves.
- **Elven Blood:** For all effects related to race, an elome is considered an elf.
- **Gnomish Blood:** For all effects related to race, an elome is considered a gnome.
- **Spell-Like Abilities:** Elomes with a Charisma score of at least 10 also have the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + elome's Cha modifier + spell level.
- **Automatic Languages:** Common, Elven, Gnome. Bonus Languages: Draconic, Dwarven, Giant, Goblin, Halfling, and Sylvan.
- **Favored Class:** Bard. A multiclass elome's bard class does not count when determining whether she takes an experience point penalty for multiclassing.



THE GNOMESTI *sti*

The Helper Fey, The Gladelings, The Valleyfolk Nebchik, Gnelf, Bogan (Gnome/Half-Elf)

As he stood on the step next to the bed, the little man said, "I'm starting to think she's touched."

"You're a worry worm," she said. In the candlelight he could see her wicked elfish grin pointed toward the ceiling.

"You're not even thinking she's a might obsessed?"

She turned onto her side and leaned her thin chin upon her fist. "Perhaps," she mused in mock concern, "she may have found, gods preserve her, something she likes to do!"

He smacked the bedsheet between them. "Why must you always make me out so silly? You're worse than my papa."

"You knew my trade was comedy when we met. You know I never tire of jokes," she said, tracing her finger through the imprint his small hand had made. "That's why I wed you, remember?"

With a huff, he tossed the pillow at her laughing face and jumped onto the bed to batter her with his ineffectual fists. Finally, the half-elf found herself holding her tiny husband, the father of their endlessly curious daughter.

"She's trying new things. Maybe she'll make something wonderful," she said caressing his back. "I know we tried something new." She kissed his lips. "And it is wonderful."

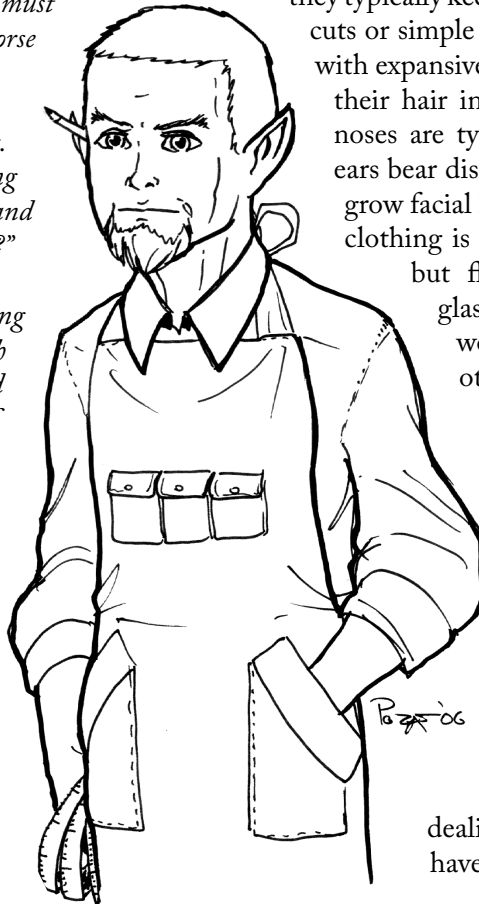
In constant, jolly motion, the gnomesti make the best use of the gifts of their relations: the ingenuity of humans, the craftsmanship of gnomes, and the tireless imagination of elves. The gnomesti find joy in helping others in any form of activity,

and they have a very hard time ignoring a plea for help. Dwelling in their pleasant valley homes, the gnomesti find happiness in the pursuit of a simple existence filled with the love of family and the productivity of a hard-working lifestyle. Being busy, humble people, gnomesti solidify the traits of their three founding races into a secure custom of honest, hard-working enterprise.

PERSONALITY: As versatile as humans, as inventive as gnomes, and as imaginative as elves, gnomesti may be the perfect craftsman. Gnomesti enjoy keen senses and solid health, enabling them to enjoy the fruits of their labors as well. Gnomesti are personable without manipulations, productive without obsessiveness, and flexible without flightiness.

PHYSICAL DESCRIPTION: The gnomesti are a slender folk, never reaching five feet and seldom exceeding 100 pounds. Their hair may be any variety of colors, from sensible gnomish earthtones to outlandish elven hues, and they typically keep it away from their faces with short cuts or simple bindings. Gnomesti faces are thin, with expansive cheeks and eyes. Their eyes mimic their hair in their color variations. Gnomesti noses are typically short, but not wide. Their ears bear distinctive points. Male gnomesti can grow facial hair, much like a gnome. Gnomesti clothing is typically practical for the occasion, but flair is often added with colorful glass beads, feathers, ribbons, painted wooden buttons, shells, gems, or any other manufactured finery.

RELATIONS: "Work with what you have," is a common phrase used in crafting and one that the gnomesti use when dealing with others as well. They take each individual on their own merits. They set no store in forcing others into unsuitable ideals; gnomesti prefer to enjoy people as they are, rather than fight them to change. When dealing with groups, however, gnomesti have no trouble using generalizations



and stereotypes. They maintain the hatred for the racial enemies of their forebearers, but have been known to accept a single, exceptional kobold, goblin, giant or orc as “an acceptable association”.

ALIGNMENT: Content to live and let live, gnomesti rarely demonstrate any extreme alignments. Both gnome and elf societies profess virtuous ethics, thus many gnomesti are neutral good. Occasionally a gnomesti may rebel like his elven predecessors and adopt a chaotic outlook. Evil gnomesti are the results of direct mistreatment, and they typically seek to reflect back to the world what they have felt. As a whole, gnomesti unconditionally wish the best for everyone, thus most are good aligned and often neutral good.

RELIGION: Gnomesti often give prayers to the gods of craftsmanship, creativity, trade, wealth, and agriculture. They regard racial deities as too exclusive, but do honor them for non-racial reasons. Although gnomesti value self-reliance, they recognize that gods are cooperative and worthy of tribute. Gods are considered divine co-workers, collectively endeavoring to craft a better world.

LANGUAGE: Gnomesti speak the languages of their parents: Common, Elven and Gnome. They adapt to their trading community by learning the tongues that are spoken in the marketplace. Due to the versatility and drive for knowledge of their parent races, gnomesti will learn any language out of necessity or personal interest.

LANDS: Gnomesti often live in the lands in which they were born, whether those lands are gnomish, elven or human. Lacking an innate wanderlust, they are by and large intent on living out their lives surrounded by family and hard work. Purely gnomesti lands tend to be valleys, with towering peaks and farmlands all around them. Gnomesti work hard to be good neighbors and many share their valley homes with other races.

NAMES: Gnomesti names are often a blending of their three parental cultures. Most first names have an elven beginning, a gnomish middle and a human ending. Compound names like Alnomstopher and Cyristaia are the norm in gnomesti society. These names often have a comprehensive meaning such as “Speedy Helper” or “Loveable Neighbor”, and the gnomesti strive to live up

to these “titles”. Gnomesti family names are similar affairs, with each new generation making subtle changes to the name, keeping it new and ever-changing throughout the family’s existence.

ADVENTURERS: Gnomesti adventurers are amongst the most industrious members of their kind. They go out into the world to help others on the adventuring path or to learn a new craft in foreign lands. Sometimes, a group of gnomesti will declare a “world walk” and set out for distant horizons, looking to find something that they can not obtain in their homelands. Gnomesti flock to all sorts of classes and professions. A good number of them take on the mantle of the rogue and try to perfect the craft of locksmithing or something similar. The more martial gnomesti seek to protect others and become masters of their chosen weapons. Divine magic users and arcane spellcasters are equally common among the gnomesti. Like their human relatives, gnomesti excel at any class they choose.

GNOMESTI RACIAL TRAITS

- **Medium:** As Medium creatures, gnomesti have no special bonuses or penalties due to their size.
- **Slight Stature:** Though gnomesti are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants gnomesti a +2 on Hide checks.
- Gnomesti base land speed is 30 feet.
- **Low-Light Vision:** gnomesti can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **+1 racial bonus on Listen and Spot checks:** All gnomesti have sharp eyes and keen ears.
- **+2 racial bonus on all Craft checks:** Gnomesti are craftsman par excellence.
- +1 racial bonus on all Fortitude saves and all saving throws versus enchantment magic and illusions.
- +4 racial bonus on all saving rolls versus sleep spells and effects.
- **Helping Hands:** Gnomesti can perform the aid another action as a move action, and the person receiving the bonus gains a +3 instead of the normal +2. Gnomesti only gain this bonus on skills that they have at least four ranks in.
- **Gnome Blood:** For all effects related to race, a gnomesti is considered a gnome.
- **Trace Blood (Elf):** When it comes to effects related to race, a gnomesti has a 50% chance of being considered a member of the elven race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with an elven racial requirement. For the purposes of prestige class racial requirements, these characters are considered members of their parents’ race
- **Trace Blood (Human):** When it comes to effects related to race, a gnomesti has a 50% chance of being considered a member of the human races. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with a human racial requirement. For the purposes of prestige class racial requirements, these characters are considered members of their parents’ race.
- **Automatic Languages:** Common, Elven, Gnome. Bonus Languages: Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass gnomesti takes an experience point penalty, her highest-level class does not count.



THE GNOMLING

The Diminutive, The Children of the Mother and the Rogue, The All-Knowing Rogues Wanneb, Chenenn, Kepkal (Gnome/Halfling)

The young fancy man must have been trying to sneak his way toward her. He didn't jingle as loudly as usual, and he snuck out that night without his manservants.

"So then," he said, staring into his unsuitably small mug. "I heard you're the... person to talk to about..."

"Pfft," she razzed, "Who told you anything about me, tallboy. I'll pay you a copper for every unclaimed of your line for that name."

The rich youth scrunched his nose and his brow crumpled. "You wish to deal rudely? I can be so. They say you small folk can take things without notice. There's something I want you to get for me. I have much coin if you're as covert as they imply."

Her unfaltering smirk was his sole reply.

"You want gems then? You gnomes like gems, don't you?"

"I'm not a gnome," she said with mocking eyes.

"You have relations who need traveling papers? A caravan or something? I can have papers written..."

She snickered, and this first sign of pleasure visibly unsettled him. "I'm no halfling either."

He sputtered, "Well, what are you and

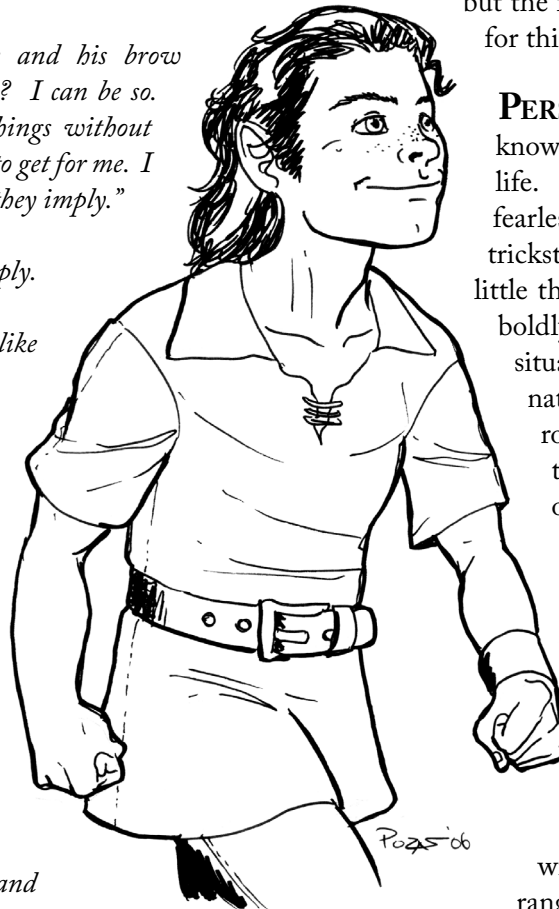
what do you want...and can you help me?"

"You answer those first two," she grinned silkily, "and the last answer is yes." This game could last all night.

There are legends in both Halfling and Gnome mythology that speak of a secret union between The Mother Protector, the goddess of the Halflings, and The Golden Trickster, the god of the Gnomes. The results of this brief joining were the gnomlings. While most of the two parent races will scoff at the possible exist of this race, the high priests of both people's religions know better. Gnomlings exist and are testing the world around them for the truth that lies just beyond the shroud of reality. What they will find and how it will change the world is still unknown, but the future is certainly full of possibilities for this naturally inquisitive race.

PERSONALITY: Gnomlings are known for their hands-on approach to life. Having grown up around athletic, fearless halflings and illusion-loving, trickster gnomes, gnomlings typically fear little they experience visually, and they will boldly approach dangerous beings and situations to "test them true". It is this nature that drives gnomlings to become rogues and adventurers, seeking all of the experiences that the world has to offer them. Gnomlings are naturally optimists and will find the positive aspects in all things, while pointing out the weaknesses with a joke or cheerful suggestion on how to improve upon it.

PHYSICAL DESCRIPTION: Gnomlings are often mistaken for either round-faced halflings or wiry gnomes. With thick, curly hair ranging in color from a light brown to



raven black, large, round eyes in hues of blue, green, brown, and black, and dimpled, round faces, gnomlings are an attractive race that combines the best aspects of both their parent races. They have rather large noses, much like their gnome parents. They tend to have bronzed or light-brown skin tones and slightly pointed ears. A gnomling's arms and legs are slender and wiry. Gnomlings do not grow any sort of facial hair, and the only thick body hair that they have is on their toes. Many gnomlings trim this excess hair and view it as a joke played on them by The Mother Protector.

RELATIONS: Ever-analytical and seeking first hand experiences: this type of deductive thinking goes into selecting a gnomling's friends, determining their enemies, and discarding those who are not worth being around. The endless barrage of questions from gnomlings tends to get on the nerves of even the most patient of races, but gnomlings just shrug this reaction off as a lack of curiosity or intelligence. Gnomlings are optimistic about most situations, a positive quality that the other races generally appreciate. Gnomlings find their parent races, halflings and gnomes, to be the most interesting to be around, and these races view the gnomlings as highly inquisitive cousins, who are just seeking to understand the world at large. The other races find the gnomlings to be slightly bookish and amusingly curious at best, and downright annoying or worth beating upon at worst.

ALIGNMENT: Gnomlings tend to avoid making decisions or professing beliefs until they have experienced enough about the subject first-hand. Rarely is any amount of experience enough, as gnomlings have an infinite determination to weed out the endless variables that plague mortal existence. Thus, gnomlings tend toward true neutrality. Should one err, it is on the side of law. Gnomlings are prone to idealism; gnomlings believe that, if left to their own true devices, all creatures could live in harmony together. Thus, optimistic gnomlings are often good aligned.

RELIGION: Gnomlings venerate both The Golden Trickster and The Mother Protector in their daily prayers, and many of their clerics end up blending both faiths into a unique religion. These gnomling clerics consider

The Golden Trickster and The Mother Protector to be lovers and the creator of their race, seeing both as their divine parents and guardians. This religion espouses the virtues of dealing with whatever life throws your way with a smile and a sense of optimism, taking care of your family and fellow gnomlings, and questioning everything around you and finding the hidden truth within. A few gnomling wizards follow deities of magic and knowledge. Some gnomlings feel more in touch with one side of their heritage, and they tend to venerate either The Mother Protector or The Golden Trickster separately.

LANGUAGE: Gnomlings speak three languages intermittently: Common is spoken when dealing with strangers or human friends, Gnome is used when talking about alchemy or speaking to the gnomish side of the family, and Halfling is utilized when partaking in mercantile deals with the visiting halfling caravans or conversing with halfling relatives. Gnomlings tend to pepper their speaking of any language with halfling and gnomish slang terms, creating a truly unique dialect that is both flavorful and completely understandable to gnomes, halflings, or people who speak either of these languages. When traveling or adventuring, gnomlings speak the local language and actively seek opportunities to learn new languages.

LANDS: Gnomlings live in below-ground communities that are reminiscent of gnomish homes. The gnomling dwellings are warm, inviting underground homes that usually house more than one family, as gnomlings tend to group together in an extended family, much the same way halflings do. Gnomlings tend to share the same lands as gnomes and halflings, though they do not travel as much as the nomadic halfling side of their family. Gnomlings also inhabit foothills and forested areas, living within stone and thatch-roofed cottages. Gnomlings live in harmony with their neighbors and nature.

NAMES: Gnomlings have two first names, one in Gnome and the other in Halfling. They follow gnomish tradition and have a myriad of middle names, which are usually acquired throughout the gnomling's life. These



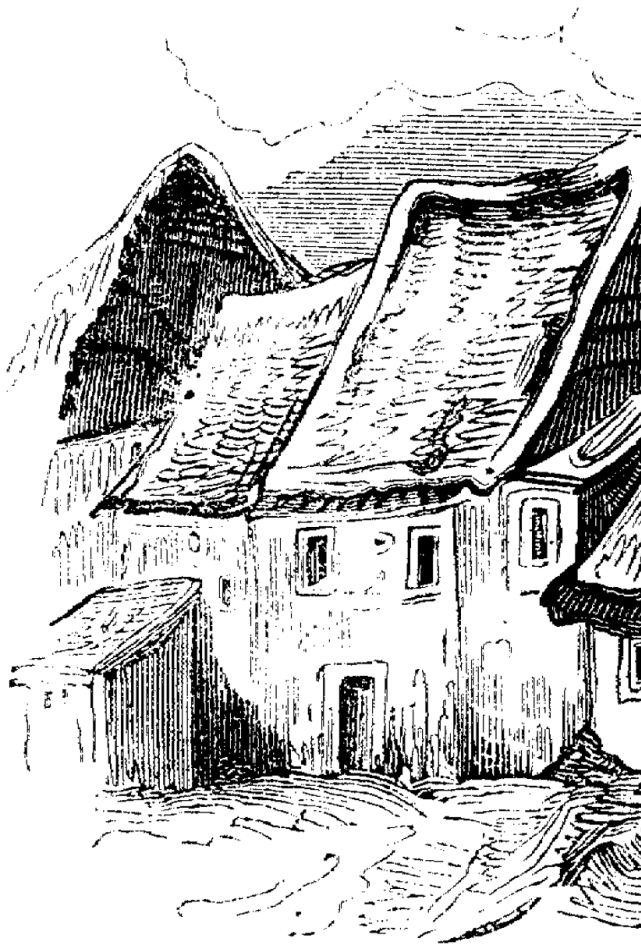
middle names are given (and often taken!) by fellow family members, close friends, and even hated enemies. Due to their nature, gnomlings will not take a name that they have not earned in some way. Gnomling surnames are either from one parent's family or a combination of the two family names.

ADVENTURERS: Gnomlings adventure to challenge the so-called "truths" of the world and to gain obscure knowledge that they can use to their advantage, be it for power or simply to stump friends and family. Only by experiencing events firsthand can gnomlings truly call themselves experienced in a given subject, and adventuring accomplishes this goal. Due to their natural intelligence, gnomlings make excellent rogues and powerful wizards. Gnomling clerics, paladins,

rangers, and druids are not as rare as most think, since gnomlings appreciate nature and the divine, even if it is just from an analytical standpoint. Fighters and monks are usually rare among the gnomlings.

GNOMLING RACIAL TRAITS

- -2 Strength, +2 Intelligence: Bright and curious about the "secrets" of reality, gnomlings are naturally gifted with intelligence, but they are not very strong, due to their small size.
- Small: As a Small creature, gnomlings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Gnomling base land speed is 20 feet.
- Low-Light Vision: Gnomlings can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Climb, Jump, Listen and Move Silently checks: Gnomlings are naturally gifted when it comes to climbing, jumping, and being sneaky, making them rogues by birthright. They also inherit a good sense of hearing from their gnomish parents.
- +1 racial bonus on all saving throws and an additional +1 on Fortitude and Reflex saves.
- +1 racial bonus on all saving throws versus illusions and fear. All of these bonuses stack with other racial bonuses.
- Gnomish Blood: For all effects related to race, a gnomling is considered a gnome.
- Halfling Blood: For all effects related to race, a gnomling is considered a halfling.
- Spell-Like Abilities: A gnomling with a Charisma score of at least 10 also has the following spell-like ability: 1/day—prestidigitation. Caster level 1st; save DC 10 + gnomling's Cha modifier + spell level.
- Automatic Languages: Common, Gnome, Halfling. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Rogue. A multiclass gnomling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.



THE HILLING

The Small-Beard Folk, The Hill Wardens, The Goddess's Secret, Gimral, Chenkep, Penelur (Dwarf/Halfing)

"Good dwarf, I assure you this is a fine..."

"Bah, stick your talk and your sword. I'm done! No trade!"

"I beseech you, milady, this blade was rescued by my own hand, and my sorcerous companion is certain of its qualities."

"Sly talk! I'm not your lady, and I've not live flesh for sticking it in for testing...lest you're offering your own."

A very small, very wide, bearded man entered the tradeshop. The dwarfven trader stopped her threats to regard the newcomer with a keen buyer's eye. "I help you?"

"Yes, you help us," he replied in crisp Dwarfven. "This elf brings you the blade we want to trade. Are you satisfied?"

The elf wandered out of the shop, giving a dismissive wave and huff. Their curt grunts were as lost to him as the deal.

"Not. How do I know it makes fire within living flesh if it's not tested true?"

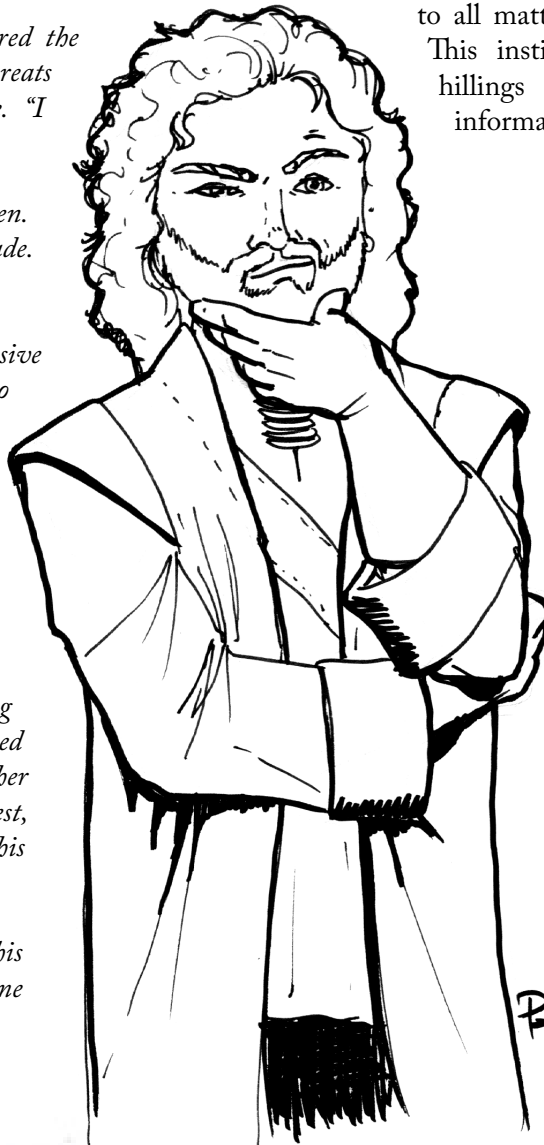
"In its former thief I stuck this blade. It was seen by me and is true."

The dwarfven women shifted her weight, leaning against the wooden counter. Her bosom bloomed like a thick blossom against the confines of her leather worker's apron. Noting her sudden interest, the gimral swallowed. "And by what name is this sworn?"

"Thekk Yonbar of clan Slateburn," he replied. This would be a profitable trade, indeed. "Your name for me is Yonbie."

Halfing caravans that edge close to dwarven lands during their travels find the dwarves to be gruff yet wonderful trading partners and craftsmen. In some rare instances, the trade between a halfing caravan and a dwarven clanhold will be so lucrative that a halfing caravan will settle permanently near the dwarven lands and the two groups will create a thriving trading community. This joint mercantile venture occasionally leads to a pair of traders, usually a dwarven craftsman and a halfing merchant, falling in love and having a child together. Within their own communities, the hillings are raised to be bargainers par excellence, and they are known as some of the best hagglers in all the realms. When it comes to mercantile trade, none match the hillings' eye for goods and their ability to get the best deal...and quick fingers sometimes acquire items they can't get for the price they want!

PERSONALITY: Hillings are hagglers and bargainers without peer. In all of their dealings, hillings are constantly trying to get the best they can get without giving up too much. This attitude applies to all matters, socially and otherwise. This instinctual drive causes many hillings to be hoarders of goods, information, and wealth. Hillings



are also industrious folk, keeping true to their dwarven blood, and have a hard working ethic, as long as it helps themselves and those important to them. This gives the hillings a reputation of being selfish, but they turn a silent ear to these mutterings. The typical hillling works hard for his family and keeps an eye out for any opportunity that might prove fruitful.

PHYSICAL DESCRIPTION: A hillling looks like either a taller, thicker halfling with a beard or a smaller, leaner version of a thin-bearded dwarf. Their skin tones range from light to dusky colored, with fair to dark hair, and brown or blue eyes. A hillling's face is either round like a dwarf's or oval like a halfling's. Hillling ears are slightly pointed and small, placed high on their heads and often hidden behind their locks of curly hair. Hillling hair is bushy in both sexes, and hillling men have thin, curly beards that they keep trimmed short. Hilllings favor clothing that is nondescript and comfortable, yet holds up in their travels.

RELATIONS: Between the stern dwarves and devious halflings, hilllings are considered the most trustworthy and personable of their community by outsiders. Hilllings do their best to cheer and hearten their dwarven relations, at the same time humbling and sobering their halfling kindred. Elves tend to ignore hilllings' dwarven traits, tending to view them as more honor-bound than typical halflings. Gnomes believe hilllings possesses some of the best traits of all races: honorable, fun-loving, and diligent. Humans tend to overlook the slight distinctions among small folk and assume a hillling is a fat halfling or very short dwarf. Hilllings easily forgive such oversights and are not quick to make corrections.

ALIGNMENT: Hilllings are known for their mellow attitudes; however they will stick to their crossbows when pressed. Hillling communities are committed to benevolence and self-control, resulting in most hilllings maintaining a lawful good alignment. Rarely is this alignment expressed with zealousness, and any variation is common. Covetous desires occasionally lead hilllings towards chaos or evil.

