

Races of Twilight

The Sarkavans



by Michael Thompson

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Races of Twilight

Races of Twilight The Sarkuvans

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INTRODUCTION

Welcome to *Races of Twilight: Sarkuvans*, the third in a series of d20 race supplements utilizing the 3.5 rules set. Not simply a collection of elf and dwarf variants, the Races of Twilight series provides detailed information on unique and original player races that can be incorporated into any fantasy campaign. While intended for the experienced gamer who enjoys deep characterization and role-playing over one-dimensional heroics and “roll-playing,” Races of Twilight can be used by anyone who likes unusual characters.

Why is it called Races of Twilight? Each of the races presented are in some way approaching the final phase of their cultural, political, or physiological development and are slowly fading from the world. Some have fallen into decadence and apathy for the rest of the world; others have lost their dominance and position in a world of multiracial empires; still others have been crushed by disease, overpopulation, or magical travails. Whether each race dies and is forgotten or overcomes its difficulties and thrives is in the hands of players and DMs.

While each book provides numerous details on a new race, plenty of room is left for DMs to develop a unique background and role for that race in his campaign world.

This book presents the sarkuvans, a race of shape-changers created by evil magic as servants and assassins, now hunted down for their past deeds. With no ability for procreation, every member of the race that is lost brings them closer to extinction.

Chapter one provides an overview of the sarkuvans, describing their appearance, personality, and general philosophy. It also provides the game mechanics for creating a sarkuvan character.

Chapter two describes sarkuvan society, from their life cycle to the details of their communities.

Chapter three goes into depth on sarkuvan religion.

Chapter four explains how the sarkuvans work within the structure of the core PC and NPC classes.

Chapter five lists a number of new feats available to sarkuvan characters.

Chapter six details three new prestige classes including the living weapon, mimic, and morphic mage.

Chapter seven lists a number of new spells available to players, including a two new cleric domains.

Chapter eight closes out the book with a listing of weapons and equipment, both magical and mundane, that are commonly created and used by the sarkuvans.

Enter now into the realm of the races of twilight!

CHAPTER 1: OVERVIEW

“The solid races hate and fear us. They hunt us down and destroy us without question. We hide in the shadows for now, striking at the time and place of our choosing. But there will come a reckoning, a day when we are strong enough to strike back and bring forth a new Morphic Society. On that day, all the pathetic solids will bow before us and despair!”

— Glorid, Morphic Mage

Long ago, in the days of the First Immerian Empire, a cabal of wizards and sorcerers called the Morphic Society rose to power. Specializing in transmutation magic, they believed they possessed the power and the right to shape the world to their liking. While this sounded noble on the surface, it soon became very clear that the society was evil to the core. They worshiped dark gods that waited beyond our dimension to subjugate the world. The Empire, and its neighbors of good intent, opposed the machination of the Morphic Society and drove its members from their lands.

The wizards were rebuked but not defeated. The Morphic Society was scattered across the world and forced to establish new strongholds in underground caverns and ruins, but their magic allowed them to communicate still. They were determined to avenge themselves against the short-sighted nations, but realized that force of arms was not their strength. They considered a mercenary army, but they also wanted a force that could be easily controlled and shaped to their needs. A common army of humanoids would never do. In their arrogance they decided to create their own servitor race, and so began the twisted experiments to create the sarkuvans (an ancient Immerian word meaning “changing body”).

The wizards found the oozes and puddings that dwelled in the Underearth to be plentiful and easily contained, and they were pleased by the amorphous quality of the things. They soon determined that the oozes would make for the most adaptable and controllable servitors and set to work. Years passed, but eventually they perfected the process of transforming a simple, mindless ooze into an intelligent creature capable of morphing itself into a solid, humanoid form.

The sarkuvans were created with an inherent hatred for other races, but also with a compulsion to obey the members of the Society. Each was given a role to serve and were trained accordingly. Some became stealthy warriors and bodyguards, some developed into efficient assassins, and others learned the arcane and divine magical arts. In time, the Morphic Society wizards were ready to strike.

The wizards and their sarkuvan servants emerged in many parts of the Immerian Empire at once, striking at nobles, key wealthy merchants, temples, and key military features. They wreaked havoc for many months, and ultimately secured several strongholds in the Empire. Their sarkuvan spies were successfully implanted in other areas, and it seemed that the Morphic Society was set to usurp all power.

The empress had not been killed, however, and she was enraged by the chaos brought on by the Society’s attacks. No longer able to rely on her military and magical advisors from fear of spies, she put out a call for aid to all adventurers, promising bounties for the heads of

every Morphic Society wizard that was brought to her. This turned out to be the dark wizards’ downfall, as an unexpected flood of powerful warriors, wizards, and divine soldiers swept into the empire from across the land. Although it took years, the Morphic Society was eventually laid low by the constant attacks, and ultimately they were destroyed.

The sarkuvans were not so easily vanquished. With the ability to change form they were much harder to track down, but a hatred of the foul oozes had grown throughout the land. Wherever they were found they were destroyed mercilessly, and within another decade it seemed that they had finally been wiped out. The empire was free again.

The sarkuvans had survived the culling, though, by escaping into the dark places of the earth. There they hid and tended their wounds, dreaming of the day they could avenge their masters. Many cysts were discovered untouched, and occasionally they would release a new sarkuvan unaided by Morphic magic. The surviving sarkuvans became tenders to their dormant brethren and bided their time in secret. One day, they would find a way to rebuild their numbers, and then they would be the masters.

Physical Description

In their natural form, sarkuvans appear as a large mass of ooze. Their fluid bodies measure about five feet across and 2 feet thick when at rest. Coloration varies from dark red to putrid yellow. They generally weigh between 150 and 200 pounds.

In humanoid form, sarkuvans can look like a typical member of almost any humanoid species. They master one unique humanoid form to the point where that form is completely indistinguishable from a natural subject. The magic that created them gives them the extraordinary ability to generate functioning sensory organs. Unfortunately, while they can duplicate the appearance of any humanoid race, their shifting ability only allows them to gain the equivalent sensory powers of a human. They are incapable of low-light vision, darkvision, or other sensory abilities without additional magical aid.

Although their outer skin and sensory organs look and feel completely normal, their insides are still fluid. In this way they are somewhat more like insects than vertebrates. They are capable of digesting any organic food (plant or animal) by enveloping it in its ooze form and releasing a digestive acid that dissolves the item. The same process occurs when in humanoid form, but it can mimic the act of eating so as to disguise its true nature.

Personality

Behind the false smiling faces and pleasant words of shapeshifted sarkuvans hides ruthless schemers whose every move is targeted at revenge. They are capable of great charm and friendliness with others, but in virtually every case these are false emotions. Sarkuvans are master chameleons and can weasel their way into any group, from farmers and serfs to nobles and courtiers.

On rare occasions—perhaps four or five times in the history of the race—a sarkuvan has gone against its magicked indoctrination and genuinely acted for the betterment of all races. These individuals rarely live long, for even if they are able to deceive their fellow changers, they still must deal with the unsympathetic hatred of humanoids towards them.

Roleplaying a Sarkuvan Character

The sarkuvans represent a truly evil race for roleplaying. We recommend that they only be used when playing an evil campaign, unless the DM can be convinced through a good background story from players that an evil shapechanger could work with a good-aligned group. Alternatively, the player could create one of the rare good-aligned sarkuvans, but this, also, should require a well-designed background on the part of the player.

