



Bloodforge

Design: Jade Ripley, Matthew Ryan Medeiros
Editing and Development: Andreas Rönnqvist
Editor: Paul Gazo

Proofreading: Brett Mclean

Interior art: Levi Hinton

Art Direction: Andreas Rönnqvist

Cover Art: Levi Hinton

Graphic Design: Mio Dal

Interior Layout: Nicola Kelsall

Special Thanks: Afroakuma, Alex Firesworn, Kevin Ryan, Anthony Regits, Chris Bennet, Michael Sayre, Michael Sloan

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CHAPTER ONE: INTRODUCTION

Few concepts in fantasy are as well-loved or well-hated as the idea of half-breeds, those who share the blood of two races but may not quite belong to either. My very first character - way back in 2nd edition - was a half-elf bard, and he was just the coolest thing to my seven-year-old self. The game has evolved since then, going through a new edition, the update to 3.5 and then the rise of Pathfinder, and through it all half-breeds have remained not just present, but a vital and vibrant part of various campaign worlds. From half-elves and half-orcs to exotic beings like aasimar, half-fiends or even half-genies, Pathfinder is an RPG where strange pairings and legacies abound.

This book presents a whole lot of half-breeds, some of them the legacies of ancient magics, and others the product of meetings between two (or more!) races. Each takes a different lesson and legacy from its bloodlines and expresses its parents' traits in a new way. Along with these are new feats, spells, prestige classes and items to add new dimensions to your campaign's racial themes, from an enchantment to ensure hospitality to the pitiless kith hunters that murder their own kind.

If you haven't felt like exploring the idea of half-breeds before, I hope we can inspire you to give it a try. If you have, I hope these new options excite and inspire you to explore race and heritage more in-depth in your characters and campaign worlds. And more than anything, I hope they help you have *fun*.

Happy adventures.

Jade Ripley
Co-author

Half-breeds have always been a topic of interest for me. In everything I watched or read, the half-breed character always drew my attention, be it Tanis Half-Elven of DragonLance fame, or Inu Yasha from Rumiko Takahashi's manga of the same name, I've always loved the forlorn and often tragic experience of the "in-between" character.

Once I started playing fantasy-based roleplaying games I immediately thought back to that initial novel and began wondering what I could do as a player with half-breeds. I loved playing as Half-Whatever, at higher level I always took some ridiculous half-breed, finding some odd combination of race and class, always adding some sort of template when the GM allowed.

With that in mind, we bring to you an amazing book full of wondrous ideas to further enhance your every character, be they PC or NPC. May this book bring more diversity and even more flavor to your already flavorful world.

Matthew Medeiros
Co-author

CHAPTER TWO: SPECIFIC HALF-BREEDS

Even if a campaign has numerous ways for different races to combine, some half-breeds are more common than others. This chapter presents twenty-eight preconstructed crossbreed races, as well as several new subtypes, ready for use as player characters or NPCs. All these races are based on at least one humanoid parent.

HALF-BLOOD SUBTYPES

This book adds several new subtypes that help describe mixed heritage, whether through birth or mutation. Subtypes add additional abilities and qualities to a creature.

Aberrant Subtype: Aberrant creatures are related to aberrations and have unusual qualities or mutations. They count as aberrations in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Drakeblood Subtype: Drakeblood creatures are related to dragons and have draconic qualities or aspects. They count as dragon in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Feyblood Subtype: Feyblood creatures are related to fey and have fey-like qualities. They count as fey in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Beastblood Subtype: Beastblood creatures are related to magical beasts and have bestial qualities as well as magical abilities. They count as magical beasts in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Crossblood Subtype: Crossblood creatures are related to monstrous humanoids and have monstrous aspects to an otherwise normal anatomy. They count as monstrous humanoids in addition to their other types and subtypes for effects and prerequisites relating to type.

Slimeblood Subtype: Slimeblood creatures are related to slimes and typically have odd, squishy anatomy or are unnaturally malleable. They count as slimes in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Earthblood Subtype: Earthblood creatures are related to plants and have odd colorations to their otherwise normal anatomy. They count as plants in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Graveblood Subtype: Graveblood creatures are related to undead and have bony, pale, or gaunt bodies. They count as undead in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it, and are still healed by positive energy and harmed by negative energy.

MEET THE BREEDS

Each new half-breed is described in the following format.

NAME

This is the name of the new race, which may be a cultural name, a name they have chosen for themselves, or even a simple description (such as in the case of half-sahuagin). Different campaign settings may have different names for these races or, indeed, any half-breed race.

APPEARANCE

This gives a rough idea of the size, coloration, and features of a typical member of this half-breed. Individual appearance varies even more than in pure blood races, so these are at best a guideline. Additional information may describe the style of clothing, gear, and ornamentation such half-breeds prefer.

DEMEANOR

Most half-breeds have a few strong personality traits in common and those are described here.

BACKGROUND

This section gives one or more typical backgrounds, focusing on circumstances regarding the crossbreed's birth and early years of life, as well as how they enter early adulthood.

ADVENTURERS

Presented here are suggestions for why the half-breeds might go adventuring, what kind of adventurers they tend to be, and how they get along with other party members.

RACIAL TRAITS

This section includes all the game rules needed to play the half-breed, including ability score adjustments, size, speed, favored class bonuses, and any other special abilities.

HALF-BREEDS AT A GLANCE

The following tables on the following pages summarize some basic information on all the specific half-breeds and their subraces listed in this chapter. Tables 2-2 and 2-3 on the next few pages list average age categories, heights and weights for each of the half-breeds presented in this chapter. Like all descriptive information for half-breeds these are guidelines only and both players and GMs should feel free to deviate from them when describing specific individuals.

LANGUAGES

All the half-breeds can choose from the automatic and bonus languages of both parents' races as bonus languages. A half-breed's automatic languages vary depending on his or her background. Most half-breeds learn Common and the languages of whatever community they grow up in. As a rule of thumb, give a half-breed either two or three automatic languages, depending on the character's background.

TABLE 2-1: HALF-BREEDS AT A GLANCE

Half-Breed	Bloodline
Aellar	Elf, Giant Eagle
Alicorn	Elf, Unicorn
Blinking	Blink Dog, Halfling
Decataur	Centaur, Elf
Dreige	Giant, Humanoid
Grendle	Humanoid, Troll
Half-gnoll	Gnoll, Humanoid
Half-goblin	Gnome or Halfling, Goblin
Half-hobgoblin	Humanoid, Hobgoblin
Half-bugbear	Bugbear, Humanoid
Half-sahuagin	Humanoid, Sahuagin
Hexbreather	Hag, Orc
Houri	Elf, Nymph
Kestrel	Halfling, Harpy
Kijin	Elf, Oni
Lasher	Dwarf, Roper
Lurker	Cloaker, Humanoid
Merg	Humanoid, Merfolk
Murk	Orc, Troglydte
Oggr	Humanoid, Ogre
Ornibus	Humanoid, Howler
Piper	Elf or Human, Satyr
Rana	Lizardfolk, Ophiduan
Spring Child	Humanoid, Dryad
Sthein	Elf, Naga
Thrallspawn	Humanoid, Verizal
Trixie	Gnome, Pixie
Watcher	Dwarf, Gargoyle
Woodborn	Elf, Treant
Wulfkin	Humanoid, Winter Wolf

TABLE 2-2: HALF-BREED LIFESPANS

Half-breed	Adulthood	Middle Age	Old	Venerable	Max. Age
Aellar	20 years	120 years	200 years	280 years	+4d20 years
Alicorn	18 years	60 years	240 years	360 years	+4d% years
Blinking	12 years	20 years	40 years	55 years	+1d10 years
Decataur	30 years	110 years	165 years	220 years	+5d10 years
Dreige	18 years	40 years	75 years	120 years	+3d10 years
Grendle*	35 years	115 years	150 years	200 years	+10d% years
Half-gnoll	14 years	20 years	30 years	40 years	+2d8 years
Half-goblinoid	14 years	30 years	80 years	100 years	+2d20 years
Half-sahuagin	22 years	50 years	75 years	110 years	+2d10 years
Hexbreather	19 years	32 years	110 years	250 years	+1d% years
Houri**	175 years	-	-	-	-
Kestrel	20 years	50 years	90 years	140 years	+3d10 years
Kijin	18 years	80 years	300 years	600 years	+5d20 years
Lasher	24 years	36 years	72 years	145 years	+3d10 years
Lurker	31 years	46 years	90 years	150 years	+1d% years
Merg	30 years	75 years	150 years	210 years	+5d20 years
Murk	13 years	30 years	45 years	60 years	+2d10 years
Oggr	13 years	25 years	50 years	75 years	+3d10 years
Ornibus	5 years	60 years	115 years	170 years	+3d% years
Piper	13 years	50 years	175 years	350 years	+1d% years
Rana	10 years	40 years	60 years	90 years	+2d20 years
Spring Child**	16 years	-	-	-	-
Sthein	10 years	100 years	250 years	500 years	+10d20 years
Thrallspawn	7 years	40 years	120 years	300 years	+5d20 years
Trixie	25 years	80 years	220 years	450 years	+1d% years
Watcher	30 years	150 years	275 years	400 years	Unlimited
Woodborn	30 years	200 years	400 years	500 years	+10d20 years
Wulfkin	4 years	15 years	45 years	60 years	+2d10 years