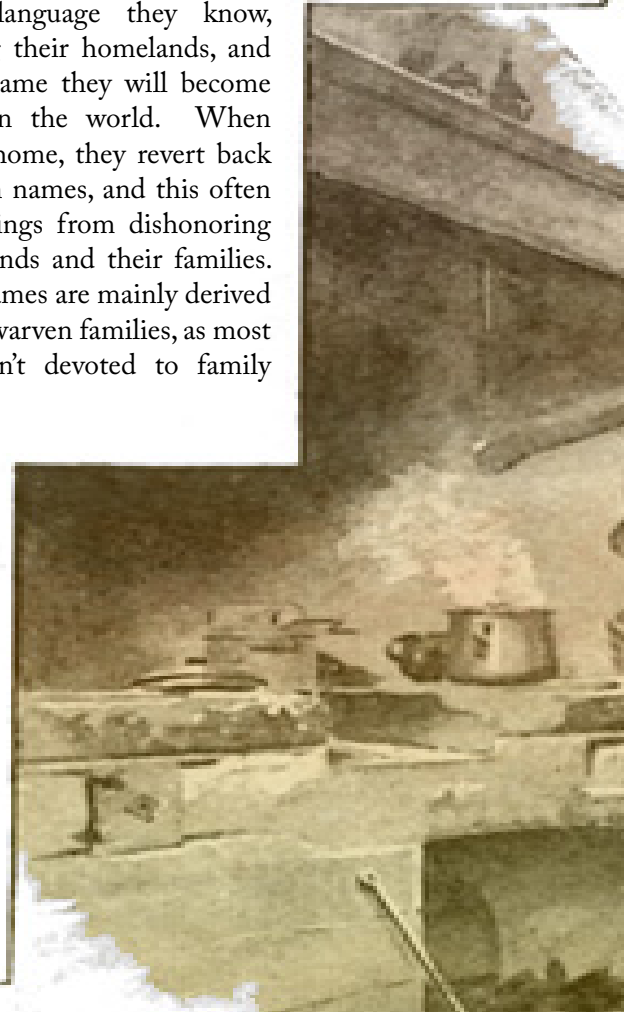
RELIGION: Many hilllings pay honor to "Mother Guardian" and "Father Blacksmith". No relation connects the two gods in most hilllings' worship, and there is no talk of any dalliances between the two. Their duties to the hillling people are guardianship and patronage. From The Mother Protector, hilllings request bountiful lands, fertility, coin-heavy customers, and rich mines. The Father of the Dwarves provides the hilllings' skills and

the knowledge of their trades: steady hands, strong health, keen minds, sound decisions, and wisdom. Both are called upon in defense of home and people. Hilllings frequently entreat gods who are concerned with trade, travel, craftsmanship, protection, and fertility.

LANGUAGE: Naturally, hilllings learn the languages of their kin. Aside from Dwarven, Halfling, and Common, hilllings generally become skilled at the languages of their trade neighbors and racial enemies: Draconic, Elven, Giant, Goblin, and Orc. Hilllings love to create new mercantile terms by combining existing Halfling and Dwarven words, and it is something of a tradition for two hilllings to exchange their creations when they meet.

LANDS: Hilllings in general live within the shadows of mountains or along the trade routes leading to them. It is often said that any trade route that doesn't have a hillling community is not worth traveling. However, hilllings can be found wherever halflings reside, which tends to extend their area greatly.

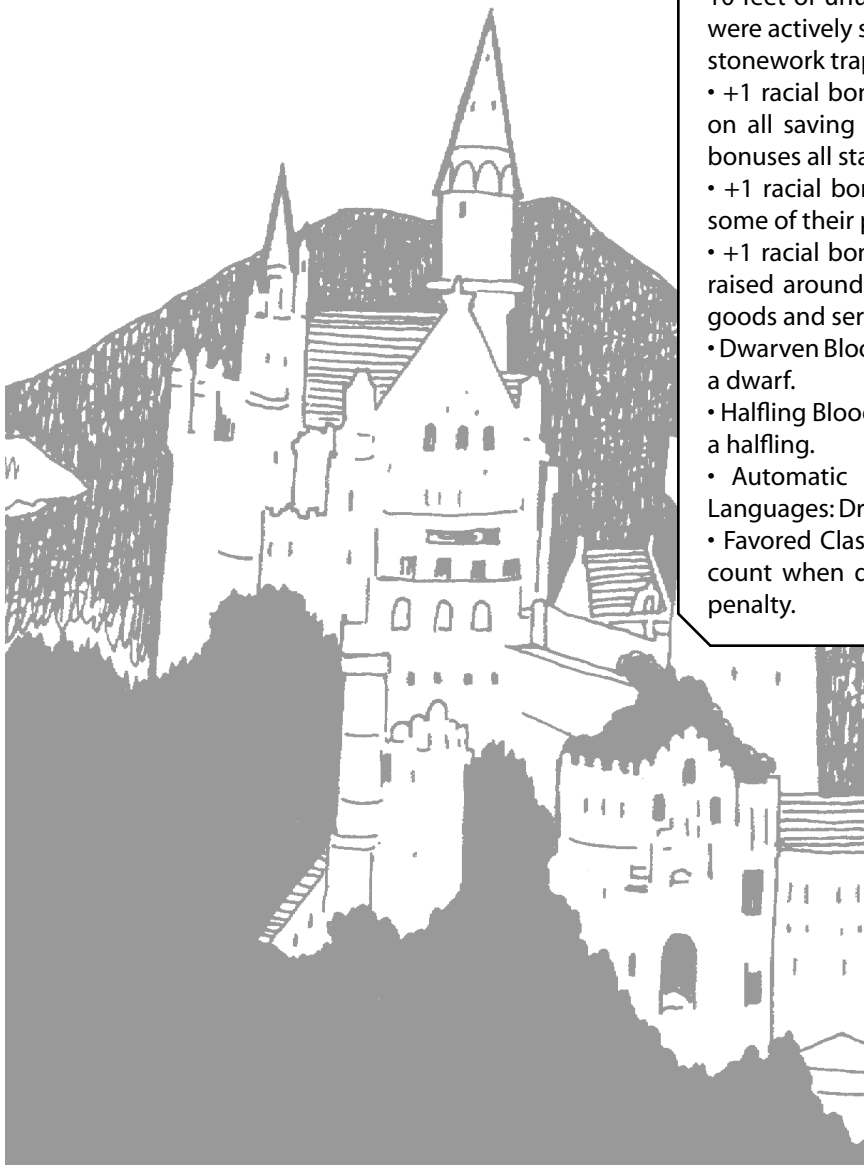
NAMES: Hilllings are often named after their parents or ancestors, much in the same manner as their dwarven kin. Dwarven first names and halfling middle names are common in hillling society. Occasionally, a hillling adventurer will take a nickname, from any language they know, upon leaving their homelands, and this is the name they will become known by in the world. When they return home, they revert back to their birth names, and this often prevents hilllings from dishonoring their homelands and their families. Hillling surnames are mainly derived from their dwarven families, as most halflings aren't devoted to family names.



ADVENTURERS: Hillings are born rogues, and the vast majority of the race feels the same calling as their nomadic halfling brethren. Hilling adventurers are very common, and they seek to gain riches and fame through their own merits with like-minded adventuring companions. Occasionally, hillings serve as diplomats between their communities and surrounding nations, which requires long treks into the wilderness. These diplomatic hillings take up the path of the ranger or the druid; they are more at home in the wilds than in their own homelands, but serve their communities without fail. Hilling fighters often master the rapier or short sword, using their natural dexterity to their advantage. Clerics and other divine spellcasters are not as common among the hilling societies, but those that do exist are well respected by their people. Arcane casters are rare, as they are rarely found in the societies of their parent races.

HILLING RACIAL TRAITS

- -2 Strength, +2 Dexterity: Hillings are built in much the same manner as their halfling parents.
- Small: As a Small creature, hillings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Hilling base land speed is 20 feet.
- Low-Light Vision: Hillings can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Lesser Stonecunning: This ability grants hillings a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. Hillings who merely come within 10 feet of unusual stonework can make a Search check as if they were actively searching, and hillings can use the Search skill to find stonework traps as a rogue can.
- +1 racial bonus on all saving throws, on all Fortitude saves, and on all saving throws against spells and spell-like effects. These bonuses all stack with each other.
- +1 racial bonus on Listen checks: Halfling blood grants hillings some of their parents' keen hearing.
- +1 racial bonus on Diplomacy and Appraise checks: Hillings are raised around trade and they learn how to get the best deal for goods and services.
- Dwarven Blood: For all effects related to race, a hilling is considered a dwarf.
- Halfling Blood: For all effects related to race, a hilling is considered a halfling.
- Automatic Languages: Common, Dwarven, Halfling. Bonus Languages: Draconic, Elven, Giant, Goblin, and Orc.
- Favored Class: Rogue. A multiclass hilling's rogue class does not count when determining whether he takes an experience point penalty.



THE LENNEB

The Laughter Spirits, The Mountain's Jesters, The Lost Children, Half-Gnome, Eauson, Sprites (Human/Gnome)

The class mistress chimed her desk bell, and the dozen girls swiftly perched themselves onto their writing stools. "Girls," she announced, "today we will continue our discussion of goodly non-humans. Now we've covered elves and dwarves yesterday. Who can guess who we'll discuss today?"

The children squirmed, eyes searching the desks and ceiling for answers. Noting their silence, the classmistress hinted, "I'd imagine Eaula knows."

Eaula was drawing skeletons again. She was right in the middle of sketching the finger joints, the best and most complicated part. Why did the class mistress have to bother her? How would she know what non-humans they would be talking about?

"Gnomes!" shouted LoDara. "I love gnomes! At my fifth birthday, I had a gnome come make tricks for us at my party!"

"Yes, LoDara, we're going to talk about gnomes and halfings. Now, I want to start with gnomes. What do we know about gnomes?"

"He was so funny!" shouted LoDara.

"Yes, gnomes can be tricksters," replied their teacher. "What else?"

"He was Eaula's papa," added LoDara.

The girls' attention returned to Eaula, who glanced up from her drawing with a bored expression.

"Why don't you tell us about

gnomes, Eaula. Being half-gnome, you must know more than anyone else here."

The slight girl set aside her drawing and cleared her throat. "Gnomes are small..." She trailed off, uncertainly.

"Go on," prompted the smiling class mistress.

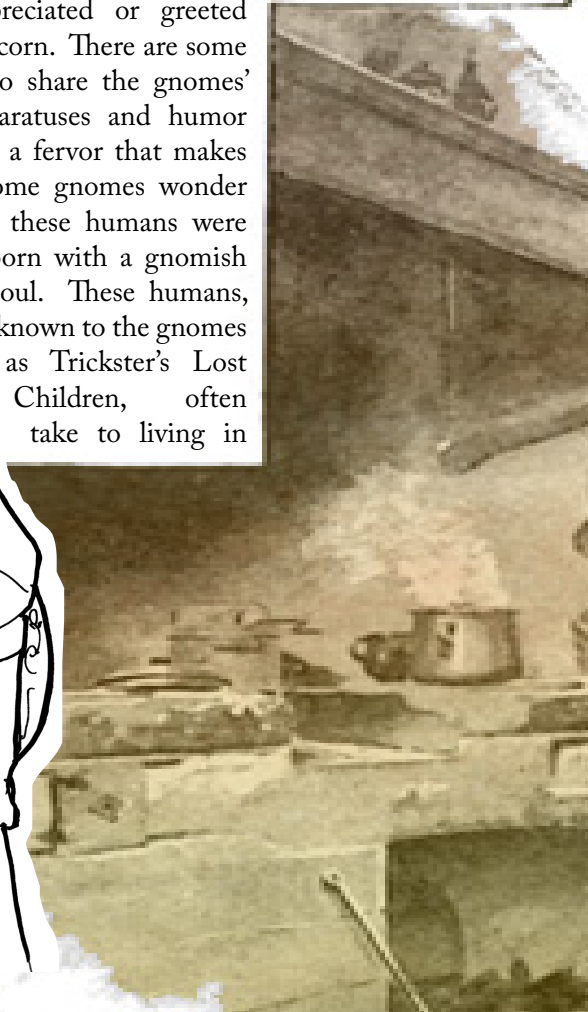
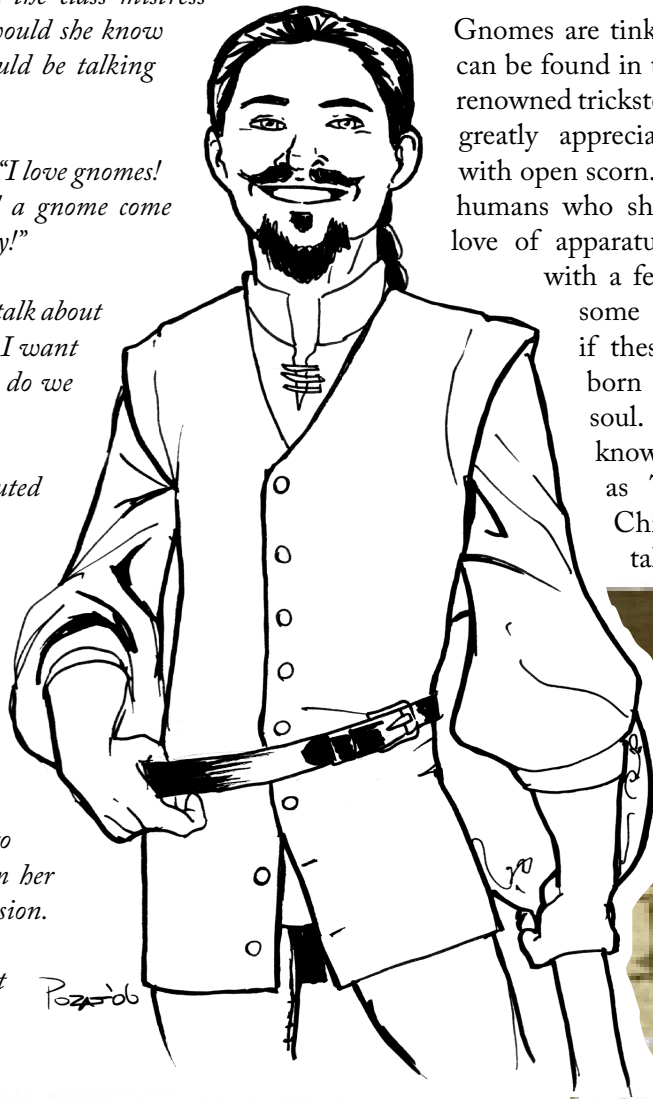
"Tell us a gnomish joke!" shouted LoDara.

"Yes!" "Tell us a joke!" "Tell a funny gnome joke!" "I'm sure your papa taught you a joke."

Eaula fidgeted, her fingers twisting through her hair as she mumbled. Suddenly from the hall came a shout, "Baker Giwer is giving away free sugar jewels! Come quick!" The sound of the hall door shutting was covered by the squeals of gleeful girls running toward the promise of free sweets and the class mistress giving chase and chastisements.

When the door shut, Eaula was left to finish her drawing. She smiled; that was a gnomish joke her father would be proud of.

Gnomes are tinkers without peer, and their gadgets can be found in the hands of all races. They are also renowned tricksters, and their sense of humor is either greatly appreciated or greeted with open scorn. There are some humans who share the gnomes' love of apparatuses and humor with a fervor that makes some gnomes wonder if these humans were born with a gnomish soul. These humans, known to the gnomes as Trickster's Lost Children, often take to living in



gnomish communities and even worshipping The Golden Trickster and other gnomish deities. Since they are so gnomish in nature and thought, some gnomes become romantically involved with the Lost Children, and they have children that are called Lenneb, which roughly translates from Gnome into Common as “long gnome”. These children of humans and gnomes seem to be born with all things gnomish in their hearts and minds, for they are experts at both creating things and making people laugh. Never has there been a more winning combination of human curiosity and gnomish prankster spirit.

PERSONALITY: Joyous and cheerful, lennebs are the natural born comedians of the world. Typical lennebs are optimists, who always have smiles on their faces and are constantly trying to cheer up others and make them laugh. Every other line is a joke of some sort; lenneb society encourages harmless pranks to be played every day on loved ones. Where gnomish pranks are founded in teaching and taking others “off the high peg”, lennebs enjoy their shenanigans simply for what they are: fine and fun distraction. Those lennebs who take to tinkering professions often speak in technical jargon and, while still lovers of comedy, tend to be more analytical and serious than their kin. Although this doesn’t mean a lenneb tinker doesn’t love a good joke! They just have some sort of device that delivers the punch line: often literally!

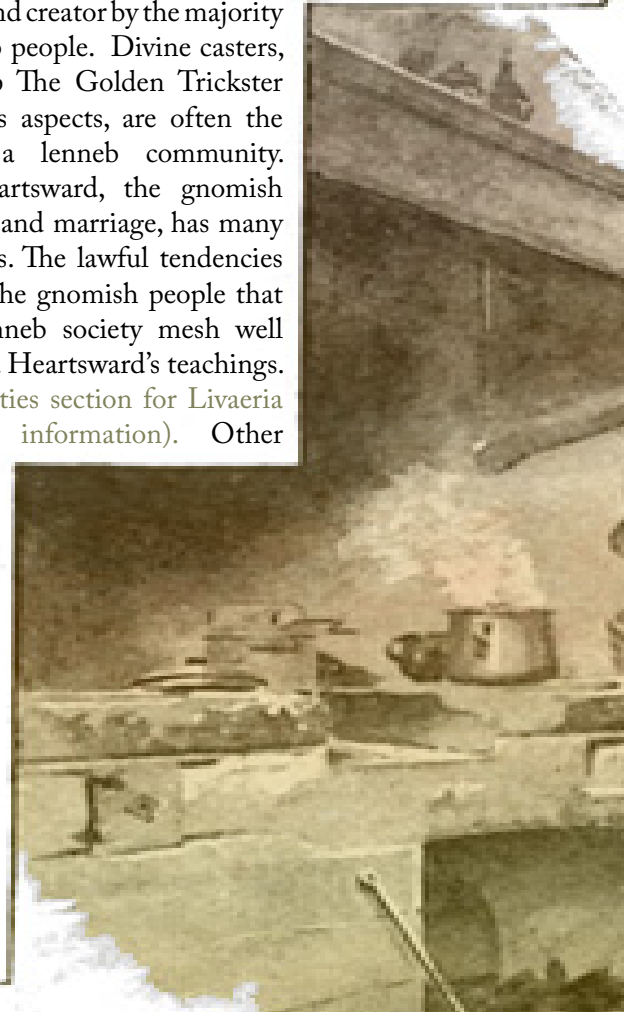
PHYSICAL DESCRIPTION: Standing just under five feet and weighing as much as an elf, lennebs are slightly human in appearance, with a good dose of gnomish features. Their expressions are their most extraordinary feature: lennebs can adapt their faces for a wide range of funny faces, which most use in their comedy acts. Lennebs’ cherub-like faces are often creased with laughter lines, and they have a cheerful expression that never seems to go away, even when they are stressed or unhappy. Their ears are round, like a human’s, but their noses are large, like their gnome relatives. Their eye and hair color runs the same range as their human parents’, and lennebs have a tanned complexion with smooth features. Male facial hair is often trimmed into a fashionable goatee or mustache. Both sexes wear their hair long and in elaborate braids. Lenneb clothing tends to fit their chosen profession, often leathers and work clothes for the tinkers and bright, flashy garments for performers.

RELATIONS: Gnome communities welcome the opportunity to have lennebs in their society and greet them as one would a cherished cousin. Many lennebs live amongst gnomes and humans, finding a place in either society, as long as their values match those around

them. Lennebs, with their prankster natures, find quick friends in all of the goodly races and are on good terms with elven and halfling peoples. Lennebs will try to adapt their comedy to fit into any society, and they try to stay on good terms with those around them. Most lennebs have no desire to create unnecessary enemies. Some humans and most dwarves find the comical lennebs to be an annoyance, but can find common ground with lennebs who are tinkers. Regardless of race, any person who can take a joke and return a prank will get along just fine with the lennebs.

ALIGNMENT: Lennebs embrace the teachings of gnomish society without hesitation, and they are often lighthearted tricksters with a conscience of gold. Thus, most lennebs are either lawful good or neutral good. Their more chaotic brethren are inclined toward good, serving as the community’s main prankster offenders. A few lennebs find a connection to nature, mainly through their gnomish blood, and take to the ways of neutrality. Evil lennebs are vicious creatures who play pranks that harm and destroy and are often chaotic. Luckily, these types of lennebs are very, very rare and often sought out and redeemed or destroyed by their goodly brethren.

RELIGION: The Golden Trickster is the chief god in lenneb society, and he is venerated as their father and creator by the majority of the lenneb people. Divine casters, who worship The Golden Trickster in any of his aspects, are often the leaders of a lenneb community. Livaeria Heartsward, the gnomish deity of love and marriage, has many lenneb clerics. The lawful tendencies and love of the gnomish people that permeate lenneb society mesh well with Livaeria Heartsward’s teachings. (See the Deities section for Livaeria Heartsward’s information). Other



deities who concern themselves with bards, comedy, crafting, engineering, and joy are good choices for those lennebs who do not feel as much a connection to The Golden Trickster or Livaeria Heartsward. Malicious lennebs worship gods and goddesses of insanity, madness, and trickery, spreading their deities' will through vicious pranks and other devious tricks.

LANGUAGE: Lennebs love languages: the more languages they know, the more people can hear their jokes. Most lennebs master the languages of their parents at an early age, as their parents encourage both languages to be spoken at home, and there is no such thing as a tight-lipped lenneb. Elven, Halfling, and Sylvan are the common languages of lennebs' allies, and they learn these languages to engage their friends and companions. Lennebs who hear an interesting joke in any other language will often seek out to learn the language to find the root of the humor within that one joke. As with names, some lennebs strive to collect languages: these lennebs are natural polyglots, often going out of their way to learn any language.

LANDS: Lenneb lands are often the same lands as their parents. These communities of gnomes, humans, and lennebs are found in the foothills and surrounding mountains, often near large and primarily human cities. A few lenneb communities are deep within the forest and the lennebs who live there are more toward nature, seeking out an existence with their forest gnome brethren and other sylvan kin. Tinker lennebs sometimes share lands with dwarves, gnomes, and humans, finding kinship with fellow engineers. Wherever the lenneb may be, there is bound to be a forge and a stage not far away.

NAMES: Lenneb names are exactly like gnomish names with even more syllables and words. A typical lenneb name consists of a first name, six or seven nicknames and childhood titles, and finally a surname that is a blend of both their parents' last names. There are some lennebs who practice "namecraft", going out into the world and collecting names for themselves. This practice has resulted in some long-winded introductions from lennebs, and outsiders, who are not used to this race's tendencies, find this to be a rather annoying and useless hobby. However, to the lennebs, the longer and more fanciful the name, the more respectable the person.

ADVENTURERS: Lenneb adventurers are most often bards, looking to make names for themselves, by recording the tales of their adventuring parties. Sometimes, lenneb

adventurers are part of a traveling bardic troupe who do shows and delve into dungeons. The path of the rogue is another common choice for lennebs, who delight in becoming the comical, yet diplomatic, social face of an adventuring group. These lenneb rogues also take to the profession of tinker quite easily, adventuring to gnomish lands to learn their ways. Fighters, paladins and rangers are not common in lenneb societies, but those who do exist protect others of their kind. Divine casters are often priests of The Golden Trickster, and they have the same place in lenneb societies as they do gnomish cultures. Arcane spellcasters are often specialized enchanters or illusionists, using their magics to fascinate and enthrall their audiences, be they men or monsters.

LENNEB RACIAL TRAITS

- **Medium:** As Medium creatures, lennebs have no special bonuses or penalties due to their size.
- **Slight Stature:** Though lennebs are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants lennebs a +2 on Hide checks.
- **Lenneb base land speed is 30 feet.**
- **Low-Light Vision:** Lennebs can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **+2 racial bonus on all Perform (comedy) skill checks.**
- **+1 racial bonus on all Knowledge (architecture and engineering) and Profession (tinker) checks:** Lennebs has an affinity for tinkering, even more so than their gnomish parents.
- **+1 racial bonus on Listen checks:** Lennebs have a good sense of hearing.
- **+1 racial bonus on all Fortitude Saves and on all saving throws versus illusions.**
- **+1 additional skill point gained every level.**
- **Gnomish Blood:** For all effects related to race, a lenneb is considered a gnome.
- **Human Blood:** For all effects related to race, a lenneb is considered a human.
- **Spell-Like Abilities:** A lenneb with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, Tasha's hideous laughter. Caster level 1st; save DC 10 + lenneb's Cha modifier + spell level.
- **Automatic Languages:** Common and Gnome. **Bonus Languages:** Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass lenneb takes an experience point penalty, her highest-level class does not count.

THE LILLALEE

**The Bardic Born, The Evangelists,
The Childlike Performers
The Alphin, Hinina, Clurichauns
(Halfling/Half-Elf)**

"Let's play High Low!" the lillalee exclaimed joyfully.

Silence was her first reply from all three companions. Finally, the orc-blooded warrior, Bruck, asked, "How's it played?"

"No more games," groaned Selka.

"Shush, Selka, you'll enjoy this. You used to like games. You've become such a rancid one. I'm sure your goddess must be displeased."

"You rotten lillalee! It's your doing that..."

"Shush, Selka," said her monastery brother, Atmal. "Let them have their game. More yelling won't help us now."

The pleased lillalee continued, "Alright, my mother taught me this one. Everyone takes turns telling the rest of us what the high low points of their days were. It was a great supper game."

"Oh, supper..." muttered Bruck longingly.

"I'll go first, so everyone knows how it's played. My high was seeing a bright-crested gold hawk today! And my low was...being scolded by Selka for playing a game."

Selka pointed a scorching glare at the lillalee, but held her tongue. Brother Atmal squeezed a comforting hand to her shoulder.

"I go next," stated Bruck. "The high was that no one was hurt after we got attacked..."

"And the low," shouted Selka, "is that now we're captured in these reeking cages, on a reeking wagon, being taken by reeking hobgoblins to gods know where!"

The group fell silent again. The wagon jumped as

they passed over a particularly deep hole in the road.

"Selka," beamed the lillalee, "it's great you want to play, but you can't interrupt, so you'll have to go last."

The lillalee are a people born from the joining of two races who value individual freedom and family: the halflings and half-elves. Most lillalee are born from a union between two bards, each having fallen in love with the other's bardcraft. Halflings find half-elves to have the best of both the human and elven worlds, and half-elves see the halflings as being beautiful spirits filled with wanderlust. The lillalee captures all of these halfling, human, and elven values, and they seek to bring happiness and joy to all peoples. They are bards born from bards and they create their own tales by telling the tales of others.

PERSONALITY: Lillalees are bold, volatile, and dramatic, or at least try to appear as such. Even when required to be sedate and serene, these delicate people make sport of being at peace, much like some other races make out of war. Lillalees desire nothing more than to be superlative in any venture, be it sword play, song play, word play, or dice-play. In fact, lillalees view most activities as games, rarely taking anything seriously (unless



being serious is part of the game). Seldom are lillalees labeled obnoxious, however, as they have few qualms in letting others in on the fun that they are having. Lillalees find happiness in their chosen pursuits, be it in being the best barrister, casket-maker, priest, harpist, hire-sword, or toy maker in town.

PHYSICAL DESCRIPTION: As granted by their halfling and elven parentage, lillalees are short and typically slim. Males have on average three inches and ten pounds over their female counterparts, but neither sex surpasses 4'8" in height or 100 pounds in weight. Males are not known for facial hair, but muttonchops and mustaches are obtainable given time. The natural coloration of a lillalee's hair, skin, and eyes is often questionable, so often are they altered by disguise, magic, and alchemy. Children of both genders are quick to begin to play with their appearances at an early age. If prodded, lillalees will reveal that their hair varies from pure white, chocolate brown, blue-black, to golden blond. Their expressive eyes diverge in color just as much, and naturally occurring heterochromia (eyes whose colors differ from one another) is not uncommon. Natural, however, is not how a lillalee's appearance remains, as most alter their bodies in any way possible. Outlandish appearance is a constant goal; even lillalee mourning clothes are brazen pageants of fine tailoring and detailed accessorizing.

RELATIONS: Being of three distinct races, lillalees often try very hard to make everyone happy. They recognize how well their own backgrounds have meshed together, and they love to see this elsewhere too. Should a positive situation fail to materialize, lillalees are not known for their stubborn optimism, and they will abandon what they view as a hopeless situation. Driven by social interaction, lillalees thrive on any attention, positive or negative. They burn to experience heights of emotion, both from within and without, and a lillalee will go to any lengths to part take of something new and exciting with a companion or foe of any race.