Sarkuvan characters should be secretive and devious in their actions. It would be difficult to maintain an enjoyable game if the sarkuvan is constantly trying to kill its fellows, so a better solution needs to be realized. Perhaps the sarkuvan is using the rest of the party to allow it to travel more freely within humanoid communities without suspicion. Maybe the sarkuvan feels that to create more chaos and evil among humanoids, it is easier to ignore the “small targets” and plot with the “big picture” in mind. Finally, it could simply be that the party is made up of evil characters with similar goals, and they have managed to come to an agreement among themselves to pool their strength and commit crimes against society together

Relations

Even after long centuries in hiding, the sarkuvans still feel a burning hatred toward all other races, especially men and elves, whom they hold particularly responsible for the eradication of the Morphic Society. The feeling is mutual; any sarkuvans that are revealed among “normal” society are usually killed without question. The memory of their evildoing lives on through song and story, and only the most evil among the intelligent races would consider letting a sarkuvan live free, or perhaps...harness them as servants once again?

Alignment

Sarkuvans were created with an evil nature from the very beginning. While it is possible for them to overcome their initial propensity for wrongdoing, almost all sarkuvans continue down the path of evil. Although created as a servitor race, their tendencies toward law and chaos vary widely from individual to individual.

Sarkuvan Lands

Sarkuvans are a secretive race that tend to live in urban environments, hiding in the shadows and sewer systems where their true forms are unseen and unknown. They walk among the community in their humanoid disguises, spying and plotting schemes of murder and mayhem. Late at night they retreat to their secret lairs to rest and share any knowledge gained during the day. They are careful to leave no trail, and any evil acts they perform are done in a way that will not tip off the “solids” to the existence of a sarkuvan cabal.

Religion

The Morphic Society introduced the sarkuvans to several evil gods in the early days of their existence. They have maintained the religious practices of the Society, but have also added the worship of demons to their twisted pantheon of deities.

Language

Sarkuvans have no language of their own, but have been magically engineered to understand, read, and write in the Common language. They can learn other languages as any other typical intelligent being. Among their own kind, they are capable of telepathic communication

through physical contact, thus rendering the need for a spoken language irrelevant.

Names

Sarkuvans adapt names that are relevant to the society they dwell in. For instance, in an elven land, they use elven names; in a human land, they use human names.

Adventurers

The primary reason for any sarkuvan to take up a life of adventuring is to cause as much harm to the humanoid races as possible. Causing death and destruction is hard work, and acquiring wealth, equipment, and magic will make the job much easier. There is also an overarching goal to rediscover the key to creating new sarkuvans, and a static life under a city is no way to find the secret.

SARKUVAN RACIAL TRAITS

Regardless of form, all sarkuvans share the following traits.

+2 Constitution, -2 Wisdom. While sarkuvan physiology allows them to resist many threats, their original purpose as a slave race makes them more weak-willed than others.

Medium: As Medium creatures, sarkuvans have no special bonuses or penalties due to their size.

Shapechanger: Sarkuvans have the shapechanger subtype.

Ageless: Sarkuvans do not age and thus suffer no penalties from aging effects. They can still be killed in all ways by which a normal creature can be killed other than old age.

Sleepless: With no need to sleep, sarkuvans are immune to *sleep* spells and spell-like effects.

Racial Awareness: A sarkuvan is able to detect the presence of other sarkuvans within 15 feet of its person. This awareness is inherent and automatic for all sarkuvans, and pinpointing the exact location of a single sarkuvan is a free action.

Racial Mindlink: All sarkuvans have the extraordinary ability to communicate with each other at will whenever they are in physical contact. This trait otherwise duplicates the effects of the *telepathic bond* spell.

Form Restriction: Sarkuvans must assume ooze form at least four consecutive hours every day. After 20 consecutive hours in humanoid form, the sarkuvan must make a Will save (DC 15 + 1 per hour beyond 20) each hour to successfully maintain that form. If successful, it still suffers a cumulative -2 racial penalty to all attack rolls, saving throws, and skill and ability checks until it reverts to ooze form.

Automatic Languages: Common. Bonus Languages: Any (other than secret languages, such as druidic). Note that when in ooze form, sarkuvans are unable to speak or write, although they can understand others who speak a known language.

Preferred Class: Rogue. A multiclass sarkuvan's rogue class does not count when determining whether it takes an experience point penalty for multiclassing.

Level Equivalent: +0

When in its natural ooze form, sarkuvans possess the following traits.

Base land speed is 10 feet.

Ooze type: When in ooze form, the sarkuvan is considered to be an ooze. However, it uses the traits listed in this book instead of those listed for the standard ooze in the *MM*.

Blindsight: Although they lack visual organs, sarkuvans possess the



breathable air. Trapping air this way allows a sarkuvan to hold its breath for twice the normal duration before making drowning checks.

Defensive form: A sarkuvan in ooze form has no natural attacks, nor can it effectively wield any sort of weaponry, armor, or shield. It can otherwise defend itself normally, and it gains a +2 natural armor bonus to Armor Class due to its amorphous body.

Fire Susceptibility: Sarkuvans are more susceptible to fire damage in ooze form and suffer an addition point of damage per die from fire effects.

Improved Healing: Sarkuvans heal at double the normal healing rate, provided they remain in ooze form the entire rest period. With a full night's rest (8 hours of rest or more), it recovers 2 hit points per character level, and with complete rest for an entire day and night, it recovers three times its character level in hit points.

When in humanoid form, sarkuvans possess the following traits.

Base land speed is 30 feet.

Humanoid Type: When in humanoid form, the sarkuvan is considered to be a humanoid creature.

Preferred Form: Each sarkuvan chooses a single humanoid form to assume. This is the shape its body conforms to whenever it assumes a solid state. The preferred form can be any medium-size humanoid race, but cannot duplicate any specific individual. While the sarkuvan looks like a typical member of a humanoid race, it does not possess any of the selected

extraordinary ability to perceive their surroundings through sensitivity to vibration. This ability makes invisibility and concealment (even magical darkness) irrelevant to sarkuvans (though they still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). Blindsight has a range of 60 feet.

Sensory Restrictions: In ooze form, a sarkuvan has no speech, visual or olfactory organs. It is incapable of speech or of casting spells with a verbal component.

While unable to smell anything, it is also immune to any effect induced through olfactory means, such as *sinking cloud*.

It is immune to blindness effects and gaze attacks, and it ignores *displacement* and *blur* effects on others. It is unable to read any written texts.

Combat Resistances: Since it lacks a stable anatomy, sarkuvans in ooze form are immune to critical hits. They also cannot be flanked. Amorphous: Sarkuvans can compress their bodies tight enough to fit through a hole as small as 6 inches in diameter (which requires a full-round action). In addition, they receive a +10 racial bonus to Escape Artist checks.

Pseudopods: A sarkuvan in ooze form can create a number of pseudopods from its body to grasp and handle objects, equal to its Constitution modifier, minimum of one pseudopod. While the pseudopods can lift and carry items subject to carrying capacity, sarkuvan oozes are not capable of fine motor skills and thus cannot perform complex tasks, including using weapons, assembling devices, or casting spells with somatic components.

Body Pockets: With one full minute of concentration, a sarkuvan can create a pocket inside its body to carry items of no more than tiny size and within its carrying capacity. It can also use this pocket to trap

aces's traits and abilities, whether they are extraordinary, spell-like, or supernatural.

Transforming from ooze to preferred form takes one minute of concentration, but transforming from preferred form to ooze is a free action. A sarkuvan can otherwise switch between ooze and preferred form at will.

Malleable Form: Once the sarkuvan has taken on its preferred form, it can alter its preferred form in subtle ways to help mask itself among other humanoids or to mimic the appearance of a specific individual. This extraordinary ability provides a +4 racial bonus to Disguise checks. The malleability of their bodies also provides them a +4 racial bonus to Escape Artist checks.

CHAPTER 2: SARKUVAN SOCIETY

Life Cycle of a Sarkuvan

Unlike most other races, sarkuvans do not age and thus follow no physiological and psychological development path. Their sentience and lives are due purely to the eldritch wizardry of the transmuters who created them.

Gestation

Sarkuvans began in slime pits beneath the towers of the Morphic Society. Vessels of the primordial goop would be scooped out and encased within “cysts” of hardened biomass. While in their dormant state the wizards worked their ritual magics on the slime and granted it self-awareness and shaping abilities.