** Do not age beyond adulthood (receive no physical penalties or mental benefits) and are immortal.

TABLE 2-3: AVERAGE HEIGHT AND WEIGHT

Half-Breed	Avg. Height	Avg. Weight	Half-Breed	Avg. Height	Avg. Weight
Aellar, female	5'10	130 lb	Lasher, male	4'0	250 lb
Aellar, male	6'0	150 lb	Lurker, female	5'0	55 lb
Alicorn, female	6'0	150 lb	Lurker, male	5'4	70 lb
Alicorn, male	6'2	180 lb	Merg, female	5'6	100 lb
Blinking, female	3'0	31 lb	Merg, male	5'8	120 lb
Blinking, male	3'3	38 lb	Murk, female	6'4	210 lb
Decataur, female	6'4	200 lb	Murk, male	7'2	280 lb
Decataur, male	6'0	180 lb	Oggr, female	5'8	220 lb
Dreige, all	8'2	320 lb	Oggr, male	6'1	210 lb
Grendle, female	7'8	180 lb	Ornibus, female	5'6	140 lb
Grendle, male	7'10	195 lb	Ornibus, male	5'10	180 lb
Half-gnoll	5'11	135 lb	Piper, female	5'8	175 lb
Half-bugbear, female	6'6	145 lb	Piper, male	6'0	200 lb
Half-bugbear, male	6'10	195 lb	Rana, female	5'6	160 lb
Half-hobgoblin, female	5'2	125 lb	Rana, male	5'10	180 lb
Half-hobgoblin, male	5'5	160 lb	Spring child, female	6'0	160 lb
Half-goblin, female	2'1	25 lb	Spring child, male	6'5	170 lb
Half-goblin, male	2'9	30 lb	Sthein, all	5'10	240 lb
Half-sahuagin, female	5'0	95 lb	Thrallspawn, all	5'8	185 lb
Half-sahuagin, male	5'7	135 lb	Trixie, female	2'8	20 lb
Hexbreather, female	5'10	80 lb	Trixie, male	3'1	35 lb
Hexbreather, male	6'2	100 lb	Watcher, female	5'2	165 lb
Houri	5'8	140 lb	Watcher, male	4'8	200 lb
Kestrel, female	3'1	15 lb	Woodborn, female	5'10	200 lb
Kestrel, male	3'2	20 lb	Woodborn, male	6'0	220 lb
Kijin, female	6'6	150 lb	Wulfkin, female	5'2	190 lb
Kijin, male	6'8	180 lb	Wulfkin, male	5'4	215 lb
Lasher, female	3'8	235 lb			

AELLAR

Few half-breeds take as much pride in their heritage as the aellar. In times past, an ancient nation of elves was besieged by an army from the skies, which fell upon their soldiers in a tide of blood and steel. To counteract this threat, brave elves volunteered to be fused with giant eagles and take the fight to the skies in support and defense of the nation's war mages. Through their combined might, their foe was driven back and pushed out of the world entirely, leaving the aellar behind.

Though the nation eventually fell, as nations do, the aellar remain, a race unto themselves that breeds true. Proud of their heritage, the aellar have not chosen to sit upon their one mighty deed - the race continues to strive for greatness, and leave a legacy upon the world greater than their mere existence.

And, quietly, to watch for the return of their great enemy.

APPEARANCE

Aellar retain the tall, graceful builds of their elf forebears, but have powerful eagle wings. They typically have a tan or golden sheen to their skin and a few rare individuals have feathers covering their heads instead of hair. Hair and feather colors are always complimentary, with blonds, golds, silvers, grays, and reds most common. Aellar have sharp features, hooked noses, and thin faces. Their wings connect just behind the shoulders, making it difficult for aellar to wear any clothing or armor not tailored specifically for them.

Aellar prefer minimal, light clothing when relaxing so that they can feel unencumbered while flying and gliding. They favor mithril armor for similar reasons, and often use weapons made from enchanted glass to keep their overall weight down. Magical storage space is common in aellar society, especially for couriers, and their "messenger tubes" usually bear a winged stamp to denote that the one carrying them is on business for his village or roost.

DEMEANOR

Aellar are much more dynamic than elves, even if they don't decide to take up a life of excitement and adventure. Their villages and roosts, though somewhat small, bustle with activity and the to-and-fro of aellar coming and going on various errands. Aellar often have an excited attitude towards their life, ready to face new challenges and leave their mark on them.

Many aellar *do* live exciting lives - they travel the world, hire themselves out as mercenary scouts, take up rooftop robbery, and more. Aellar are driven in a way most elves are not, and that drive can be infectious; faced with difficulty, the aellar response is to rise in glory rather than accept limitations. This can work against them too - many aellar die young, and die violently. Their passion expresses itself in most facets of their life; aellar love like fire, hate like ice, and shun ritualistic worship in favor of vibrant hymns and sacred dance.

A few topics can make aellar solemn, chief among them their racial duty to watch the skies for the return of their great enemy. Their passion also leads to deep grief that

sometimes never truly heals, and there is very little that can make an aellar violent faster than disrespecting the dead, especially someone they cared for.

BACKGROUNDS

For a significant period of their life, aellar can only glide and not fly. As a result, aellar tend to be very athletic - they keep their villages and roosts in high places so they can glide down, and then must trek back to the cliffs or mountains where they make their homes and climb back up. After about a month of this, even the most arrogant young aellar develops an appreciation for the limits of wingless travel.

Most aellar are raised and trained to battle, less for battle's own sake and more for the discipline, courage, and self-confidence that martial training can instill. Many pursue the path of magic or faith at a young age, but the study of tactics is something of a cultural pastime, and few aellar, even peaceful ones, are unaware of how they might apply their skills in an emergency. These reflexes serve them well - outsiders rarely, if ever, catch aellar unprepared.

Aellar can develop a serious fascination with urban environments. Partly, this is because almost all of them are raised in small villages or only-slightly-larger roosts, and the sheer number of people and cultures is an allure all its own. However, aellar are deeply in love with the verticality of cities, the changing heights and updrafts that make flying and gliding a challenging and rewarding pastime. More than one has settled permanently as a thief or messenger in an urban environment, finding their niche in the smoky air.

ADVENTURES

Many aellar take up adventuring as a career, wanting the excitement and rewards of wealth, as well as the chance to test and hone their skills. They might be former militia members, thieves wanting more than what robbery nets them, or sorcerers in search of lore that points to their ancient enemy. Aellars bring their vibrancy into adventures with them, keeping morale up with their enthusiasm and tackling difficult challenges in innovative ways.

Aellar are fascinated by most other races and get along well with those who have an appreciation for problem-solving and pushing themselves past their limits. Aellar members can be found in almost any class (though sorcerers and oracles are comparatively rare), but they tend to favor clerics, paladins, and martial prowess.



AELLAR

Bloodforge

AELLAR RACIAL TRAITS

- **+2 Dexterity, +2 Wisdom, -2 Charisma:** An aellar is quick and wise but their too-vibrant emotions can be annoying or even worrying.
- **Medium:** Aellar are Medium creatures and thus have no bonuses or penalties due to their size.
- **Humanoid (beastblood, elf):** Aellar are humanoids with the beastblood and elf subtypes.
- **Vestigial Wings (Ex):** Aellar gain Vestigial Wings as a bonus feat. At 9th level they gain Aerial Wings as a bonus feat.
- **Keen Senses (Ex):** An aellar's keen eyes and ears grant them a +2 racial bonus to Perception checks.
- **Aerial Elitist (Ex):** An aellar in the air is an aellar in their natural environment. While airborne, they gain a dodge bonus to their AC equal to 1 +1 per 5 character levels. Aellar deal an additional 1d6 points of damage when charging, provided they begin their charge while airborne. They may use their Fly modifier in place of their Reflex save when flying; if they do so while gliding, they fall 30 ft. (this may cause them to take fall damage).
- **Militia Training:** Aellar are proficient with longbows and spears and benefit from a +2 racial bonus on Profession (soldier) checks.
- **Raptor's Gaze (Ex):** Aellar are unusually perceptive, able to pick out opponents from behind illusions and obscuring smoke; the aellar ignores 10% of any miss chance his attacks suffer (such as when attacking a concealed opponent, or fighting in darkness).
- **Languages:** Aellar begin play speaking Common and Elven. Aellar with high Intelligence scores can choose from the following: Auran, Celestial, Halfling, Orc, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Feathered Mantle (Ex):** Some Aellar don't have enough feathering on their wings for gliding, instead finding it across their bodies. This increases their natural armor bonus by +1, but the feathering thickens over time and increase by +1 every 5 levels. Their "mantle" also grants increased control over the winds, increasing the caster level of any spell with the air descriptor by 2. This racial trait replaces vestigial wings and aerial elitist.
- **Clawed Assailant (Ex):** Some Aellar lack the giant eagle's wings but gain their wicked talons and have incredible leg strength. They gain 2 claws and a bonus on Acrobatics checks to jump equal to their hit dice. At 9th level the claw damage increases to 1d6+Strength damage. This replaces vestigial wings and aerial elitist.
- **Suqur-blooded (Su):** These aellar have interbred with creatures touched by the strange force known as akasha. They may invest essence into this ability to gain a +1 bonus to Reflex saves and a +1 insight bonus to ranged

attack rolls per point of essence invested. Gain 1 point of essence. This replaces the aerial elitist racial trait.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Get Fly as a class skill and a +1/2 bonus.
- **Cleric:** Increase caster level for Air spells by +1/3.
- **Fighter:** Get Fly as a class skill and a +1 bonus.
- **Guru:** Increase the essence capacity of your Gentle Touch ability by +1/6.
- **Paladin:** Add 1/4 to the uses per day of the paladin's smite evil.
- **Ranger:** Gain a +1/5 bonus to favored enemy (chaotic outsider or elemental only, maximum bonus increase of +2).
- **Rogue:** Get Fly as a class skill and a +1/2 bonus.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- **Stalker:** Gain 1/6 of a new stalker art.
- **Vizier:** Gain +1/4 point of essence.
- **Warder (hawkguard):** Get Fly as a class skill and +1/3 bonus to Perception checks.
- **Wizard:** Increase caster level for Air spells by +1/3.

ALICORN

Alicorns are a rare and magical kind of halfbreed - the children of elves and unicorns. Their conception is rare and often aided by magic, and many generations of elves see no alicorns at all, or what few alicorns do exist remain in the wilderness with their parents who are, more often than not, an elven druid or ranger and their unicorn mate. Those few who are raised in elven society stand out as jewels of mercy and magical power. Inevitably, though, alicorns leave the peaceful lands of elves, searching for something else, some greater good - or ill - to accomplish in the wider world.

APPEARANCE

Alicorns are somewhat larger and stronger than elves, with pale skin and violently-colored hair that sometimes shimmers when they use magic. A small, almost gem-like nub protrudes from the center of their forehead, which glows faintly in various colors, and an alicorn may have hooves instead of feet.

A young alicorn tends to be awkward, and grows into grace later in life. Their bodies are extremely expressive; alicorn eyes shift color to match their moods, and they have remarkable control of their ears, being able to swivel and fold them. In most cases, an alicorn's emotional state is written on their sleeve for all to see, and as a result most alicorns don't bother attempting deception and deal with others honestly.

