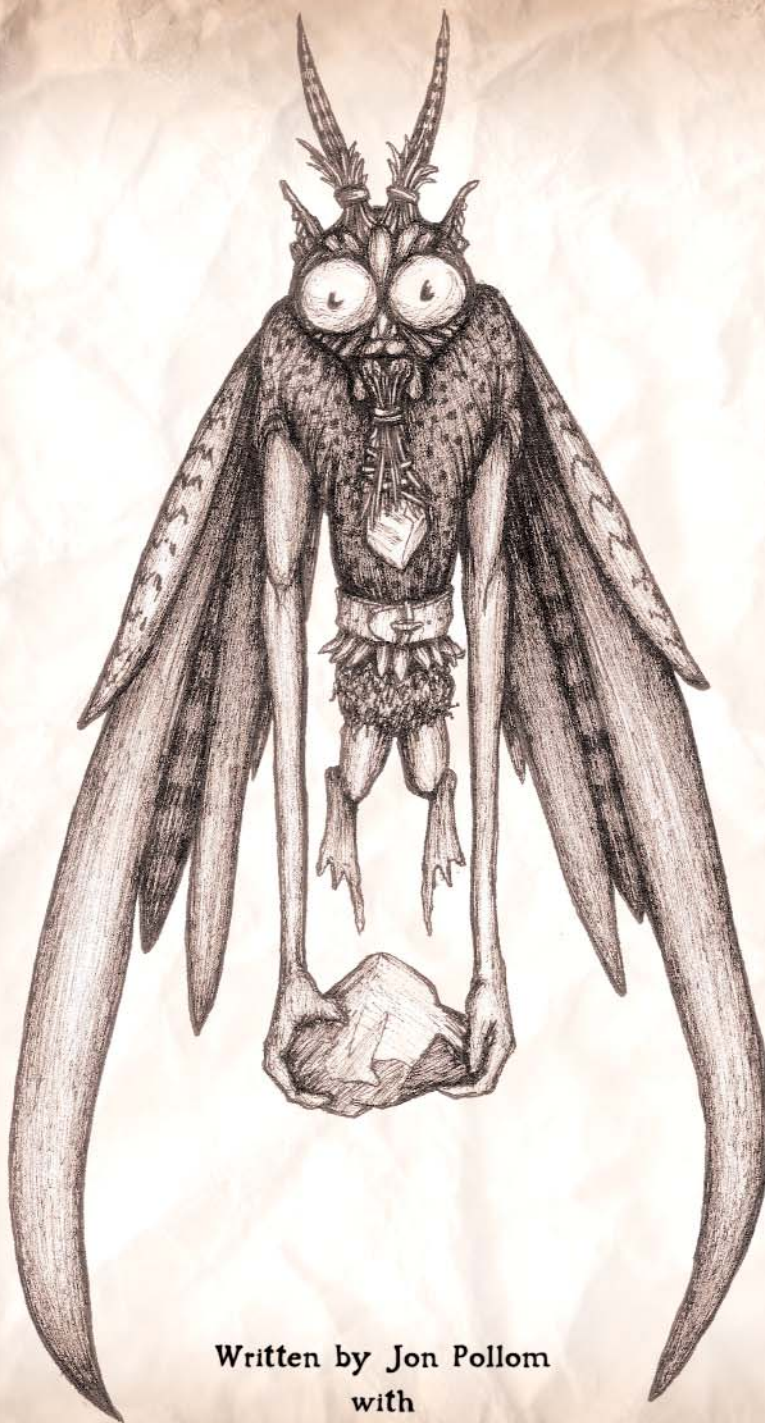


RACES OF THE Endless Dark

20
system



A free supplement to Monsters of the Endless Dark



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with
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From the Journals of Bessimus Camfor

Gaurzam Dai Characters

GAURZAM DAI RACIAL CHARACTERISTICS

- +3 Dexterity, +2 Constitution, -2 Charisma: Like their dwarven kin, gaurzam dai are tough but gruff. With their longer-limbed proportions, they are also quite agile, far more than it would appear at first glance.
- Depth stealth: When in the Endless Dark, gaurzam dai receive a +2 bonus to Hide and Move Silently checks.
- Alertness: Gaurzam dai receive the Alertness feat for free.
- Medium-size: As Medium-size creatures, gaurzam dai have no special bonuses or penalties due to their size.
- Gaurzam dai base speed is 20 ft.
- Darkvision: With a range of 120 feet.
- Light sensitivity: Gaurzam dai suffer a -2 circumstance penalty to all attack rolls, saves, and checks when in bright sunlight or similar effects (such as a *daylight* spell).