The creatures were shaped with a hatred for other living creatures, but a subservient attitude towards the transmuters. As each new sarkuvan was “birthed” from its cyst, it assumed a humanoid form chosen from those implied within its memory by the wizards.

Early Development

As it masters its solid shape, the sarkuvan trains in any number of skills, dependent on need and whim. Some become warriors, others wizards and sorcerers, and still others rogues, spies, and assassins. A select few progress as clerics, having been introduced to dark gods long ago by the Morphic Society. It was hoped that by bringing religion

into the lives of their servants, the Morphics would have a unified force of thralls willing to fight and die for them. For the most part they were successful, and the religious elements of their culture continue to this day.

Maturity

Once a sarkuvan has completed several years of training in its chosen life path, it joins its brethren in their hidden cells and secret plots. As long as they have food and air, they can live indefinitely, which is really the only reason the sarkuvan race survives to this day. Magic, violence, disease, and any number of unpleasant means of death are all very real, very threatening methods to end their lives.

Not every cyst was immediately activated for birth after the creation process was complete. Many were kept in reserve for times when additional servants were needed quickly, since the creation process was draining and time consuming. The dormant cysts were brought to many sites around the continent where the Morphic Society had interests, but were never activated. Thus it is that even today cysts will occasionally birth spontaneously or be forced open upon discovery by curious adventurers. They must then go through period of training in their chosen profession; use the random starting age table listing for humans in Chapter 6 of the *PH* to determine a PC sarkuvan’s starting age, using a base age of 0.

While sarkuvans can assume many different humanoid forms, the biomass that composes their bodies is dense and does not change with their form. A sarkuvan generally weighs between 150 and 200 pounds. To determine random height and weight for a sarkuvan character’s preferred humanoid form, refer to the random height and weight table in Chapter 6 of the *PH* but roll 3d6 as the weight modifier instead of the multiplier listed.

The sarkuvan race is nearly dead. It is estimated that there are less than one thousand remaining globally, and perhaps a hundred unopened cysts hidden in secret caches. One of the far-reaching goals of the sarkuvans is to rediscover the means by which the Morphic Society gave them life. If ever they learn to rejuvenate their race, the sarkuvans will become a deadly threat to all intelligent species.

Life in a Sarkuvan Community

Due to the declining numbers of sarkuvans left in the world, a sarkuvan “community” is always extremely small. They live in small groups they call cabals. A cabal can be composed of as few as three to eight individuals in towns and as many as five to fifteen individuals in cities. The cabals are built beneath the town or city streets, either in caverns and caves or in the sewer system. If such a location is unavailable, the cabal will be outside the town or city in a nearby cave complex, an abandoned building, or any place that is considered taboo or out of bounds for “normal” folk to enter.

In cabals that are lawfully aligned, there is a definite chain of command that is rigidly followed. A cleric is usually the leader of the cabal, with a wizard as second in command. A cabal without a priest will be led by a wizard, and in absence of both a fighter or sorcerer will take charge, depending on who has the most respect from its fellows.

Cabals that are chaotically aligned are run by the strongest sarkuvan in the cabal. If it weren’t for their overriding mutual hatred of the “solids” they would very likely turn on each other. Even with their unity of



purpose, chaotic sarkuvans are always considering ways to elevate themselves to a leadership position in the group.

A cabal site is usually very nondescript and is designed to blend in with the normal environment. The surest sign that a cabal is present are the cauldrons, urns, and barrels sarkuvans use as resting chambers. Since sarkuvans can consume uncooked plants and animal flesh through their outer membranes, there will rarely be signs of cooking or other food preparation. Tools and equipment used to create poisons, equipment, or magic items will be hidden and disguised whenever the cabal is empty.

Often, the cabal will be empty during the daytime hours while its members go about their interactions with humanoid society. A sarkuvan that stays in the cabal during daylight hours is usually there crafting an item or preparing some magic that requires concentration and quiet. Late at night when the members return to rest, they will first transform to ooze form and meld together to share their experiences from the previous day. Often the cabal will use a single large container to rest as a group, but several receptacles are always available if they choose to “sleep” separately.

Chaotic cabals usually do not have any real plan for eliminating their solid enemies, but instead go about their individual plots and murders randomly. Sometimes a leader might set a specific goal, such as torching a local temple or murdering a noble’s family, but the process of completing these goals is never planned out as a group effort.

Lawful cabals have a definite plan for everything they do. Instead of random killings and other crimes, the leaders develop specific goals to meet for the entire cabal, allocate sarkuvan resources toward specific targets, and create a timetable for accomplishing the goals. While chaotic cabals can cause a great deal of mayhem, the lawful cabals are by far the more efficient and their crimes more destructive.

Changing the Sarkuvan Belief System

The gods presented in this book represent the deities most commonly worshipped by sarkuvan characters. However, they are not necessarily the only gods that the sarkuvans worship. DMs may wish to expand on this list with other evil deities and demigods to flesh out a complete system of higher powers.

DMs attempting to add the sarkuvans into an existing campaign world may already have a fixed number of divine beings in place. In these situations, existing evil gods and/or diabolic entities may be substituted for those that are presented here. The most important aspect of any sarkuvan pantheon is an evil god who represents the chaotic, ever-changing nature of reality.

CHAPTER 3: RELIGION AND GODS

The sarkuvans were introduced to several foul entities by the Morphic Society that became the basis for their religious beliefs. General information regarding these deities is listed below.

DEMARATH (Greater Deity)

The Great Transformer, Maker and Unmaker, The Usurper

Symbol: An gold triangle within a silver circle

Alignment: Lawful Evil

Dominion: Metamorphosis (of form and mind), ambition

Domains: Law, Evil, Strength, Transformation*

Worshippers: Alchemists, sarkuvans, sorcerers, transmuters

Favored Weapon: Short sword

* See Chapter Seven for details on the Transformation domain.

Although often referred to in the masculine gender, Demarath is a hermaphrodite. Both male and female have positive qualities, and Demarath embodies the best physical aspects of both genders. When manifesting on the physical plane, Demarath appears as a very tall, gold-skinned being in flowing silver robes that conceal everything except his face, which is round and beautiful.

Demarath was the primary god of the Morphic Society until their ultimate destruction. The sarkuvans have continued to worship him in the footsteps of their former masters. Legend and myth tells the story of a powerful god of transformation, a being of goodness that held a prominent place in his pantheon. Over the ages though, the respect and admiration of the other gods made Demarath arrogant and prideful. He came to believe he should be the chief god due to his superior abilities, and attempted to forcibly overthrow the supreme god. His efforts failed, and he was cast out of the heavenly palace of the gods. Since then he has plotted his return and vowed revenge on those who stood against him.

Worshippers of Demarath offer finely wrought crafted items in sacrifice, hoping to gain the Great Transformer's blessing. His temples are built in secret places, often underground, due to his evil aspect. Like their god, Demarath's followers believe that their skills and abilities give them the right to rule others, and they are willing to go to any lengths to achieve power.

NIGLOG (Intermediate Deity)

The Devourer

Symbol: A mouth filled with pointed teeth

Alignment: Chaotic Evil

Portfolio: Painful death, hatred

Domains: Chaos, Destruction, Evil

Worshippers: Evil monsters, sarkuvans

Favored Weapon: Morningstar

Niglog is a disgusting demon god of evil. He manifests as a colossal, amorphous blob of cancerous flesh with numerous eyes and mouths, very similar to a gibbering moulder. He hates all living things, and seeks to destroy and consume any he encounters. No sane person would ever worship Niglog, but many appease him with offerings of living sacrifices in the hope that he will withhold his wrath a little longer.

Niglog was not one of the gods the Morphic Society introduced to the sarkuvans. The oozes discovered him through their interactions with the more shadowy elements of humanoid society, and came to admire his pure hatred for the living. They worship him more as an idol or paragon to aspire to than as a divine being worthy of obeisance. That does not stop them from bringing living sacrifices to Niglog's temples out of a lust for the power they hope the god will endow upon them.