DEMEANOR

Alicorns tend to be quiet people who prefer intimate expressions of emotion and opinions, which only serves to make their bursts of impulsive activity more surprising to others. They have natural altruistic urges that push them to help, heal, and defend others, which they sometimes have mixed feelings about. It's difficult to talk about, but many alicorns doubt if those urges really belong to them and if they're giving away their free will by following them. Many alicorns go through a period in their life where they attempt to experiment with selfishness and cruelty in an effort to distance themselves from their heritage and "find themselves", but mostly all they manage is making themselves intensely unhappy until they find a way to accept that mercy is a part of themselves.

Alicorns tend to have a few close friends whom they love and protect fiercely. The patience and understanding with which they treat these friends is also extended to others, though even alicorns have their limits. They sympathize with people who feel lost or alone in their lives, and often try to help them with their problems in the hopes that, perhaps, it will resolve their own.

BACKGROUND

Alicorns quickly grow used to the feeling of being different, and try not to let it define their lives too much. The majority of them are raised in the wilderness by both parents; those raised in elven society are typically brought there because one or the other of their parents has died or been called away, prompting the survivor to seek help raising their unusual child.

Alicorns get in a lot of trouble at young ages because they rush to help beings that are scared or hurt without stopping to think or take in the situation, and get hurt themselves as a result. That instinct, the impulse to leap into action, never really leaves them.

Alicorns usually attempt to have a normal life, but end up leaving that after a little more than a century, dissatisfied with peace. For better or worse, alicorns are often driven to help others, and even those who ignore such altruistic urges feel the need to do something with the burgeoning power within. Their magical heritage often expresses itself in sorcerous blood, the mysteries of oracles, or as a calling to the paladin's path, all of which lead them out into the world to find others to help - and maybe find themselves as well.

ADVENTURES

Many alicorns begin adventuring because they're searching for their own identity. Though it's hard to talk about, alicorns can be deeply uncomfortable with their altruistic urges because it's hard for them to feel as though they truly "own" those feelings. While few would argue it's wrong to want to help others, alicorns leave their homes looking to find who they are beyond physical and emotional band-aids for others. Their magical blood expresses itself early and strongly, and most alicorns are sorcerers, magi, oracles, or paladins. Alicorn paladins can sometimes be very conflicted people, unsure if they are embracing their heritage or surrendering to it.

Alicorns stand out wherever they go, but get along with almost anyone if given the chance; being genuinely giving, loving, and honest people generally earns them friendship more often than it doesn't. They often develop a fondness for fellow half-breeds, sympathizing with being caught between two worlds while unable to truly join either.



ALICORN RACIAL TRAITS

- **+2 Dexterity, +2 Constitution, -2 Wisdom:** An Alicorn is tough and quick, but quick to rush to the aid of the less capable.
- **Medium:** Alicorns are Medium creatures and thus have no bonuses or penalties due to their size.
- **Humanoid (beastblood, elf):** Alicorns are humanoids with the beastblood and elf subtypes.
- **Fast Speed:** Alicorns have a base speed of 40 feet.
- **Touch of Tranquility (Su):** An alicorn can absorb the trauma of living creatures. As a standard action, she may touch a creature and transfer any number of the following ailments from that creature to the alicorn: HP damage, ability damage, diseases, or poisons. The alicorn may only transfer damage (including ability damage) up to its character level in this fashion and any ailments only last for the remainder of their duration.
- **Clarity of Pain (Su):** An alicorn that has absorbed the maladies of a living creature with its touch of tranquility ability gains a +2 bonus to AC and saving throws for 1 minute. This also functions with transfusion of pain.
- **Resistant (Ex):** Alicorns' hearty constitution and strong will grants them a +2 racial bonus on saving throws against poisons and mind-affecting effects.
- **Goodly Being (Su):** Alicorns have inherited a protective energy from their unicorn progenitors, gaining a +2 racial bonus on saving throws against any spell or effect with the evil descriptor.
- **Keen Senses (Ex):** Alicorns have inherited their elven parent's eyes and ears. This grants a +2 racial bonus on Perception checks.
- **Detect Evil (Sp):** Alicorns can *detect evil* at will as a spell-like ability, as a paladin of their character level.
- **Languages:** Alicorns begin play with Common and Elven. Alicorn with high Intelligence scores can choose from the following: Celestial, Dwarven, Halfling, Orc, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Detect Good (Sp):** Alicorns with this ability can *detect good* as a spell-like ability, as an antipaladin of their character level. This replaces detect evil.
- **Transfusion of Pain (Su):** As a standard action, a dark alicorn may touch a creature and transfer any number of the following ailments from the dark alicorn to the creature: HP damage, ability damage, disease, or poisons. The dark alicorn may only transfer damage (including ability damage) up to its character level in this fashion and any ailments only last the remainder of their duration.
- **Sadistic Glee (Su):** When an alicorn uses transfusion of pain or touch of tranquility, it grants a +1 bonus to their own attack rolls and DCs for 1 minute. This replaces clarity of pain.

- **Courant Horn (Ex):** Some alicorn actually have a horn atop their head that they can use to gore enemies. This horn deals 1d8 + 1.5 times the alicorn's Strength modifier. This replaces resistant.
- **Elysian Resistance (Su):** Alicorns with this ability have an innate connection to the wild and uncontrolled areas of the heavens and may shape the bralani's brooch veil. Gain 1 point of essence and increase the alicorn's maximum veils shaped by 1. This replaces the resistant and goodly being racial traits.
- **Feystep (Su):** Some alicorn have more ties towards the fey nature of the unicorn than to good or evil. These alicorn may teleport 10 feet as an immediate action whenever they use their touch of tranquility or transfusion of pain ability. This replaces clarity of pain.
- **Infernal Corruption (Su):** Some alicorn are the product of corrupt unicorns or nightmares, or victims of taint in their bloodlines. These alicorn gain a +2 racial bonus on saving throws against any spell or effect with the good descriptor. This replaces goodly being.

Racial Subtypes

You can combine various alternate racial traits to create alicorn subraces or variant races, such as the following.

Dark Alicorn: Some alicorns are the product of corrupt unicorn, nightmares, or something worse. These dark alicorn have the detect good, transfusion of pain, infernal corruption, and sadistic glee alternate racial traits.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Cleric:** When channelling energy, increase the amount of healing or damage by +1/2.
- **Druid:** Add +1/3 to the bonus from the druid's resist nature's lure class ability.
- **Guru:** Increase the DC of the Guru's chakra disruptions by +1/5.
- **Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.
- **Paladin:** Increase the paladin's daily uses of lay on hands by +1/3.
- **Warlord:** Add +1/3 racial bonus to the warlord's gambit attempts.
- **Zealot:** Add +1/3 conviction point to the zealot's pool.

BLINKLING

Blinklings love to debate about their origins. Every tribe and village of them has a different song to sing; some tell sweeping romances that tell of the love between a halfling ranger and a valiant blink dog. Others say that they were made as footsoldiers in an ancient fey war, where their cunning ended the conflict without further blood on both sides; some call their race the creation of a god, and some odd tribes even claim they are the spawn of shapeshifters. They get together every so often for storytelling competitions, and these tales get told like any of the others. Blinklings aren't too worried about where they came from, so much as who they are.

Blinklings claim heritage from both halflings and blink dogs, however it happened. These canine humanoids combine the curiosity and fearlessness of halflings with the responsibility and loyalty of their blink dog forebears. They gather in tribes and villages, or spread through halfling society as striking, active citizens. Naturally inclined to somewhat more martial activities, blinklings find fulfilling careers as hunters, trappers, scouts, woodsmen, and couriers.

APPEARANCE

Blinklings resemble halflings, but with canine features; a slight muzzle, wide eyes, soft fur all over their bodies and thick, blunt nails. Blinklings have furred, expressive tails that help them balance and run, and tend to have extremely broad smiles.

Aside from having to have all of their pants and armor custom made (blinklings joke that tails are expensive), blinklings tend to dress for their jobs, favoring practical clothing that's easy to move in and light armor that won't restrict them. Blinklings have a strong preference for melee weapons but are also not fools - they offset their small size with



weapons like spears and spiked chains that let them stay out of harm's way. Braiding or dyeing their fur is a common method of self-expression among blinklings, especially young ones.

DEMEANOR

"Sensible optimism" is a good way to describe the blinking attitude to life. They enjoy the world and the things in it, but temper their eagerness with a sense of responsibility and a certain innate understanding that evil exists and will always exist. Blinklings love and cherish their friends and families and love spending time with and around other people, even if all the blinking is doing is reading quietly in the same room. Blinklings smile freely and often, and share love of jokes with their halfling forebears.

On the job - adventuring or otherwise - blinklings enjoy a combination of teamwork, athletic challenge, and new experiences. Blinklings tend towards quiet competence, preferring to do their job well and be rewarded rather than trying to strive for fame or glory. Blinklings know when to be serious about their duties and can get annoyed when people break up solemn discussions with humor; they love a joke as much as anyone else, but not when there are things to do!

BACKGROUND

Blinklings grow up in large extended families and develop a strong communal instinct early on, which they carry with them through their lives - a blinking's friends, co-workers, and often their nation become part of this extended family, to be loved and protected just as fiercely. Blinklings are encouraged to find a trade that calls to them, and if there is no market for it in their home community - or no one to teach - they're often taken by a friend or relative to somewhere they can pursue their dreams. As a result, blinklings tend to grow up as happy people, with a belief that responsibility and personal fulfillment don't have to be separate ideas.

Blinklings tend to fall into one of two scenarios - they found what they wanted to do with their life early on and have been doing it ever since, or they experimented with a lot of different careers before finally settling down. Both approaches are treasured, though the jacks-of-all-trades are often handier to have around. At the same time, those tend to be the blinklings that become adventurers or settle into the communities of other races, so within blinkling society itself specialists are over-represented.

ADVENTURES

Blinklings often become adventurers for the challenges that adventuring provides - outdoor work, new and interesting problems, team-based employment, and new experiences appeal to them quite a bit. Their sense of responsibility tends to lead them to join adventuring parties that accomplish goals above and beyond personal wealth and power, which is not to suggest that blinklings work for free.

Blinklings often embrace martial classes such as ranger and stalker, though clerics and druids are not uncommon amongst them. Blinkling wizards have a talent for transmutation spells that puts them in demand higher than the available supply. Blinklings care less about race or class in their companions and more about concerns like

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emotional compatibility and personal goals, and tend to judge people as individuals removed from their professional capacities.