ALIGNMENT: Lillalees have very well-defined personal identities and tend to avoid situations where their sense of self may be smothered. They are often chaotic. Obsessively emotion-driven, lillalees create situations where they must commit dramatic deeds, either for the good or for the undoing of all. Rarely is such high emotions found in neutrality, thus lillalees are often chaotic good or chaotic evil. Perhaps only a lillalee who has dramatically abandoned the spectacle and wants to be alone may loudly proclaim neutrality. Those who commit themselves selflessly to their communities or to

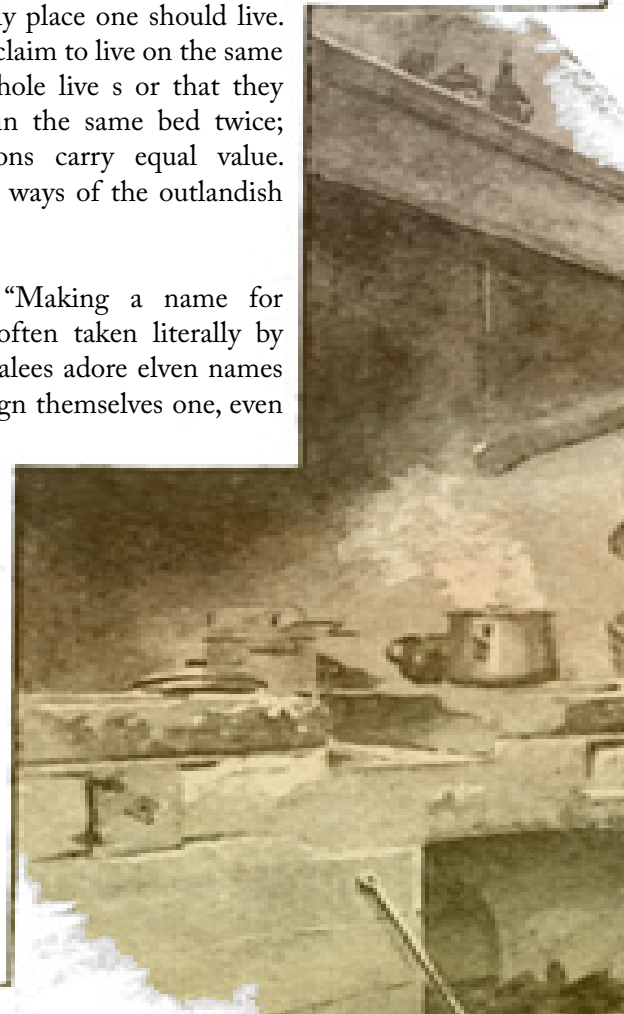
an order can be zealously lawful. Lillalees embrace their chosen alignment with zest and energetic exploits.

RELIGION: Lillalees either entirely reject all gods or follow a single deity with fanatical fervor. Regardless of faith, or lack thereof, lillalees are exceptional spokesmen for their beliefs, and lillalees of all classes can be found thundering glorifications from within temples of all stripes. Lillalees in equal number revere the gods of their parental races (The Mother Protector and The Guardian of the Elves) or other non-racial gods. The one aspect that universally appeals to lillalee spirituality is a deity's call to action of any kind; a mediating monastic life rarely draws interest.

LANGUAGE: Common, Elven, and Halfling are the initial languages of the lillalee. Lillalee are drawn to learning languages in which profound, complex, or exceedingly crude phrases can be extracted and used to pepper the Common tongue: Draconic, Dwarven, Giant, Goblin, Gnome, and Sylvan. Like all things, lillalee play with their languages and enjoy wordplay, literature, and puns in many languages.

LANDS: Lillalees take pride in their homes, may they be oilcloth-roofed wagons, mossy hovels, or grand manor houses. Often they may proclaim this to be the only place one should live. Lillalees may claim to live on the same spot their whole lives or that they never sleep in the same bed twice; both assertions carry equal value. Such are the ways of the outlandish lillalee.

NAMES: "Making a name for yourself" is often taken literally by lillalees. Lillalees adore elven names and may assign themselves one, even



if their parents named them otherwise. The attraction to elven names is based on three factors: their mysterious meanings, their length, and their beauty. Lillalees admire the complex and subtle, at least linguistically. The elven language produces names with multiple meanings, which individuals may use to play out their personalities. These multiple meanings also help lillalees maintain unique personas; when the exact same name can mean “Faithful Nomadic Blade” or “Cut from the Wandering Priest”, only the ignorant would confuse the two! Long elven names also produce many nicknames. Lillalees may ask certain people to use one nickname and others a different one; they may even grant a special person a special nickname for their use only.

ADVENTURERS: Fame, excitement, wealth, bravado, discovery, admiration: all these appeal to



the lillalee. Rarely content to work behind the scenes, lillalees enjoy the role of the party “face”, and even those who are martially inclined will take ranks in Diplomacy, Bluff, or Sense Motive. Bard is the most common class for Lillalees, as it combines their desire for attention, spectacle, and a life filled with a variety of skills. Lillalees also have traditions as rogues, sorcerers, and clerics.

LILLALEE RACIAL TRAITS

- -2 Strength, +2 Charisma: Lillalees have strong personalities and are very attractive, but they lack the bulk and strength of other humanoids.
- Medium: As Medium creatures, lillalees have no special bonuses or penalties due to their size.
- Slight Stature: Though lillalee are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants lillalee a +2 on Hide checks.
- Lillalee base land speed is 20 feet.
- Low-Light Vision: Lillalees can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Listen checks: Lillalees have an ear for music and possess the keen senses of their elven forebearers.
- +2 racial bonus on Diplomacy checks: Lillalees try to keep everyone happy and have their half-elven parents’ gift for tact.
- +1 racial bonus on Climb, Jump and Move Silently checks: Lillalees have a degree of their halfling parents’ athleticism.
- +1 racial bonus on all Reflex saves and all saving throws versus enchantment magic and fear. These bonuses stack with each other.
- +4 racial bonus on all saving rolls versus sleep spells and effects.
- Halfling Blood: For all effects related to race, a lillalee is considered a halfling.
- Trace Blood (Elf): When it comes to effects related to race, a lillalee has a 50% chance of being considered a member of the elven race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with an elven racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents’ race.
- Trace Blood (Human): When it comes to effects related to race, a lillalee has a 50% chance of being considered a member of the human races. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with a human racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents’ race.
- Automatic Languages: Common, Elven, Halfling. Bonus Languages: Draconic, Dwarven, Giant, Goblin, Gnome, and Sylvan.
- Favored Class: Bard. A multiclass lillalee’s bard class does not count when determining whether she takes an experience point penalty for multiclassing.

THE LILLICHILDREN

The Sojourners, The Half-Halflings, The True Journeymen, Halfman, Dustyfoot Halfling, Kepery (Human/Halfling)

As usual, the streets were crowded, and his short, childhood friend made his way through the crowd like water through river grass. Piker had to force his way through like every other bulky human there, doing his best to keep pace and conversation with his friend.

"Well, it's good you're back. I figured you couldn't be gone forever, especially if it was as common as you told me."

"Right common," replied Kepkin.

"I was sure you'd come back with some outlandish tale or at least a souvenir," said Piker, disappointed. His father had kept him at the shop. There was no way he could ever go out into the wilds beyond the city without his family going hungry or losing what little they claimed. "So you tell me then," he stated slowly, as they stopped to cross the noisy boulevard, "you spent the last two years in the wilds and nothing special happened."

Kepkin, looking up at his friend, shook his head and curled his lip in thought. "Couldn't say anything unusual."

Piker glanced again into the street and stepped out... and there was a horse, frothing and feral-eyed, its hooves like sharp lodestones. Their beating rended him through. There was blood, pain... Piker opened his eyes, the crowd of people encircling him, his clothes wet with blood, his obscene entrails laid bare in the afternoon sun...

Then there was a vigorous surge shooting through his

body. Again, the powerful force coursed through him, and Piker felt his body rising, like the fresh bread his mother baked. As it eased, he felt small hands upon him. Kepkin's steady, brown eyes were on him.

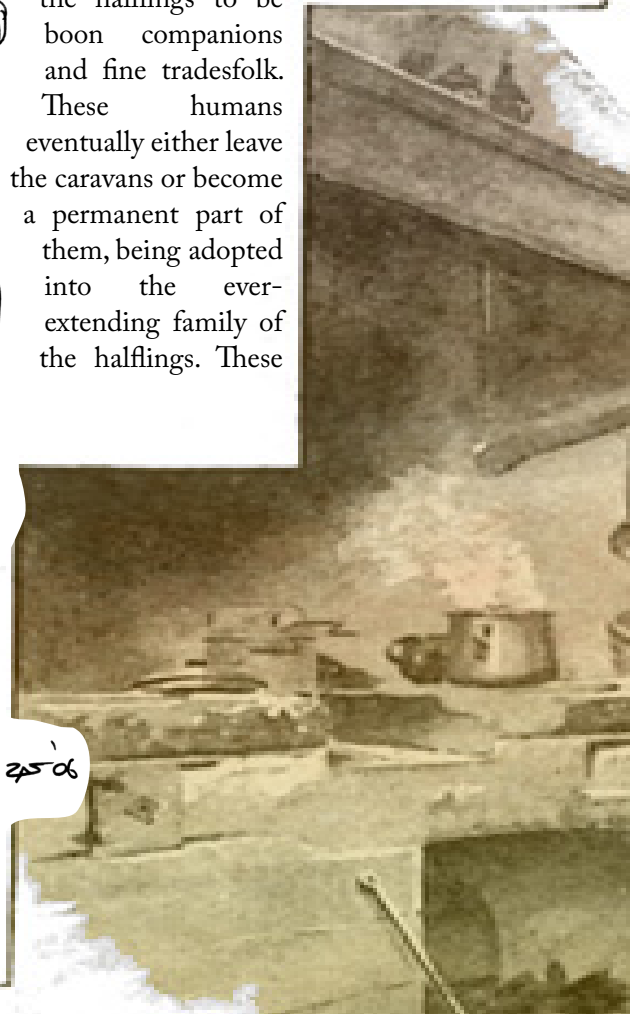
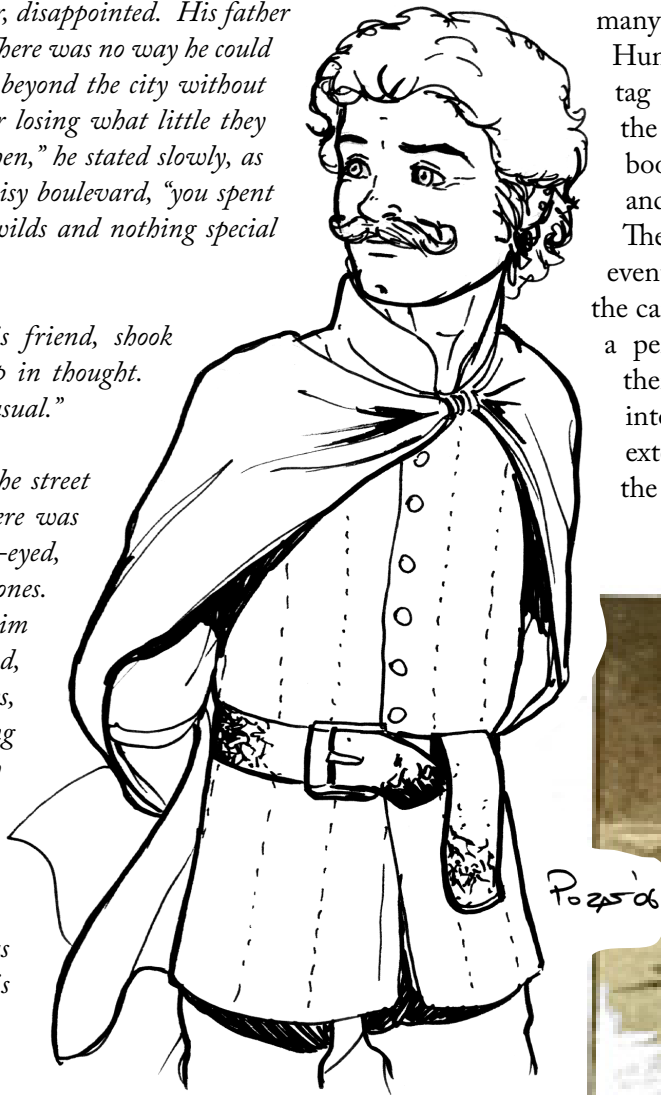
"Kepkin..." Piker gasped. "You saved me! You're a healer and you saved me!" His tears clearing white trails through his bloodied face, he embraced his friend.

"Now..." the small man stood, helping his friend to his feet. "You'll want to be to bed. You're healed, but you'll be no good to work today. Let's get you back home."

As they began to make their slow way back to Piker's home, he said, "You told me nothing happened out there." He laughed. "Since when is being called by a god to heal others nothing."

"I hadn't said nothing happened. Gods call on people all the time. Read your histories," advised Kepkin. "And it was a goddess, to be honest."

Halflings are nomadic by nature. They spend most of their lives in caravans, traveling throughout many lands, but calling none their own. Human rangers or merchants sometimes tag along with the caravans, finding the halflings to be boon companions and fine tradesfolk. These humans eventually either leave the caravans or become a permanent part of them, being adopted into the ever-extending family of the halflings. These



adopted halflings or “lillies” even marry into the family and sometimes have children, who are called a “lillichildren”. Lillichildren possess the steadfast determination and curious nature of their human parents and are filled with the wanderlust and appreciation for the simple things in life from their halfling sides. These children of the human and halfling remain with the caravan and their parents for most of their lives, but most eventually succumb to wanderlust and adventure off by themselves, experiencing the world directed by their own destiny rather than the carefully planned trading route of their wandering caravan home.

PERSONALITY: Lillichildren pride themselves on being easy-going; the fact that even the most serious martially-inclined adults do not mind being called a “lillichild” or “halfman” makes a statement about their attitude. Lillichildren contently live alongside folks large and small, sober and madcap, industrious and lazy, honor-bound and prankish. Lillichildren are quietly accepting of all types of people, and rarely judge a person based on outward appearances. They endure hardships without objection, and silently admonish complainers with disappointed looks. Most of the time, lillichildren are quiet, yet observant, taking in all around them with an unbiased eye.

PHYSICAL DESCRIPTION: Lillichildren are very short among humans, but tower over halflings. The tallest lillichild reaches 4’9” and seldom do any weigh over 100 pounds. Their brown or dirty blond hair tends to have a curly texture and is very thick. Male lillichildren can grow thick, curly mustaches, and they often do, as it is the trend. Lillichildren have beautiful, large, expressive eyes that can be any color, with blue, green, and brown being the predominant colors. Their skin coloration is comprised of muted earth-tones. Their ears are typically shaped like a human ears, yet they are small and more oval. Multiple ear piercings are popular amongst the lillichildren. Faces are thin, and heads have the slope that is typical of a halfling. They prefer clothing of subdued colors, kept clean and sturdy.

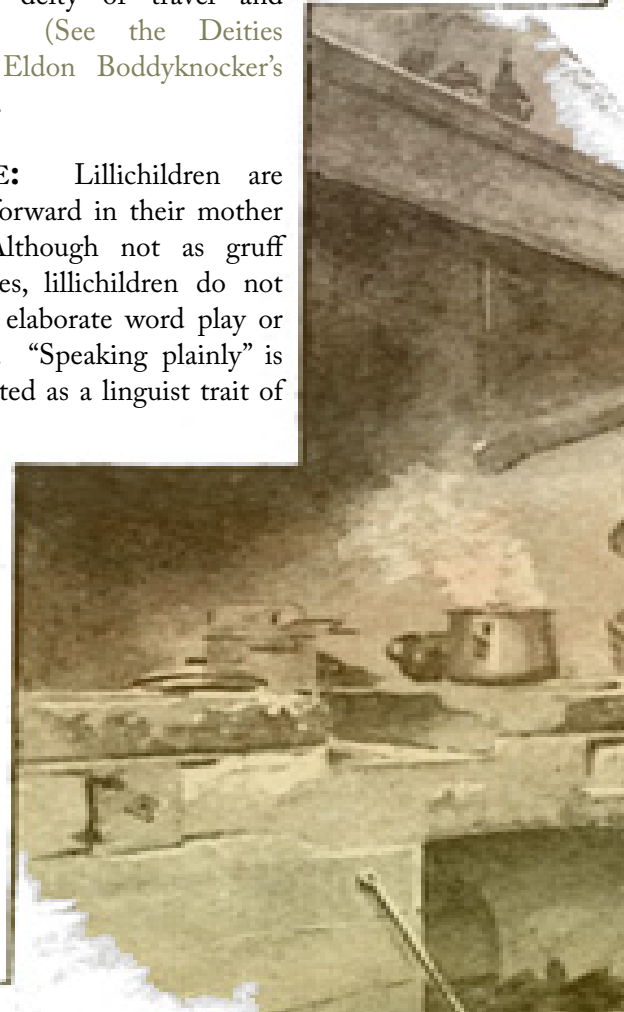
RELATIONS: The lillichildren are content to “live and let live”, and this philosophy extends to their relations with those around them. Most lillichildren do not stay in one place long enough to really have long-term relations with anyone, leading the lillichildren to view most social interactions with others as merely short, chance meetings. Lillichildren are rarely bothered by the opinions or judgments of others, and they are among the

least judgmental peoples in existence. If a lillichild ever decides to form an opinion about someone, it is only after long deliberation and much thought. Lillichildren are rarely, if ever, accused of jumping to conclusions.

ALIGNMENT: The lillichildren, predictably, lean towards a purely neutral alignment. The lillichild mindset is one free of extremes, which is reflected in their neutrality. Lillichildren are nomads and their constant traveling brings them into contact with many different cultures. They have found that adhering to a morality without bias towards good, evil, law or chaos is more beneficial to both their health and their purses. The rare lillichild that is not true neutral tends to be either lawful neutral or chaotic neutral, and those of other alignments are extremely rare.

RELIGION: It would take something of the caliber of a god to excite a lillichild. Most are quiet but honest worshippers of a single god or a few chosen gods, primarily deities of protection, travel, trade, or family. Should a lillichild become passionately devoted to a deity, it may be no more apparent than a well-worn holy symbol or muttered prayers in times of need. Lillichildren often venerate The Mother Protector, the patron of halflings. Many lillichildren find a patron in Eldon Boddyknocker, the halfling deity of travel and wanderlust. (See the Deities section for Eldon Boddyknocker’s information).

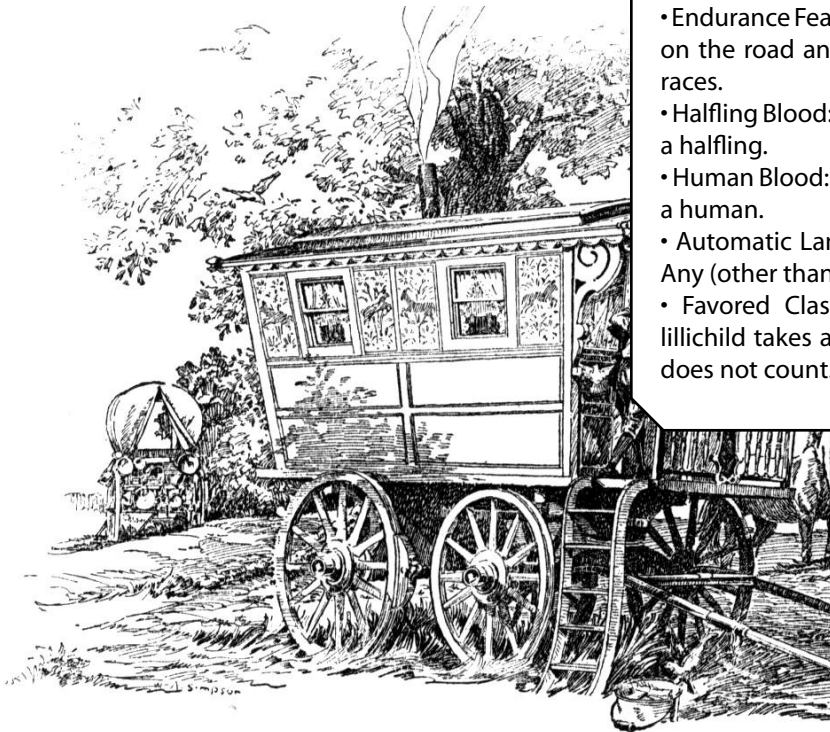
LANGUAGE: Lillichildren are simple and forward in their mother tongues. Although not as gruff as some races, lillichildren do not put value in elaborate word play or fancy poetry. “Speaking plainly” is often accredited as a linguist trait of



the lillichildren. Language is a tool, not something to be fixated upon or cast aside carelessly. Any additional languages a lillichild acquires are learned by everyday use, not book study. Lillichildren pick up languages used around them, not those of distant lands or strange monsters. Given the travels of typical lillichildren, even these everyday languages can be comparatively exotic.

LANDS: Lillichildren rarely have lands to call their own, save for whatever soil is beneath the soles of their boots. The lillichildren often settle in their twilight years, living in the lands of their ancestors, either in a human settlement or a halfling shire. Sometimes lillichildren will lose interest in traveling (some say this kills their very being!) and simply set down roots in whatever town or land they happen to be in. Regardless of where the lillichildren claim residency, they are often away from their homes and off journeying to new lands.

NAMES: Names, or labels in general, mean very little to the lillichildren. Lillichildren either have a human or a halfling first name, given by their parents at birth.. Lillichild who feel that their name doesn't suit them will occasionally change it to something more fitting. Many female lillichildren bear the name "Lily" or some derivative of their racial name; this is a trend that comes from their human or halfling parents. Males sometimes carry the names of their fathers, a tradition that usually ends with them. Their surnames, often halfling or human last names, are usually forgotten once lillichildren start traveling, as they feel it is better to remain obscure and not call attention to themselves.



ADVENTURERS: Lillichildren are nomadic by nature, and the path of the adventurer is one that walks hand in hand with their way of life. The wanderlust of their halfling side is alive and well, if not overwhelmingly amplified, and drives many lillichildren to learn the ways of the ranger or the rogue, depending upon whether their travels are primarily in the untamed wilderness or the urban backdrops of the cities. Barbarians and fighters are also common choices for the roaming lillichildren, and their natural athletic prowess helps augment these classes. Druids and clerics, while known among the lillichildren, are uncommon, for the lillichildren will rarely devote themselves to just one ideal or deity. Bards and sorcerers are as uncommon as divine spellcasters, and wizards, monks, and paladins, all paths requiring intense devotion, a trait that is almost unheard of amongst the lillichildren.

LILLICHILDREN RACIAL TRAITS

- **Medium:** As Medium creatures, lillichildren have no special bonuses or penalties due to their size.
- **Slight Stature:** Though lillichildren are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants lillichildren a +2 on Hide checks.
- **Lillichild base land speed is 30 feet.**
- **+1 racial bonus on all saving throws and a +1 on all Reflex saves.** These bonuses all stack with each other.
- **+1 racial bonus on Climb, Jump, Listen, and Move Silently checks:** Lillichildren are athletic and sneaky by nature.
- **+1 additional skill point gained every level.**
- **Endurance Feat:** This is a free feat for lillichildren, who are constantly on the road and more suited to the nomadic lifestyle than other races.
- **Halfling Blood:** For all effects related to race, a lillichild is considered a halfling.
- **Human Blood:** For all effects related to race, a lillichild is considered a human.
- **Automatic Languages:** Common and Halfling. **Bonus Languages:** Any (other than secret languages, such as Druidic).
- **Favored Class:** Any. When determining whether a multiclass lillichild takes an experience point penalty, her highest-level class does not count.

THE MUNGREL

**The Bastards, The Vexed,
The Blighted Mongrelmen,
Mudchild, Mixedkin
(Half-Orc/Half-Elf)**

The halfling met her guildmates at their usual table. She beamed shamelessly. "Have I got a job for us!"

"Well, have you a job for us?" asked Chebine, not taking his eyes from his spellbook.

"Yes," she exclaimed, ignoring the haughty gnome's remark. "And we'll be paid 500 gold pieces..."

"We've charged more," the gnome interjected. Murk nodded his agreement.

"Five hundred each?"

The gnome looked up. "What are the details?" he asked.

"This map," she said tapping the rolled parchment in her small hand, "takes one to the elven tombs of Jul'Eovander."

A wide-toothed grin and chuckle came from Murk.

"Keep your orc in, Murk, we're not robbing the dead elves. Someone's already done it for us. Now we're to return a single item to our employer. Anything else we recover from them is ours, plus the 500 each." She

patted the map against Murk's shoulder. "Ain't I the best boss? Playing on elf sentimentals is so..."

Murk tore the map from the smug halfling's hand. His gaze sharpened upon the seal on the map's legend.

"No."

"What?"

Murk repeated his refusal.

"I know you don't like elves," she said attempting to calm him, "never knew an orc-blood that did, but..."

"I'm not working for him."

"I spoke with a lady, and what's got your sword out about these elves?"

Murk snorted, rubbing his hairy finger under his thin nose. "These elves... they won't have with me and I won't with them, and that's it."

Chebine shut his book. He looked up at his guildmate from under his dark brow. "Dear Murk, are you about to be honest with us?"

"Give me that pen," Murk commanded. He wrote hurriedly, as Chebine watched with amusement. When he had finished, he crumpled it into his boss' chest. "Take that back to her and tell her we won't do it."

Chebine quickly did



his best to commit what he was sure would be his boss' next question when he saw her alone again. Thanking his parents for teaching him the elven tongue and script. Her answer would be: To my despised cousin, I spit upon the tomb of our hateful ancestors. May their scattered and cursed bones season well the goblins' soup pots. Your twice-denied kin, Murklonel, denied bastard of Belwynd, denied bastard of Murklonel Jul'Evander.

The mungrel are a race bred from two unlikely lovers, and carry within them the blood of two races that seek nothing short of the other's annihilation. Being of human, orcish, and elven blood, the mungrel are vexed with a bleak existence, one that is both physically and mentally trying. Only by walking the path of the adventurer do they gain any sort of respect from others, albeit grudgingly. At war with the duality of their mixed blood, mungrel learn to become true survivors, the very archetype of an outcast forging their way in the world, while battling foes both inside and out.

PERSONALITY: Being shunned by the world at large since they were born, mungrel are gruff, reserved and don't take kindly to anyone who meddles in their affairs. This standoffish attitude doesn't create many friends for the mungrel, but they tend to do just fine on their own or with their own kind. Mungrel are very private and keep their business to themselves. Amongst their own people, the mungrel are fiercely loyal to each other and show a deep love for their families, whether it is their parents or, on the rare occasion that it happens, their children. Mungrel communities, when they do happen, will defend each other to the last man and do not take kindly to any outsiders who would dare to look down upon them.

PHYSICAL DESCRIPTION: A mungrel is often referred to as a mongrel for purely physical reasons. Most mungrel look like they are a hodgepodge collection of human, elven, and orcish traits. Mungrel are either very light skinned, like their elven ancestors, or have the dusky green hides of their orcish blooded relatives. They have gangly limbs and wide, pointed ears that stick out from the sides of their round faces. Their teeth tend to be broad and thick. Their eyes are wide-set, large, extremely expressive and typically have red irises. Mungrel hair tends to be long and unkempt, no matter how hard they try to control it, and comes in the same variety of colors as human hair. Both males and females have facial hair and, oddly enough, females are capable of growing full beards, while males have scraggly mustaches at best.