Gaurzam Dai

The Gray Man of the Deep



The gaurzam dai are a nomadic race of hunter-gatherers that make their home in the untamed reaches of the Endless Dark. They are generally elusive, preferring to maintain a low profile, isolated from what they feel are the "evils" of technology and civilization. They are incredible hunters and guides, capable of great feats of strength and endurance, and are peerless trackers. Even the jungen will give way to the superior ability of a well seasoned gaurzam dai tracker.

Personality: The gaurzam dai as a whole tend to be a reserved people, with open or overly wrought displays of emotion being considered distasteful as well as dishonorable. Holding one's tongue until it wags for a reason is a popular practice among them, and their patience is legendary. Even in combat they always give the appearance of a becalmed grimness bereft of emotion and distraction. Their lack of emotional affect can be more than a bit intimidating during combat, and quite disconcerting in their everyday dealings. It is hard to read their emotions, and on more than one occasion a misinterpreted sign of anger or humor has resulted in disaster. A common joke among the deeprunners goes something like this:

Q: A gaurzam dai and a stone are sitting in the same room. How do you tell them apart?

A: The stone has a personality!

It's a bit of an exaggeration, but a good illustration of how frustrating the cultural suppression of affect can be to those not of the gaurzam dai.

Physical Description: Much like their dwarven kin, the gaurzam dai are broad-shouldered and barrel-chested, but unlike dwarves, they are longer of limb, with lean, corded musculature. Their torsos are long and tapered at the waist, and they walk with a pronounced stoop, standing at roughly five feet when erect. Their hair is usually black or a dark iron gray, with both sexes wearing it long, and often arranged in outlandish patterns using struts of bone and a paste made of a powdered mineral and urine (yes, urine). The males also sport thick, braided beards with elaborate ornamentation of bead and bone. It is also traditional among the many tribes of the gaurzam dai that males and females with no spouse be required to paint their faces in elaborate patterns. The patterns are of bright pigments with garish designs applied in a manner that highlights their great pale eyes. The eyes of the gaurzam dai are uniformly a bright blue, almost white, and they are perfectly capable of seeing without

the presence of light. The pallid eyes and chalky gray skin of the gaurzam dai lend credence to the false belief that they are ghosts that haunt the caverns.

Relations: Although elusive, the gaurzam dai are not a xenophobic people. They tend to be helpful to most races once they have been established as not a threat. They have a strange love/hate relationship with the jungen, with whom they have shared both a lifestyle and a habitat for millennia. They despise the mawog, as do most other races of the Endless Dark, and have an almost worshipful reverence for the onid.

Gaurzam Dai Lands: Gaurzam dai inhabit remote but habitable regions of the Endless Dark. They prefer lands near fungal forests, fishable waterways, and herds of prullean or thondal. Each gaurzam dai village guards its surrounding territory fiercely. With their keen eyes and great tracking skills, they are quick to notice interlopers and even more quick to track them down and observe them.

Religion: The gaurzam dai worship the deep mother, a maternal deity responsible for the creation of the gaurzam dai, dwarves and gnomes although - if you listen to the gaurzam dai - the dwarven and gnomish kin have forsaken the mother for her children. They have a wide variety of ritual observances, with nearly every day having some sort of religious significance. Their shamans, known as the kuzkalam, are revered and often deferred to by the chiefs of the various tribes.

Language: The gaurzam dai tongue can be distinguished by the careful listener as a very primitive form of the commonly spoken dwarven language. It may be a root tongue, but dwarves dispute their very kinship to the gaurzam dai, so suggesting that the origins of their language lie in the tongue of "savages" tends to make the civilized dwarves indignant. They have no written language, with all knowledge being passed on orally from generation to generation. They do have a wide array of simple glyphs and pictographs which they use to communicate with the jungen when needed.

GAURZAM DAI RACIAL CHARACTERISTICS continued

- +4 dodge bonus to AC against enemies of size Huge or larger: Generations of fighting akselag, drommeran, and other predators of the Endless Dark have given the gaurzam dai a communal knowledge of how to defend against them.
- Automatic Languages: Undercommon and Gaurzam Dai. Bonus Languages: Dwarf, Gnome, Goblin, Orc, Terran, Jungen.
- Favored Class: Ranger.