BLINKLING RACIAL TRAITS

- **+2 Dexterity, +2 Wisdom, -2 Strength:** Blinkling are quick of foot and wit, but small.
- **Small:** Blinklings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Humanoid (beastblood, halfling):** Blinklings are humanoids with the beastblood and halfling subtypes.
- **Hounding Stride:** Blinklings are faster than most other creatures of their size; their base land speed is 30 ft.
- **Low-light vision (Ex):** Blinklings can see twice as well as humans in dim light.
- **Darkvision (Ex):** A blinkling has darkvision out to 60 feet.
- **Scent (Ex):** A blinkling has heightened olfactory ability, gaining the scent ability.
- **Reactive Blur (Su):** Blinklings cannot freely manifest their namesake's blinking powers, but may blur themselves for a short time in response to an attack. Three times per day, as an immediate action, the blinkling gains concealment until the end of his turn. This may be used after an attack has been rolled, but before its results have been declared.
- **Ethereal Sight (Su):** Blinklings can perceive beings on the ethereal plane as though they were material. This includes being able to smell and hear them.
- **Languages:** Blinklings begin play speaking Common and Halfling. Blinklings with high Intelligence scores can choose from the following: Dwarven, Elven, Giant, Gnome, Goblin, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Agile Dog (Ex):** A very few blinklings' magical ability manifests in an odd manner. Whenever they move at least half their movement speed over the course of their turn they are affected by a *blur* effect, as the spell. This functions once the movement begins, protecting them from attacks of opportunity, ending when they reach their destination. This racial trait replaces reactive blur.
- **Halfling Luck (Ex):** Some blinklings' instincts lend themselves to surviving the material rather than the ethereal. These blinklings gain a +1 racial bonus on all saving throws. This replaces ethereal sight.
- **Shadow Dog (Su):** Blinklings with this racial trait have mutated in an unusual way; they are always considered to have the Robe of the Forgotten Deity veil shaped and do not count it against their total veils shaped. This replaces the reactive blur racial trait.

- **Sharp Eyes (Ex):** Some blinklings more closely resemble a normal halfling than a blinkling. They lack the canine nose of a blinkling but have the keen eyes of a halfling, gaining a +2 racial bonus on Perception checks. This replaces scent.
- **Wardog (Ex):** Some blinklings have a broader snout with a stunted nose and dog-like fangs that grant them a bite attack that deals 1d4 damage. This racial trait replaces scent.

Racial Subtypes

You can combine various alternate racial traits to create blinkling subraces or variant races, such as the following.

Hounding: Some blinklings exult in the chase. They're known to bay as they hound a prey. These hounding have the wardog and agile dog alternate racial traits.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Cryptic:** -1 ft. penalty to the movement speed of creatures struck by the cryptic's disrupt pattern ability. This penalty lasts for a number of rounds equal to the cryptic's Intelligence modifier.
- **Daevic:** Increase the essence capacity of your Passion by +1/6.
- **Druid:** Gain a +1 bonus on wild empathy checks to influence canine-like creatures.
- **Harbinger:** +1 ft. of movement for ill-tidings (only increasing the distance every 5 levels).
- **Rogue:** Gain a +1 bonus on one of the following: Acrobatics, Climb, Perception, or Stealth.
- **Sorcerer:** Increase miss chance gained from magical effects by 1%.
- **Stalker:** +1/4 *ki* point per level.
- **Wizard:** Increase the DC to dispel wizard's transmutation effects by 1.

DECATAUR

Elves and centaurs dwell very closely to each other, often within the same forests, and it is not necessarily a surprise that romances develop every so often between open-minded individuals on both sides. Decataurs are both the children of such unions and the descendants of those children, a half-breed race that also runs in its own herds. Though less numerous than either of their parent races, decataurs have a society of their own, usually existing as part of elven nations or within centaur-controlled lands.

Decataur are a true half-breed in many ways; they favor neither their elven side nor their centaur side. They are graceful and swift, while at the same time being dynamic and restless. Lacking the sheer size of centaurs or the overwhelming magecraft of elves, decataurs have had to develop their own schools of warfare and politics, which have been shaped by how little they fit into either society.

Decataurs are their own people, whether they want to be or not.

APPEARANCE

In many ways decataurs resemble smaller centaurs, with only slightly more height and overall mass than elves; indeed, they seem more like a cross between elves and ponies to the casual observer. Decataurs may have unusually colored skin (a side effect that sometimes happens when magic is used to aid in their conception or birth), slender horns, shaggy hooves, and ears that are larger and more sharply pointed than their elven kin. Like a horse's ears, these tend to be expressive and will turn and flick in response to the decataur's attention and mood. Long, flowing hair, as well as tails, are common in decataurs.

Decataurs wear clothing in their day-to-day life, especially if they interact with humanoid on a regular basis, and tend to favor light armor or no armor in battle. Braiding their hair or tails is common, and many decataur soldiers or adventurers will braid trophies into their hair. Decataurs often get tattooed or branded, though some shy away from it because they don't feel like dealing with jokes about who "owns" them (and, indeed, their centaur relatives frown on the practice for that very reason).

DEMEANOR

Decataurs give other races the impression that they are perpetually irritated, mostly because they *are*. They face mockery and condescension from centaur society for being "ponytaurs" and thoughtless stupidity from humanoid societies that can range from requests to haul heavy objects to parents asking if their children can ride the decataur. Part of the reason decataurs created their own culture was sheer exasperation at being talked down to constantly. As a result, decataurs enjoy both wit and sarcasm, and their

laconic insults are a thing of legend in elf society, where it is said at times that swords are less painful than the scorn of their cousins.

Their exasperation with the thoughtlessness of other races aside, decataurs combine the intellectualism of elves with the athleticism of centaurs; they are an active, involved people who take an interest in world affairs, especially since travel is a shorter affair for them than it is most other races. Decataurs are usually well-informed about their neighboring communities and have at least a grasp on global politics, and love discussing the events thereof. The things that interest them make decataurs light up, erasing the scowls from their faces and replacing them with excited smiles and animated hand gestures. Decataurs can get impatient with people who seemingly cannot or will not put the proper research or study into a topic before talking about it and turn their sharp tongues on those who won't conform to the proper standards of academic discussion.

BACKGROUND

Decataurs born and raised among their own kind have a different upbringing from those born of new centaur/elf unions, and tend to be more optimistic and friendly (though they learn sarcastic wit soon enough from their fellows; it doesn't do to be slow of mind in any group of decataurs). If and when they leave their homes, the prejudices and thoughtlessness of humanoids tend to come as a surprise to them. Some try to change things, while others develop the bitterness of their fellows and move through the world with a chip on their shoulder.



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Those decataurs born of elf and centaur unions, on the other hand, learn about prejudice early on and take to wit as a way of insulating themselves from insults and derision. They tend to be more driven than their kin, needing to prove themselves to others, and are more likely to become adventurers or travelers simply to get away from home for awhile and come back after the bitterness has worn off.

Most decataurs train to either war or magic early in their lives, since their physical forms make other professions difficult for them. They join other societies - centaur, elven, or even other humanoids - and contribute as warriors, messengers, scouts, support personnel and more. Decataur raised in these other societies are, generally speaking, similar to those born of elf and centaur unions.

ADVENTURES

A surprisingly high amount of decataurs become adventurers or mercenaries for a portion of their youth, though a more normal amount stay with it as a permanent career. When they become adults, most decataurs feel a keen need for some physical and emotional distance from their homes, either to find their independence or to just get away from old, bitter memories. Either way, young decataurs “run away and join the army” quite a lot, returning home when they’ve matured some and have accomplishments to boast of - or in coffins. Those decataurs who remain adventurers do so because they’ve made close friends or they enjoy the thrill and freedom it introduces into their lives.

Decataurs favor intellectual, tactical classes such as spellcasters, rangers, warders, and tacticians, and have a strong history of magus training, which their elven cousins continue to support them in. They rarely join, and have absolutely no respect for, classes like barbarian, fighter, or soulknife - they see these as being “thoughtless”, and beneath both their dignity and warfare in general. Decataur bards are somewhat uncommon but can be celebrated for their dark comedies and broad knowledge base. Decataur tend to act annoyed about humanoids in general, but aside from learning to hate drow and orcs from their elven cousins they tend not to judge based on race; after all, that’s the prejudice they face daily.

DECATAUR RACIAL TRAITS

- **+2 Strength, +2 Intelligence, -2 Constitution:** A decataur is strong and intelligent, but their elven heritage shows in their lack of stamina and endurance.
- **Medium:** Decataur are Medium creatures and thus have no bonuses or penalties for size.
- **Monstrous Humanoid (elf):** Decataur are monstrous humanoids with the elf subtype.
- **Fast Speed:** Decataur can move at an amazing pace. They have a base speed of 45 feet.
- **Hooves (Ex):** Decataur possess two hoof attacks that deal 1d4 damage each.
- **Careful Step (Ex):** Decataur ignore movement and skill check penalties caused by difficult terrain (damaging terrain, such as lava, still harms them).

- **Nature Magic (Su):** Decataur are finely tuned to the druidic and shamanistic ways of nature. They increase their caster level for all druid and ranger spells by 1.
- **Quadruped (Ex):** Decataur are quadrupeds. This increases their carrying capacity for their Strength by x1.5 and increases their CMD vs. trip maneuvers by 4.
- **Academic (Ex):** Decataur value knowledge above most things. Choose 2 knowledge skills; these skills become class skills for you, and you enjoy a +2 racial bonus to checks made with them.
- **Darkvision (Ex):** Decataur can see in the dark out to 60 feet.
- **Languages:** Decataur begin play speaking Common and Elven. Decataur with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Natural Charger (Ex):** Some decataur gain the ability to surge across the battlefield while retaining their grace and sense, they suffer no penalties to armor class while charging and deal an extra 1d6 damage. This racial trait replaces hooves.
- **Heavy Frame (Ex):** Some decataur have broader frames. They possess a 30 ft. base land speed and ignore movement speed reduction caused by armor or encumbrance. This replaces fast speed.
- **Satyrkin (Ex):** Some decataur aren’t quadruped, instead resembling satyr. These decataur are even more nimble than usual, gaining a +4 racial bonus on Acrobatics checks. This replaces quadruped.
- **Tactician’s Reflexes (Ex):** Some decataur are quick to grasp any situation and respond accordingly, these decataur lack the agility of hoof. They add their Intelligence modifier to their Initiative modifier in addition to their Dexterity modifier. This replaces careful step.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Cavalier:** Add +1/4 to the cavalier’s tactician daily uses.
- **Fighter:** Increase the modifier from armor training by +1/6.
- **Magus:** Add +1/4 to the magus’ arcane pool.
- **Ranger:** The ranger gains +1/5 of a new combat style feat.
- **Tactician:** Add +1/4 to the tactician’s strategy daily uses.
- **Warder:** +1/3 additional use of armiger’s mark.
- **Warlord:** +1/3 extra maneuver recovered when running a gambit.
- **Zealot:** Add +1/4 to the zealot’s conviction pool.