RELATIONS: The mungrel find the world to be a harsh place. Most races find the mungrel to be unattractive, boorish individuals who deserve to be kept away from the more civilized parts of the world. Elves and orcs view them with downright hostility, finding them to be abominations that need to be obliterated as soon as possible. The mungrel return this feeling with bitter resentment and sometimes open violence. On the rare occasion that the mungrel find acceptance amongst other races, they prove to be some of the most loyal companions around. In some mungrel communities, anyone who is an outcast is accepted into their community, regardless of race. Of all of the mixed races, mungrel are most likely to deny their heritage, often shamelessly claiming to have pure human blood. Their commitment to their chosen community often leaves few to challenge that claim. Steadfast and ready to defend those who accept them, mungrel protect those who they see as "their own" and shun those who see them as inferior or not worth noticing.

ALIGNMENT: Mungrel are a people who have been outcast and mistreated due to their parentage, which results in most being a neutral, if not evil, alignment. They mind their own business and do not get involved heavily with other races, save for the occasional trading. The mungrel do not favor either law or chaos, instead seeking out a simple day to day existence. Mungrel chieftains and leaders tend to be of lawful neutral alignment. Occasionally, a mungrel will take to the path of the barbarian and will seek revenge on those who have harmed him and his people, walking the line of chaotic evil, chaotic neutral, or even chaotic good. There have been mungrel orphans or wanderers who were accepted by non-judgmental goodly races and grow to follow the path of good. There is even a legend of a mungrel paladin who defends a human community that had raised him since birth; however, most mungrel scoff at such a fairy-tale notion.

RELIGION: Religion is a sore subject for the mungrel. Neither The Guardian of the Elves nor The Sleepless Watcher will grant the mungrel any divine assistance or spells: they carry the blood of both the chosen people and the most hated enemy of each god, and these two gods see this combination as the utmost form of blasphemy. Deities of nature and survival of the fittest appeal to the mungrel, who are usually forced to leave the more civilized areas of the world and seek out an existence in the wilds. Evil aligned mungrel worship deities of war and slaughter, as they use their rejection as an excuse

for revenge and mindless destruction. Goodly mungrel usually follow deities of both good and the wilds, since they tend to walk the path of the kind-hearted but gruff woodsman. Many mungrel see themselves as cursed by the gods and do not venerate a deity at all, which seems to be the trend amongst most of the race.

LANGUAGE: Mungrel tend only to use Common amongst themselves and strangers. They do speak Orc and Elven, but they see these languages as a legacy best forgotten, since both of these races would love nothing more than to destroy them for simply existing. On the rare occasion a mungrel does speak Elven or Orc, it is heavily accented and used only in simple context. Those mungrel who do speak additional languages are usually the ones who deal with traders and merchants outside their communities, and they learn the other languages to further their trading. Mungrel rangers typically learn the languages of their favored enemies. The rare mungrel wizard may pick up Draconic to utilize ancient writings and scrolls.

LANDS: The lands that the mungrel claim are the ones that other races have either declared to be not worth their time and resources or have lost in armed conflict with the mungrel. Most mungrel live in swamps and wetlands, carving out an existence where few bother. Some mungrel are found in lowlands and grasslands, where they raise cattle and other livestock. The rare city-dwelling mungrel tend to live in the city's slums and dock ward. Where ever the mungrel decide to live is somewhere secluded or amongst others of their kind, away from the prying eyes of strangers.

NAMES: Mungrel take their names from human or orcish words. A few females have elven names, but these children are the product of dreamers and idealists who think their children will find acceptance amongst the elven or half-elven people. Such children quickly earn not-so-friendly nicknames and either take to using a shortened, less elven sounding version of their names or they change change them altogether. Mungrel surnames usually exhibit a family trait or deed that has been immortalized as the family's hallmark.

ADVENTURERS: Adventuring is one of

the few ways mungrel find acceptance amongst people outside of their race. They will get along with most classes, save those who tend to be snobbish and try to pry into the mungrel's affairs. Divine spellcasters are rare amongst the mungrel, save for druids and rangers. Those of martial prowess are respected, and most mungrel fit into these classes easily and usually excel in them. Mungrel also make respectable rogues, who excel at the more stealthy arts of the profession and prove to be tougher than the average rogue. When putting their minds to it, mungrel can be an excellent addition to any class that doesn't rely primarily on Charisma.

MUNGREL RACIAL TRAITS

- +2 Constitution, -2 Charisma: Mungrel have a strong constitution but their bizarre physical appearance and standoffish ways make them less appealing than most.
- Medium: As Medium creatures, mungrel have no special bonuses or penalties due to their size.
- Mungrel base land speed is 30 feet.
- Improved Low-Light Vision: Mungrel can see four times as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Climb, Jump, Survival, and Swim checks: The mungrel are a people who are use to living in rustic environments and have adapted accordingly.
- +4 racial bonus on all saving rolls versus sleep spells and effects.
- +1 racial bonus on all saving throws versus enchantment magic.
- +1 additional skill point gained every level.
- Human Blood: For all effects related to race, a mungrel is considered a human.
- Trace Blood (Elf): When it comes to effects related to race, a mungrel has a 50% chance of being considered a member of the elven race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with an elven racial requirement. For the purposes of prestige class requirements, these characters are considered a members of their parents' race.
- Trace Blood (Orc): When it comes to effects related to race, a mungrel has a 50% chance of being considered a member of the orc race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item with an orc racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Automatic Languages: Common, Elven, Orc. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass mungrel takes an experience point penalty, her highest-level class does not count.

THE PEATFOLK

**The Witless, The Mudrovers,
The Swamp Gnomes, Orcallad,
Mikkith, Wantikk
(Gnome/Half-Orc)**

"Ain't worth much anyways, Valeris! Just give it to the damned swampsucker and let's be goin'!" the half-elf muttered, cautiously eyeing the pitted blade of the sword that was

now pointed at his chest.

Valeris looked down at the battered idol of some gnomish god, its features chipped and worn with time, but obviously holding some value to the dirty, yet plainly hostile, mudrover who stood in front of them. After all, it was from his hut that they had pillaged the item, and it was much to their displeasure that the previous owner had tracked them down, despite the ever changing terrain of the swamp that had been sucking at their boots for the last two days.

"That there is me kin's. Give it back or you'll be claimed by this here swamp." The low rumble of the peatfolk's voice was threatening enough to make Valeris's partner repeat his previous plea of just giving the item back to its rightful owner.

Valeris snorted and put the idol into his side satchel and put his hand on his crossbow. "I don't think I want to give you this back. We were paid quite a bit to get it, and I plan on collecting that reward for having to smell your kind."

The peatfolk responded by issuing a whooping yell that echoed eerily throughout the swamp and smiling broadly. Shadowy figures seemed to appear from all around the two thieves, their murderous intent visible in their gleaming eyes and weapons.

"Well, guess you'll be smelling us for just a bit longer. Long enough to take back what is ours."

Half-orcs are outcasts from birth and many flee into the swamps, seeking out an existence amongst the peat. In these swamps dwell a forgotten group of gnomes who take pleasure in eking out a life away from all others and living like hermits. When these gnomish settlements are stumbled upon by the half-orc outcasts, a select few are put through trials and, if they succeed, they are allowed to join the gnomish community. The half-orcs soon become a part of the community and eventually take a gnomish mate. The resulting crossbred is treated as an equal by their communities, but most band together with others of their kind, creating a true community of "peatfolk". The peatfolk, as they are called by the surrounding races, thrive in their swampy environment and are able to succeed in lands where others have failed. All they ask is to be left alone...

PERSONALITY: Peatfolk are loners, except among their own kind. They are an extremely private people and do not speak, except when necessary.



Typical peatfolk are stalwart individuals who value their own and their people's personal freedoms above everything else, and they will die defending what little they actually own. The world outside of their family and swamp is hostile, and they want nothing to do with it or anything that comes from it. Among their fellow peatfolk, they are friendly and open, sharing everything with the community and devoting their entire existence for the betterment of their kin.

PHYSICAL DESCRIPTION: Peatfolk look like stretched-out gnomes with scrunched up faces and a pair of small tusks that hint at their orcish blood. The males stand just over five feet tall and the females are just shy of five feet, with both genders being stocky, yet surprisingly light. With grey, dusky skin, the peatfolk almost blend into their swampy environment. Their faces and ears are oval shaped, and their features are best described as “squinty” or almost bunched up, similar to those of a Pug dog. Peatfolk hair is fine and straight, often growing thick but not long in both sexes, with black, brown and other earth tones being the normal colors. Males have facial hair that is similar as the hair on their heads. Their beady eyes are often black or brown, with the occasional red and blue. Peatfolk favor leather clothing that is both functional and comfortable. Leafwoven clothing, while hardly fashionable, is the well-crafted and durable clothing favored by peatfolk when leather is a rare commodity.

RELATIONS: Peatfolk simply wish to be left alone. They are the silent swamp neighbor who everyone ignores and nobody bothers, since they have nothing anyone wants. They view the outside world and everything out of the boundaries of their swamp with disregard and sometimes open hostility. Kin are treated with respect and an open mind, but strangers are viewed with suspicion. Some peatfolk take to the extremes of isolationism, forsaking even their own and living a bleak, solitary life in the remotest area of the swamps.

ALIGNMENT: Most peatfolk treasure their individual freedom more than anything in the world, thus many are chaotic neutral in alignment. They heavily favor chaos over law, and the more benevolent peatfolk, usually the community leaders and spiritual advisors, are of chaotic good or neutral good alignments; however, these goodly intentions seem to be directed only toward other peatfolk. True neutral is another common alignment for the peatfolk, which is often adapted by the more laidback and trusting members of the race. While suspicious of

others, they are not normally evilly inclined, and evil peatfolk are thankfully rare.

RELIGION: The peatfolk see the gods with the same outlook they have for strangers, and very few actively worship any deity. The few peatfolk who take to the worship of the gods are often the druids and rangers of the peatfolk society; they pray to deities of nature, survival, and the wilderness for their divine powers. The Golden Trickster and The Sleepless Watcher are ignored in peatfolk society, and these gods return the favor. If a peatfolk is known for one thing, it is definitely not their piety.

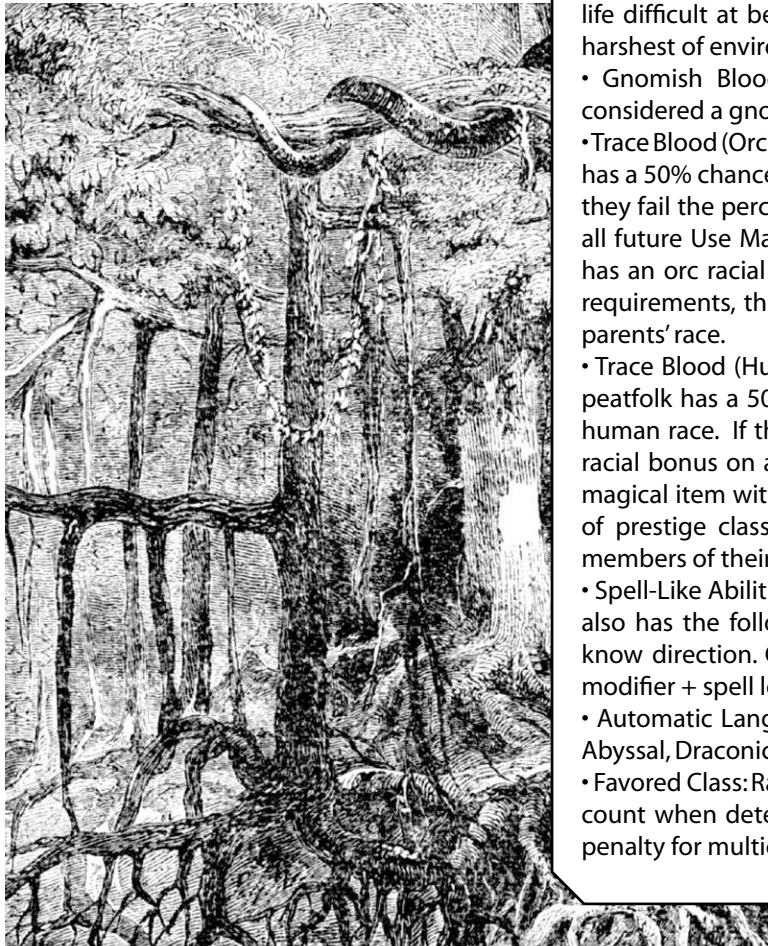
LANGUAGE: Peatfolk learn the three languages of their parent races, but they hardly can be considered masters of these tongues. They commonly learn only enough of each language to communicate with other peatfolk, and this philosophy of “knowing just enough to get by” carries into other languages as well, if not all of the intellectual delving of the peatfolk. One thing that the peatfolk do use language for is their rich, oral tradition. They have tales stretching back generations, and they pass these tales, word for word, down to their children. This is the primary usage of their languages. The learning of additional tongues is limited to their fellow swamp dwellers and used only for trade or for threats.

LANDS: Swamps and peat flats are the lands of the peatfolk, and it is these so-called “uninhabitable” lands that the peatfolk call home, sharing them with the other “undesirable” races, such as goblins, orcs, and lizardfolk. Living in crude, dried clay and thatched roofed huts, surrounded by a murky moat and earthen walls, peatfolk villages are hardly seen as bastions of civilization, but they provide the basic essentials of village living. At the center of each village is the communal hall, usually an open-roofed building with a central fire pit, where the village gathers each night for firelight entertainment and the storytelling of their ancestors. This is the true center of the peatfolk community, where they come together to learn of who they are and to treasure the lands that they have.

NAMES: Orcish and gnomish names are the most common names given to the peatfolk, and they are often brutally shortened versions. The peatfolk find that a name that takes too long to say is not worth speaking, since every second counts in the dangerous environs of the swamp. Names are commonly swamp terms or

monikers, such as “Lizardtamer” or “Swampchild”. Last names follow the same path, and each peatfolk family name is a description of that family’s past deeds or strengths.

ADVENTURERS: Peatfolk adventurers are actually quite rare. The sense of privacy and solitude that the peatfolk find in the swamps and among their own kind is often enough world for them. Those peatfolk born outside the swamps or outcast from even their society of outcasts are the most commonly encountered peatfolk adventurers. The path of the ranger is the most common adventuring path for a peatfolk, and many rangers exist inside normal peatfolk society, for their survivalist ways benefit the community. Fighters and barbarians serve as the frontline of peatfolk defenses, and their innate toughness allow the peatfolk to excel in these classes. With their rich oral tradition, peatfolk bards are common and well-respected in their society. Rogues are also just as common



and often excel at the more hands-on types of rogue skills. Divine spellcasters and sorcerers are uncommon, but have been known to occur. There are no known records of peatfolk wizards, paladins, or monks.

PEATFOLK RACIAL TRAITS

- +2 Constitution, -2 Intelligence: Due to the harshness of the peatfolks’ environment and their gnomish blood, they are a hearty and resilient race. However, their orcish blood and lack of education makes most peatfolk less intellectually inclined.
- Medium: As Medium creatures, peatfolk have no special bonuses or penalties due to their size.
- Slight Stature: Though peatfolk are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants peatfolk a +2 on Hide checks.
- Peatfolk base land speed is 30 feet.
- Darkvision: Peatfolk can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and peatfolk can function just fine with no light at all.
- +1 racial bonus on Listen checks: Peatfolk have keen ears.
- +2 racial bonus on Survival checks: Growing up in a swamp makes life difficult at best and the peatfolk know how to survive in the harshest of environments.
- Gnomish Blood: For all effects related to race, a peatfolk is considered a gnome.
- Trace Blood (Orc): When it comes to effects related to race, a peatfolk has a 50% chance of being considered a member of the orc race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has an orc racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents’ race.
- Trace Blood (Human): When it comes to effects related to race, a peatfolk has a 50% chance of being considered a member of the human race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when it using a magical item with a human racial requirement. Fort the purposes of prestige class requirements, these characters are considered members of their parents’ race.
- Spell-Like Abilities: A peatfolk with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—prestidigitation, know direction. Caster level 1st; save DC 10 + the peatfolk’s Cha modifier + spell level.
- Automatic Languages: Common, Gnome, Orc. Bonus Languages: Abyssal, Draconic, Giant, Gnoll, and Goblin.
- Favored Class: Ranger. A multiclass peatfolk’s ranger class does not count when determining whether she takes an experience point penalty for multiclassing.

THE POWRIE

**The Mortal Redcaps,
The Ever-Hungry,
The Devourers, Hinorc,
Dricilli, Goblinkin
(Halfling/Half-Orc)**

As the tarts vendor watched his sweet goods break and smush into the large man's mouth, he realized something wrong must have happened out there.

He then realized his son was tugging on his apron. "Papa, what is it, papa? Is that a human?"

The halfling father knelt down to his son behind the counter, placing both hands on him protectively. "A bit, though not much," he whispered. "It's an orc-bred beast that'll eat everything and everyone if we let him." The boy bristled and his eyes widened in fear. "I'll distract it with more food. You need to be brave now. You need to run to the watchman's house. Tell him the powrie is here. Hurry now!"

The boy burst from his father's hold like a rabbit from the brush. The powrie sat on the floor between the counter and the door. It swished the feathered



flychaser through the air with one idle hand and continued to scoop tarts, cakes, and turnovers into its sticky, broad mouth. He was the fastest boy in town; he had to be as fast as he ever hoped to be, otherwise surely it would make him...stop.

It was fast too; as fast as any halfling he'd ever seen. Its fleshy arm caught him, the flychaser smacking his nose as it guffawed. The boy heard his father crying out. Squeezing his stomach, it asked, "Are you Pork?"

"I'm not a pig," he cried, "Let me go!"

The creature attempted to stand, filling the small shop and bending over the boy in order to fit. "No," it said, "You show me where Pork is."

The boy pleaded, "We have pigs outside, in the fence behind the apple trees. I'll take you there, just let me go."

"No pigs!" it demanded. "Pork!" It shook the boy in frustration.

"Wait! Wait!" shouted the vendor. "I know Pork. Don't hurt my son, please!"

"You show me where Pork is," it demanded again, releasing the tiny boy.

The small, dusty streets cleared as it emerged. Halfway through town, the Watchman and his sword-wielding wife parted the cloud of terrified townfolk to meet them. Behind the crowd, they could see the cause of the terror: a large bestial man calling out "Pork!"

The Watchman's mind swam with memories. Pork. Few had called him that, and fewer called him nothing else, except

for one poor, ruined, beautiful woman. The creature's eyes were suddenly so familiar, albeit so big. It was if he could hear her voice again through those lost eyes.

The watchman stopped, his weapon and jaw slowly lowering. Looking up at the powrie, he said, "The Mother Protector's sorrows, where is your mother?"

The powrie sat down into the orange dust to speak. "She fell," he answered evasively. "She said, 'Go find Pork'. You Pork?"

"Mother's gifts, Pirken, you know this brute?" his wife asked, her sword held defensively.

"I...I knew his mother before she knew such tragedy."

"Please feed me, Pork," the powrie said. "It was far to come here and I am very hungry. Mother said you keep me now. It hurts...I'm so hungry."

ETERNAL HUNGER: These are the words that best describe the creatures known as powries. The redcaps, a vicious type of fey, see these products of a halfling's victimization by half-orc raiders as a sort of distant cousin and have even adopted some of them into their tribes, naming them "powries" or "powrie cousins". These non-fey are just as devious and violent as their fey counterparts, since their very blood drives them to consume anything in sight, and if they can not devour it, they destroy it. The gods help any who get in the way of a powrie and his meal.

PERSONALITY: Powries are destructive and extremely self-centered in all matters. They only exist to consume and destroy, and this is reflected in their personalities. Even amongst their own kind, powries are terrible individuals to be around, seeing those around them as nothing more than food or competition for food. Powries have volatile tempers and their conversation skills are utterly dreadful, since social interaction is on the low end of a powrie's skills. They are simply a nasty, uncouth people, who are not at all pleasant to be around.

PHYSICAL DESCRIPTION: Powries are extremely fleet-footed, making them quick to get to something that is worth eating or destroying. Powries standing between just under four feet tall and five feet tall, and they have slight, wiry bodies that appear devoid of any fat. Their skin is either bone white or a light shade of grey. Powries have floppy, dog-like ears and wrinkled faces with a

permanent scowl. Powrie teeth are all pointed and often gnashed when the powrie is frustrated or hungry. Their close-set eyes are black or yellow, always red rimmed, and look like those of a feral beast. They have coarse red or auburn hair that grows all over their bodies, and the hair on their heads is often full and thick, yet greasy and tangled. Males often grow long, full beards that are ritualistically dyed blood-red with blood or red dye. This is done in homage to their redcap cousins. They wear clothing that is either too tough to be used as a foodstuff or is crafted from metal, especially iron, which is a favored commodity.

RELATIONS: Powries typically view others as competition to food resources, even members of their own race. Outside their immediate families, powries are renowned for their jealousy, greed, and unconcealed gluttony. Powries typically avoid residing in the same area for long periods of time, as they instinctually understand that they can wipe out a land should they linger too long. The greatest act of kindness a powrie can show is to share anything it considers its own. A gift from a powrie must be immediately used or consumed; setting a gift aside for later appreciation will be repaid by the powrie snatching the gift back immediately to use it. Powries despise "waste": everything a powrie owns must be used, consumed, or discarded. They do not see any virtue in saving.

ALIGNMENT: Most, if not all, powries tend to be chaotic evil. In the rare case that they are not evil, they are most certainly chaotic. Good aligned powries are extremely rare but there are a few cases of powries who have limited their destructive impulses towards evil creatures. These goodly powries are ostracized, if not eaten or destroyed by their fellow powries. Lawful powries are unheard of. Only if the hunger inside them is somehow silenced can they exist, which is an unlikely feat amongst creatures immersed in such inner chaos.

RELIGION: Most powries do not venerate a deity, but instead pay homage to their own internal drives to consume and devour. Some powries take to the worship of deities of destruction, greed, possession and war. Any god who promotes the devouring of anything they come across surely can count the powries among his most devout followers. The rare powrie clerics are amongst the most zealous followers of their diety, as they see the deity as something worth sharing their resources with. Any deity who manages to win the attention of a powrie is most certainly just as twisted, evil and hungry as they

are.

LANGUAGE: When a powrie does speak, it is in a bizarre and oddly pleasant sounding cross between Halfling and Orc. Powries can also speak each of these languages alone, but they still tend to pepper their speech with words from the other language. They can speak Common, but most don't even bother, since communication is not on the list of priorities for powries. Powries tend to learn the languages of both their enemies and those around them who share similar destructive interests.

LANDS: Powries do not have any lands to call their own traditionally. No land can last long enough to support a powrie community, for their method of living is not kind to the land they live upon. A powrie community will strip a land of all its resources at an alarming rate, often destroy everything they possibly can and then moving onto the next, closest land that offers them something worth conquering. The powries are a nomadic people, solely because no land lasts long enough.

NAMES: Powrie names, if the creature in question even has one, are derived from simple Halfling or Orc words. Almost all powrie names are a word that is related to eating, consuming, destroying, or fighting. It is these activities that drive powrie society, and those who bear such names are usually the shining example of these powrie values. Powrie names, regardless of meaning, tend to be one or two syllables long and able to be said with a mouth full of food, since this is how most powries are a great deal of the time. Surnames are generally not in fashion with the powries, who see it as a waste of time. Besides, who wants to spend the time to say a surname when you could just eat the person you are trying to introduce yourself to?

ADVENTURERS: Powrie adventurers are most often raiders or solitary powries who have been either cast out of their communities for being of "non-powrie" morals or ones who have decided to seek out lands where there is less competition for food. Barbarian is the most common class amongst the powries, and their society supports this choice without question. Rangers are a close second, as these powries serve as their communities' primary hunters and

defenders. Powrie rogues and fighters do exist, but they are often just as chaotic as their barbarian kin. Clerics of gluttony and destruction are the primary spellcasters of the powries, but they are rare. There has never been any record of a powrie bard, monk, paladin, sorcerer or wizard, but the odd druid who takes to the ways of the wild beasts and the more malicious forces of nature does

POWRIE RACIAL TRAITS

- +2 Dexterity, -2 Intelligence, -2 Charisma: Powries are quick, but they lack intelligence and are just downright ugly. Their savage nature also doesn't make them the best conversationalists.
- Medium: As Medium creatures, powries have no special bonuses or penalties due to their size.
- Slight Stature: Though powries are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants powries a +2 on Hide checks.
- Powrie base land speed is 40 feet.
- Improved Low-Light Vision: Powries can see four times as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Listen checks: Powries have large ears and tend to hear better than most.
- +2 racial bonus on all Climb and Jump checks: Powries are agile and quickly get over any obstacles that stand between them and a meal.
- +1 racial bonus on all saving throws.
- Halfling Blood: For all effects related to race, a powrie is considered a halfling.
- Trace Blood (Orc): When it comes to effects related to race, a powrie has a 50% chance of being considered a member of the orc race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has an orc racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Trace Blood (Human): When it comes to effects related to race, a powrie has a 50% chance of being considered a member of the human race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has a human race requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Oversized Hunger: When calculating the amount of food and water powries must consume, they are considered one size category larger. Powries take double damage from starvation and dehydration effects and take a -2 penalty to saving throws against starvation and dehydration affects.
- Automatic Languages: Common, Halfling, Orc. Bonus Languages: Abyssal, Draconic, Dwarven, Giant and Goblin.
- Favored Class: Barbarian. A multiclass powrie's barbarian class does not count when determining whether she takes an experience point penalty for multiclassing.

THE SLOTH

occur.

**The Fury of the Mountains,
The Stone Berserkers,
Jarvar, Orcten, Kithrim
(Dwarf/Half-Orc)**

"Not impressed," the dwarf said again, turning away from the bloody scene. "You have better you're not showing me. I want your best, not just what you feel like parting with."

"That human took down four goblins with his bare fists!" prided the robed man. In his trade of indentured bodyguards, this dwarf had always been his hardest and best customer. "Surely the fact that she is unmarked is meaningful."

"Unimpressed," the dwarf repeated. "Every time I am here, I must wait to see your finest goods. Why must you force a good customer to wait? It is bad business."

The tradesman rubbed his face in thought. "Bring out the sloth," he concluded.