Jungen Characters

JUNGEN RACIAL CHARACTERISTICS

- **+4 Strength, +3 Wisdom:** Jungen are powerful warriors with a strong connection to the world around them.
- **Medium-size:** As Medium-size creatures, jungen have no special bonuses or penalties due to their size.
- **Bonus hit dice:** Jungen are hardy and difficult to kill. A first-level jungen character receives one extra hit die.
- **Natural armor:** Jungen have a thick, tough hide. They receive a +2 natural bonus to AC.
- **Underdark camouflage:** As a mixture of pitch black and shades of gray, jungen skin is ideally suited to hiding underground. When in the Endless Dark, jungen receive a +1 bonus to Hide checks.
- **Improved unarmed combat:** Jungen can use their tusks and horns in melee. They receive the Improved Unarmed Strike feat for free, and their unarmed strikes always do normal damage, not subdual damage.



Jungen The Thornback Thug



The jungen are renowned (or notorious, depending on who one asks) as peerless survivalists of the Endless Dark. They can withstand hardship that would make a dwarf grumble, and they regard physical pain as nothing more than weakness leaving the body. They find sustenance where none apparently exists, eking out a comfortable living (by their low standards) in the most desolate of caverns. Jungen also possess a well-earned reputation for cunning and viciousness that is only exceeded by their loyalty to a comrade, if one can endure the trials of earning a jungen's friendship.

Personality: Jungen are combative by nature, always eager to prove their prowess and test their peers. To the untrained eye they may seem little more than unorganized rabble, but under closer scrutiny one can discern a well-established pecking order where the squabbling and taunting take on an almost ritualistic nature. Among themselves this "organized chaos" is as natural as breathing and voiding; to outsiders trying to establish a rapport, this can be utterly intolerable. Jungen constantly test outsiders through physical intimidation, jeering comments, and tests of cunning. They feel as a culture that every living being must earn its place, be it jungen or some lesser race. Curiously enough for a race of beings that values strength and resiliency so highly, jungen females can be quite fragile, and due to their rarity, are zealously doted on and fussed over by the males. To physically harm a jungen female is the worst crime that can occur in their culture, and the executions of those few that have done so are particularly gruesome.

Physical Description: Jungen males all stand a good six feet tall, with a long, hornlike protrusion emerging from between their shoulders, reaching up another two to three feet. Their skin is a strange mottling of pitch black and shades of gray, making them hard to discern in the gloom of the fungus-lit caverns. A set of protruding, wicked tusks erupt from their vicious under-bites and stops just short of their small, leering yellow eyes. Their coarse, wooly hair hangs in thick, ropy braids pulled back by leather thongs. Their legs are squat and bowed; their arms, long and muscular, easily reaching the ground even when they stand. Females resemble males in most respects, but they differ in that instead of one large horn, they have two that emerge from between the shoulders and rise just slightly higher than the tip of the head.

Relations: Jungen are, to put it kindly, difficult neighbors to bear. It is hard to make a blanket statement in regards to their diplomacy, or lack thereof, with other races that share their homelands. Dwarves and gnomes regard them

as "barbarians at the gates" as they constantly strive to contain the various jungen conquerors that would lead their kinsmen to plunder the treasure-rich halls of the various Dwarf Lords and Gnome Kings. However, they can prove indispensable as guides, and it is not uncommon to find jungen mercenaries serving in gnomish and dwarven armies. In turn, the jungen have a pragmatic view of the races that share their home. Everyone has the potential to be an enemy or an ally, and a jungen's position on an individual's status can change in a heartbeat. For this reason, most races tend to steer clear of them, or limit their dealings to as safe a set of circumstances as possible.

The only exception to this rule becomes apparent when the jungen interact with the gaurzam dai. Both races have shared the same habitat and similar lifestyles for countless ages. Consequently they have developed a relationship of ritual and mutual respect that allows them to coexist with as little conflict as possible. The jungen view all gaurzam dai as equals, though a little withdrawn for their tastes. In turn the gaurzam dai view the jungen as respected kinsmen, though a bit rambunctious.

Jungen Lands: Jungen tend to stay in the wildernesses of the Endless Dark, though some have taken to dwelling at the fringes of the more urban civilizations, existing as little more than bandits or mercenary bands. These "tame" jungen garner little respect from their wild-dwelling kin, the latter believing the former have become little more than livestock or pets.