DREIGE

Dreigi recall an age when they were true half-breeds, in their dreams. Once they were the favored children of a race they call the Star Giants. When they sleep, they can see it - the grand cities glittering with beauty and sorcery, inviting beings of all races and creeds to come seeking companionship, enlightenment, trade, and wonder. They smell the scents at night, hear the laughter in the marketplace, feel the thrill of sorcery in their veins, and know the contentment of an age without fear.

Their dreams also remember the Reckoning.

So much of that single night of fury has been lost, except to the fractured dreams of the dreigi - four terrible Horsemen appeared and decimated the Star Giant culture. The destruction was absolute - libraries burned, towers crumbled, and no stone was left standing atop another. And yet, those who were not Star Giants - including the dreigi, their half-breed children - were spared, left alive even if they were attempting to resist. As fast as they appeared, the Horsemen were gone, leaving behind only the sigil of the Unseelie Court, marking the dark fey as responsible for the devastation.

The dreigi turn fitfully in their sleep, and dream of vengeance.

APPEARANCE

Many dreigi resemble somewhat taller, broader humans on first glance, though they have a tendency to have somewhat oversized hands. Dreigi may have traits that throw back to other giant bloodlines that have mixed in down the line - faintly glowing eyes, red or pale skin, frosty breath, lambent hair, or thick body hair are all somewhat common, in various combinations. Dreigi breed true with each other and with other giants; the child of a dreige and another being with the giant subtype is, inevitably, a dreige, though such couplings are fairly rare.



Only rarely is a dreige caught unprepared for war. In their own communities, dreigi often walk armed and armored, and they favor iron and steel armor and accessories. Iron rings, broken chains, manacles, and chokers are popular among

dreigi, as are brand marks made with red-hot irons and tattoos that depict weapons, chains, shields, and anvils. It is extraordinarily rare to meet a dreige who does not own at least one weapon or accessory made from hand-forged iron, usually meteoric iron.

DEMEANOR

Outsiders witness an odd dichotomy between violence and understanding in dreigi. Each and every one of these part-giants dreams of the wonders their people once had and lost, and that grief shapes them to an extent; dreigi can be bitter, vengeful, and angry, especially towards those who express sympathy for fey creatures. At the same time, dreigi are perceptive and empathetic, and surprise others by reaching out a hand to help them when it's needed most, or being a solid shoulder upon which to lean or cry. The lingering traces of sorrow and anger that follow dreigi through their life make them understanding of the circumstances and loss that drive others to evil, and dreigi often display a surprising belief in both redemption and atonement that is made all the more striking by their deep cultural love for vengeance upon those who have wronged them personally.

Many dreigi are lawful, and even those who are not tend to be careful about their sworn word - if a dreige says, "I promise" or vows something in the name of their lord, their god, or their life, they *mean* it and will go to incredible lengths - even killing, in some cases - to keep their word. Those dreigi who cannot find goals other than revenge for their ancient loss often fall to evil; the others trend towards good alignments, marred only by their total lack of pity for fey or any being that dares to ally with them. Dreigi, even those that worship other beings, have a deep abiding respect with the Spirit of Iron, with whom their race struck a mighty deal to gain revenge against the Horsemen and the Unseelie, and they treat this blood oath with great gravity. Dreigi are likely to grow angry with those who mistreat iron or steel objects, and may take the object if the owner refuses to give it the respect it deserves.

BACKGROUND

Dreigi typically grow up among their own kind, either in fortress-towns located near areas of fey activity (or suspected portals into the Fairest of Lands, the home of the Unseelie Court) or in neighborhoods in grand cities that have been populated by dreigi. Though some civilized races shy away from dreigi at first because of their giant heritage, dreigi swiftly prove themselves to be hardworking, dedicated citizens who honor their promises and enforce order within their territories. Dreigi who grow up in fortress-towns tend to be more militaristic in mindset and grow up with a hand on their weapon and a keen eye for logistics, small-unit tactics, and a respect for a soldier's life. City-bred dreigi, on the other hand, often see their love of iron flower and commonly embrace magic as a way to feel even closer to the metal that took their race in when they were scared and alone. Either way, young dreigi usually leave the place of their birth, driven by their dreams to seek their revenge or at least to answer the burning question in the back of the race's collective minds - why us?

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ADVENTURES

Dreigi adventure for many reasons - profit, power, duty, friendship, and vengeance chief among them. The wanderlust that infects many young dreigi sends them into dangerous locales, where they hone the arts they bring to battle. Others seek wealth for their communities, magic with which to destroy their enemies, or to defend those they are sworn to or with whom they have become friends. Dreigi tend to favor classes that emphasize their great strength or that blend martial might with magical prowess, and a surprising number of clerics are present in their society, to any number of gods - dreigi are not shocked by freedom of religion and are often confused when confronted with more exclusive forms of worship.

DREIGE RACIAL TRAITS

- **+2 Strength, +2 Wisdom, -2 Dexterity:** Dreigi are strong and wise, but their large size makes them clumsy.
- **Medium:** Dreigi are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (giant):** Dreigi are humanoids with the giant subtype.
- **Darkvision (Ex):** Dreigi can see in the dark out to 60 feet.
- **Powerful Build (Ex):** The physical stature of dreigi lets them function in many ways as if they were one size category larger. Whenever a dreige is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the dreige is treated as one size larger if doing so is advantageous to him. A dreige is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. A dreige can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- **Ancient Grudge (Su):** Dreigi labor under a mighty oath of revenge against those who destroyed their culture and scattered them to the winds; they benefit from a +2 bonus on attack rolls, damage rolls, and saving throws made against fey and outsiders with the chaotic and/or evil subtypes. This bonus increases by +1 every 4 character levels.
- **Reject Fey Guile (Ex):** Dreigi gain a +2 racial bonus on saving throws vs. compulsion effects.
- **Sunder Magewalls (Ex):** Dreigi ignore hardness when attacking magical barriers (such as that created by *wall of force*) and deal additional damage equal to their character level to such barriers.
- **Child of Iron (Su):** Dreigi swore a mighty oath with iron itself to gain their revenge; their attacks count as being made with cold iron weapons in addition to their other materials for the purposes of bypassing damage reduction. Once per day, as a standard action, the dreige may call upon iron to aid them and slam their weapon

into the ground, producing a 10 ft. burst of iron shards (centered on the dreige) that settle into the ground. That area is treated as difficult terrain by all non-dreige creatures for a number of rounds equal to the dreige's character level. Non-dreige creatures that move through that area during this time suffer 1d4 points of damage per 5 ft. moved.

- **Gianthide (Ex):** A dreige's thick skin increases its natural armor bonus by +1.
- **Languages:** Dreigi begin play speaking Common and Giant. Dreigi with high Intelligence scores can choose from the following: Dwarven, Elven, Giant, Gnome, Halfling, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Spurn Enslavement (Su):** Some dreigi have an innate ability to punish those who would try to enslave them with sorcery. Whenever a dreige succeeds a saving throw against a mind-affecting spell, spell-like ability, or supernatural ability, the source of that spell or ability must succeed at a Will save (DC 10 + 1/2 the dreige's character level + the dreige's Wisdom modifier) or suffer damage equal to the dreige's character level, as well as a -2 penalty to their caster level for a number of rounds equal to the dreige's Wisdom modifier. This replaces the child of iron racial trait.
- **Mark of the Horsemen (Su):** Rare and unlucky dreigi are born with the brand of their ancient enemy, the Horsemen that shattered their culture. They gain a +2 bonus on saving throws against disease, poison, and death effects, as well as a +2 racial bonus on attack rolls made against giants and outsiders with the good and/or lawful subtypes. This bonus increases by +1 for every 4 character levels. This replaces the ancient grudge racial trait.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Add +1 to the barbarian's total rounds of rage per day.
- **Cleric:** Add +1/2 to damage dealt with spells against fey.
- **Daevic:** Increase your racial bonus to natural armor by +1/6.
- **Guru:** Increase the bonus from your reject fey guile racial ability by +1/5.
- **Magus:** Add +1/4 point to the magus's arcane pool.
- **Stalker:** Add 1/6 of a new stalker art.
- **Warlord:** Add a +1/4 bonus to battle prowess.

GRENDLE

Many half-breeds must deal with stigma from their parent races, with being seen as “lesser”. Grendles are not these half-breeds. Combining the best features of their parent races and trolls, grendles have a reputation as mighty warriors, fierce leaders, and fearless foes.

Though grendles can be born of battlefield rape and other atrocities, they are most often born as the result of political alliances, especially between orcs and trolls, though grendles with human or hobgoblin heritage are nearly as common. Raised to leadership, grendles unite disparate peoples and lead them to war and conquest with remarkable skill. Even those rare grendle raised among more “civilized” races stand out, towering above others as they rise to power in militaries, knightly orders, and even churches.

It is said of the grendles that the son may become greater than the father, and they strive to prove it every day.

APPEARANCE

Grendles stand at nearly eight feet tall - rivaling half-giants for their sheer size, though not for bulk - and have skin that ranges from an ashen gray to a deep, emerald green. They typically have pointed ears and blunt fangs for teeth. Only rarely is a grendle found that is not athletic or ready for war, and they typically pay impeccable attention to their grooming and the upkeep of their equipment. As a result, most grendles project an image of competence, power, and martial discipline.

Grendle warriors tend to favor heavier armor and open-faced helms, and capitalize on their size and leverage with large, two-handed weapons. A pragmatic people, grendles tend not to bother with flashy additions to their equipment, especially those that might hinder its functionality, and grendle tools have a certain stark efficiency about them that can be beautiful in its own way. Grendles take advantage of their natural healing to embed jewels or decorations into their flesh, which they display proudly.