SAAVAS (Lesser Deity)

Mother of Murder, The Poisoned Lover

Symbol: A curved dagger

Alignment: Neutral Evil

Portfolio: Murder, Deceit, Poison*

Domains: Death, Evil, Poison, Trickery

Worshippers: Assassins, rogues, spies

Favored Weapon: Dagger

* See Chapter Seven for details on the Poison domain.

Saavas is said to be she who gave venom to the beasts of the world as both a means to survive and a weapon to torment fools. She was the concubine of the god of murder, whom she killed and replaced long ago. She manifests as a beautiful, naked female of any humanoid species she wishes, carrying a goblet of wine in her right hand and a curved dagger in her left.

Like Demarath, Saavas is worshiped in secret. She has no temples dedicated to her, but worshippers always dedicate their kills to her name. Clerics of Saavas are required to know how to create and use poisons of all kinds, and they must murder at least one sentient creature each month to honor their lovely, wicked god. The greatest clerics of Saavas have also mastered many of the ways of the assassin prestige class.

CHAPTER 4: SARKUVANS AND THE CORE CLASSES

While sarkuvans favor the rogue class, they are adept in many roles. The descriptions below provide insight to players and DMs when choosing a class for a sarkuvan character. Ultimately the availability of any given class in a campaign will be determined by the DM.

Adept

Larger cabals of sarkuvans (8 or more in one city or town) will always have at least one religious leader, and thus adepts are not uncommon among the NPC classes.

Aristocrat

A very few sarkuvans have managed to infiltrate the noble ranks on a permanent basis, but those that have may acquire levels in this NPC class.

Barbarian

Sarkuvans have never been known to take this class. It would be extremely unlikely that any of the body changers have infiltrated the type of culture that breeds barbarians. They have always targeted civilized nations over wilderness areas.

Bard

A sarkuvan capable of mastering the arts of the bard is an important part of any cabal. They make the most effective spies and are skilled at pulling more information out of people than others of their kind.

Cleric

Sarkuvan clerics worship evil gods and demonic entities in the hopes of gaining enough power to destroy the races that have brought the sarkuvans close to extinction. Clerics are almost always the leader of any sarkuvan cabal.

Commoner

Commoner sarkuvans no longer exist, at least not in the mechanical sense. While some sarkuvans may take on the appearance of a humanoid commoner, this is only to interact with and spy on other races. Every sarkuvan is, at the very least, an expert.

Druid

Sarkuvan druids are extremely rare. Almost all of the surviving members of the race live hidden in urban areas, rarely venturing into the wild for any length of time. Any sarkuvan that does choose this class becomes a sort of urban druid, tending to the flora and fauna that typically populate cities and large towns, especially vermin.

Expert

Sarkuvans that take a support role instead of directly fighting against the humanoid races usually end up as expert NPCs. These are the crafters that make weapons and equipment for the sarkuvan agents and assassins that must work within humanoid communities. The most common type of sarkuvan expert is the poisoner.

Fighter

As with the humanoid races, the fighter class is a widely accepted choice for sarkuvan characters. They are the sword that strikes at the enemies of the race and the shield that protects it from harm.

Monk

The monk is an unusual choice, but they make powerful opponents. Sarkuvan monks have developed fighting styles that take advantage of their malleable forms, and often develop their skills into a specialized called the living weapon (see Chapter 6 for details on the living weapon prestige class).

Paladin

Because of alignment restrictions, there has never been a sarkuvan paladin. None of their race has ever been so morally upstanding or devoted to a deity of good that it would ever qualify for such a saintly class.

Ranger

As with the druid class, the ranger is a rarity among sarkuvans. They simply spend too little time in the wild to develop the skills necessary to become rangers.

Rogue

This is () by far the most common class among sarkuvans. Rogues have a wide range of skills and abilities that allow the oozes to infiltrate humanoid society most effectively, and to carry out their nefarious plans in secret. Many rogues will specialize as assassins as their skills improve.

Sorcerer

Some sarkuvans have the ability to tap into the magical energies that gave them life and use it to cast arcane spells. While not common, sarkuvan sorcerers do exist

Warrior

The warrior NPC class is as common among sarkuvans as it is among humanoid races. Warriors make up a good percentage of any sarkuvan NPC combat group.

Wizard

Sarkuvans that are capable of mastering the arcane arts of wizardry are looked up to by all others of their race. They are considered the inheritors of the Morphic Society's legacy, and are usually organizers of any secret missions or plots. Any cabal lacking a clerical leader will undoubtedly have a wizard in command.

CHAPTER 5: SKILLS AND FEATS

Skills

While this chapter does not introduce any new skills per se, it offers information on a specialized version of the Craft skill that the sarkuvans have become experts at: poisoncraft.

CRAFT (Poisonmaking) (Int)

Over the centuries, the sarkuvans have become masters at the craft of poisonmaking, and their skilled poisoners are valued assassins in evil circles.

Check: Using the Craft skill to create poison follows the same rules as crafting any other item. Determine the cost of raw materials for one dose of poison as normal, and make Craft checks (DC equal to the poison's save DC, modified by the poison type as detailed on the table below) to generate the item's price per week. Partial doses are ineffective, but the work can be saved for completion at a later date.

Table 5.1 Poison Creation DC Modifiers

Poison Type	DC
Contact	+2
Energy drain	+6
Ingested	-2
Inhaled	+0
Injury	+2
Permanent damage	+4

When creating a poison that uses a creature's venom, you can avoid paying the cost of raw materials by extracting them from a helpless living creature or the corpse of a creature dead for less than an hour. This requires a Craft (poisonmaking skill check (DC equal to the poison's save DC). Failure indicates that you are unable to extract the venom and requires that you start the process over. This process takes at least 2 minutes of uninterrupted work and cannot be rushed. (You can take 10 or 20 on the check.) A living creature takes 2d6 points of damage during each extraction process, but it can still use its poison normally if it survives. For examples of natural poisons and their save DCs, see Chapter 8: Equipment and Magic Items.

The Craft (poisonmaking) skill can also be used to create a specific antidote for any poison. The antidote negates the secondary effect of the poison for which it is made, if taken after the initial effect and before the secondary effect of the poison. If taken before exposure to that poison, the antidote confers a +8 alchemical bonus on Fortitude saving throws for up to 1 hour to resist its initial and secondary effects.

An antidote costs one-tenth the price of the poison it was designed to affect. If you have access to a full dose of the poison, you can use it to create the antidote, paying no raw materials cost. Making antidotes for magic poisons is slightly more complicated: if you do not have the

means to create magic poison or a full dose of the magic poison on hand, you cannot create an antidote.

You may also use this skill to increase the save DC against poisons that you craft. Increasing a poison's save DC increases the Craft (poisonmaking) check to create it by the same amount and raises the cost. Calculate the additional cost as follows: DC increase squared x 100gp. For example, if you were to increase the save DC of burnt othur fumes (normally 18) to 20, it would cost an extra 400gp to create (2 squared x 100gp) and the DC to craft the poison would be 20.

Action: Does not apply. Craft (poisonmaking) checks are made by the week.

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. In addition, you poison yourself whenever you fail a Craft (poisonmaking) check by 5 or more or fail a Craft (poisonmaking) check when extracting venom from a creature. The Poisoner feat (detailed later in this chapter) negates any chance of accidental poisoning.

Special: If you have 5 or more ranks in Craft (alchemy), you get a +2 synergy bonus on Craft (poisonmaking) checks.

If you have 5 or more ranks in Heal, you get a +2 synergy bonus on Craft (poisonmaking) checks to extract venom from a creature.

If you have 5 ranks in Craft (poisonmaking), you get a +2 bonus on Appraise checks related to poisons.