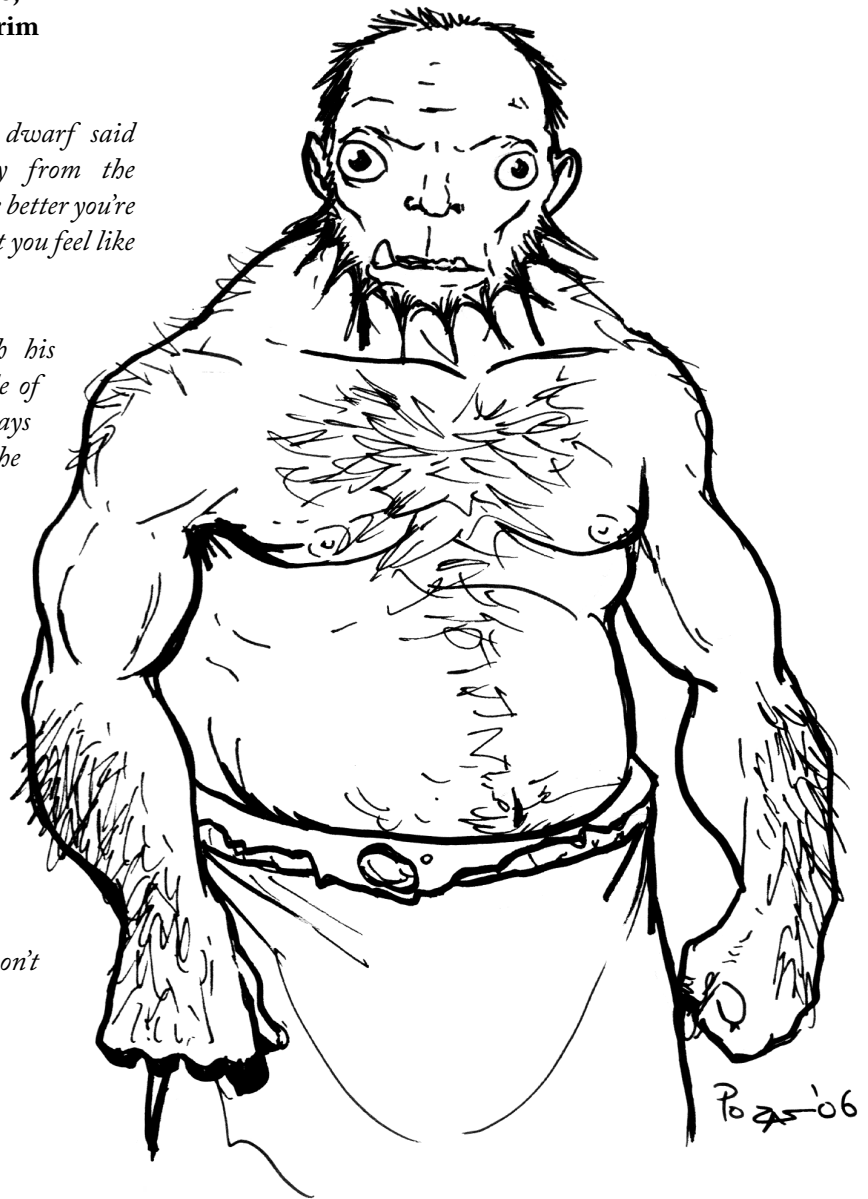
"Sloth?" scoffed the dwarf. "Not a good name for a servant."

"It is his kind, good master, not his name. He won't

tell us his name, or perhaps his orcish mother never named her whelps. That is not important. What he does is."

The rippling, stocky sloth emerged. His bulbous black eyes rolled around, taking in the familiar surroundings of the fighting pit. Course, black hair covered his body, like a mangy bear. A glowing dwarf-crafted axe was held firmly in his grip.

Ten goblins were brought from the opposite direction, walking as stiffly as zombies. When the gates closed, their robed owner mentally released the hold on their minds. The



sloth howled deafeningly, his axe glowing like a profane moon in the dark pit. Their shrieks and curses filled the pit and were followed by their blood and broken bodies.

The dwarf could not take his eyes from the sloth. When the carnage was through, he turned to the trader. "What is it?"

"Strong as an orc-blooded, healthy as your kind, he responds to Common, Orc and Dwarven tongues, comes with his own magical axe, and is most certainly my prized piece. I would have him walking me in the streets if my current bodyguard would not demand his blood first."

"Where did you get him?" he demanded.

The dwarf's angered tone was politely ignored. "Among some orc bandits unwise enough to greet my wagons along the road...he actually managed to fell three of my favorites."

The dwarf's eyes slivered. "May I go down to inspect?"

As they entered the gates, the sloth stood breathing hard and glistening with sweat in the sick light of his axe. The dwarf looked him over curtly. "How much?"

The gold was exchanged instantly between them. The robed man smiled silkily as he fondled the coins in the bag and exited the pit.

Suddenly there was a shout and deep bawl of pain. Turning rapidly, the tradesman found his best customer spitting on the decapitated body of his recent purchase, the glowing dwarf-craft axe bloody in his hand. "Next time," the dwarf said as he made his exit, "why not sell me my own mother. It would be less disgusting."

"Did he offend you?" the tradesman asked, "I will refund you..."

"His breathing offended me," he said, spitting again at the feet of the tradesman. "It was worth the coin to end it. If I come again, do know what you're selling."

Woe to the dwarven stronghold that falls to the ravenous orc hordes. The mighty orc hordes destroy and ravish all that stands in their ways, and when they capture a dwarven clanhold, there are few who survive. The ancestral hatred that the orcs and dwarves possess for

each other is legendary and each exists solely for the other to slaughter. But, when an orc horde has half-orc warriors or mercenaries amongst them, they sometimes enslave the dwarven people instead and even interbreed with them. The idea of a dwarven pleasure slave somehow appeals to some half-orcs, and the sloth is the result of such a fetish. Born with frightening strength and constitution, most sloths are brought up in the orcish tradition, but are immediately looked upon with more spite than their half-orc parents. Their dwarven parents usually die in child birth, the only mercy in an otherwise horrific existence as half-orc pleasure slaves. With a consuming battle lust and simmering rage, the sloth is a living testament to just how far an orc horde will go to claim all as their own.

PERSONALITY: Sloths are very orcish in nature and personality. They take pleasure in battle and exerting strength over those who are weaker. They have little or no control on their emotions and let fly with an insult or, more commonly, a fist whenever they feel they have been wronged. They are short-sighted and have fierce tempers, living in the present and rarely planning anything in advance. Instant gratification is one of the driving forces of sloth personalities, and this drives many sloths to be impatient and socially inept. Sloths also tend to be very forgetful and have a hard time retaining any sort of knowledge, but they are creatures of instinct, relying on their own experiences and gut instincts to dictate their actions. This approach on life leads to many bloody-curling screams and battle frenzies.

PHYSICAL DESCRIPTION: Covered in matted, black body hair and olive green skin, the sloth is a disgusting blend of orcish, dwarven, and human characteristics. Compact and incredibly stout, male sloths stand between four and a half feet and six feet tall, and they can weight over 300 pounds. Females tend to be slightly shorter and lighter, but they still tower over any dwarven woman and weigh much more. Sloth faces are wide and often covered with warts and other skin blemishes, with bulbous, black or green eyes that are quite disturbing to look upon. Sloth teeth are crooked and quite numerous, and a tusk or two is common. The only human characteristics they possess tend to be their small ears and noses. Both sloth men and women can grow scraggily, black beards, and the males often sport their beards greased up into intimidating points or

shapes. Sloth clothing is often heavy wool or leather and almost always smeared with some past meal or the remnants from a bloody tussle. Sloths favor metal armor above all else, although if it is not available, they will resort to wearing the tanned hides of their enemies or dire animals.

RELATIONS: Sloths are strong and ugly, and they are not too stupid to know it. Sloths delight in tormenting others, especially the weaker members of their own race. It is survival of the fittest amongst the sloths, and those who can't fit the bill are treated accordingly, sometimes being killed outright for "being weak". This attitude comes from the sloth subjugation at the hands of their orc relatives. Sloths are content when they are the dominant force in any social situation, becoming quite violent when provoked by anyone. They are a highly intimidating race that others learn to hate or fear: most often a healthy dose of both.

ALIGNMENT: Sloth alignment and morals reflect those of their upbringing: violent and chaotic. Thus, the bulk of sloth society is chaotic evil or chaotic neutral. Neutral evil sloths are often either divine casters or the more intelligent members of their race, and they take positions of leadership. Lawful evil and lawful neutral sloths are rare; most often these sloths take up the path of the monk and become protectors of sloth caverns. Goodly sloths are those who are "rescued" by their dwarven parents' side of the family and left at a good aligned church, rather than mercifully put to the sword. These few orphaned sloths who take to the goodly path are most likely chaotic good or neutral good, and they seek to put an end to their evil kin's way, while trying to find redemption in their own deeds. Lawful good sloths are the rare and there are few instances of them.

RELIGION: The worship of The Sleepless Watcher is the primary religion of the sloths. He reflects the orcish views that the sloth race has adopted as their own, and he often grants spells to their clerics, who whip sloth raiding parties into a frenzy before an upcoming raid. Sloths never take to the worship of dwarven gods, unless they encounter a rare, evil dwarven god. Deities of battle, destruction, raiding, and war often draw sloth followers. The worship of hunting and natural destruction are the primary gods for the handful of sloth druids and rangers.

LANGUAGE: Sloth speech is slow and slurred, as their mouths are filled with far too many teeth and they rarely practice communication. While all sloths understand and speak Common, Dwarven, and Orc, they are illiterate. Sloths simply do not take the time to learn to read and write, and their slow minds have a tough time grasping it. Sloths primarily speak Orc, for it is a far simpler language than either Common or Dwarven, and they are usually brought up in orcish society. When a sloth does speak Common or Dwarven, it is often in a profane manner and directed at the sloth's human or dwarven enemies. If a particularly bright sloth learns any other languages, it is the languages of his foes and allies, and even then, a sloth finds little pleasure in learning anything but the most basic and crudest parts of those tongues.

LANDS: Sloths typically dwell amongst orc clans in their mountain strongholds. Some sloth clans live in conquered dwarven clan holds and share their lairs with those who accompanied them on their conquest. Most often, these clan holds were once the ancestral lands of their dwarven parents, and the sloth themselves were born of the spoils. Lands with sloth communities tend to be in either mountainous areas or in the surrounding canyons and foothills. A sloth's home is crude and littered with refuse, much in the same manner as the homes of orcs and other goblinoids.

NAMES: Sloths usually have Orc names or a bastardized form of Dwarven names. For example, the dwarven name of "Dargon" might be "Daon" or "Dgon". Sloth names are given at birth by their half-orc parents. This birth name is the name that they are called while at home, but once they decide to venture out into the world, they are expected to take a name for themselves that either describes their soon-to-be-completed deeds or one that will intimidate those who learn it. Surnames are uncommon, but when they do exist they are generally some form of orcish clan name or an insulting version of their dwarven parents' last names.

ADVENTURERS: Sloth adventurers are the common amongst their race, as sloths are treated as inferior to their full or half-blooded orcish brethren and no dwarf would dare accept a sloth as a kin. Sloths adventure for conquest and wealth, to find a nice niche of the

world to call their own and to terrorize the other inhabitants of the region. Like half-orcs and the more primitive peoples, barbarian is the prime character class choice of the sloths. With their great strength and constitution, a sloth barbarian is a terrifying force to reckon with. Fighters and rangers are distant second choices, and these sloths take to hunting down dwarves and orcs for the sake of being labeled a “kin-slayer”. Arcane casters are completely unknown to the sloths and the rare adept is seen as a respected member of sloth society. Druids and clerics revere the darker aspects of nature, and they are the divine champions of the sloths. Paladins do not exist in sloth society. There is a standing order of sloth monks, called the Way

SLOTH RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Intelligence, -4 Charisma: Sloths are powerfully built, but at the great expense of brain power and personality.
- Medium: As Medium creatures, sloths have no special bonuses or penalties due to their size.
- Sloth base land speed is 30 feet.
- Darkvision: Sloths can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a sloth can function just fine with no light at all.
- Lesser Stonecunning: This ability grants sloths a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. Sloths who merely comes within 10 feet of unusual stonework can make a Search check as if they were actively searching, and sloths can use the Search skill to find stonework traps as a rogue can.
- Stability: Sloths gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on Intimidate checks and sloths may use their Strength score instead of their Charisma score on all Intimidate checks: Sloths are frightening creatures and use their amazing strength to terrify and raze all that stands in their way.
- Illiterate: A sloth starts off illiterate, regardless of character class, and must spend two skill points to become literate. Reading and writing are hard for the dim-witted sloth to learn.
- Dwarven Blood: For all effects related to race, a sloth is considered a dwarf.
- Trace Blood (Orc): When it comes to effects related to race, a powrie has a 50% chance of being considered a member of the orc race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has an orc racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Trace Blood (Human): When it comes to effects related to race, a powrie has a 50% chance of being considered a member of the human race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has a human race requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Automatic Languages: Common, Dwarven, Orc. Bonus Languages: Abyssal, Draconic, Giant, Goblin, Terran, and Undercommon.
- Favored Class: Barbarian. A multiclass sloth's barbarian class does not count when determining whether he takes an experience point penalty.



THE STONEBORN

The Earth Denizens, The Rockcrafters, The Rangers-Under-The-Earth Marauk, Nebrin, Calladal (Dwarf/Gnome)

"Get from there!" her father cried. "Tis unnatural!"

How could it be unnatural? After all, it was her tree she was in. The dwarves might say there was one thing unnatural about the tree now.

"Come down now!" he shouted. She could hear her mother at his side quietly sobbing some calming words; words that slid as futilely through her husband's ears as they had through her daughter's.

Pulling his axe from his belt, he said, "I'll chop it down if you'll not come!"

Her mother fretted wildly around her hefty husband. "No! You'll hurt her!" she squealed, shaking her little fists in the air. "You can't cut it down! It's her tree, love!"

The tree shook once, hard. She looked down from its branches, and her bearded father was indeed making good on his threat. With his later strokes, she could see his face glistening. Whether it was with sweat or tears, she couldn't tell. Her tree was a stout tree and would not be taken down quickly.

Finally, the tree cracked, toppling with a violent rustle and crunch, like a great bone breaking. She emerged from the leaves unharmed, her mother running into the tangled branches to embrace her. Tears flowed from all of their eyes.

"She's not hurt! Good gods be praised!" her mother wept, stretching her arms around her broad child.

Daughter stared silently at father. He wiped his face with his sleeve. "On what are you on about?"

"You said we were normal," she finally spoke. "Everywhere gnomes and dwarves make families together. We lived in the forest because we wanted to. There're lots of people in the world like me."

He fiddled with the leather straps on his axe. "I thought visiting the old clan would help."

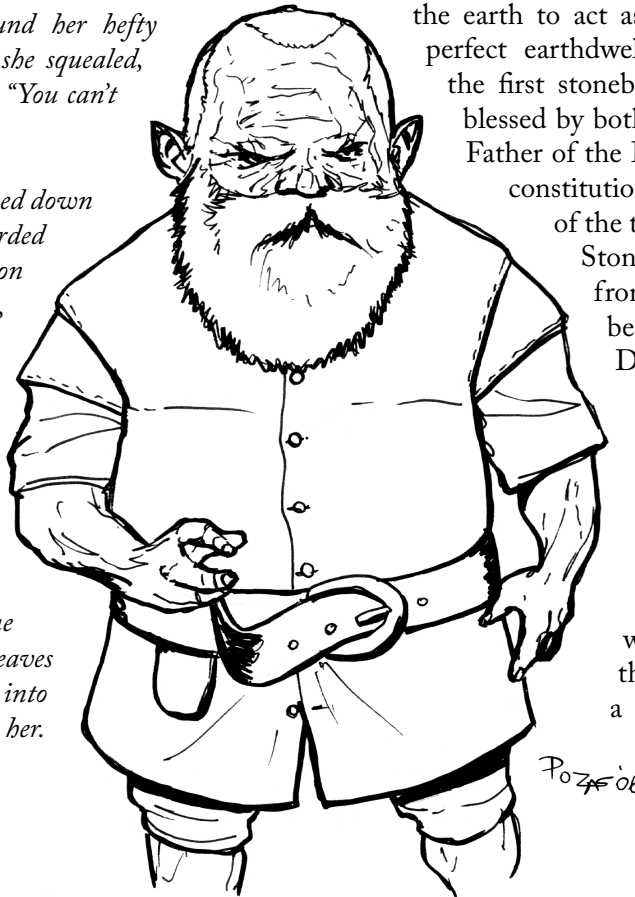
"They said I'm a squat swine. They said I'm not worth their name. They said I'm unnatural."

"They're liars and hateful of what they don't understand," cooed mother, her wide gnome eyes looking straight into her own. "You don't believe them, do you?"

"You're liars, too," she spat. Her face began to contort with sorrow and realization.

"But we love you," said her mother, wrapping her grown daughter into her soothing arms. "And the forest loves you. I decided long ago that everyone else can get buried."

Those born of dwarvish and gnomish blood are whispered to be born from the earth itself, created by denizens of the earth to act as a prime example of what the perfect earthdweller should be. Some say that the first stoneborn were the result of a union blessed by both The Golden Trickster and The Father of the Dwarves, and that the legendary constitution of the stoneborn is the result of the two gods' blessings upon the race. Stoneborn, however, are usually born from more mundane courtships between gnomes and dwarves. Dwarves and gnomes have been allies in their mutual war against goblinkind and other terrors of the earth for untold centuries. Both these races share a love of the earth and stone, following the ways of both law and good. It is only natural that the two races would interbreed at some point in their history. The stoneborn are a very prosperous and numerous people, who share the best characteristics of the dwarves and the gnomes.



PERSONALITY: Stoneborn are a gruff, hardworking people, who echo dwarven values on family and work, combined with an innate and often hidden gnomish playfulness seen only amongst good friends and family. They are a private people, who feel more kinship with the earth they work than they do with the people around them. The stoneborn's outlook on life often puts work before family, for without work, they cannot support their families. Stoneborn find pleasure in the riches of the earth, and many become involved in crafting beautiful jewelry and smithing all sorts of metal goods. Industrious to their core, the stoneborn see the world primarily in terms of work and play, with more time devoted to the former.

PHYSICAL DESCRIPTION: The old dwarven term "bearded gnome" must have been taken from the physical appearance of a stoneborn. Stoneborn stand just under four feet tall and are stocky, like their dwarven kin. Stoneborn limbs are stubby: they have very short arms and legs with barrel-like torsos. They have grey, craggy complexions and almost look like living stone. Their ears are rounded and large, and many stoneborn wear multiple piercings. Stoneborn faces are often expressionless, as they are not capable of the many different facial expressions that other races are able to make. Stoneborn eyes are deep set and permanently squinting, with shades of red, black, blue and green being the predominant eye colors. Male and female stoneborn have stringy, often patchy, black, brown, or red hair that they keep cut short, so that it does not get in their way. Stoneborn men and women both have facial hair and keep long, luxurious beards. They have the same pride in their beards as their dwarven kin do, often spend hours putting them into elaborate braids. Many stoneborn even wear jeweled beads and other jewelry woven within their beards. Stoneborn clothing is often leather and other tougher materials, for they are constantly working and need functional apparel to match their ways.

RELATIONS: The stoneborn have wonderful relations with their dwarven kin, since they are so much alike. Gnomes, who have the same love of the earth, are respected by the stoneborn; any races who are miners by trade or simply love all that the stone offers are greeted as kindred spirits also, albeit distantly. Due to their racial ties with their dwarven and gnomish kin, stoneborn hate goblinoids, kobolds and giants with a similar fervor. The stoneborn are a private people, who do not like to associate with many outside their own communities, and they close themselves emotionally from all strangers. Stoneborn are reserved, believing that their emotions and thoughts are their own and no one else needs to know them, save those

who they trust and consider kin. Anyone who would dare to defile the earth are immediately hated and set upon by the vengeful stoneborn.

ALIGNMENT: Most stoneborn are lawful neutral in alignment, as they tend to follow the path of nature and the earth. Many stoneborn are good in alignment, as both parent races reinforce these values in their children; those stoneborn who are born "true", or from two stoneborn, hold to the goodly ways of stoneborn societies. Stoneborn tend to favor law over chaos as well, for many of them are raised with dwarven and gnomish values in mind.

RELIGION: The stoneborn are unique, as they tend to worship both of their parents' deities into a symbiotic relationship. They blend The Father of the Dwarves's unwavering senses of family and justice with The Golden Trickster's love of the earth and nature to form the religious path that most stoneborn follow. A few stoneborn follow the more lawfully aligned deities of nature and of rangers. Those stoneborn who take up the path of the paladin choose either The Golden Trickster or The Father of the Dwarves as their patron, and they are inclined to defend any goodly dwarf, gnome, or stoneborn they come across.

LANGUAGE: Stoneborn speak a blend of Gnome and Dwarven when they are around their kind, but they are fluent in both languages separately. They all speak Common as well, since it is the language of their allies and trading partners. Most stoneborn learn Sylvan, since it is the language that most forest denizens speak. Terran is a common language amongst the stoneborn, especially among the rangers, who live underground and hunt the terrors of the deep with earth elementals and other earth denizen allies.

LANDS: Stoneborn share the ancestral lands of their dwarven and gnomish kin and rarely have lands of their own. They live in the sprawling, yet orderly, undercity and mines of the dwarves or take to the burrow homes of their gnome kin. Wherever there are stones and earth, there are the stoneborn. Stoneborn are rarely seen making a living above ground; they are at peace with thousands of tons of stone and earth above their heads. They also enjoy living in caves, sometimes sharing these caves with other earthy types.

NAMES: Stoneborn names are either dwarven or gnomish in origin. Sometimes a newborn stoneborn will be given a name in Terran, if the parents feel that the child will grow to be one with the earth. Stoneborn take the names of their ancestors as middle names, and many

stoneborn often boast of their parentage to fellow stoneborn and dwarves. Surnames, as with most dwarven parents, are their dwarven clan names.

ADVENTURERS: Rangers are the typical breed of stoneborn adventurer. They are natural enemies of goblins, orcs, and kobolds, and they hunt these races down without mercy. They have earned the nickname “Rangers-Under-The-Earth” for this reason, and many of those who seek to explore the underworld often hire stoneborn rangers and druids as guides. Stoneborn also take to the fighting profession with ease, putting their legendary toughness to good use. While lawful in nature, paladins and monks are very rare in stoneborn society and bards and sorcerers are all but unheard of. Stoneborn make decent rogues, for their darkvision and stonecunning ability compliments the rogue’s abilities. Clerics of The Father of the Dwarves and The Golden Trickster are common, as are druids who work closely with the creatures of stone and earth. Wizards who focus on transmutation and illusion or elemental earth magic are the dominant arcane magic users in stoneborn societies. The rare stoneborn barbarian is a savage warrior whose constitution makes him nearly indestructible.



STONEBORN RACIAL TRAITS

- -2 Strength, +4 Constitution, -2 Charisma: The stoneborn’s resiliency is legendary and many think they are literally crafted from stone. Their small frames, however, do not provide them with much strength, and their gruff, dwarf-like personalities do not make them a very sociable race.
- Small: As Small creatures, stoneborn gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Stoneborn base land speed is 20 feet.
- Darkvision: Stoneborn can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and stoneborn can function just fine with no light at all.
- Lesser Stonecunning: This ability grants stoneborn a +1 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn’t stone but that is disguised as stone also counts as unusual stonework. Stoneborn who merely come within 10 feet of unusual stonework can make a Search check as if they were actively searching, and stoneborn can use the Search skill to find stonework traps as a rogue can.
- Stability: Stoneborn gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +1 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against goblinoids: Stoneborn learn special fighting techniques against their most hated foes, the goblins who continually plague their settlements.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it’s caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on all Craft checks: Stoneborn have an innate feeling for the crafting profession.
- Dwarven Blood: For all effects related to race, a stoneborn is considered a dwarf.
- Gnomish Blood: For all effects related to race, a stoneborn is considered a gnome.
- Spell-Like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute).
- Automatic Languages: Common, Dwarven, Gnome. Bonus Languages: Draconic, Elven, Giant, Goblin, and Terran.
- Favored Class: Ranger. A multiclass stoneborn’s ranger class does not count when determining whether he takes an experience point penalty.

THE SYLINDY

The

**Elfings, The True Half-Elves,
The Daggerkin, Taessyth,
Nimblefolk, Sluagh
(Elf/Halfling)**

"Fali! We don't even know if she is still alive!" the shouts of his halfling companion were almost lost to even his keen ears over the roar of the opened portal in front of him. The planescape before him was unmistakable: the unholy scorched and bleak plains of one of the lairs of the infinite Abyss. The last three years of chasing had come together in this very moment, and he was not about to back down. His eternal foe had not only stolen his life, but his very kin. He closed his silver eyes and steeled his resolve.

"She's my sister. No demon is going to claim her, not while I still draw breath!" the sylindy paladin shouted, as he pulled forth his twin ivory-hilted daggers, their silvered blades glistening in the evil radiance of the Abyssal gate. Fali charged forward and disappeared in the portal, his last words of "Death to all fiends, and praise be to Balithius!" echoing in the ears of his halfling friend, who closed her eyes as tears began to fall.

"Gods be praised for such valiant souls..."

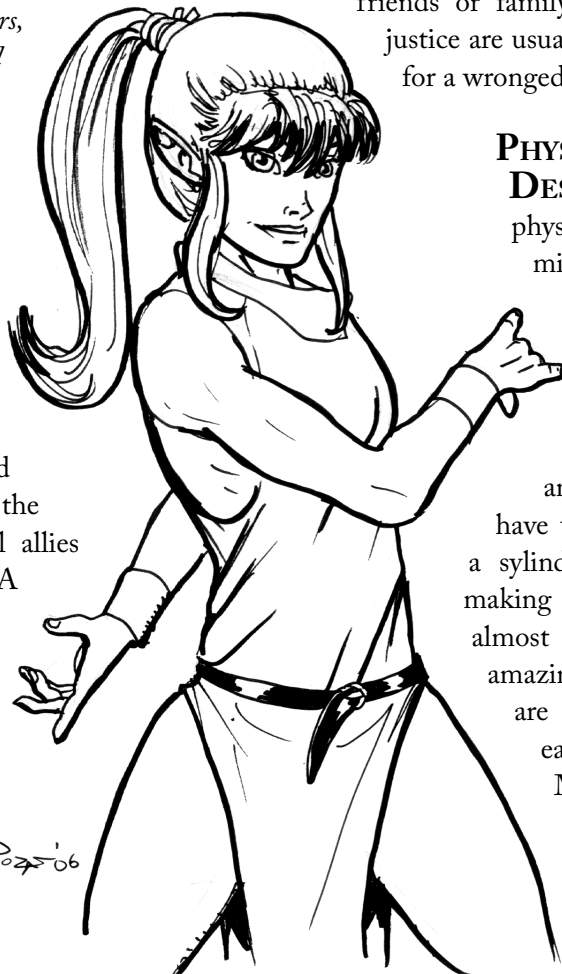
The eternal war between celestial and demonic forces has raged throughout the ages, and mortals are seen as potential allies and dangerous enemies by both sides. A thousand years ago, a celestial by the name of Sylindia was summoned to the Material Plane and witnessed a pair of heroes, one halfling and the other elven, fighting off a horde of demons, using nothing more than daggers. The beautiful and highly effective fighting style that they both exhibited captivated the celestial,

and she granted her aid to the pair, who had called her, in exchange for instruction in their exquisite style of dagger fighting. They both agreed and trained the celestial in their art. The three soon became fast friends and adventured for many years together. Soon, the elf and halfling lovers retired, and when their first child was born, they entrusted her to Sylindia for training and instruction. This child was the first sylindy. When she grew to adulthood, Sylindia presented her with another sylindy as a companion, and the two soon grew to be lovers and had many children of their own. Under the guidance of their celestial patron, the sylindy have grown to become a race of dagger experts, who wield their blades in the defense of all things goodly.

PERSONALITY: Sylindys have a zest for life that is only matched by their drive to destroy all things fiendish in nature. A sylindy loves nothing more than battling fiends in the morning and settling down for a night of rejoicing with compatriots afterwards. Family and friends are the main priorities on a sylindy's list, and they fight to defend all those whom they cherish. Friendly to strangers and eternally loyal to friends, the sylindys are a good-natured race, who don't judge others, but woe to those with fiendish blood or those who harm a sylindy's friends or family...for retribution and swift justice are usually the next order of business for a wronged sylindy.

PHYSICAL

DESCRIPTION: Sylindys are physically beautiful creatures, mixing a good dose of elven features with their halfling characteristics. They stand between three and a half feet and just above four feet tall. Both males and females are slender and have wiry frames. Every joint in a sylindy's body is double-jointed, making their hands and feet appear almost spidery, yet giving them amazing dexterity. Their features are angular, with small, pointed ears that sit low on their heads. Most sylindys have blonde or light brown hair and green, blue, brown, and silver eye colors are the norm. Sylindy



hair is like elven hair, fine and luscious, and most sylindys wear it long and kept in a simple pony tail. Sylindys don't have any body hair, like their elven forebearers, yet the males are prone to growing muttonchops like their halfling kin. Sylindy clothing is usually white, silver or gold and crafted of wool or leather. They dress practically and with their task at hand in mind.