Religion: Jungen religion centers around the presence of ancestral and natural spirits that dwell in both the world of the living, and in Ngaloth, the jungen land of the spirits. Their religion is singular in that there are no chief deities. The pantheons of the jungen are made up of tribal and cultural heroes, with the importance of each changing with the particular clan. In jungen religious ideology the various champions of their race stand against the deformed giant jungen Gungburuk, a creature too vicious and brutal for even impolite jungen society, and his various "children," the monsters and beasts that antagonize the jungen in the Endless Dark.

Language: Jungen is a harsh language full of hard consonants, loud gulping, and various clicks and chirps that are hard to duplicate without the jungen dentition. They have no written form, instead trusting their wealth of knowledge and legends to the care of the story-dancers, a group of bard-like individuals that are able to create visions of the various tales viewable by all. They do have an extensive collection of glyphs and pictographs very similar to those used by the gaurzam dai.

JUNGEN RACIAL CHARACTERISTICS continued

- **Alertness:** Jungen receive the Alertness feat for free.
- **Jungen base speed** is 30 ft.
- **Darkvision:** With a range of 120 feet.
- **Light sensitivity:** Jungen suffer a -2 circumstance penalty to all attack rolls, saves, and checks when in bright sunlight or similar effects (such as a *daylight* spell).
- **Automatic Languages:** Undercommon and Jungen. **Bonus Languages:** Dwarf, Gnome, Goblin, Orc, Terran, Gaurzam Dai.
- **Favored Class:** Barbarian.
- **ECL +1:** Jungen characters are considered one level higher for purposes of class advancement.

Nowyr Characters

NOWYR RACIAL CHARACTERISTICS

- +4 Dexterity, +4 Charisma, +3 Intelligence, +1 Wisdom: Nowyr are small, agile creatures with great powers of persuasion, intellect, and observation.

- Small size: As Small creatures, nowyr gain a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Natural armor: Despite their small size, nowyr have dense, leathery skin that is difficult to pierce. They receive a +3 natural bonus to AC.

- Bonus hit dice: Nowyr are tiny but adept at avoiding damage. A first-level nowyr character receives two extra hit dice.

- Speed and observation: Nowyr receive the Alertness, Dodge, and Improved Initiative feats for free.

- Nowyr base speed is 30 ft.

- Favored Class: Rogue or bard (player's choice, determined at first level).



Nowyr

The Unlikely Oracle



If one is in need of something, it is a sure bet that the nowyr have got it, or know how to get it. They are peerless grifters and born maestros at the art of the flim flam. Though diminutive in size, they are possessed of a daring and outright brazenness that would indicate their stature is of little consequence to them. That is not to say they are not cowards. They are fully aware that they are not, by nature, warriors of any sort, but they contain the nerve to scam even the most foul of ilkroun slave-lords and laugh raucously all the way to the vault. So, one could say they are brave after their fashion – just don't expect them to cross swords too often. In fact, don't expect them to even own one.

Personality: The nowyr look at everything, and I mean everything, in terms of profit. I know that seems a bit one dimensional, but increasing the wealth of a band increases its defensibility. A well-funded Gaunch is a powerful Gaunch. In addition to pursuing wealth, the nowyr like to ingratiate themselves to any powerful being they can, providing needed healing, prophecy, or whatever manner of aid can be given. However, the nowyr are always working an angle, and they will seek to gain leverage over literally anyone they can. They only like to play at subservience, because it suits their needs at the time.

When properly motivated, the nowyr are capable of downright treachery, even putting friends in danger or abandoning them if it fits the means to the end of the con, or if they feel dangers have become insurmountable. This willingness to betray makes for some rather strained relations in a nowyr's life. Fellow nowyr understand this, but non-nowyr that have made one's acquaintance are less likely to be empathetic when they find the magic jar of Kilzit Xtim planted in their packs, and a furious ilkroun and his horde of mawog thugs dogging their heels.