If you have 5 ranks in Craft (poisonmaking), you get a +2 bonus on Heal checks to treat poisons.

Feats

The following new feats can be used in any campaign using the sarkuvan race. Racial feats require the character to be of the listed race in order to acquire them.

ABSORBANT BODY [SARKUVAN]

The outer layers of your body are pliant enough to provide some protection against blunt trauma.

Prerequisites: Dex 13, character level 3rd.

Benefit: You gain Damage Resistance 3/piercing or slashing.

ACIDIC TOUCH [SARKUVAN]

You can excrete tiny amounts of digestive acid onto your outer flesh in humanoid form.

Prerequisites: Con 13.

Benefit: In humanoid form, you can coat your hands with an acid that can be used to dissolve objects or damage opponents. Coating your hands is a move action. When making an unarmed attack, you inflict 1d4 points of acid damage in addition to the normal damage caused by your attack.

You can generate the acidic coating a number of times each day equal to your Constitution modifier. The acid is potent for only one successful attack or three rounds, whichever comes first.

EXTEND LIMBS [SARKUVAN]

You can lengthen your arms or legs for a brief period.

Prerequisites: Dex 13.

Benefit: As a free action, you may stretch your arms or legs (but not both) out 5 feet for a number of rounds equal to your Dexterity modifier. Stretching your arms increases your reach and threatened area by 5 feet (1 square). Stretching your legs increases your movement rate by +10 feet, in addition to the obvious benefit of allowing you to see over tall objects.

Special: Using this feat puts a strain on the sarkuvan, so it can be used only once every three rounds.

EXTRA PREFERRED FORM [SARKUVAN]

You may assume more than one preferred humanoid form.

Prerequisites: Character level 3rd.

Benefit: The sarkuvan character can assume an additional humanoid form as an alternative to its initial preferred form. The extra preferred form can be of any medium-sized humanoid race, although the form has none of that race's traits and abilities.

Special: This feat may be chosen multiple times. Each time it is selected, the sarkuvan character may select another medium-sized humanoid form to assume.

IMPROVED AMORPHOUS BODY [SARKUVAN]

Your ooze form is much more fluid than normal.

Benefit: When in ooze form, you can compress your body tight enough to fit through a hole as small as 3 inches in diameter (which requires a full-round action). In addition, you receive a +15 racial bonus to Escape Artist checks.

Normal: Sarkuvans can compress their bodies tight enough to fit through a hole as small as 6 inches in diameter (which requires a full-round action). In addition, they receive a +10 racial bonus to Escape Artist checks.

Special: This feat can only be selected at 1st-level.

IMPROVED MALLEABLE FORM [SARKUVAN]

You have greater control over your humanoid body.

Benefit: The sarkuvan's racial bonus to Disguise and Escape Artist checks in humanoid form improves to +8.

Normal: Sarkuvans in humanoid form receive a +4 racial bonus to Disguise and Escape Artist checks.

POISONER [GENERAL]

You are trained to create and use poisons with no risk to yourself.

Prerequisites: Craft (poisonmaking) 1 rank.

Benefit: You never risk accidentally poisoning yourself when crafting or applying poisons, or when attacking with a poisoned weapon.

CHAPTER 6: Prestige Classes

LIVING WEAPON

Early in their existence, the sarkuvans learned to transform their very bodies into weapons to use against their foes. This allowed them to enter the most well-defended palaces unarmed and carry out assassinations with ease. Most of the original sarkuvan assassins have been destroyed long ago, but the art of weapon molding is not lost. Some sarkuvans continue to specialize in the way of the living weapon.

Fighters and rogues are the most likely types of characters to branch into this prestige class, although the other combat-oriented classes also favor the living weapon. Bards will occasionally take levels as a living blade, but since their focus is not on combat it is an uncommon choice. Divine and arcane spellcasters are unlikely to select this class, since it does not add to their repertoire of magical abilities.

Hit Die: d10.

Requirements

To qualify to become a living weapon, a character must fulfill all the following criteria.

Race: Sarkuvan.

Base Attack Bonus: +6.

Feats: Improved Unarmed Strike.

Class Skills

The living weapon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disguise (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), and Swim (Str).
Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the living weapon prestige class.

Weapon and Armor Proficiency: Living weapons gain no additional weapon or armor proficiency.

Body Weapons (Ex): A 1st-level living weapon can morph its hands and arms into piercing, slashing, or bludgeoning weapons that cause 1d6 points of damage per attack.

A living weapon's body weapons are treated both as manufactured weapons and natural weapons for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. They cannot be sundered; since the weapon is still part of the living weapon's body, an attack against a body weapon will result in normal hit point damage.

Creating body weapons is a move action. The living weapon can also change one or both of his body weapons from one type to another as a move action, even if changing each weapon into a different type (for instance, changing the right arm from a mace into a long sword and the left arm from a mace into a short sword).

Two-Weapon Fighting: When using body weapons *only*, a 1st-level living weapon gains the benefits of the Two-Weapon Fighting feat, even if it does not have the prerequisite for it.

Spines (Ex): When a 2nd-level living weapon is not wearing armor, it can create long, sharp spines all about its body that can tear into opponents' flesh. When fighting with natural weapons (including body weapons), the spikes cause an additional 1d4 points of damage per attack. On a critical hit, do not multiply this damage, only apply it once. When grappling the living weapon deals 2d4 bonus damage if it elects to inflict damage upon an opponent with a successful grapple check or attack him with a natural weapon.

Opponents using natural weapons that attack a living weapon with spines active will suffer 1d4 points of damage per successful attack.

The spines are considered natural weapons for the purposes of spells and spell-like effects cast upon them. The living weapon is considered to be proficient with the spines. Creating spines is a move action.

Improved Body Weapons (Ex): At 3rd level, the living weapon's transformed limbs now cause 1d8 points of damage per attack and are considered masterwork weapons. Creating improved body weapons is a move action.

Improved Two-Weapon Fighting: When using body weapons *only*, a 1st-level living blade gains the benefits of the Improved Two-Weapon Fighting feat, even if it does not have the prerequisites for it.

Magic Body Weapons (Sp): A 4th-level living weapon's body weapons are considered magic weapons for the purpose of overcoming damage reduction.

Greater Body Weapons (Ex): A 5th-level living weapon's body weapons are so deadly they they now cause 2d6 points of damage per attack. Creating greater body weapons is a move action.

Greater Two-Weapon Fighting: When using body weapons *only*, a 5th-level living blade gains the benefits of the Greater Two-Weapon Fighting feat, even if it does not have the prerequisites for it.

Table 6.1 The Living Weapon

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Body weapons, two-weapon fighting
2	+1	+3	+0	+0	Spines
3	+2	+3	+1	+1	Improved body weapons, improved two-weapon fighting
4	+3	+4	+1	+1	Magic body weapons
5	+3	+4	+1	+1	Greater body weapons, greater two-weapon fighting

MIMIC

Some sarkuvans are not content with the ability to change into a basic humanoid form with limited shaping ability. They continue to practice their shapeshifting ability to the point where they have completely mastered their bodies and can duplicate the forms of many things, both living and inanimate.

While a sarkuvan of any class can become a mimic, rogues are the most likely to hone their shifting abilities. This gives them a distinct edge in infiltrating enemy holdings, spying on enemies, and assassinating select targets.

Hit Die: d4.

Requirements

To qualify to become a mimic, a character must fulfill all the following criteria.

Race: Sarkuvan.

Skills: Disguise 7 ranks.

Feats: Extra Preferred Form, Improved Malleable Form.

Class Skills

The mimic's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Move Silently (Dex), and Swim (Str).
Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Mimics gain no additional weapon or armor proficiency.

Creature Mimicry (Ex): A 1st-level mimic gains enough control over its form that it can morph itself into the likeness of any Medium-sized humanoid creature. Except for its preferred humanoid forms, these transformations are not perfect, and slight imperfections in the transformation will be evident to an astute observer. Individuals may make a Spot check (opposed by the mimic's Disguise check) to see through the disguise immediately upon meeting the mimic and each hour thereafter. The mimic may attempt to assume the likeness of a specific individual, but doing so incurs a -8 competence penalty to its Disguise check.