RELATIONS: Sylindys enjoy good relations with both their elven and halfling families. The three races share a common love of family and have goodly intentions, thus creating a strong bond of camaraderie. Sylindys try to be good neighbors with those around them, but if they are provoked, they will strike back. Dwarves and half-orcs are often viewed with a degree of suspicion, because of their various wars against the sylindy's elven brethren, but each individual is judged on their qualities and not their race. Those who traffic with fiends or have demonic blood are distrusted and dispatched if they dare cross the sylindy.

ALIGNMENT: Sylindys are most often neutral good, reflecting the alignment of their celestial patron. The sylindys do have a standing paladin order and lawful good is another common alignment. Those sylindys who feel a calling of their elven blood are chaotic good, but they stand by their celestial patron's teachings. While almost all sylindys are good aligned, there are a rare few who embrace a neutral standpoint and favor neither law nor chaos. There has been only one recorded incident of an evil aligned sylindy, and he was quickly destroyed by a contingency of sylindy paladins. Needless to say, sylindys are rarely evil.

RELIGION: The vast majority of sylindys follow the worship of Sylindia's patron deity, Balithius, the neutral good god of tactical warfare. Balithius is Sylindia's master, and she has passed his teachings on to the sylindy race since its beginning. (See the *Deities* section for Balithius's information). Some sylindys take up the worship of The Guardian of the Elves and The Mother Protector, out of respect of their parent races. Other sylindys follow like-minded deities of the shadow arts, battle, conflict, strength, and war.

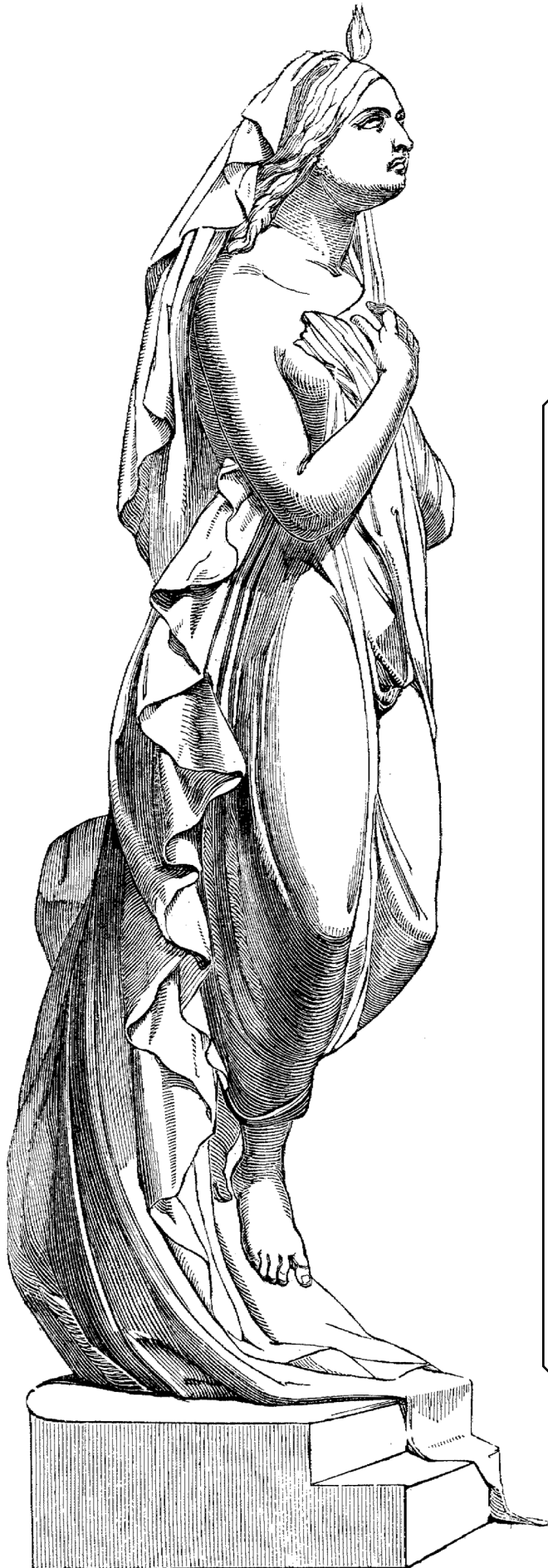
LANGUAGE: Sylindys learn the languages of their parents and the common tongue of the world. These languages are often peppered with Celestial, and almost all sylindys pick up the Celestial language as soon as they can. Sylindy speech is beautifully spoken, as if the sylindy is constantly singing heavenly hymns. Many other races love to hear a sylindy choir, and the occasional sylindy

bard is welcomed by most audiences. Sylindys typically learn the languages of their neighbors, allies, and enemies, for diplomacy is often the first form of interaction with other races.

LANDS: The sylindy are one of the few crossbreeds who actually have a homeland. Called Sylindr, this verdant land consists of gentle, rolling hills and beautiful, ancient forests, set against a back drop of snow-topped peaks. This has been the ancestral land of the sylindy for the last millennium. Sylindys seek to bring others of their kind to Sylindr, and they fiercely protect its borders. They rarely seek to expand Sylindr's borders, for they are on good terms with the surrounding nations, save for the orcs who inhabit the nearby mountains. Individual sylindys who are born outside of Sylindr's borders often live in halfling or elven communities, sometimes settling wherever they end up in their wanderings. Human cities and rural villages are another favorite of the wandering sylindy.

NAMES: Sylindy names are often Celestial in origin. Each newborn sylindy is presented to Sylindia for naming, and she looks into the child's soul and gifts that child with a name that reflects the child's personality and destiny. Those sylindys who are born outside of their homeland are given halfling or elven names, and sometimes a combination of both. Surnames are, as with most crossbreed races, a combination of their parents' family names, and this name is handed down from generation to generation. Those outside of the normal sylindy society usually take the surname of one or both of their parents, or follow a similar practice of combining last names to create a new one.

ADVENTURERS: Sylindy adventurers are often wandering acolytes seeking to test their abilities. Other sylindys adventure to seek out others of their kind, helping them find their way to the sylindy homeland. Sylindy strike teams, consisting of fighters, rangers, and rogues, often adventure to exterminate fiendish foes and recover celestial artifacts. Sylindy rogues and the fighters are most common, followed by clerics, rangers, and paladins. While sylindys have less strength and constitution than other races, they are excellent finesse fighters and often focus on the dagger as their primary weapon. Sylindys are rarely druids and sorcerers, but wizards and monks are common enough that the sylindys have orders for each. Sylindy barbarians are fearsome foes, as they make up for their frailty with celestial-taught fury.



SYLINDY RACIAL TRAITS

- -2 Strength, +4 Dexterity, -2 Constitution: While petite and frail, sylindys are creatures of unparalleled grace and agility. They are some of the most dexterous creatures known to exist.
- Medium: As Medium creatures, sylindys have no special bonuses or penalties due to their size.
- Slight Stature: Though sylindys are Medium size, they are slight compared to others. They may wear items designed for Medium or Small sized humanoids, including armor, but they may not use handheld items, such as weapons. Being smaller grants sylindys a +2 on Hide checks.
- Sylindy base land speed is 30 feet.
- Low-Light Vision: Sylindys can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment and fear spells or effects.
- +1 racial bonus on Listen, Search, Sleight of Hand, and Spot checks: The sight and hearing of the sylindy are on par with other half-elves, and their dexterous fingers give them an edge over others.
- Free Weapon Proficiency in dagger, kukri, and punching dagger: Sylindys are born dagger fighters, and they train rigorously with these weapons from birth.
- +1 racial bonus on all saving throws.
- Elven Blood: For all effects related to race, a sylindy is considered an elf.
- Halfling Blood: For all effects related to race, a sylindy is considered a halfling.
- Automatic Languages: Common, Elven, Halfling. Bonus Languages: Celestial, Draconic, Dwarven, Giant, Goblin, Gnome, Orc, and Sylvan.
- Favored Class: Rogue. A multiclass sylindy's rogue class does not count when determining whether she takes an experience point

THE THANG-AGAR

The Orelfs, The Quickened Fury, The Untamable, Errah, Orcyth, Korahel (Elf/Half-Orc)

The first blow knocked his front teeth across the bar top, the second one splattered his nose across his battered face, and the third one was the one that darkened his eyes forever. His last words escaped his bloodied lips as a

gargle, as he was thrown bodily through the nearest window and out into the dusty streets.

"Sheridan! What we tell you about brawlin' with the customers?!" Tabard yelled over the noisy taproom, which had watched the unfolding fight with much glee and betting of ill-gained gold.

"He looked at me funny. That's grounds for an arse-whoopin'." Sheridan muttered, as he walked past his employer, who scowled.

"Learn to keep those fists in check, orc-elf, or you're back out onto the street, scrapping for coppers," the bartender threatened, raising a fist at the passing Sheridan.

The thang-agar just shrugged and returned to his post by the front door, his disregard causing the bartender to throw up his arms in disgust, then begin to scrub the blood off the bar top. Tabard regretted the day he had ever hired an orc-blooded elf kin as his bouncer, but he couldn't deny just how effective Sheridan had proven to be.

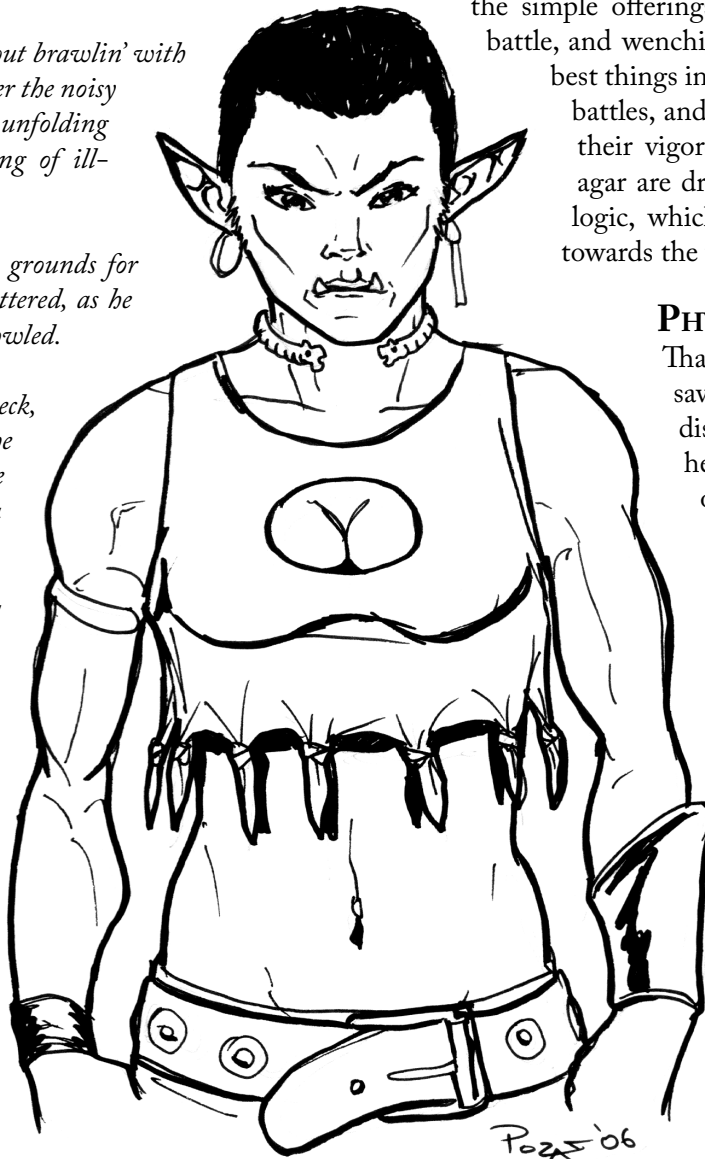
Almost too effective...

"Thang-agar" is Elven for "orc blooded" and there is no race that holds true to their name like the thang-agar. Bards tell a tale of a half-orc woman who fell in love with an elven prince, and had her way with him without his consent, conceiving the first of the thang-agar. Whether this tale is true or not, the thang-agar exist, born from violence and rape, and they commonly take to these two pursuits with fervor and little restraint. While elven in blood, the thang-agar are orcish in their minds and hearts, enhanced by the darker side of their human heritage.

PERSONALITY: Fury boils just beneath the surface of the thang-agar. Rage and anger are just a moment away, and almost all thang-agar have a hair-trigger temper that other races find frightening. The thang-agar fly off the handle at the slightest provocation and have very little patience for anything they do not understand. While they are as intelligent as most other races, the thang-agar do not take to book learning easily. They enjoy the simple offerings in life, such as drinking, battle, and wenching. To the thang-agar the best things in life are strong brew, bloody battles, and coarse women who match their vigorous appetites. The thang-agar are driven by impulse more than logic, which shows in their attitudes towards the world.

PHYSICAL DESCRIPTION:

Thang-agar look like primitive, savage elves. Their forms are distinctly elven, but they are heavier and stockier than other elven crossbreeds. Male thang-agar are taller and heavier than the females, but not by much. Their skin tones range from tanned to dark brown. and their eyes are usually dark brown to black, although some rare thang-agar have elven or human eye colors. Their ears are long, pointed, and stick out from the sides of their heads, giving them a "pulled on" appearance. Stressed thang-agar often tug on their ears. Small



tusks jut out from their lower jaws, causing most thang-agar to have slightly slurred speech. Thang-agar hair is either jet black or sickly green, and it is thick and wiry. Both males and females keep their hair cropped short. Facial hair is scraggly, thin, and often shaved off, as the full beard of a thang-agar looks quite bizarre. Thang-agar clothing is leather or hide and decorated with the fur of creatures they have slain. While it may be patchwork, their clothing is well-maintained and functional.

RELATIONS: The thang-agar are shunned by most other races. Thang-agar expect ostracism from most other races, especially those with elven blood. The thang-agar are not creatures of social grace and rarely create lasting relationships outside of their own race. Those who share the same fury at the more civilized races as the thang-agar, like lizardfolk and ocs, are usually the only ones who have a chance of befriending them.

ALIGNMENT: The thang-agar lean towards their orcish nature and favor a chaotic evil alignment. The path of chaos and evil comes to them naturally, because they are full of rage and often embrace a path of destruction and barbarism. Even those thang-agar who are not evil in nature tend to follow a chaotic alignment, which is a characteristic shared by two of the three parts of their heritage. Lawful thang-agar are exceedingly rare. Neutrality is rare, but comes to the thang-agar more readily than good; those who shake off their evil tendencies and embrace the path of good are exceptional individuals.

RELIGION: The thang-agar are one of the few races who typically do not pay homage to any deity. They think of themselves as superior to the gods, and they don't give respect to those who they perceive as being beneath them. No elven deity would dare grant a thang-agar clerical spells, and the thang-agar return this spite by never paying respects to these gods. The rare thang-agar who does venerate a deity will find one who shares his narrow viewpoints and inner fury: deities of battle, barbarians, fury, slaughter, the hunt, and war.

LANGUAGE: Thang-agar language is just like their temper: short and abrupt. They rarely speak and when they do, it is to shout some sort of battle cry or displeasure in Orc or Common. Though they do speak Elven, it is a butchered form of the language that would cause any elf a headache. Elven is often used in an insulting manner to describe something as weak. Thang-agar communicate most of their ideas

through action and rarely resort to merely talking. If a thang-agar does learn other languages, it is the languages of his enemies, masters, or allies. Rarely will a thang-agar learn languages for scholarly purposes.

LANDS: Thang-agar lands are charred, pitted remnants of former kingdoms, which they have gutted with their savage allies. These lands are rarely held for long, since the larger orc population turns on them and makes them subservient. The thang-agar tend to live on shared lands with other primitive humanoids and are constantly at war with those around them. Many thang-agar tribes wander the wilds, searching for richer lands to raid and pillage while living in nomadic encampments. It is this type of existence that most thang-agar live, and if they do settle down, it is on the spoils of their conquests.

NAMES: While their race may bear an elven name, the individual thang-agar has an orcish or human name.

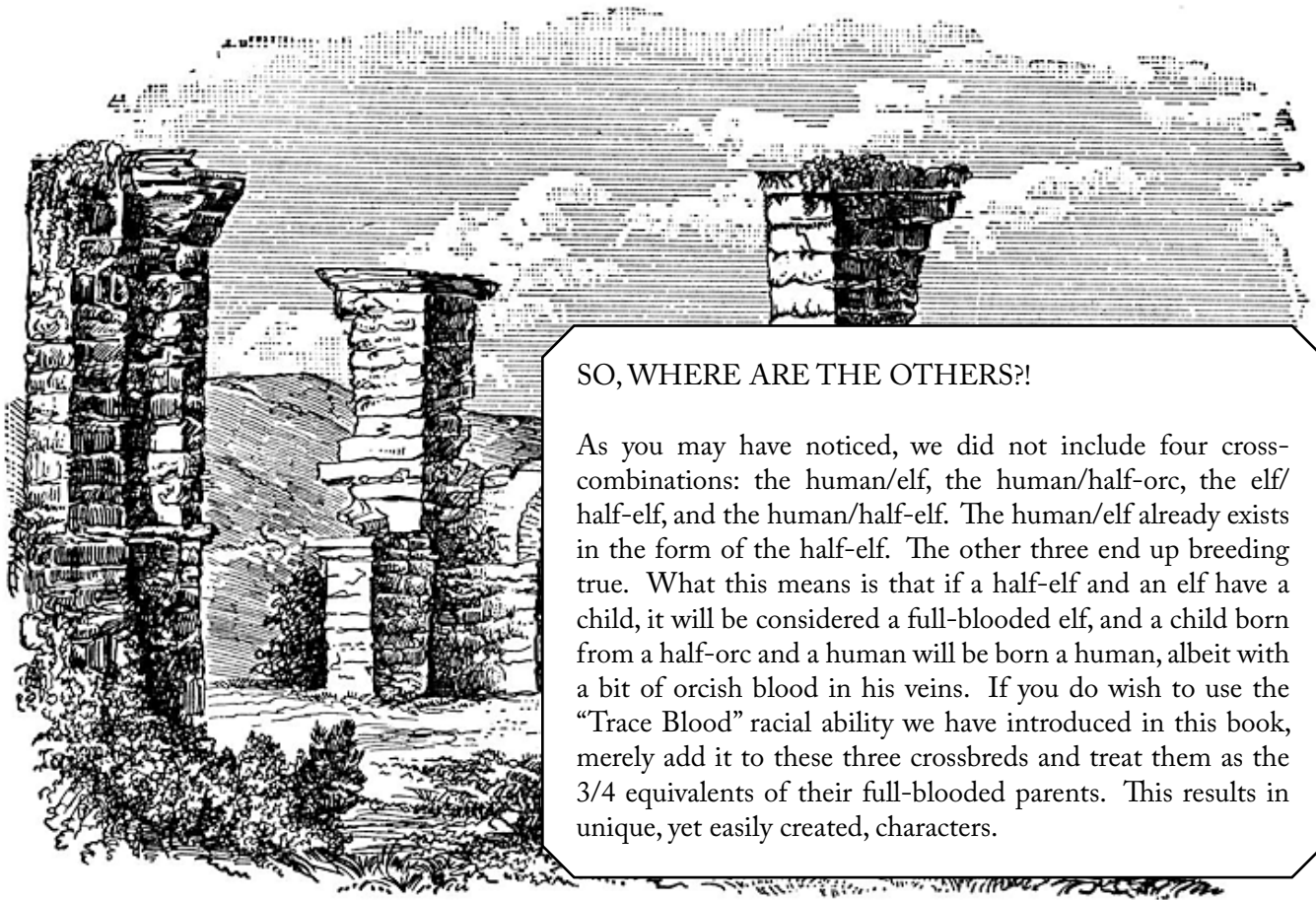
THANG-AGAR RACIAL TRAITS

- +2 Dexterity, -2 Charisma: The thang-agar have the physical grace of an elf, but their savage appearance, hair-trigger tempers, and expectation of ostracism make them very unsociable creatures.
- Medium: As Medium creatures, thang-agar have no special bonuses or penalties due to their size.
- Thang-agar base land speed is 30 feet.
- Improved Low-Light Vision: The thang-agar can see four times as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- +1 racial bonus on Listen, Search, and Spot checks: The thang-agar's senses are as sharp as those of the half-elves.
- +2 racial bonus on Intimidate checks: The thang-agar are fearsome creatures, with the rage of orcish blood just boiling beneath the surface.
- Elven Blood: For all effects related to race, a thang-agar is considered an elf.
- Trace Blood (Orc): When it comes to effects related to race, a powrie has a 50% chance of being considered a member of the orc race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has an orc racial requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Trace Blood (Human): When it comes to effects related to race, a powrie has a 50% chance of being considered a member of the human race. If they fail the percentage roll, they still receive a +4 racial bonus on all future Use Magic Device rolls, when using a magical item that has a human race requirement. For the purposes of prestige class requirements, these characters are considered members of their parents' race.
- Automatic Languages: Common, Elven, Orc. Bonus Languages: Abyssal, Draconic, Gnome, Goblin, and Sylvan.
- Favored Class: Barbarian. A multiclass thang-agar's barbarian class does not count when determining whether she takes an experience point penalty for multiclassing.

To have an elven name is to be branded as a weakling, someone not worthy of notice or mercy. Thang-agar names are short and usually describe something that the parents hope the child will become. Names like “Brute Warrior” and “Glorious Raider” are quite common, in both Orc and Common. A surname is all but unheard of, but most thang-agar adopt titles for themselves as their last names. For example, “The Destroyer” and “Of The Bloody Axe” are two of the most common title-names amongst the thang-agar, and they are carried with pride and prestige.

ADVENTURERS: Thang-agar adventurers are often raiders and barbarians, seeking the next conquest in a long line of pillaging. Many thang-agar are nomads, who take the adventuring path out of necessity. Barbarians,

fighters, and rangers are the most common classes amongst the thang-agar, but those requiring a lawful alignment, such as paladins and monks, are unheard of. Sorcerers, bards, and clerics are extremely rare. The odd thang-agar feels a calling to the druid class, but even this occurs only once or twice a generation. Rogues are common enough that the typical thang-agar raiding party includes one or two rogues. The occasional wizard is not unheard of, and some attribute this to their elven blood.



SO, WHERE ARE THE OTHERS?!

As you may have noticed, we did not include four cross-combinations: the human/elf, the human/half-orc, the elf/half-elf, and the human/half-elf. The human/elf already exists in the form of the half-elf. The other three end up breeding true. What this means is that if a half-elf and an elf have a child, it will be considered a full-blooded elf, and a child born from a half-orc and a human will be born a human, albeit with a bit of orcish blood in his veins. If you do wish to use the “Trace Blood” racial ability we have introduced in this book, merely add it to these three crossbreeds and treat them as the 3/4 equivalents of their full-blooded parents. This results in unique, yet easily created, characters.

FEATS

The new feats presented within this book are offered to give more flavor to the races found within Races of Consequence. A new “racial” subtype has been added to many of these new feats. All racial feats must be taken at 1st level. They represent a racial tie your character has with his bloodlines, either by gaining features that are normally available only to his pure-blooded kin or by creating something new altogether. The feats presented below follow the Player’s Handbook format.

ANCIENT BLOOD [RACIAL]: You may expect the typical lifespan of one of your parental races.
 Prerequisites: Trace blood or racial blood abilities.
 Benefit: You use the aging chart of one of your parental races, rather than the standard.

BEAUTIFUL WRETCH [RACIAL]: The unique combination of your racial background has made you better at understanding other perspectives. In some cases, your distinctive racial combination is considered attractive; however, all this attention has caused you to be somewhat flighty and less aware of your immediate surroundings, save for yourself and your admirers, of course!
 Prerequisites: Multiple blood or trace blood racial abilities.
 Benefits: You get +2 to Charisma and have a -2 to Wisdom.

BODY OF IRON [RACIAL]: The unique combination of your racial background has strengthened your body, gifting you with an iron constitution, but causing you to have slower reflexes than normal.

Prerequisites: Multiple blood or trace blood racial abilities.

Benefits: You get +2 to Constitution and a -2 to Dexterity.

BRILLIANCE OF THE RUNT [RACIAL]: The unique combination of your racial background has afforded you great intelligence, but you, have less muscle mass than normal and are weaker than other people.

Prerequisites: Multiple blood or trace blood racial abilities.

Benefits: You get +2 to Intelligence and -2 to Strength.

BY THE BLOOD [RACIAL]: Your trace heritage is stronger than most of your kind, and you are treated as a member of that race for purposes of using magical items.

Prerequisites: Trace blood racial ability.

Benefits: You can choose one of your trace blood races, and you are considered a full-blooded member of that race for purposes or effects related to race.

EYES OF THE SLEEPLESS WATCHER [RACIAL]: You possess the darkvision of the orc.

Prerequisites: Orc trace blood or racial blood abilities.

Benefits: You gain darkvision with a range of 60 ft. This overlaps, and does not stack, with any preexisting darkvision.

HATED PARENTAGE [GENERAL]: You hunt those who spawned you.

Prerequisites: Favored enemy.

Benefit: When you choose a favored enemy with the same racial blood or trace blood as your own, you gain a +3 bonus rather than the standard +2 bonus against that favored enemy.

HUMAN UPBRINGING [RACIAL]: You were raised by humans and have gained the human ability to learn quickly.

Prerequisites: Human trace blood or racial blood abilities.
 Cannot be human.

Benefits: You gain 2 feats that must be taken from either your class list or the general class list.

HUMAN VERSATILITY [RACIAL]: You possess the quick thinking of a human.

Prerequisites: Human Upbringing feat, human trace



blood or racial blood ability.

Benefits: You gain 4 extra skill points at 1st level and 1 additional skill point each level thereafter.

LOST HERITAGE [RACIAL]: You manifest the traits of an ancestor who is long forgotten in your line.

Benefit: Choose one of the following races: elf, human, dwarf, gnome, halfling, orc. You have trace blood of your chosen race.

LUCK OF THE LITTLE SIBLING [RACIAL]: You have the inner fearlessness and luck of your halfling parent.

Prerequisites: Halfling trace blood or racial blood abilities.

Benefits: You gain a +1 racial bonus on all saving throws and a +2 morale bonus on saving throws against fear. These two bonuses do stack with each other, but not stack with any preexisting racial bonuses.

MAGIC OF THE GLITTERING SOUL [RACIAL]: You gain the cantrip casting abilities of your gnomish blood.

Prerequisites: Gnome trace blood or racial blood abilities. Charisma 10+.

Benefits: You gain the ability to use the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level. You gain bard as an additional favored class.

QUICK FINGERS, QUIET MOUTH [RACIAL]: Your unique combination of blood has given you very dexterous fingers, but you find social interaction difficult at best. Besides, an unheard thief is second only to an unseen one!

Prerequisites: Multiple blood or trace blood racial abilities.

Benefits: You get +2 to Dexterity and -2 to Charisma.

RESILIENCE OF THE STONEBRED [RACIAL]: Your dwarven blood grants you magic and poison resistance.

Prerequisites: Dwarven trace blood or racial blood abilities.

Benefits: You gain a +2 racial bonus on saving throws against poisons, spells, and spell-like effects. You may run in heavy armor without penalty. These bonuses overlap, but they do not stack with preexisting racial bonuses.