DEMEANOR

Confidence is the word that can be used to describe all grendles, even those who do not pursue martial paths. Grendles have an ironclad sense of self-identity that lends weight to their words and steel to their convictions. This confidence can, oddly enough, lead them to be less brutal than the society around them; a grendle leader that spares a prisoner is not afraid of the orcs or trolls he leads rising against him for “showing weakness”, because his strength is carried in his bearing, demeanor, and attitude in every minute of his life.

Grendles combine their confidence with practicality and a patient thoughtfulness that is rare in savage humanoids. Grendles have a talent for making alliances and intimidating their enemies, which they reinforce through cunning politics and an understanding of desire. Grendle-led tribes often have exceedingly good relationships with their neighbors, who in some cases get quietly absorbed to become more of the grendle’s subjects, and these relationships are carefully and patiently maintained until the grendle deems it fit to dissolve them. Many grendles aspire to create nations to

lead; some even succeed in doing so.

Because they are raised in societies that revolve around strength, grendles tend to respect strength. Unlike many of their peers, grendles appreciate the strength of cooperation and often fight alongside boon companions or blood-brothers who support them both in and out of battle. This can spread to the rest of the tribe, quietly changing cultures built on ruthless bloodshed because of a single leader’s pragmatism which can, eventually, become a cultural value.

BACKGROUNDS

Grendles tend to be born of exceptional circumstances, and that results in them being raised in tribes or societies that are atypical of the races which form them. Peace treaties are rare between trolls and anyone, but such treaties are what most often lead to the creation of a grendle, who then rises to leadership as a bridge between cultures. As a result, grendles grow up trained in leadership, versed in politics, and with a keen respect for the power of peace - which is not to say that they’ll shy away from war. The societies in which they are raised are still brutal and emphasize personal strength, and a grendle learns that strength early and adds it to his many tools of influence and interaction with others.

Grendles breed true for a few generations, with the results of their mating with either parent race producing increasingly thin-blooded grendles. Some grendles take advantage of their leadership to arrange marriages that will result in more of their kind, and grendles do breed true with each other, but these efforts have not produced enough of the half-trolls for a truly separate society to form, and such children are still raised among their parent races. Hailed as exceptional rather than rejected as half-bloods, grendles grow up with relative privilege and fight to retain their power and influence. Few things are as desperate or savage as a grendle who has lost everything a n d



Bloodforge

thinks he has a way of getting it back.

ADVENTURES

Grendles adventure for many reasons - as a rite of passage into adulthood, to defend their tribe, because of exile or political disaster, or to secure wealth for their war machine being very common ones. Grendles favor martial classes, especially warlord, and can also be found serving as oracles or dreads if the power comes naturally to them. Even those grendle who are spellcasters respect and favor personal strength and are unlikely to be found plumbing the depths of esoteric questions when they could instead be gaining personal, political, or economic power.

Grendles respect those who are self-reliant while at the same time understanding the value of cooperation. They tend to adventure with classes who can compliment their own talents - tacticians, vitalists, bards, alchemists, and the like. Grendles do not necessarily disrespect those such as cryptics or wizards who are less concerned about power and more about intellectual progress, but they have trouble understanding such a mindset and as a result do not often seek out the company of such people. Grendles tend to share attitudes on race with their parent races, which often puts them at odds with "civilized" cultures.

GRENDEL RACIAL TRAITS

- **+2 Constitution, +2 Charisma, -2 Intelligence:** Grendles are tough and have fierce personalities that others may find intimidating, but tend to neglect education in favor of martial training.
- **Medium:** Grendles are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (giant):** Grendles are humanoids with the giant subtype. Unlike other giants, grendles do not have racial hit dice.
- **Humanoid Heritage:** At first level a grendle must choose a humanoid subtype from the following list: dwarf, elf, goblinoid, human, orc, or reptilian. They gain the chosen subtype in addition to any other subtypes they possess.
- **Free of Despair (Ex):** Grendles don't fear pain as others do, as they are used to healing quickly. This grants them a +2 racial bonus on saves against fear or despair effects.
- **Thick-skinned (Ex):** A grendle's thick skin increases its natural armor bonus by +2.
- **Trollblood (Ex):** A grendle regains hp every hour as though they rested for 8 hours. They also regrow any lost limbs in 1d4 days.
- **Mock Effort (Ex):** Whenever a grendle is struck they may mock their enemy, belittling that enemy's prowess. As an immediate action in response to being hit by an attack the grendle can make an Intimidate check with a +2 circumstance bonus to demoralize their attacker.
- **Darkvision (Ex):** Grendles can see in the dark out to 60 feet.
- **Languages:** Grendles begin play speaking Common and Giant. Grendles with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Gnoll, Gnome, or Goblin.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Adrenaline (Ex):** Some grendles know how to use fear to push their limits. If the grendle would be panicked or cowering, they are shaken instead. Additionally, they increase their morale bonus to Strength by +4 while they are shaken or sickened (even if they don't have a morale bonus to Strength). This replaces free of despair.
- **Claws:** Some grendles lack the troll's thick skin and instead have claws, which deal 1d4 damage each. This racial trait replaces thick-skinned.
- **Imperious Bearing (Ex):** Some grendles are more accustomed to using negative reinforcement than others. These grendles target all hostile creatures within 30 feet when using the Intimidate skill to demoralize their enemies (rather than only one enemy) and benefit from a +2 competence bonus to Intimidate checks. This replaces mock effort.
- **Moss-back (Ex):** Some grendles are related to the secluded moss trolls. These grendles have a climb speed of 30 feet and are especially vulnerable to fire, taking 50% additional damage from exposure to it in any form.
- **Scrags (Ex):** Some grendles are related to the aquatic trolls, the scrags, and gain a swim speed of 40 feet. Their healing only occurs if they are fully submerged in water for at least 1 hour each day, and they lose their darkvision trait.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Increase the mutagen or cognatogen's ability score bonus by +1/5.
- **Barbarian:** Increase the barbarian's will save bonus from his rage class ability by +1/4.
- **Bard:** +1/6 to the bonuses granted when the bard uses inspire courage.
- **Cavalier:** Add +1/4 to the cavalier's challenge daily uses.
- **Cleric:** Add +1/4 when healing hit point damage with spells.
- **Fighter:** Add +1/2 on rolls to confirm critical hits.
- **Inquisitor:** Add +1/4 uses per day of the inquisitor's judgement.
- **Tactician:** Add +1/4 daily uses of tactician's strategy ability.
- **Vitalist:** Add +1/2 to the damage dealt from the vitalist's steal health class ability.
- **Warlord:** Add +1/4 maneuvers known from the Golden Lion or Scarlet Throne disciplines. These maneuvers must be at least one level below the highest level of maneuvers the warlord can learn.

HALF-GNOLL

Slave forever? Hardly so. Amongst civilized gnolls the taking of slaves from those deemed lesser is a normal occurrence, and while those slaves aren't treated well they aren't simply devoured like with their fellows. However, there are fates worse than death and being at the mercy of slaving hyenemen certainly ranks among them. These slaves toil and work, bringing their lazy masters all that they may want, the most trusted tasked with hunting, the strongest set to work building warrens or gathering water and the women serve the worst purpose of the lot - sex slaves and body servants to gnoll warriors.

These non-gnoll women are considered objects at best and are treated as such. Sometimes this treatment brings forth a horrid whelp, a pathetic, screeching child that should never have been. The mother cries over the abomination she has birthed and the father exults in it, for there is no greater victory over the lesser races than to sire a child from them. Truly, these abominations are the blessings of dark gods on their tribe.

From then on the child is raised as a gnoll, with all the rights and hazards thereof; they learn to fight alongside the stronger, bigger children and are expected to hold to the same standards of viciousness and independence. They also end up having a chip on their shoulder as the tribal shaman expect great things from them. They will be expected to excel beyond their physically superior kin in an area that favors the physically superior. This expectation will shape their entire lives.

APPEARANCE

Half-gnolls look ridiculous; while they're mostly hairless they have large eyes with tufts of fur jutting out in odd places at ridiculous angles. Their height of 5 feet makes them considerably less intimidating than their fully-furred fellows and they feel they must make up for this by wearing ornamentations ranging from scarification and piercings to the severed digits of enemies and armor and clothing involving spikes, horns or other intimidating insignia.

Half-gnolls tend to dress to flaunt their power and wealth; no matter their social standing a half-gnoll puts great effort into dressing as frightening and disturbing to keep their foes at bay. They also take to piercing rings through their hairless flesh and collecting tufts of fur from full-blooded gnolls, tying these tufts to their ringed piercings as trophies. Among gnolls, a half-gnoll's personal standing is directly derived from these tufts and significant weight is placed on these successes over their more powerful cousins.

DEMEANOR

Stubborn to a fault, half-gnoll spend their whole lives proving themselves. This typically isn't a very long affair as they have the cards stacked against them from day one. Their elders expect as much from them as their full-blooded cousins while they're weaker and less developed than gnolls. Half-gnoll that fail to pass these coming-of-age tests have two possibilities: death or exile. Exile is an entirely different existence for a half-gnoll than it is for a gnoll; where a gnoll

treats exile as a walking death, a half-gnoll approaches exile as a personal challenge with which to make their own reputation. They often try to improve themselves away from the gnoll tribe that forsook them, gain riches and power and start their own tribe, then return to slaughter their former band-mates.

Due to a lifetime of hardship most half-gnolls learn that anything they gain must be earned, having had anything they owned taken from them at some point. This makes them brutally ambitious and extremely greedy; a half-gnoll will kill to keep even their most meager possession. If they have ownership of an item, no matter how small, they are loathe to give it up. This extends to relationships and a half-gnoll treats proper allies as the greatest prize. However, if a half-gnoll is able to be reasoned with they become a loyal and trustworthy ally, willing to place themselves in dire straits to keep a valuable friendship.

BACKGROUND

Many half-gnolls embrace their culture, exulting in the power they can exert over other lives. These half-gnolls quickly gain a reputation among more civilized gnoll society for their almost atavistic way of treating slaves - torturing, butchering, and otherwise treating slaves horrifically for no reason beyond sadistic glee.