Regardless of the form it assumes, the mimic retains its own ability scores. Its class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. It retains all qualities of its preferred form, except for those requiring a body part that the new form does not have (such as a mouth or eyes).

The mimic keeps all extraordinary special attacks and qualities derived from class levels, but it loses any from its normal form that are not derived from class levels.

Changing directly from ooze form to a non-preferred humanoid form requires 1 full minute of concentration, while changing from any humanoid form (preferred or otherwise) to a different humanoid form is a full-round action. In either case, the transformation may be disrupted if the mimic is injured or otherwise disturbed. In these situations, the mimic must make a successful Concentration check or

the transformation fails. The DC for the Concentration check depends on the type of damage or distraction; refer to the Concentration skill table listed in Chapter 4 of the *PH* for more information.

The mimic may change humanoid forms a number of times per day equal to its class level.

Object Mimicry (Ex): A 2nd-level mimic is now proficient enough to change its form into any Medium-sized object such as a barrel, a large chest, or a door. The object form is flawed, however, and the mimic's Disguise check suffers a -8 competence penalty. The mimic cannot alter its weight regardless of the shape it assumes, which may also be a clue to anyone who attempts to interact with a disguised mimic that something is amiss. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check.

Regardless of the shape it assumes, the mimic retains its own ability scores. Its class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. It retains all qualities of its ooze form except for improved healing.

Changing from ooze or humanoid form to an object form requires 1 full minute of concentration, while changing from any object form to a different object form is a full-round action. In either case, the transformation may be disrupted if the mimic is injured or otherwise disturbed. In these situations, the mimic must make a successful Concentration check or the transformation fails. The DC for the Concentration check depends on the type of damage or distraction; refer to the Concentration skill table listed in Chapter 4 of the *PH* for more information.

The mimic may change object forms a number of times per day equal to its class level.

Greater Creature Mimicry (Ex): A 3rd-level mimic's creature mimicry is now much improved. It can change itself into the likeness of a Medium-sized creature of any type. The competence penalty on Disguise checks for attempting to mimic a specific individual is reduced to -4.

The mimic may change creature forms a number of times per day equal to twice its class level.

All other features of the creature mimicry ability gained at 1st level remain the same.

Greater Object Mimicry (Ex): A 4th-level mimic can now change its shape into any object whose size is no less than Small and no greater than Large. The mimic's Disguise check suffers only a -4 competence penalty.

The mimic may change object forms a number of times per day equal to twice its class level.

All other features of the object mimicry ability gained at 2nd level remain the same.

Master Mimic (Ex): At 5th level, the mimic has achieved total mastery over its form. It can take on the appearance of any creature from

Small to Large size or any object from Tiny to Huge size. The mimic cannot alter its weight regardless of the shape it assumes, which may be a clue to anyone who attempts to interact with a disguised mimic that something is amiss. Anyone who examines or interacts with the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check.

Changing from ooze form to any other form requires 1 full minute of concentration, while changing from any other form to a different form is a full-round action. In either case, the transformation may be disrupted if the mimic is injured or otherwise disturbed. In these situations, the mimic must make a successful Concentration check or the transformation fails.

The mimic may change form at will, subject to the transformation time restrictions above.

All other features of the greater creature mimicry and greater object mimicry abilities remain the same.

Table 6.2 The Mimic

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Creature mimicry
2	+1	+3	+3	+0	Object mimicry
3	+1	+3	+3	+1	Greater creature mimicry
4	+2	+4	+4	+1	Greater object mimicry
5	+2	+4	+4	+1	Master mimic

MORPHIC MAGE

Since the very beginning, some sarkuvans have attempted to follow in the footsteps of their creators and masters, the Morphic Society. These oozes studied the arts of transmutation diligently, some becoming so skilled that they were actually welcomed as full members of the Morphic Society. Even today, after many long centuries in hiding, sarkuvans still treasure the arcane art of transmutation.

Morphic mages could be powerful forces for positive change in the world, but they are almost universally filled with hatred towards the humanoid races and seek to use their powers for oppression and destruction. Because of their strong link to the Morphic Society, sarkuvans that pursue this prestige class are even more hated and hunted than their brethren.

Some multiclassed characters build up enough arcane levels in sorcerer or wizard to become morphic mages, but usually only characters dedicated to a single arcane class will focus on joining this prestige class.

Hit Die: d4.

Requirements

To qualify to become a morphic mage, a character must fulfill all the following criteria.

Race: Sarkuvan.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Spell Focus (transmutation).

Special: Must be able to cast 3rd level arcane spells, and at least one spell per level must be a transmutation.

Class Skills

The morphic mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the morphic mage prestige class.

Weapon and Armor Proficiency: Morphic mages gain no additional weapon or armor proficiency.

Spells Per Day: When a new morphic mage level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of morphic mage to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class before he became a morphic mage, he must decide to which class he adds each level of morphic mage for the purpose of determining spells per day.

Morphic Power: The Difficulty Class for all saving throws against any transmutation spell cast by the morphic mage is increased by +1. This bonus stacks with the bonus gained by Spell Focus and Greater Spell Focus. The bonus improves to +2 at 5th level and +3 at 9th level.

Morphic Touch I (Sp): Beginning at 2nd level, the morphic mage can duplicate the effects of the *polymorph* spell by touch on any willing subject as per the spell once per day. The morphic mage gains an additional use per day at 6th and 10th level. A sarkuvan morphic mage can use this ability in ooze form.

Morphic Mastery: At 3rd level, the morphic mage gains the benefits of the Spell Mastery feat, except that only spells of the transmutation type may be mastered. The morphic mage gains mastery again at 8th level.

Morphic Touch II (Sp): Beginning at 4th level, the morphic mage can duplicate the effects of the *baleful polymorph* spell once per day, except that he must succeed at a touch attack to invoke the power. An unsuccessful attack does not count as a use of the ability. The morphic mage gains a second use of the power per day at 8th level. A sarkuvan morphic mage can use this ability in ooze form.

Morphic Touch III (Sp): Beginning at 7th level, the morphic mage can duplicate the effects of the spell *polymorph any object* by touch once per day, except that he must succeed at a touch attack to invoke the power on an unwilling subject. An unsuccessful attack does not count as a use of the ability. A sarkuvan morphic mage can use this ability in ooze form.

Table 6.3 The Morphic Mage

Class Level	BaB	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Morphic power +1	+1 level of existing spellcasting class
2	+1	+3	+0	+3	Morphic touch I 1/day	+1 level of existing spellcasting class
3	+1	+3	+1	+3	Morphic mastery	+1 level of existing spellcasting class
4	+2	+4	+1	+4	Morphic Touch II 1/day	+1 level of existing spellcasting class
5	+2	+4	+1	+4	Morphic power +2	+1 level of existing spellcasting class
6	+3	+5	+2	+5	Morphic Touch I 2/day	+1 level of existing spellcasting class
7	+3	+5	+2	+5	Morphic Touch III 1/day	+1 level of existing spellcasting class
8	+4	+6	+2	+6	Morphic mastery, morphic touch II 2/day	+1 level of existing spellcasting class
9	+4	+6	+3	+6	Morphic power +3	+1 level of existing spellcasting class
10	+5	+7	+3	+7	Morphic touch I 3/day	+1 level of existing spellcasting class

CHAPTER 7: SPELLS

This chapter begins with a list of new spells for the bard, cleric, druid, sorcerer, and wizard classes. Each spell's effect is summarized here, with all the details provided in the spell descriptions that follow.

BARD SPELLS

3rd-Level Bard Spells

Undetectable Poison: Hides a poison from detection.

CLERIC SPELLS

1st-Level Cleric Spells

Undetectable Poison: Hides a poison from detection.