SAVAGE BLOODED [RACIAL]: Your unique blood has manifested brutishly, causing you to be born with savage strength, but suffer from a lack of charisma and intelligence.

Prerequisites: Multiple trace blood or racial blood abilities.

Benefit: You get +2 to Strength and -2 to Intelligence and Charisma.

SEEMINGLY SMALL [RACIAL]: Your parents were very different sizes. You managed to fall somewhere in between.

Prerequisites: Must be one of following races: Stoneborn, Hilling, Lenneb, Lillichild, Peatfolk, Powrie, Elome, Sylindy, Lillalee, Gnomesti.

Benefits: You may use weapons, armor and worn items designed either for Medium or Small size creatures. You may be considered Small or Medium (whichever is more advantageous for you) when determining whether a monster's special attacks affect you (such as swallow whole or improved grab). When you receive a modifier on an opposed roll in which size is a factor (such as bull rush or grapple check), you are considered either Small or Medium (whichever is more advantageous for you).

SOUL OF THE STAR COUSIN [RACIAL]: You have the enchantment magic resistance of your elven forebearers.

Prerequisites: Elven trace blood or racial blood abilities.

Benefits: You gain immunity to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects. These bonuses overlap, but they do not stack with preexisting racial bonuses.

SPITTING IMAGE [RACIAL]: Whether crafted out of shame or pride, you have become an expert at passing as one of your parents' races through a near perfected disguise.

Prerequisites: Trace blood or racial blood abilities.

Benefit: You gain a +10 on all Disguise and Bluff checks to pass as a member of your chosen ancestral race.

WISDOM OF THE INFIRM [RACIAL]: Your racial combination has resulted in a sickly body; however, this frailty has given you greater spiritual insight and awareness.

Prerequisites: Multiple blood or trace racial blood abilities.

Benefits: You get +2 to Wisdom and -2 to Constitution.

PRESTIGE CLASSES

BLOOD HUNTER

To hunt one's own kind is an act driven by hatred and vengeance. The blood hunter exists to bring war upon his bloodline and all those who helped to create it. Whether it be the internal rage that drives the thang-agar blood hunter to slay elves, orcs, and humans alike, or the disillusioned gnomling who destroys any gnome or halfling who gets in his way, the blood hunter is the fearsome foe of any race that claims kinship to his bloodlines.

GAME INFORMATION

Hit Die: d8.

Requirements

To qualify to become a blood hunter, a character must fulfill all of the following criteria.

Race: Any with the blood or trace blood racial abilities.

Alignment: Any non-good.

Base Attack Bonus: +5

Feats: Hated Parentage, Track.

Skills: Survival 8 ranks.

Special: The blood hunter must possess both the favored enemy ability and either the blood racial or trace blood ability.

He must chose one of his blood racial or trace blood races as his foe.

Class Skills:

The blood hunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the blood hunter prestige class.

Weapon and Armor Proficiency: A blood hunter is proficient with all simple and martial weapons, light armor, medium armor and shields (but not tower shields).

Enemies of the Blood (Ex): At 1st level, a blood hunter gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against foes who belong to his blood racial or trace blood racial abilities groups. Likewise, he gets a +1 bonus on weapon damage rolls against such creatures. These bonuses stack with any other favored enemy bonuses the blood hunter already possesses. As the blood hunter progresses in class levels, his bonuses increase accordingly (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Detect Foe (Sp): At will, a blood hunter can use detect foe, which functions like the detect evil spell, but detects creatures within the target area who are match the blood hunter's blood racial and trace blood groups, instead of those of an evil alignment.

Smite Foe (Su): Once per day, a blood hunter who is 2nd level or higher may attempt to smite a foe with one normal melee attack. This ability only works against those enemies who are subject to his enemies of the blood class ability. He adds his enemies of the blood class ability bonus to his attack roll (effectively doubling it) and deals 1 extra point of damage per blood hunter level. If the blood hunter accidentally smites a creature who is not one of his foes, the smite has no effect, but the ability is still used up for that day.

At 4th level, and at every other level thereafter, the blood hunter may smite foe one additional time per day, to a maximum of five times per day at 10th level.

Blood Bane (Su): A 5th level blood hunter gains the bane ability on any melee weapon or ranged weapon he uses against any foes who are covered

TABLE 3:1 THE BLOOD HUNTER

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	Enemies of the Blood +1, Detect Foe
2nd	+2	+3	+3	+0	Smite Foe 1/day
3rd	+3	+3	+3	+1	Enemies of the Blood +2
4th	+4	+4	+4	+1	Smite Foe 2/day
5th	+5	+4	+4	+1	Enemies of the Blood +3, Blood Bane
6th	+6	+5	+5	+2	Smite Foe 3/day
7th	+7	+5	+5	+2	Enemies of the Blood +4
8th	+8	+6	+6	+2	Smite Foe 4/day
9th	+9	+6	+6	+3	Enemies of the Blood +5
10th	+10	+7	+7	+3	Smite Foe 5/day

by his enemies of the blood ability. The weapon must be within 30 ft. his target foe. However, a blood hunter's blood bane ability only functions on weapons he is using, and they cease to have this property when used by another person.



INFILTRATOR

Infiltrators are the perfect racial spies, as they are able to blend into any race that they share blood with and are invaluable in the ongoing racial wars that occur between the many different peoples of the world. Well versed in the arts of deception, disguise, and stealth, infiltrators are able to fulfill a variety of mission roles and are often experienced rogues, as well as skilled liars and schemers. To become an infiltrator is to become many, as infiltrators wear many masks during their lifetimes and walk many different paths, all the while seeking out their own identities.

GAME INFORMATION

Hit Die: d6

Requirements

To qualify to become an infiltrator, a character must fulfill all of the following criteria.

Race: Any with the blood racial or trace blood racial ability.

Feats: Spitting Image and any one of the following feats: Deceitful, Investigator, Negotiator, Persuasive, Skill Focus (any infiltrator skill).

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Disguise 8 ranks, Gather Information 8 ranks, Hide 4 ranks, Move Silently 4 ranks, Sense Motive 8 ranks

The infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the infiltrator prestige class.

Weapon and Armor Proficiency: An infiltrator does not gain any additional weapon or armor proficiencies.

Master of Disguise (Ex): The infiltrator is the undisputed master of disguise. Whenever an infiltrator uses the Disguise skill, she may take 10, even if stress and distractions would normally prevent her from doing so, and gains a +2 perfection bonus on all Disguise checks.

Disguise Self (Sp): At 2nd level, the infiltrator can use disguise self at will, as the spell. However, they may only assume the appearance of a race included in their blood racial or trace blood racial abilities.

Sneak Attack: This class feature is exactly like the rogue ability of the same name. The extra damage dealt by an infiltrator using sneak attack increases by +1d6 at every third level (3rd, 6th, and 9th). If an infiltrator gets a sneak attack bonus from another source, the bonuses on damage stack.

Shrouded Mind (Su): At 4th level, the infiltrator's mind has been trained so thoroughly to protect himself from mental detection and mind reading spells that he acts as if he is always under a nondetection spell, gaining the listed benefits of that spell, and as if the infiltrator was wearing a ring of mind shielding, making him immune to detect thoughts, discern lies, and any attempt to magically discern his alignment. These abilities function as a 10th level caster and cannot be suppressed willingly.

Alter Self (Sp): At 5th level, the infiltrator can use alter self at will, as the spell. However, they may only assume the appearance of a race included in their blood racial or trace blood racial abilities. At 10th level, this restriction is lifted and this class feature functions like the spell of the same name.

TABLE 3:2 THE INFILTRATOR

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+2	Master of Disguise
2nd	+1	+0	+3	+3	Disguise Self, Quick Change
3rd	+2	+1	+3	+3	Sneak Attack +1d6
4th	+3	+1	+4	+4	Shrouded Mind
5th	+3	+1	+4	+4	Alter Self (limited)
6th	+4	+2	+5	+5	Sneak Attack +2d6
7th	+5	+2	+5	+5	
8th	+6	+2	+6	+6	Skill Mastery
9th	+6	+3	+6	+6	Sneak Attack +3d6
10th	+7	+3	+7	+7	Alter Self (unlimited)

(Ex): Upon reaching 2nd level, an infiltrator is so adept at changing disguises on the run that he is able to pull a quick change. They may use their Disguise skill as a standard action, but they take a -4 penalty. At 7th level, this penalty is eliminated, as the infiltrator has perfected the art of the quick change.

Skill Mastery: Upon reaching 8th level, the infiltrator becomes so certain in the use of certain skills that he can use them reliably, even under adverse conditions. Upon gaining this ability, the infiltrator selects a number of infiltrator skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10, even if stress and distractions would normally prevent him from doing so.

PETITIONER OF THE PREDECESSOR

Worshipping the deities of their parent races, some clerics of mixed race pay homage to the gods of their ancestors, secretly hoping to shed their mixed blood and become a pure soul of the true people in their deity's eyes. Those who adopt the path of their gods as their own and show themselves to be truly devoted servitors are often granted this most sacred of gifts, and they are reborn as full-blooded members of their gods' races. Those who walk the path of the petitioner of the predecessor are those who search for an answer to their prayers, and once they achieve the pinnacle of their power, their dreams are made a reality.

GAME INFORMATION

Hit Die: d8

Requirements

To qualify to become a petitioner of the predecessor, a character must fulfill all of the following criteria.

Deity: Must worship a racial deity of the race they wish to transcend into and have the racial blood or trace blood ability for that race.

Domains: Must possess at least two of the deity's listed domains.

Skills: Knowledge (religion) 8 ranks.

Spells: Must be able to cast 3rd level divine spells.

Special: The petitioner of the predecessor may only undertake this prestige class once, and once the choice is made, it can never be changed.

The petitioner of the predecessor's class skills (and the key ability for each skill) are Concentration (Con), Craft

(Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int), plus (as appropriate for her chosen race):

Dwarf: Appraise (Int)

Elf: Spot (Wis)

Gnome: Listen (Wis)

Halfling: Listen (Wis)

Human: Any one skill

Orc: Intimidate (Cha)

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the petitioner of the predecessor prestige class.

Weapon and Armor Proficiency: A petitioner of the predecessor gains no additional armor proficiency. She gains proficiency in her deity's favored weapon and one of the racial weapons of her chosen race from the following list:

Dwarf: dwarven waraxe, dwarven urgrosh.

Elf: longsword, rapier, longbow (including composite longbow), shortbow (including composite shortbow).

Gnome: gnome hooked hammer.

Halfling: any throwing weapon, sling.

Human: any simple or martial weapon.

Orc: orc double axe.

Chosen Race (Ex): Upon taking her 1st level in petitioner of the predecessor, the character must choose

one of the following six races: dwarf, elf, gnome, halfling, human, or orc. Once this choice is made, it can not be changed. The petitioner gains a +2 bonus on Diplomacy, Heal, and Sense Motive when dealing with the chosen race. She also gains the Skill Focus feat in her race-specific class skill, as noted in class skills.

Weapon of the People: A 2nd level petitioner of the predecessor gains the Weapon Focus feat in the racial weapon she gained proficiency in at first level or in her deity's favored weapon.

Leader of the People: Upon reaching 3rd level, a petitioner of the predecessor gains the Leadership feat but may only gain followers and cohorts from those who worship her patron deity.

Thickening of the Blood (Ex): A petitioner of the predecessor begins to become more like her deity's race at 4th level. She gains the following bonus to her ability score, based on her chosen race:

Dwarf: +2 Constitution.

Elf: +2 Dexterity.

Gnome: +2 Constitution.

Halfling: +2 Dexterity.

Human: +2 any one ability score.

Orc: +2 Strength.

Rebirth of the Soul (Su): Upon reaching 5th level, a petitioner of the predecessor is able to call upon the power of her chosen race's god and help remake herself in the image of her god's chosen people. The petitioner of the predecessor must travel to one of the holy sites of her chosen god and spend a week in meditation and prayer. She must swear, upon fear of divine retribution, to uphold all of the laws and customs of her race and to never betray them. If the petitioner of the predecessor meets all of these requirements, she is able to change her race to the chosen race of her deity. This change is not magical in nature but

rather a "rebirth". The petitioner of the predecessor ceases to be a member of her previous race and takes on all of the racial characteristics of her new race. Ability scores change accordingly, as do all racial modifiers and abilities. The petitioner of the predecessor loses all previous racial modifiers to abilities, skills, spell-like abilities, supernatural abilities, and saves, but not weapon proficiencies or weapon familiarities. The petitioner of

TABLE 3:3 THE PETITIONER OF THE PREDECESSOR

Level	BAB	Fort	Ref	Will	Special	Spells per Day
1st	+0	+0	+0	+2	Chosen Race	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Weapon of the People	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Leader of the People	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Thickening of the Blood+1 level of existing divine spellcasting class	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Rebirth of the Soul	+1 level of existing divine spellcasting class

the predecessor loses all previous types and subtypes, and gains the appropriate type (humanoid) and subtype of her new race. The petitioner of the predecessor does not die nor do they lose a level or 2 points of Constitution, unless their racial modifiers dictate otherwise. Unless otherwise noted, this ability functions as per the reincarnate spell.

Ex-Petitioners of the Predecessors: Should a petitioner of the predecessor begin receiving divine spells from any other god or lose the ability to cast divine spells granted by her deity, the ex-petitioner also loses all supernatural and spell-like abilities granted by this prestige class. If the character has already gained all five levels of the prestige class, she does not cease to be a member of her new race, but does lose all divine spellcasting capabilities from her race's chief deity. She may not progress any farther in levels as a petitioner of the predecessor. An atonement cast on the ex-petitioner by a cleric of the petitioner's racial deity can restore these lost abilities.

POWRIE DEVOURER

To the powries, devouring everything in sight is not only an instinctual drive, it is their way of life.

Some powries learn to harness this eternal hunger and increase their ability to gorge themselves on anything that they can fit their mouths around. Through some bizarre ritual known only to the powries and other savage folk, these powries undergo a process that physically and mentally changes them...making them into something even more monstrous than

they were before and truly changing them into the feyish nightmare of their namesakes. These creatures are the elite berserkers of their kind and fall upon their enemies, or anything for that matter, with a hunger that gnaws at their very souls.

GAME INFORMATION

Hit Die: d10

Requirements

To qualify to become a powrie devourer, a character must fulfill all of the following criteria.

Race: Powrie.

Alignment: Chaotic neutral or chaotic evil.

Base Attack Bonus: +5.

Feats: Endurance.

Skills: Intimidate 8 ranks.

Special: The character must possess the rage feature and have taken part in the Ritual of the Gnawing Hunger, in which they consume an intelligent being they personally killed, alone and without aid. The creature must be of at least 4 hit dice. This ritual takes four hours to complete and costs 100 gp in materials.

The powrie devourer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the powrie devourer prestige class.

Weapon and Armor Proficiency: A powrie devourer is proficient with all simple and martial weapons, all types of armor, and shields (but not tower shields).

Bite Attack (Ex): At 1st level, the powrie devourer gains a natural bite attack that deals 1d4 of damage. This bite attack increases in damage as he advances in level in the prestige class (1d4 at 1st level, 1d6 at 4th level, 1d8 at 7th level, and 1d10 at 10th level). This bite attack can be used for an additional attack with any other melee attacks the powrie devourer possesses, albeit at a -5 penalty to the bite attack and a -2 to all other attacks.

Rage (Ex): The powrie devourer adds his powrie devourer level to the class level that grants his rage ability in order to calculate how many times per day he can rage. However, he does not gain any other rage features (greater rage, tireless rage, mighty rage, etc.).

TABLE 3:4 THE POWRIE DEVOURER

Level	Base	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	Bite Attack (1d4), Rage
2nd	+2	+3	+3	+0	Enchanted Teeth (Magic)
3rd	+3	+3	+3	+1	Sundering Maw
4th	+4	+4	+4	+1	Bite Attack (1d6)
5th	+5	+4	+4	+1	Enchanted Teeth (Silver)
6th	+6	+5	+5	+2	Chew Through It
7th	+7	+5	+5	+2	Bite Attack (1d8)
8th	+8	+6	+6	+2	Enchanted Teeth (Chaotic)
9th	+9	+6	+6	+3	Eat Anything
10th	+10	+7	+7	+3	Bite Attack (1d10), Enchanted Teeth (Adamantine)

Enchanted Teeth (Su): The teeth of a powrie devourer are enhanced through the *Ritual of the Gnawing Hunger*, and as he gains in power, his bite is enhanced to overcome the damage reduction of his prey. At 2nd level, a powrie devourer's teeth are treated as magic for the purposes of damage reduction. At 5th level, a powrie devourer's teeth are treated as magic and silver for the purposes of damage reduction. At 8th level, a powrie devourer's teeth are treated as magic, silver, and chaotic for the purposes of damage reduction. At 10th level, a powrie devourer's teeth are treated as magic, silver, chaotic, and adamantite for the purposes of damage reduction.

Sundering Maw (Ex): A powrie devourer of 3rd level may use his bite attack to sunder an item, following the rules for sundering normally and acting as if he was using a weapon in the sunder attempt.

Chew Through It (Ex): At 6th level, a powrie devourer is able to ignore the hardness of items that he can attack with his bite. This ability also extends to natural and nonmagical and +1 magical armor, allowing any powrie devourer to ignore ½ of his foe's natural armor or armor of a +1 enchantment or lower when he attacks with his bite. Magical armor of +2 or better is immune to this ability.

Eat Anything (Ex): At 9th level, a powrie devourer's body undergoes further change and learns to ignore the problems that eating certain items can create. Thusly, a powrie devourer gains immunity to any nonmagical diseases and poisons. He is immune to nausea and cannot be sickened. Also, the

gains the ability to eat anything, quite literally. Unless the object he wishes to eat can't be chewed or swallowed, the powrie devourer can eat it without any side effects, save for those of a magical nature. For example, if a powrie devourer ate a vial filled with magical poison, he would be immune to the effect of chewing glass, but the magical poison would affect him normally.

RACIAL AMBASSADOR

The most skilled of diplomats and amongst the most steadfast supporters of racial harmony, racial ambassadors exist among the seven major races and promote cooperation between their races and those of their neighbors. Each of the five primary races has a training academy, a College of Diplomacy, where the racial ambassadors are instructed in the ancient arts of diplomacy and politics. However, their training does not end there. Once they have mastered the ways of the racial ambassador, these masters of diplomacy are capable of reforging the very souls of others into their chosen race. This ability is whispered to be one of reincarnation, and in a way, the rumors hold some form of truth. Whatever the truth may be, racial ambassadors fight their battles on the fields of politics and diplomatic relations, and within these arenas, they are the undisputed champions and generals.

GAME INFORMATION

Hit Die: d6

Requirements

To qualify to become a racial ambassador, a character must fulfill all of the following criteria.

Race: A racial ambassador must either be a full-blooded member of the race or possess the blood racial or trace blood racial ability of that race.

Alignment: Depending on the racial ambassador's race, there are alignment restrictions that she must follow:

Dwarf: Lawful good, neutral good, or lawful neutral.

Elf: Chaotic good, neutral good, chaotic neutral.

Gnome: Lawful good, neutral good, or lawful neutral.

Halfling: Lawful good, neutral good, or lawful neutral.

Human: Any.

Feats: Negotiator, Skill Focus (Diplomacy).

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Gather Information 8 ranks, Knowledge (history) 4 ranks, Knowledge (local) 4 ranks, Knowledge (nobility and royalty) 4 ranks, Sense Motive 8 ranks

Special: The racial ambassador must choose to be the

ambassador of a single race. This choice can not be reversed, nor may the racial ambassador take this class twice, in order to choose another race. This reflects the intense training and devotion to the chosen race that the racial ambassador must possess. The racial ambassador must also train at her chosen race's College of Diplomacy for a minimum of a year in order to gain her first level in this prestige class. This training requires the racial ambassador to pay 1,000 gp in tuition costs. She must also speak the language of her chosen race.

The racial ambassador's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the racial ambassador prestige class.

Weapon and Armor Proficiency: A racial ambassador does not gain any additional weapon or armor proficiency.

Chosen Race: Upon taking the 1st level in racial ambassador, the character must choose one of the following five races: dwarf, elf, gnome, halfling, or human. Half-elves and half-

orcs do not have a racial ambassador tradition, and thus, half-elves must choose to represent either elf or human and half-orcs may only choose to be human racial ambassadors. Orcs simply do not have a tradition of diplomats. Once the racial choice is made, it can not be changed, and the racial ambassador becomes known as that race's ambassador. For example, a racial ambassador who chooses halflings as his chosen race becomes a halfling ambassador and a racial ambassador of elves is an elven ambassador.

Love My People (Ex): A racial ambassador may use his diplomacy ability to sway a nonplayer character's attitude towards the racial ambassador's chosen race. This ability functions just like the Diplomacy skill, but it affects the nonplayer character's attitude towards the chosen race as a whole, not just the racial ambassador or an individual. This effect lasts until a member of the racial ambassador's chosen race has done something to influence the nonplayer character's attitude otherwise, which will end the effect. This ability can only be used to increase the target's attitude positively towards the chosen race, not negatively.

Quick Diplomacy (Ex): At 2nd level, a racial ambassador is able to make a rushed Diplomacy skill check at a -5 penalty, instead of the normal -10 penalty.

Charming Personality (Sp): A racial ambassador of 3rd level is able to use charm person, as per the spell, three times per day with a caster level equal to her character level.

A Quick Suggestion (Sp): At 4th level, a racial ambassador is able to use suggestion, as per the spell, once per day with a caster level equal to her character level. At 8th level, a racial ambassador can use this ability twice per day.

Gift of My People (Su): At 5th level, a racial ambassador is able to grace a target with one of the racial gifts of her chosen race. The target must be willing and within 30 feet of the racial ambassador. The gift granted is based upon the chosen race:

Dwarf: The target gains the stonecunning ability.

Elf: The target gains immunity to sleep and a +2 bonus versus enchantment effects.

Halfling: The target gains a +1 luck bonus on all saves.

Human: The target gains a +2 racial bonus on any two skills.

Gnome: The target gains the ability to cast dancing lights, ghost sound, and prestidigitation, once each.

TABLE 3:5 THE RACIAL AMBASSADOR

Level	Base	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	Chosen Race, Love My People
2nd	+1	+0	+0	+3	Quick Diplomacy
3rd	+2	+1	+1	+3	Charming Personality
4th	+3	+1	+1	+4	A Quick Suggestion 1/day
5th	+3	+1	+1	+4	Gift of My People
6th	+4	+2	+2	+5	Leadership
7th	+5	+2	+2	+5	
8th	+6	+2	+2	+6	A Quick Suggestion 2/day
9th	+6	+3	+3	+6	Perfect Diplomat
10th	+7	+3	+3	+7	In The Image of My People

This gift lasts for one hour and may be used once per racial ambassador level per day. This ability may only be used once on a single target per day, and each ability usage only counts towards one target.

Leadership: Upon reaching 6th level, a racial ambassador gains the Leadership feat, but may only gain followers and cohorts from her chosen race or those who have the blood racial or trace blood racial ability of her chosen race.

Perfect Diplomat (Ex): At 9th level, a racial ambassador is able to make a rushed Diplomacy skill check at no penalty and may make a Diplomacy skill check as a standard action at a -10 penalty.

In The Image of My People (Su): Upon reaching 10th level, a racial ambassador is able to call upon the power of her chosen race's gods and help remake a willing participant in the image of her chosen race. She is essentially able to reincarnate the individual as a member of her chosen race. This ability only works on a willing individual, and the racial ambassador may only use this ability once per week. The participant must travel with the racial ambassador to one of the holy sites of the chosen race and spend a week in meditation and prayer to the chosen race's patron deity.

His alignment must be within the same restrictions as the racial ambassador's and he must swear, upon fear of divine retribution, to uphold all of the laws and customs of his new race and to never betray them.

If the participant meets all of these requirements, the racial ambassador is able to shift the

participant's race to the chosen race of the racial ambassador. This change is not magical in nature, but rather a "rebirth" and the participant ceases to be a member of his previous race and takes on all racial characteristics of his new race. Ability scores change accordingly, as do all racial modifiers and abilities. The participant does not die, nor does he lose a level or 2 points of Constitution, unless his racial modifiers dictate otherwise. Unless otherwise noted, this ability functions as per the reincarnate spell.

Ex-Racial Ambassadors: If the racial ambassador ever acts against her chosen race or their chosen interests, or ceases to be of a compatible racial alignment, she loses all supernatural and spell-like abilities granted by the class. If the character has already gained all ten levels of the prestige class, she does not cease to be a member of her new race. She may not progress any farther in levels as a racial ambassador. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description), as appropriate and dictated by the leaders of her chosen race.

CELESTIAL FANG

The most skilled of diplomats and amongst the most steadfast supporters of racial harmony, racial ambassadors exist among the seven major races and promote cooperation between their races and those of their neighbors. Each of the five primary races has a training academy, a College of Diplomacy, where the racial ambassadors are instructed in the ancient arts of diplomacy and politics. However, their training does not end there. Once they have mastered the ways of the racial ambassador, these masters of diplomacy are capable of reforging the very souls of others into their chosen race. This ability is whispered to be one of reincarnation, and in a way, the rumors hold some form of truth. Whatever the truth may be, racial ambassadors fight their battles on the fields of politics and diplomatic relations, and within these arenas, they are the undisputed champions and generals.

TABLE 3:6 THE CELESTIAL FANG

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+2	+0	Enhance dagger +1, Detect Evil
2nd	+2	+3	+3	+0	Blades of the Holy
3rd	+3	+3	+3	+1	Enhance dagger +2
4th	+4	+4	+4	+1	Smite Evil 1/day
5th	+5	+4	+4	+1	Enhance dagger +3
6th	+6	+5	+5	+2	Righteous Might
7th	+7	+5	+5	+2	Enhance dagger +4
8th	+8	+6	+6	+2	Smite Evil 2/day
9th	+9	+6	+6	+3	Enhance dagger +5
10th	+10	+7	+7	+3	Embrace of the Celestial

GAME INFORMATION

Hit Die: d8

Requirements

To qualify to become a celestial fang, a character must fulfill all of the following criteria.

Race: Sylindy or any with the blood racial or trace blood racial ability of halfling or elf.

Deity: Balithius or any good-aligned deity who has the domains Good, Strength, or War.

Alignment: Any good.

Base Attack Bonus: +5.

Feats: Two Weapon Fighting, Weapon Focus (dagger), Weapon Specialization (dagger).

Skills: Knowledge (planes) 5 ranks, Knowledge (religion) 5 ranks.

Special: The character must be trained by another celestial fang and accepted by the sylindy as one of their champions. The sylindy will only accept those who meet this prestige class's requirements and are either of halfling, elven, or sylindy blood.

The celestial fang's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial fang prestige class.

Weapon and Armor Proficiency: A celestial fang is proficient with all simple and martial weapons, light armor, and shields (but not tower shields).

Enhance Dagger (Su): At 1st level, every non-magical dagger a celestial fang wields becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the celestial fang need not spend experience points or gold pieces to accomplish this task. However, a celestial fang's magic daggers only function for her. For every two levels the character advances past 1st level in the prestige class, the magic daggers she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Detect Evil (Sp): At will, a celestial fang can use detect evil, as the spell.