A minority of half-gnolls find themselves sympathetic towards their mother, and by extension the rest of the slaves. These half-gnolls take a polar opposite approach to life - they spurn the ideals of the gnolls they live with and turn to self-imposed exile (sometimes after freeing a few slaves if they can).

This outlook obviously modifies the rest of their lives, for a half-gnoll who was unwillingly exiled will treat non-gnolls much differently than a sympathetic half-gnoll would

ADVENTURES

Exiled half-gnolls take adventuring on as a second skin. To them exile is a new world, full of potential victims or tales of adventure marked by trophies of hair. They favor hunting, fighting, and working as part of a group and thus it comes easily to them. Due to their times in a gnoll band, they are very capable of cooperation regardless of personal opinion about the members of a group and their willingness to engage in jobs that other creatures would be loath to makes them a reluctant addition to most parties.



Half-gnolls favor both the arts of stalking prey and delivering death with violent, powerful strikes as rangers, rogues, and stalkers. They idolize brutality in a general sense, and their emotional instability can sometimes manifest in a power all their own as barbarians or wilders.

While society views half-gnolls as blessings of dark gods they typically don't accept them as shaman. This doesn't stop some half-gnolls from trying their own hand at it and maybe their assumed "favor" shows in their aptitude for gaining divine influence as a cleric apart from any forebears' tutelage.

An exiled half-gnoll learns to prize efficiency over gaudy displays and thus has no disparaging views on anything effective, though they may not see the use in enchantments, illusions or other arcane methods without seeing proof of their power; arcane power is relatively rare in gnoll society. Most half-gnoll adventurers prefer races that possess large amounts of hair, feeling more at home around them than hairless creatures. Half-gnolls treat warriors of other races with a respect that is unexpected from a gnoll. They consider each individual for their own merits - after all, were they not capable of success themselves?

HALF-GNOLL RACIAL TRAITS

- **+2 Constitution, +2 Wisdom, -2 Charisma:** Half-gnolls are tough in body and in will, but their upbringing makes them socially inept and ill-practised.
- **Medium:** Half-gnolls are Medium creatures and thus have no bonuses or penalties from size.
- **Humanoid (gnoll):** Half-gnolls are humanoids with the gnoll subtype.
- **Humanoid Heritage:** At first level a half-gnoll must choose a humanoid subtype from the following: dwarf, elf, gnome, goblinoid, halfling, orc, or reptilian. They gain the chosen subtype in addition to any other subtypes they possess.
- **Fur Patches (Ex):** Where most races have body hair, a half-gnoll has thick patches of fur that increases their natural armor bonus by +1.
- **Scent (Ex):** Half-gnoll have heightened olfactory ability, gaining the scent special quality.
- **Claws:** Half-gnolls have 2 claws that deal 1d4 damage each.
- **Iron Will (Ex):** A half-gnoll's rough upbringing makes it stubborn. It gets Iron Will as a bonus feat.
- **Low-Light Vision (Ex):** Half-gnolls see twice as far as humans in dim light.
- **Pack Hunter (Ex):** Any time the half-gnoll and one or more of its allies threatens the same creature, they are all treated as flanking that creature.
- **Languages:** Half-gnolls begin play speaking Common and Gnoll. Half-gnolls with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, or Goblin.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Dark Adept (Ex):** When dealing with demons or devils, some half-gnoll prove to be extremely adept. They gain +2 racial bonus on all Charisma-based checks involving evil outsiders as well as a +1 bonus to saving throws made against their spell-like and supernatural abilities. This replaces iron will.
- **Dominance (Ex):** Some half-gnolls exhibit an exaltation at proving themselves better than everyone else. Whenever a they attack an enemy currently suffering from a penalty-inducing condition, they deal an extra 1d6 damage. This replaces the pack hunter racial trait.
- **Hounding Advance (Ex):** Some half-gnolls are more capable of hounding routed enemies than they are of working as a team. As an immediate action, in response to a hostile creature leaving their threatened area, these half-gnolls may move up to their speed, provided this movement ends with them adjacent to the creature that provoked this ability. This takes their move action for the coming round. This replaces the pack hunter racial trait.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Cleric:** Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.
- **Cryptic:** +1/2 on Stealth checks.
- **Daevic:** Add +1/4 to damage rolls with natural weapons.
- **Oracle:** Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.
- **Psychic Warrior:** Add +1/2 to the psychic warrior's manifester level when manifesting a path power.
- **Ranger:** Add +1/3 effective druid level for purposes of animal companion abilities. Effective druid level cannot exceed the half-gnoll's character level.
- **Rogue:** Add +1/2 to Intimidate checks.
- **Stalker:** Add +1/4 of a d6 to deadly strike damage.
- **Soulknife:** Add +1/4 damage with the soulknife's psychic strike class ability.
- **Summoner:** Add +1 hit point or +1 skill rank to the summoner's eidolon.
- **Warlord:** +1/4 racial bonus on saves vs fear.
- **Wilder:** Add +1/4 rounds to the duration of the wilder's surging euphoria bonus.
- **Witch:** Gain 1/6 of a new hex.

HALF-GOBLINOIDS

Children of circumstance, half-goblinoids tend to be surprisingly innocent and naive for the most part. They seek a place in a world that really doesn't have one for them. Lacking the ability to comprehend their goblinoid parent and being more-or-less tolerated by the other half, the half-goblinoid finds solace where they can. Often this is in harmless fun or assertions of helpfulness but it can sometimes come about the other way - by preying or otherwise exacting revenge on whatever society they aren't accepted into. This can be quite dangerous as half-goblinoids temper the natural aptitudes of both parents into a new breed that can predate either of the parentage societies. They lack most of the goblinoids' weaknesses and have many new skills that neither race could have alone.

Half-goblins are usually a product of what some goblins like to refer to as "grrak chuk" - a "game of bravery" involving a goblin, a handful of coppers, and a lady of the night. This typically results in a half-goblin child born into poverty with a head full of tales of riches for the taking and the angry entitled attitude of the impoverished. Half-hobgoblins are typically a product of war-breeding programs, grinding ever onward in search of fodder. Their role is to work, fight, and die for their betters - but often they prove to be more dangerous with a weapon than either progenitor. Finally, the half-bugbear is born to midnight raids or misunderstood romps, their rapid growth coupled with their less-rapid mental development puts them in a societal role of giant children, but they show their parent's aptitude to be frightening which puts off a number of their "normal" fellows. Regardless of the half-breed, a half-goblinoid is equal parts accepted and ostracized.

One thing is inarguable however: they are prime examples of just how dangerous two completely different races could become

APPEARANCE

Half-goblinoids always look like a horrible cross between their parents - a half-goblin looks like a halfling or gnome with an overly large head and small, beady eyes, a half-hobgoblin looks like a grey-hued version of its non-goblinoid parent, with longer forearms and feet. A half-bugbear is typically almost entirely hairless and their skin has a gray hue to it.

A half-goblinoid's take on apparel is mostly influenced by their view of their goblinoid parent. If they idolize or otherwise view their goblinoid parents in a positive light then they take to tattoos of fierce animals or assumed infernal sigils and ringed piercings, making both plentiful in their apparel. The rest of their apparel is specific to the subtype of half-goblinoids.

Half-goblins prefer tight-fitting clothing and lots of jewelry, almost always wearing a bauble they'd stolen earlier for a few weeks before selling it. They also wear cloaks or other separate, easily shucked garments that they can also hide ill-gotten gains or weapons within. Their hygiene leaves much to be desired for most, though a small number have chosen to integrate with society and thus have mastered the basics of hygiene. Half-goblins don't have a fashion sense;

they seem to fail at any attempt at keeping with the times, either wearing garish, conflicting colors or formal clothes to a casual event.

Half-hobgoblins are more comfortable in armor or other hardened or heavy pieces, feeling secure in the weight of it. They seem to favor torcs and any jewellery in solid gold over other precious stones or metals. Their armor and weapons are kept in the best possible condition and they keep themselves relatively well-groomed.

Half-bugbears are comfortable in nearly anything. They have little issues with threadbare clothing or roughspun garments. They lack the fashion sense of their non-bugbear parents and prefer muted colors and unassuming jewelry.

DEMEANOR

A half-goblinoid's behaviour is directly rooted in what society they were born into.

Half-goblins are rarely born in goblin society. To do so would almost invariably lead to the death of the child. Those that do and survive tend to leave the tribe upon reaching adulthood and head to more civilized settlements where they perpetrate minor crimes or otherwise act out if they don't join a gang of some sort. Half-goblins born among more civilized parentage have a completely different story. They can't relate to their goblin half; the most they understand is that their life is infinitely *better*. Half-goblins understand that goblins have issues with the written word, have a frightened perception of dogs and horses, and are obsessed with fire and while some half-goblins may harbor a mild or greater appreciation for these things, most half-goblins grow out of them as fads and otherwise adhere to the basic cultural influences that surround them on a daily basis.

Half-hobgoblins are almost universally the product of a breeding program for some sort of war. Half-hobgoblins reach maturity in 5 years and have garnered a certain respect - enough to create a secondary ranking system - due to their aptitude for combat. Half-hobgoblins raised thus are socially short and abrupt, hating to waste time on anything unnecessary. They treat combat skill as the only method of gaining any respect and thus are often battle-crazed, surviving fewer battles than their pure-blooded kin. Those that survive long enough to overcome this initial craze become fearsome, capable warriors that can handle any situation that might spring up.

Half-bugbears find themselves in an awkward life regardless of who their parent is; if they live in their non-bugbear's society then they find it difficult to relate to the rest of their community. Their instinctive understanding of fear makes them appreciate it, giving them a dark sense of humor and a morbidly creative mind, but creativity needs an outlet - typically taking the form of frightening pranks or amazingly vivid and creative horror stories. However, even with those outlets sometimes it leads to an existence more akin to the bugbear's than polite society would care for. Half-bugbears that have a bugbear for a mother grow up alone and wandering, but even these creatures aren't predisposed towards being murderous sociopaths. Just as many of them hunger for meaningful interaction and relationships. Being completely self-sufficient by the age of 2 doesn't eliminate their need for a mother figure or the familial desire;

however, having their full growth at the age of 5 makes it difficult for others to think of them as children. Among children, however, they can be the greatest of attractions - while they understand and are able to survive on their own they don't have the mental maturity of an adult and the children of a society that can make it past their sometimes frightening exteriors can find the ultimate sweets thief and bully detractor. To a young half-bugbear everything is a game, violence and all. Even at 2 years a life-or-death struggle against a feral animal is simply a dangerous game. This outlook really doesn't change until they reach 10 years - old by bugbear standards.