Physical Description: The males of the nowyr are truly diminutive creatures, standing little more than three feet in height. Their skin is a deep brown, sparsely covered in thick black hair, and adorned with tattoos of symbols and abstract pictures of various creatures. Their hair is wild and unkempt, occasionally decorated with beads, gyont fronds, or multitudes of other such stuff that strikes their fancy. Their eyes are large and yellow, with pupils that close to slits in the light, much like a cat. The female nowyr are much like the males in appearance, only they are much taller, standing just under five feet, and their eyes are orange rather than yellow. Nowyr bands consist of one female that serves as the group's leader and matriarch

(referred to as the Gaunch), and her retinue of husbands that number from as few as three to as many as fifty for a prosperous female.

Relations: Everyone views the nowyr with a sense of taking the bad with the good. The oracular powers of the females are without equal, and the potions of the males, along with their uncanny ability to "acquire" items, makes them valuable. The downside is that everyone has to be on their toes when these little footpads are about, or they may find themselves tools in some grand swindle.

Nowyr Lands: The nowyr have no set boundaries, wandering from place to place until they've outstayed their usefulness. Regardless of the services provided, most towns will only stand to be fleeced for so long.

Religion: The nowyr are, not surprisingly, atheists of a most dubious sort. They will pay homage to any god of any race, as long it's the local deity, or the appropriate one at the time. They are very knowledgeable about the religions of the Endless Dark; it does no good to play the part if one does not know the tune, so they say, but ironically enough, if questioned, they will admit they find it all to be rubbish. Not to say that they don't believe gods exist, it's just that the nowyr don't believe these powerful deities are actually gods. The nowyr think that deity status is just a cosmic dupe in an effort to maintain power and immortality, and a bilker can smell their own kind, even in a prulhean dung-heap like religion.

Language: The nowyr language seems like little more than inane chattering, with phrases and sounds repeating incessantly over and over. However, on further scrutiny, it is revealed that it is actually a complex tongue that not only emphasizes inflection, but facial expressions and body language as well. The meaning of a sound can completely change if uttered when the eyes are narrowed or when they are opened wide and the teeth are gritted. The written language is even more complex, with five different collections of symbols that can be used interchangeably with each other, a maddening prospect for those seeking to translate nowyr texts.

Nowyr Names: Female nowyr usually have long drawn out names such Fulhelnieth Brusillanessa Vontalbri the Exalted Mother Oracle and Keeper of a Thousand Husbands of Matchless Worth. Males, on the other hand, have short, one syllable names such as Vink, Creeb, or Rutch, making them easier for the Gaunch to remember.

NOWYR RACIAL CHARACTERISTICS continued

- **Skilled upbringing:** Nowyr are trained from birth in a variety of sly and deceitful skills. They receive an extra 64 skill points that must be spent on these skills, which are considered class skills regardless of their class: Appraise, Craft (any one), Knowledge (any one), Escape Artist, Hide, Listen, Move Silently, Perform, Pick Pockets, Sense Motive, Spot, Wilderness Lore.

- **Spell-like abilities:** Nowyr have an innate ability to cast spells as a 5th-level caster, though their assortment depends on gender.

Male nowyr: At will: *detect magic, flare, silent image*; 3/day: *cure light wounds*; 1/day: *modify memory*.

Female nowyr: At will: *augury, detect magic, feather fall, grease, haste, silence, tongues*; 3/day: *cure serious wounds, dream, sleep*; 1/day: *eyebite, heal*.

- **Automatic Languages:** Undercommon and Nowyr. Bonus Languages: Dwarf, Gnome, Goblin, Orc, Terran, Gaurzam Dai, Jungen.

- **ECL +4 male, +6 female:** Nowyr characters are considered several levels higher for purposes of class advancement, depending on their gender.

MONSTERS OF THE Endless Dark

The Wanderers Guild Guide to Subterranean Organisms

*Life, in its abundance, never ceases to amaze.
Even here, miles from sunlight,
in a realm bereft of green plants and nourishing rains,
nature thrives. Tiny, luminous fungi flourish
in the footprints of a ravaging brath. Mystic kezmarin frolic
amid crystal chasms, while the massive golshuda
ravages dwarven strongholds.
Indeed, life does not simply thrive down here;
it shapes the very stones we trod*

-From the Journals of Bessimus Camfor

This tome, the first in a series of guidebooks by the legendary Wanderers Guild, is a collection of essays and expositions by renowned Minesweeper Bessimus Camfor. Bessimus draws upon the experience and wisdom gained by decades of exploration and danger to bring this comprehensive guide to life. Here you will find detailed narrative and remarkable depictions of dozens of subterranean beasts and the realms in which they thrive.

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