3rd-Level Cleric Spells

Soften: Decreases the hardness of objects.

7th-Level Cleric Spells

Envenom Object: Causes an object to deliver a virulent poison for the spell's duration.

8th-Level Cleric Spells

Toxic Blood: Turns subject's blood into poison for 1 round/level.

9th-Level Cleric Spells

Toxic Breath: Turns subject's blood into poison for 1 round/level.

CLERIC DOMAINS

The new domains described here use some of the new spells in this book as well as many of the spells in the *PH*. Domain spells marked with an asterisk are described in this chapter.

POISON DOMAIN

Deities: Saavas.

Granted Power: You gain a +2 bonus on Fortitude saves to resist poisons. In addition, when you make a poison using the Craft (poisonmaking) skill, you may increase its save DC by +1 at no extra cost (although the DC to craft it is still increased; see Chapter 5: Skills and Feats). If you wish to increase the save DC further, you must pay the normal costs.

Poison Domain Spells

Undetectable Poison*: Hides a poison from detection.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Acid Fog: Fog deals acid damage.

Envenom Object*: Causes an object to deliver a virulent poison for the spell's duration.

Toxic Blood*: Turns subject's blood into poison for 1 round/level.

Toxic Breath*: Breath forth toxic fumes of various types.

TRANSFORMATION DOMAIN

Deities: Demarath.

Granted Power: You cast Transmutation spells at +1 caster level.

Transformation Domain Spells

Enlarge Person: Humanoid creature doubles in size.

Alter Self: Assume form of a similar creature.

Soften*: Decreases the hardness of objects.

Polymorph: Gives one willing subject a new form.

Baleful Polymorph: Transforms subject into harmless animal.

Flesh to Stone: Turns subject creature into stone.

Statue: Subject can become a statue at will.

Polymorph Any Object: Changes any subject into anything else.

Shapechange: Transforms you into any creature, and change forms once per round.

DRUID SPELLS

2nd-Level Druid Spells

Undetectable Poison: Hides a poison from detection.

3rd-Level Druid Spells

Soften: Decreases the hardness of objects.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spells

<i>Illus</i>	Undetectable Poison: Hides a poison from detection.
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3rd-Level Sorcerer/Wizard Spells

<i>Trans</i>	Soften: Decreases the hardness of objects.
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4th-Level Sorcerer/Wizard Spells

<i>Trans</i>	Jellied Bones: The target's bones are turned to jelly for 1 round/level.
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6th-Level Sorcerer/Wizard Spells

<i>Trans</i>	Wall of Slime: Creates wall of green slime with 15 hit points/inch, causes 2d6 damage to creatures and objects on contact.
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7th-Level Sorcerer/Wizard Spells

<i>Trans</i>	Toxic Blood: Turns subject's blood into poison for 1 round/level.
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8th-Level Sorcerer/Wizard Spells

<i>Trans</i>	Envenom Object: Causes an object to deliver a virulent poison for the spell's duration.
	Toxic Blood: Turns subject's blood into poison for 1 round/level.

9th-Level Sorcerer/Wizard Spells

<i>Trans</i>	Toxic Breath: Turns subject's blood into poison for 1 round/level.
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SPELL DESCRIPTIONS

Envenom Object

Transmutation

Level: Clr 7, Poison 7, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched, no larger than 3 cubic feet

Duration: 1 min./level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

When you cast this spell, you magically bind a contact or injury poison to the object touched. You might, for instance, coat a doorknob with contact poison or a dagger with an injury poison. A creature holding an object you wish to envenom receives a Will saving throw to resist this spell.

The object remains envenomed for the duration of the spell, effectively gaining an unlimited number of doses to deliver. The poison can't be wiped or washed off, nor is it used up after it affects a creature. *Neutralize poison* suppresses the poison for 1 round per level of the caster so long as the caster succeeds at a level check (1d20 + caster level). If the result is equal to or greater than your caster level, the poison is suppressed and cannot harm creatures touched or injured by the object.

There is no chance of accidentally poisoning yourself when you envenom an object by casting this spell. However, you can be poisoned by the envenomed object as normal.

Material Component: One dose of poison. The poison deals the normal damage for its type. You cannot apply multiple poisons with this spell.

Jellied Bones

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A green ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The target's bones are instantly turned to a malleable jelly, and he collapses into a pile of amorphous flesh. All clothing and gear falls off, and any items held fall to the ground. The target is still conscious and aware, but is only capable of a single move action of 5 feet each round and is considered flat-footed (but not helpless). At the end of the spell's duration the target's bones return to normal, but he will be *dazed* for one round. A successful Fortitude saving throw negates the effect.

Damage inflicted on a target while in the jellied state remains with it when it returns to its normal form.

Creatures with no skeletal structure (plants and oozes, for example) are unaffected by this spell. Sarkuvans are immune to this spell regardless of their form.

Material Component: One powdered bone from a humanoid and a cup of water.

Soften

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Transformation 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. Cube

Duration: 2 rounds/level (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You cause all the objects in the area to become softer, making them more susceptible to damage. Unattended nonmagical objects and materials receive no save. Magic items make saving throws as usual, and creatures may make saving throws for their items. Failure indicates that the item or material has its hardness reduced by 5 for the duration of the spell. This only makes damaging the objects easier; it does not reduce a creature's armor or natural armor bonus to AC. Creatures with a hardness, such as animated objects, also make a successful saving throw or have their hardness reduced.

Material Component: A pinch of wet clay.

Toxic Blood

Transmutation [Evil]

Level: Clr 8, Poison 8, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must succeed on a melee touch attack. The target creature's blood is transformed into a deadly poison that causes 1d10 points of damage and 1d4 points of Constitution damage per round. A successful Fortitude save reduces both hit point and ability damage by half per round. Creatures that are immune to poison damage or that do not have a circulatory system (such as plants or constructs) are not affected by this spell.

A *neutralize poison* spell cast on the target will suppress *toxic blood* for 1 round per level of the caster so long as the caster succeeds at a level check (1d20 + caster level). The DC of the check is equal to your caster level. If *neutralize poison* expires before the duration of *toxic blood*, then the spell continues to cause damage.

Material Component: A drop of fresh blood from a humanoid or animal.

Toxic Breath

Necromancy

Level: Clr 9, Poison 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 5 rounds

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

After casting this spell you may, as a free action usable once per round, breathe forth a 30-foot-long cone of poisonous spittle. All creatures caught in the cone must make a successful Fortitude saving throw or suffer the initial damage of that poison. One minute later, they must make a second saving throw to avoid the secondary damage of the poison. You breathe a different poison each round as shown in the table below. In addition, you are immune to all poisons for the duration of this spell.

Table 7.1 Toxic Breath

Round	Initial Damage	Secondary Damage
1	1d10 Dexterity	1d10 Constitution
2	1d10 Wisdom	1d10 Strength
3	1d10 Intelligence	1d10 Dexterity
4	1d10 Strength	Paralysis (2d6 minutes)
5	1d10 Constitution	Death

Undetectable Poison

Illusion (Glamour)

Level: Brd 2, Clr 1, Drd 2, Poison 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One dose of poison/level, no two of which can be more than 30 ft. apart

Duration: 1 day/level

Saving Throw: Will negates (harmless) (see text)

Spell Resistance: Yes

This spell allows you to mask the presence of poisons. *Detect poison* and similar effects utterly fail to detect the poison. *Detect magic* will reveal the aura of an Illusion spell, however. Creatures carrying poisons and unattended magic poisons may make saving throws to prevent the poison from being made undetectable.

This spell can penetrate objects as *detect poison* and works on any dose of poison in the area so long as the caster knows of its whereabouts. This spell does not give the caster the ability to learn the locations of poison.

Wall of Slime

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: A wall whose area is up to one 5-ft. Square/level (S) (see text)

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: No

You cause a flat, vertical plane of green slime to rise into being. The wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be anchored to solid ground and be a flat plane, though the caster can shape its edges to fit the available space.