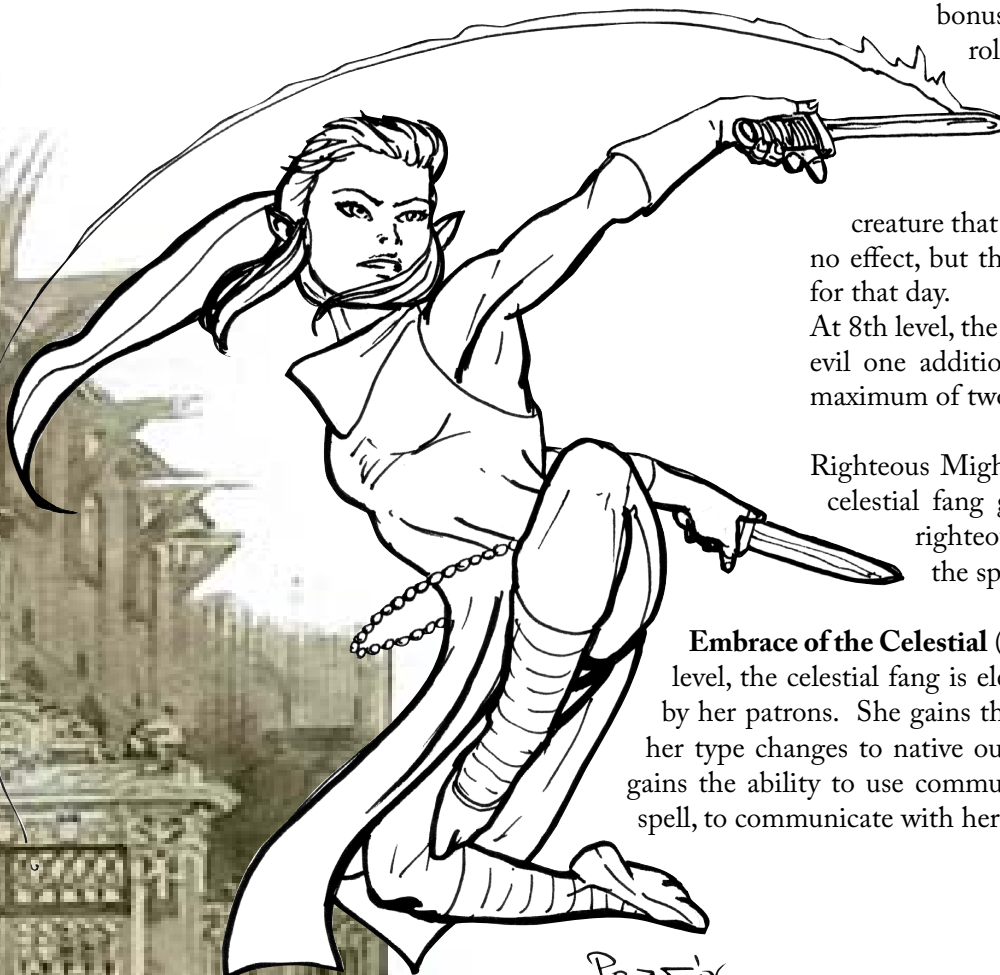
Blades of the Holy (Su): At 2nd level, every dagger a celestial fang wields gains the holy weapon ability and is considered good-aligned for purposes of calculating damage reduction. Unlike magic weapons created by normal means, the celestial fang need not spend experience points or gold pieces to accomplish this task. However, a celestial fang's magic daggers only function for her.

Smite Evil (Su): Once per day, a celestial fang who is 4th level or higher may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per celestial fang level. If the celestial fang accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 8th level, the celestial fang may smite evil one additional time per day, for a maximum of two smite usages per day.

Righteous Might (Sp): At 6th level, the celestial fang gains the ability to use righteous might once a day, as the spell.

Embrace of the Celestial (Su): Upon reaching 10th level, the celestial fang is elevated to celestial status by her patrons. She gains the celestial template and her type changes to native outsider. In addition, she gains the ability to use commune once per day, as the spell, to communicate with her celestial patron.



DEITIES

The races of Races of Consequence each carry a unique blend of heritage, giving rise to several new deities. Detailed below are six new deities who can be used and adapted for any campaign setting.

ARISTRINA

The Lonely Lady, The Blood Purist, The True Elf Mother

Symbol: A white elven hand holding a wand against a crescent moon

Alignment: Lawful neutral

Divine Status: Demipower

Portfolio: Elven isolationism, elven magic, the purity of elven blood

Worshippers: Elves, elven purists, hermits, isolationists, mages

Cleric Alignments: LG, LN, LE

Domains: Law, Magic, Protection

Favored Weapon: Alabastor (longsword)

Aristirina is an ancient deity, dating back to the days when the elves first went to war with the other goodly races, such as the dwarves. She is the patron goddess of those who wish to keep the elven blood pure and isolate the elven people from the rest of the world, calling for the elven way of life to stay true to Corellon Larethian's teachings, but tempered by the rigorous teachings of tradition and not the carefree, whimsical ways of the other elven deities. Her followers believe that only by bringing law and order to the elven way of life can the future of elven tradition be certain. Aristirina is one of the elven deities of magic, and she sees the wizardly pursuit of magic to be the highest, purest calling in elven life. The Lonely Lady loves the elven people deeply and fears that since the elves live so long, so many chances exist to mar the creations of Corellon Larethian and

potentially destroy the elven way of life. Aristirina rarely appears to her followers, but when she does, she is a radiantly beautiful, white-skinned elven woman, clad in white hunting leathers and carrying the sword Alabastor, a blade whispered to have been forged by Corellon Larethian himself and given to the goddess as a gift for her guidance throughout the centuries.

Aristirina's followers range from quiet scholars of elven history and culture to grim-faced crusaders, constantly hunting anyone of non-elven blood who enters the borders of elven lands. Her clerics venture into ancient elven ruins and into the domains of any non-elves to reclaim elven artifacts. All things elven in nature are defended fiercely by Aristirina's followers, and those of non-elven blood are seen as temporary allies at best and dire enemies to be exterminated mercilessly at worst. Her followers help wandering elves return to their homelands and encourage all elves to stay in elven lands, leaving the rest of the world to "burn under the torch of the humans, be gutted by the pick of the dwarves, and razed by the axes of the orcs".

DOGMA: Be true and honorable to your elven kin, and keep the elven way of life alive and pure. Defend the elven way of life at all costs. Follow the teachings of the Progenitor of the Elves rigorously, tempering them with law and tradition. Promote the return to the ancient elven roots, and return to the forests that gave birth to our people. Practice elven magic and learn the spells of your ancestors, using your magic to bring new glory to the elven people. Distance yourself from non-elves, and be on your guard against those who would taint the elven way of life. Expel all non-elves from elven lands. Help guide other elves back to the true and one way of elven life. Pity those cross-breeds who recognize their shortcomings, and destroy those who abuse their elven blood.



BABBIL

Creator of All, Master of the Races, The Great Diplomat

Symbol: A white mask surrounded by the symbols of all of the main racial deities

Alignment: Neutral

Divine Status: Demipower

Portfolio: Racial unity, racial harmony, diplomacy

Worshippers: Diplomats, half-breeds, historians, philosophers, scholars

Cleric Alignments: Any non-evil

Domains: Knowledge, Protection, Travel

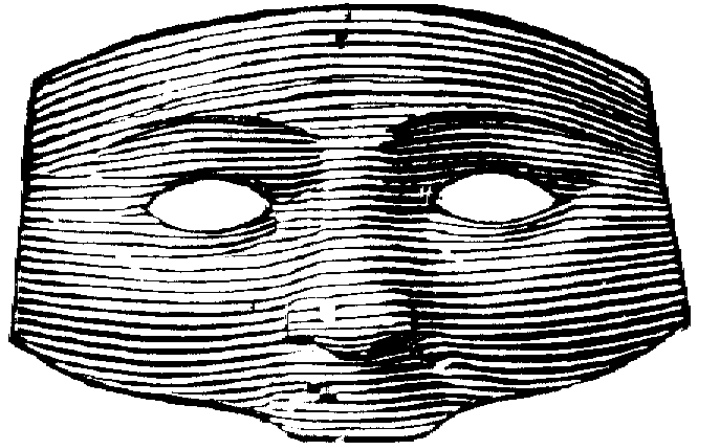
Favored Weapon: An opened hand (unarmed strike)

Babbil is the deity of racial harmony and diplomacy, ultimately seeking racial harmony amongst all races. Babbil is a deity without gender or determinable race, for when Babbil does appear to devout followers, the deity appears to them as their own race and with a blend of both male and female characteristics. Babbil has many followers from all walks of life and at least one worshipper from each major race. Babbil teaches that all of the races of the world are offspring of one now-extinct creator race, a race that Babbil created. Of course, other clerics and deities scoff at this notion and think of Babbil as nothing more than a usurper, trying to steal away their followers.

Babbil's worshippers strive to maintain good racial relations throughout the world, and their ranks are primarily composed of people of mixed race, who strive to create the world in Babbil's image and bring eternal harmony to all. Babbil's clerics tend to be masters of diplomacy, leading their flocks through riveting ceremonies, or traveling scholars, who seek out evidence to support their god's teachings of an original creator race.

DOGMA: All are created equal and are of Babbil's blood. No one is greater or lesser than anyone else, for all come from the same humble beginning and meet the same inevitable end. Fight your battles with diplomacy and knowledge, using the closed fist only when necessary or when confronted by foes that are cruel or mindless. Aid all other worshippers of Babbil in their endeavors, for their journey is the same as yours and their goals are one

with your own. Travel to the lands of all the races and experience their cultures, introducing them to your own ways and spreading the teachings of Babbil. Judge not on origin, but upon actions. Preach racial unification and strive to create the balance the world so desperately needs. Embrace cross-breeds as the children of Babbil, for they are nearer to Babbil's great first children.



BALITHIUS

Master of Tactics, The Celestial General, The Salvation of the Sylindy

Symbol: A dagger resting atop a battlefield map

Alignment: Neutral good

Divine Status: Lesser Deity

Portfolio: Battle tactics, celestial warfare

Worshippers: Celestials, centaurs, crusaders, sylindys, tacticians

Cleric Alignments: LG, NG, CG

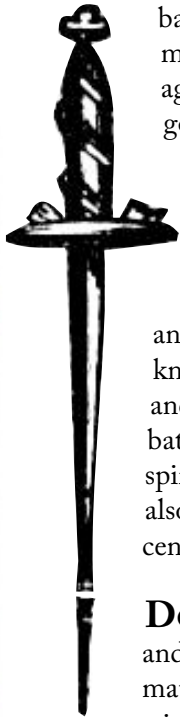
Domains: Good, Knowledge, Strength, War

Favored Weapon: The Blade of Tactics (dagger)

Balithius is the goodly deity of battle tactics and celestial warfare, and the patron deity of the sylindy people. It was Balithius's servitor, Sylindia, who guided the destiny of the sylindy people since their beginning and lead them to become the holy warriors they are today. Balithius is



a compassionate deity, who cares deeply for his followers and is brutally effective in battle, using superior tactics to crush his enemies. He has a burning hatred for all things fiendish and is constantly crusading against the endless hordes of the lower planes, in the eternal war that rages between the heavens and hells. Balithius teaches that battles are won through careful planning and by choosing the battlefield, but that evil is to be confronted directly and destroyed as quickly and efficiently as possible. Balithius appears to his followers as a sapphire-skinned celestial in golden armor and carrying aloft two ivory-hilted daggers, their silver blades gleaming in the luminescent aura that surrounds him.



Balithius's worshippers echo their god's passion for battle and are kind-hearted and friendly to like-minded people. Zealous and merciless in battle against their foes, many take to crusading in their god's name, displaying an astonishing knowledge of battle tactics and using everything they can to their utmost advantage. They have no patience or love for any race that exhibits fiendish blood, watching those with such blood in their veins with suspicion and vigilance. Balithius's clerics are often as knowledgeable about war as they are of healing, and they spend countless hours both memorizing battle strategies and tending to the physical and spiritual needs of soldiers. Clerics of Balithius also tend to be capable leaders; many sylindr and centaur generals give praise to Balithius.

DOGMA: Bring war to all fiendish creatures, and protect Sylindr and all goodly people, no matter the cause. Destroy evil through a sharp mind and an even sharper blade. War is won with the heart and mind, not just brute strength or a quick blade. Keep your mind as keen as your blade, and engage your foes on a battleground of your choosing. Every virtuous being has a skill that they can bring to battle. Discount no one with a good heart, as one small act can be the difference between victory and defeat. Never slay or sacrifice an innocent for any reason. Grant mercy to those who can truly repent evil, but bring merciful destruction to fiends. Find your personal reason to battle on and never forget it. Lead by example, exposing others

to the virtues of good and justice, bringing the light of Balithius to any place darkened by the shadows of evil. The battle is short, but the war is eternal. Do not surrender hope; with Balithius, you will be victorious!

ELDON BODDYKNOCKER

The Mother Protector's Wayward Son, The Vagabond Wanderer, The Scamperfoot

Symbol: A halfling's foot on a dusty road

Alignment: Neutral

Divine Status: Intermediate Deity

Portfolio: Halfling caravans, halfling wanderlust, the roads, travel

Worshippers: Halflings, halfling caravans, lillichildren, rogues, travelers, wanderers

Cleric Alignments: Any neutral, non-evil (NG, LN, N, CN)

Domains: Earth, Luck, Travel, Trickery

Favored Weapon: Wits and Puns (short sword)

Eldon Boddyknocker is the popular halfling deity of travel and the roads, and the patron deity of halfling caravans and wayfarers. He is the personified wanderlust that most halflings feel, representing and encouraging them to take to the roads, never settling in one place for too long, so that they can see the world with their own eyes, instead of relying on the tales of others. Legends say that Eldon Boddyknocker was born from the union of the human god of luck and The Mother Protector, the goddess of the halfling people, but neither the gods themselves nor their respective clerics will confirm the tale. Eldon Boddyknocker encourages the traditional nomadic way of life for his halfling followers and tells them to live by their wits and to make their own luck when luck itself does not want to cooperate. Eldon Boddyknocker appears as a tall Halfling, dressed in earth toned clothes and wearing well worn leathers, covered in the dust of the road. His two short swords, dubbed Wits and Puns, are never far from



his side, and he has been known to lend them to devout followers in need, albeit only in times of great need.

Eldon Boddyknocker's followers are often what non-halfings think of as the "typical halfling rogue". Sly, lighthearted and as equally light-fingered, worshippers of Eldon Boddyknocker veil themselves in the stereotypes of others to protect their true selves and their intentions from the prying eyes of other races. Wanderers by nature and divine insight, Eldon Boddyknocker's clerics are constantly on the road and survive by their own resources, rather than depending on those outside of their traveling community. Whether this constitutes stealing or tricking people out of their coin, Eldon Boddyknocker always smiles upon it, seeing it as being "for the good of the halfling race", as long as it doesn't do any permanent harm to the race's reputation or a halfling's bodily person.

DOGMA: Take to the roads and wander until there is nothing more to see. The world is a wondrous and beautiful place, and the only true way to experience it is through your own eyes, with the road beneath your feet. Never settle in one place for too long, for there is always a new horizon to see. Journey to lands you have never been to and travel with your fellow halfings, for they are your brethren and feel the same calling of the road. Survive by your own wits, and depend only on yourself and other halfings. Provide for your own, and wrap yourself in the misconceptions of others to better serve your true intentions. Never bring harm to a fellow halfling, and do no evil upon the reputation of the halfling people.

LIVAERIA HEARTSWARD

The Cherished Heartgem, The Sanctified Uniter, The Protector of Gnomish Lovers

Symbol: A ruby heart over a pair of clasped hands

Alignment: Lawful good

Divine Status: Lesser Deity

Portfolio: Acceptance, gnome lovers, gnome marriage

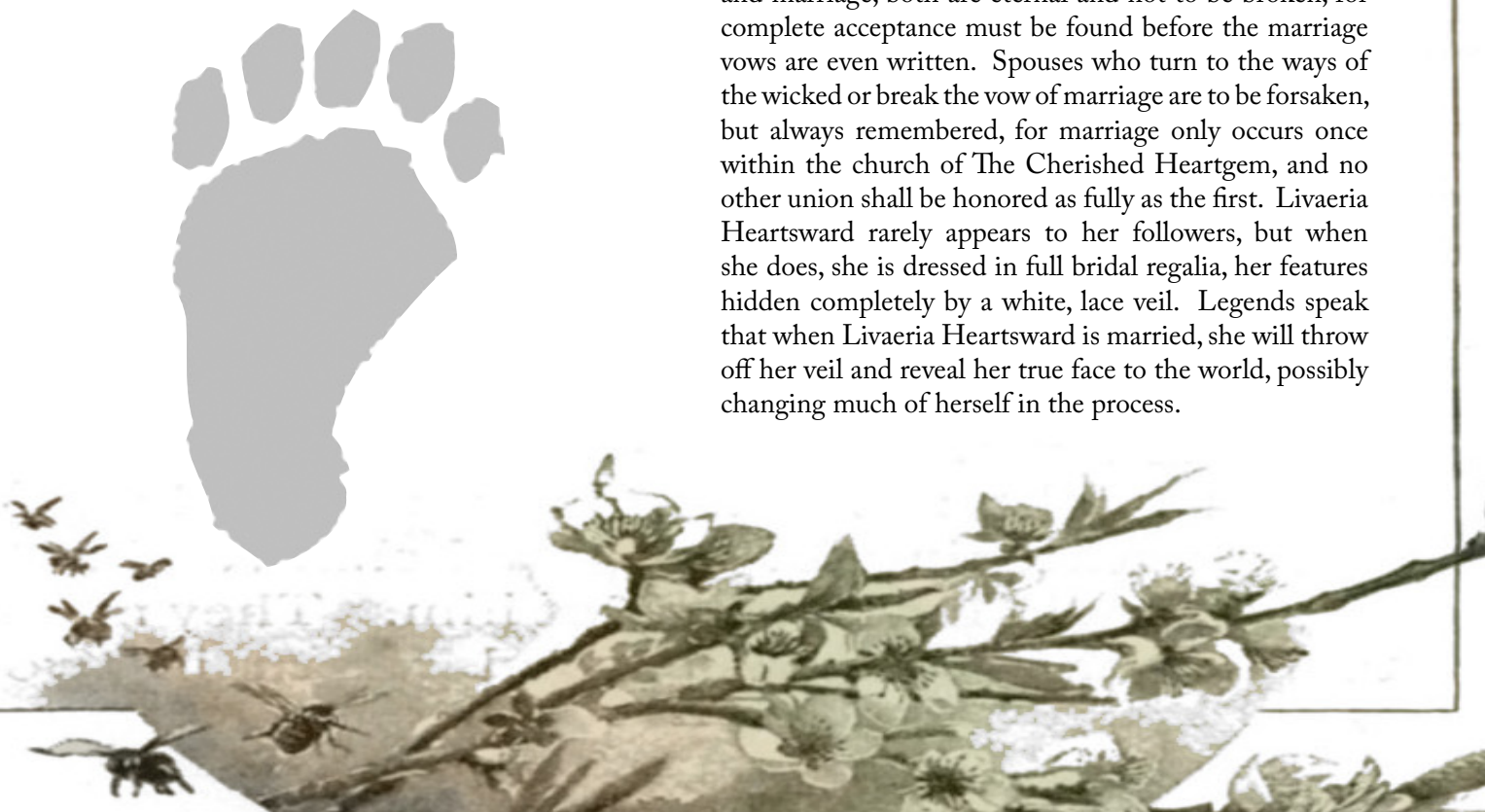
Worshippers: Gnomes, gnomish ambassadors, lennebs, lovers, married couples

Cleric Alignments: LG, NG, LN

Domains: Good, Law, Protection

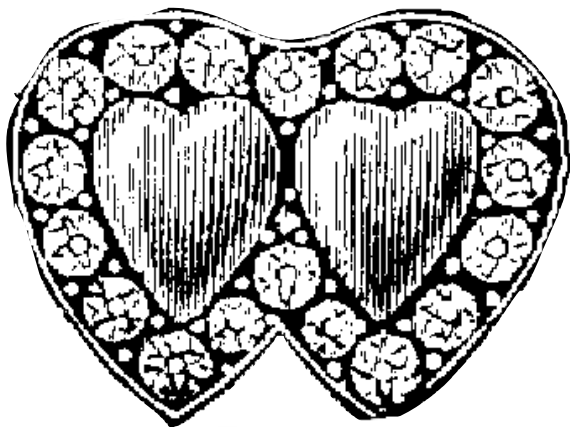
Favored Weapon: Lover's Caress (whip)

Livaeria Heartsward is the gnomish deity of love and marriage. She is the protector of all those of gnomish blood who join together in marriage and love, teaching that acceptance of each other will only serve to strengthen their bond. Livaeria Heartsward is stern and unwavering when it comes to those who are chaotic with the affairs of love, and she sees marriage as the most sanctified of gnomish traditions. She teaches that love is found through the complete acceptance of a person, regardless of their flaws. Once love and acceptance has been found, the two lovers should be joined together in marriage, embraced by The Sanctified Uniter. To the deity of love and marriage, both are eternal and not to be broken, for complete acceptance must be found before the marriage vows are even written. Spouses who turn to the ways of the wicked or break the vow of marriage are to be forsaken, but always remembered, for marriage only occurs once within the church of The Cherished Heartgem, and no other union shall be honored as fully as the first. Livaeria Heartsward rarely appears to her followers, but when she does, she is dressed in full bridal regalia, her features hidden completely by a white, lace veil. Legends speak that when Livaeria Heartsward is married, she will throw off her veil and reveal her true face to the world, possibly changing much of herself in the process.



Livaeria Heartsward's worshippers are the marriage experts of gnomish society. They join together those of gnomish blood in holy matrimony, through a ritualistic ceremony that is steeped in gnomish traditions, handed down for countless generations. They are insightful and knowledgeable in the manners of marriage and matters of the heart, but are not whimsical or flighty, like the followers of other deities of love. Many gnomish ambassadors embrace Livaeria Heartsward's portfolio of acceptance and spread her teachings to foreign lands. Livaeria Heartsward's clerics are loving, kindhearted people, but are mindful of how emotions of the heart can cause good gnomish people to do stupid things, and they are ever-vigilant against such happenings. They look down upon any who would attempt to destroy the sanctity of marriage or engage in the matters of love chaotically, taking measures to ensure that such offenders do not go unpunished.

DOGMA: Treat marriage as the most sacred of vows and rituals, for it is the joining of two lovers as one. Never fall in love whimsically, for matters of the heart are to be taken seriously. Offer nothing short of complete acceptance and devotion to your lover, and expect nothing but the same in return. Do not tolerate those who would do harm to the sanctity of marriage and love, and bring swift retribution to those who would harm such holy institutions. Divorce is never an option, for you made an eternal vow to Livaeria Heartsward and your beloved, and it is never to be broken. Guide others towards the true path of unity, and remember that love and marriage are forever, regardless of what may befall you or your lover.



VIVIKA SOULCRAFTER

Goddess of the Dwarven Bastard, The Creative Mother, The Succor of Dwarven Children

Symbol: A baby wrapped in a white blanket against the symbol of The Father of the Dwarves

Alignment: Chaotic good

Divine Status: Lesser Deity

Portfolio: Childbirth, creativity, dwarven children, fertility

Worshippers: Artists, dwarves, dwarf-kin, midwives, pregnant women, teachers

Cleric Alignments: NG, CG, CN

Domains: Chaos, Healing, Good, Protection

Favored Weapon: Cicerian (sickle)

Vivika Soulcrafter is the dwarven goddess of dwarven children, creativity, and fertility. She is the patron of dwarven artists and creativity. She seeks to populate the earth with many different types of dwarves and has long drawn the ire of The Father of the Dwarves for her quest to create all new types of dwarfkin, from half-breeds to new subraces of dwarves. The Father of the Dwarves's teachings espouse the quality of dwarven over quantity, while Vivika Soulcrafter's philosophy is the exact opposite. She is the Goddess of the Dwarven Bastard, and any with dwarven blood in their heritage are welcomed into her embrace. She teaches that the heat and pressure a birthing dwarven mother feels is the same as that which the Soul Forger endured to create the first dwarves out of ore and gems. In this way, all dwarves are the true children of the earth, and The Father of the Dwarves blesses all dwarven mothers, regardless of the father's blood. Vivika Soulcrafter comes to her followers in the guise of a pregnant dwarven woman, adorned in a simple white shift, surrounded by a feeling of serenity and peace.

Vivika Soulcrafter's followers are made up of many different types of dwarf-kin, be they full-blooded dwarves



OPTIONAL RULES

or a human who bears some inkling of The Father of the Dwarves's blood from generations past. As long as the blood of dwarves is somewhere in the family line, Vivika Soulcrafter welcomes them into her flock. Her followers aid any who bear dwarven blood, and they are highly creative individuals, often creating new types of dwarven art and literature. Vivika Soulcrafter's chosen are outlandish, creative, passionate, and above all else, nurturing. Clerics of Vivika Soulcrafter are knowledgeable in the ways of childbearing, and they are excellent tutors, often being sought out by well-off parents who desire a nanny who provides a close eye and good education for their children.

DOGMA: Shape the dwarven race constantly, so that it flows to meet the changes brought about by time. Give birth to new life and new ideas. Bear the fruit of The Father of the Dwarves with any you deem worthy enough, calling a new dwarven soul into the world. Challenge any who would be closed-minded and unwavering to change, for without change there can be no future for the dwarven race, and stagnant ideas bear no fruit. Never turn away those with any dwarven blood, for they are children of The Father of the Dwarves, just as any pure-blooded dwarf, and they carry the future of the dwarven race within their veins. Assist all dwarven mothers when it comes time for them to deliver new lives into the world, for the blessed of Vivika Soulcrafter are their midwives, nurses, and guardians. Protect all children of The Father of the Dwarves, and raise them to be shining examples of the dwarven way of life.

FERTILITY: In addition to the multi-racial character options listed in this book, one may become interested in further mixing between the races presented in this book. How and whether these characters can have offspring are the domain of the Game Master. Presented here are four possible options regarding the fertility of the races in this book.

Option One: Complete sterility. All races listed in this book are sterile and can never produce offspring. This keeps possible racial combinations much more simple, but consequently has many in-character impacts. A variation on this option is to state that all races listed as lowered or greatly lowered fertility are sterile.

Option Two: Heredity-related fertility. Races in this book can produce offspring only with partners of the same blood. This is similar to the fertility of half-elves, who can breed only with humans, elves, or other half-elves.

Option Three: Limited successful fertility. Races introduced in this book can interbreed with any other humanoid, with the resulting child's statistics left to Game Master and player imagination. However, some racial combinations are less fertile than others. The rate of successful reproduction is lowered in some races, as listed in the following chart. A variation on this option is to state that all races listed as lowered or greatly lowered fertility are sterile.

Option Four: Unlimited successful fertility. Races introduced in this book can interbreed with any other humanoid, with the resulting child's statistics left to Game Master and player imagination. There is no special limitation to character fertility, regardless of heritage.

Fertility Rate(1)	Races
Normal	Dweoven, Stoneborn
Lowered	Earthtouched, Elome, Gnomesti, Gnomling, Hilling, Lenneb, Lillalee, Lillichild, Mungrel, Sloth, Syliny
Greatly Lowered	Dwelf, Thang-Agar, Peatfolk, Powrie

(1) *Normal:* Fertility rate is normal, as per the less fertile parental heritage.

Lowered: When successful reproduction has been determined via the fertility rate of the less fertile parental heritage, there is a 25% chance that reproduction is still unsuccessful.

Greatly Lowered: When successful reproduction has been determined via the fertility rate of the less fertile parental heritage, there is a 50% chance that reproduction is still unsuccessful.



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