The *wall of slime* is 1 inch thick per four caster level. The caster can double the wall's area by halving its thickness. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 0. A section of wall brought to 0 hit points is breached. Any wooden or metal weapon or item touching the wall (except for the floor, walls, and ceiling that support it) suffers 2d6 points of damage per round, ignoring its hardness. Weapons and items made of stone are not damaged. Magical cold and fire damage will destroy one 5-foot section of wall per round.

Creatures can force their way through the wall by making a Strength check as a full-round action. The DC for the Strength check is 15 + 2 per inch of thickness. However, any creature touching the wall takes 2d6 points of acid damage per round from the corrosive nature of the slime.

Material Component: A bit of green slime.

CHAPTER 8: EQUIPMENT AND MAGIC ITEMS

This chapter covers mundane and magical equipment that is commonly produced by sarkuvan artisans and spellcasters. Unless specifically barred in the item description, all items are usable by any race or class.

New Weapons

Slime grenade: Vile weapons used to defend lairs, sarkuvans place small globs of green slime in fragile clay containers. The container shatter easily when thrown at a target, releasing its deadly contents. Targets hit directly by a slime grenade suffer 1 point of Constitution damage per round until the slime is removed. See page 76 in the *DMG* for details on green slime.

New Equipment

Special Equipment

Folding weapons: Sarkuvans are a race of deceivers, and it was only natural that they would develop weapons that could be hidden easily. Folding weapons are designed to be easily taken apart so that they can be hidden from security forces. They are expensive to make and require great craftsmanship to construct. All such weapons are considered masterwork weapons for purposes of time to craft, but they do not grant the usual enhancement bonus to attack rolls unless the craftsman spends twice the normal time for crafting the weapon. Nearly any melee weapon within reason can be created as a folding weapon, though the utility of this engineering decreases for weapons that are already small and easily concealed. The most expertly disguised folding weapons appear to be other things when taken apart, such as a folding hammer that appears to be nothing more than a large whetstone or statuette when not attached to its handle.

Folding weapons are not as durable as their normal counterparts, suffering a -2 penalty to all saving throws and having only 75% of

the normal hit points and hardness for their type. They must also be repaired occasionally (about once per month under normal use), which requires a Craft (weaponsmithing) check (DC 10) to perform. Failure on this check increases the DC by 4 each time, and three consecutive failures ruins the weapon. If a weapon is not repaired once per month, it has a cumulative 25% chance of breaking each week of normal use. Assembling or disassembling a folding weapon takes a full round for Tiny and Small weapons, 5 rounds for Medium-size weapons, and 1 minute for Large weapons.

Special Equipment	Cost	Weight
Folding weapon	As masterwork	1.5x normal

Poisons/Acids

Ettercap poison: This poison is difficult to acquire, as it must be taken from a living or recently deceased ettercap (no more than 1 hour dead). The poison coats any piercing or slashing weapon and, upon a successful hit that causes hit point damage, the target must make a successful Fortitude save (DC 15) or suffer initial damage of 1d6 Dexterity, secondary damage 2d6 Dexterity.

Ochre jelly essence: Sarkuvan alchemists have devised a way to extract the digestive acids from ochre jellies and formulate a powerful ingested poison that eats away at the innards of a victim. The Fortitude save DC is 19, initial damage is 1d4 points of Constitution, secondary damage is 2d4 points of Constitution.

Shifter's bane: Decades of experimentation went into the development of this contact poison, which only affects creatures with the shapeshifter subtype. Shapeshifting creatures that come into contact with shifter's bane must make a Fortitude save (DC 20) or be trapped in their current form for 1d4 days. *Neutralize poison* will end the effects of shifter's bane.

Sarkuvans have been known to use shifter's bane against their own kind in order to weaken an opponent before a battle; after 20 hours,

Table 8.1 Simple Weapons--Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
<i>Small</i>						
Slime grenade	75gp	1 Con/round	--	20 ft.	2 lb.	acid

Table 8.2 Poison and Acids

Poisons/Acids	Type	Initial Damage	Secondary Damage	Cost
Ettercap poison	Injury DC 15	1d6 Dex	2d6 Dex	1,250gp
Ochre jelly essence	Ingested DC 19	1d4 Con	2d4 Con	750gp
Shifter's bane	Contact DC 20	Special (see text)	0	1,000gp
Tendriculos sap	Contact DC 20	Paralysis for 3d6 rounds	1d6 Con	3,000gp

the sarkuvan victim will begin suffering penalties to all rolls due to its shape restrictions (see Chapter 1). Ambition and greed overcomes even sarkuvan solidarity.

Tendriculos sap: Sarkuvan poisonmakers have developed a way to harness the power of the digestive juices of a tendriculus into a potent contact poison. This contact poison will paralyze any target for 3d6 rounds initially, followed by secondary damage of an additional 1d6 points of Constitution damage. A successful Fortitude save negates damage.

Magic Items

Figurine of Wondrous Power—Alabaster Cobra: The figurine appears to be a one-inch tall statuette of a cobra made from a pale gypsum. When the figurine is tossed down and the correct command word spoken, it becomes a living, large viper. An *alabaster cobra* can be used once per day for up to 1 hour. It understands Common and obeys only its owner.

If the *alabaster cobra* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

Sanctuary Cyst: In order to provide maximum defense for themselves during the time they must remain in ooze form, sarkuvan wizards created special “cysts” to hide entire cabals. They appear to be two large cauldrons fused together, the only access to the interior being a small, six-inch diameter hole in its side. The inside of the *sanctuary cyst* is actually an extradimensional space that is outside the multiverse of extradimensional spaces (“planes”). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of up to Medium size). Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it, but those on the inside are invisible from the outside.

The *sanctuary cyst* has a hardness of 15 and 30 hit points. If it is ever reduced to 0 hit points, the cyst is destroyed and all occupants are immediately ejected. It weighs 100 pounds.

Faint transmutation; CL 3rd; Craft Wondrous Item, *rope trick*; Price 24,500 gp.

Vial of Plentiful Poisons: An item treasured by assassins and worshipers of Saavas, the vial appears to be a simple, opaque glass container with magic glyphs etched into it. When unstoppered and a command word uttered, the vial will contain 1 application of one of the following poisons:

“Weakness” produces large scorpion venom (injury DC 18, 1d6 Str/1d6 Str)

“Fumble” produces giant wasp poison (injury DC 18, 1d6 Dex/1d5 Dex)

“Death” produces black adder venom (injury DC 11, 1d6 Con/1d6 Con)

“Feeblemind” produces id moss (ingested DC 14, 1d4 Int/2d6 Int)

“Madness” produces insanity mist (inhaled DC 15, 1d4 Wis/2d6 Wis)

“Charmless” produces ungol dust (inhaled DC 15, 1 Cha/1d6 Cha + 1 Cha permanent)

The *vial of plentiful poisons* can be used only once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *poison*; Price 17,280 gp.

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Centuries ago, the Morphic Society created a race of shapeshifting enforcers and assassins to carry out their will. They were a scourge on the lands of free people, committing unspeakable acts in the name of their wizard masters. After many decades the Morphic Society was defeated and most of its minions destroyed. Today, the remaining shapeshifters live in the caves and sewers beneath the great cities, plotting death and destruction for their enemies and the seeking the secrets of creating more of their kind. Will they succeed and create a newer, stronger Morphic Society, or will they be cast down to lurk forever in the twilight?

Races of Twilight: Sarkuvans is the third in a series of d20 racial toolkits. Not simply a collection of elf and dwarf variants, the Races of Twilight series provides detailed information on unique and original player races that can be incorporated into any fantasy campaign. While intended for the experienced gamer who enjoys deep characterization and role-playing over one-dimensional heroics and "roll-playing," Races of Twilight can be used by anyone who likes unusual characters.