BACKGROUNDS

Half-goblinoids are more deeply impacted by their society than by anything else. The saying "Can't teach an old dog new tricks" applies to half-goblinoids more than most other races, especially in regards to behaviour.

Half-goblins raised among civilized society happily embrace their non-goblin parent and are confused by their goblin parent's life. It never significantly harms their life but their lack of understanding tends to lead to them a curiosity about new things and other cultures, which in turn leads to a wanderlust that makes all half-goblins take to travelling some distance over their lives even if just to the next town or capital city. But a vast majority just start walking one day and keep going, figuring things out as they go.

Half-hobgoblins treat every challenge as a military exercise. Their views on magic are dictated by the society they grow up in. If they grow up among hobgoblins, they hate it. They lack any sort of trust in any magic-users in any way, ever. Sometimes they'll suffer their presence if separated from their troop and require assistance, as they're ultimately pragmatists and would rather live than die for ideals. Some half-hobgoblins raised in human or elven societies have proven to be more than adequate wizards, though they are unnaturally rugged for bookish types.

Half-bugbears are subconsciously aware of their heritage. They are naturally adept at exploiting fear and this fact shapes them. Some use it for good, using their knowledge of fear to liberate their fellows from fear, either by eliminating that which makes them afraid or by instilling fear in those that exploit fear for their own gain. Others use it for evil, becoming those creatures that exploit fear just like the bugbears.

ADVENTURES

Half-goblinoids often travel. Whether it's a half-goblin wandering in search of cultures, a half-hobgoblin turning to knight-errantry to garner more respect, or a young half-bugbear seeking to simply have some fun, all half-goblinoids find themselves away from home for a portion of their lives while they learn and grow.

Half-goblins' love for pranks, tricks, and general mischief as well as their penchant for learning new things lends towards bards, rogues, or wizards. They favor skills and knowledge over outright combat and any half-goblin who sees a goblin warband tends to attempt to do things their way at least for a little bit, hoping to sympathize with the father they'll likely never know. They tend to value

information or ancient bits of culture more than straightforward gold but also try to keep mobile, hating to be bogged down in the event that they need to flee.

Half-hobgoblins travel to kill new things and collect trophies. That's it. Their goals for adventuring are simply to test their mettle and their metal, kill the next biggest thing, get the next greatest piece of gear, kill the next greatest thing, get the next greatest gear. They tend to focus on their own honor and social standing than on the consequences of their deeds. As fighters, cavalier, paladin (or antipaladin), and rangers, when they kill a big monster it isn't to save the town, it's to be able to lay claim to its death and the honor that goes along with it.

Half-bugbears adventure for fun. To them, every threat is just a new game that must be surpassed. Their views on problem resolution tend towards one of two views, avoidance or abrupt resolution. They enjoy skulking and horrifying enemies, usually with the skills inherent in dreads or rogues. They also like hunting, regardless of what the target is. Rangers, stalkers and the rare inquisitors seem to be fun to be around and a young half-bugbear may be swayed towards one of these roles if they encounter them. Likewise, some half-bugbears find themselves invested with magic and take to being sorcerers or oracles.

HALF-GOBLINOIDS

Half-Goblin Racial Traits

- **+2 Dexterity, +2 Constitution, -2 Charisma:** Half-goblins are quick and tough, but are hideous little creatures.
- **Small:** Half-goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Humanoid (goblinoid):** Half-goblinoids are humanoids with the goblinoid subtype.
- **Fast:** Half-goblinoids are fast for their size; their base land speed is 30 ft.
- **Humanoid Heritage:** At first level a half-goblin must choose the gnome or halfling subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Scrounger (Ex):** Half-goblins have sharp senses and a knack for searching through areas, granting them a +2 racial bonus on Perception checks and when taking 20 to search an area of 30-foot-by-30-foot or smaller it only



takes a full-round action (as opposed to 2 minutes or more).

- **Pilfer (Ex):** A half-goblin has light fingers. They gain Improved Steal as a bonus feat and can steal from a flat-footed enemy as a swift action.
- **Darkvision (Ex):** A half-goblin can see in the dark out to 60 feet.
- **Low-light vision (Ex):** A half-goblin can see twice as far as a human in dim light.
- **Languages:** Half-goblinoids begin play speaking Common and Goblin. Half-goblinoids with high Intelligence scores can choose from the following: Abyssal, Aklo, Elven, Giant, Gnome, Halfling, or Undercommon.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Blue-skinned:** Some half-goblins are related to the psionic cousins of goblins, the blues. These blue-skinned half-goblins are typically more dignified and have the naturally psionic trait, gaining Wild Talent as a bonus feat (or Psionic Talent if they take a level in a psionic class). This racial trait replaces scrounger.
- **Trickery:** Some half-goblins prove to have a knack with poison, gaining the poison use special quality, but early experimentation with herbs often damage their eyes. This racial trait replaces low-light vision.
- **Triple-jointed (Ex):** Some half-goblins have an indescribable knack for hiding in places they have no right to even fit. They gain a +8 racial bonus on Stealth checks to hide as well as a +4 racial bonus on Escape Artist checks, as well as being able to squeeze through sizes a tiny or larger sized creature could. This racial trait replaces scrounger.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Add +1/3 to an alchemist's daily uses of their bomb class ability.
- **Cleric:** Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
- **Fighter:** Add +1/3 on rolls involving one combat maneuver (CMB or CMD): Disarm, Dirty Trick, Steal, or Trip.
- **Oracle:** Add +1/2 to Concentration checks while casting spells with the fire descriptor or of the divination school.
- **Ranger:** Add +1/3 dodge bonus to the ranger's AC against their favored enemies.
- **Rogue:** Gain +1/6 of a new Rogue Talent.
- **Stalker:** Add +1/6 of a new stalker art.

- **Sorcerer:** Add +1/3 fire damage to evocation spells that deal fire damage.
- **Vizier:** Add +1/4 to all elemental damage from veil abilities.

Half-hobgoblin Racial Traits

- **+2 Dexterity, +2 Constitution, -2 Charisma:** Half-hobgoblins are quick and tough, but as gruff as any dwarf.
- **Medium:** Half-hobgoblins are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (goblinoid):** Half-goblinoids are humanoids with the goblinoid subtype.
- **Humanoid Heritage:** A half-hobgoblin must choose from the dwarf, elf, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Combat Intuition (Ex):** Half-hobgoblins have a powerful intuition about combat. They gain Improved Initiative and may draw their weapon as a free action when initiative is rolled, even if they are flat-footed or it's not their turn.
- **Wartime Predator (Ex):** Half-hobgoblins have a predatory instinct for tactics. Whenever they gain a bonus from flanking or high ground they increase it by +1, plus an additional +1 per 5 character levels. When attacking a flat-footed enemy they also gain a +2 bonus on the attack and damage roll.
- **Darkvision (Ex):** A half-hobgoblin can see in the dark out to 90 feet.
- **Languages:** Half-goblinoids begin play speaking Common and Goblin. Half-goblinoids with high Intelligence scores can choose from the following: Abyssal, Aklo, Elven, Giant, Gnome, Halfling, or Undercommon.



Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Stable And Steady (Ex):** Some half-hobgoblins with dwarf blood take after their dwarven parents more than their hobgoblin ones. These half-hobgoblins are more stocky and broader of build, gaining the stability dwarven racial trait as well as not slowing down from encumbrance or heavier-than-light armor. This racial trait replaces wartime predator.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add +1/4 to the aegis' customization points.
- **Cleric:** Increase attack bonus with a specific weapon by +1/4.
- **Fighter:** The fighter gains 1/4 of a new bonus combat feat.
- **Monk:** Increase *ki* pool by +1/4.
- **Oracle:** The oracle gains 1/6 of a new revelation.
- **Ranger:** Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).
- **Rogue:** Increase attack bonus against flat-footed enemies by +1/5.
- **Warlord:** The warlord gains 1/6 of a new warlord gambit.



Half-bugbear Racial Traits

- +2 **Dexterity**, +2 **Charisma**, -2 **Wisdom**:

A half-bugbear is quick and frightening, but impulsive and weak-willed.

- **Medium:** A half-bugbear is a Medium creature and thus has no bonuses or penalties for size.

- **Humanoid (goblinoid):** Half-goblinoids are humanoids with the goblinoid subtype.
- **Humanoid Heritage:** At first level a half-hobgoblin must choose from the dwarf, elf, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Scare Tactics (Ex):** A half-bugbear has a knack for causing fear and panic. They have a +2 racial bonus on Intimidate checks as well as increase the DC of any spell or effect with a fear descriptor by 1.
- **Nightmare Assailant (Su):** A half-bugbear has immunity to magical sleep and paralysis spells and effects; such effects, if used on the half-bugbear, instead target the originating being (just as if that being had targeted itself; if the originating being is not a legal target, the effect dissipates harmlessly).
- **Low-light Vision (Ex):** A half-bugbear can see twice as far as a human in dim light.
- **Languages:** Half-goblinoids begin play speaking Common and Goblin. Half-goblinoids with high Intelligence scores can choose from the following: Abyssal, Aklo, Elven, Giant, Gnome, Halfling, or Undercommon.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Friendly Smile (Ex):** Some half-bugbears spurn their fearsome instincts, instead focussing on being as friendly and likable as possible. They gain a +2 racial bonus on Diplomacy checks and any spells or effects that charm increase their DC by 1. This replaces scare tactics.
- **Murderous Intent (Ex):** A half-bugbear is naturally skilled at murdering things. They can coupe de grace an enemy as a standard action. This replaces scare tactics.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Add +1 to the barbarian's total number of rage rounds per day.
- **Cleric:** Increase the DC of any spell with the fear descriptor by +1/6.
- **Cryptic:** Add +1/5 of a new cryptic insight.
- **Daevic:** Add a +1/2 bonus to all Intimidate checks.
- **Dread:** Add +1/3 to damage dealt with the dread's devastating touch.
- **Ranger:** Increase existing favored enemy bonuses against all humanoids by +1/6.
- **Rogue:** Add +1/2 bonus on Perception checks to detect hidden enemies.
- **Warder:** Add +1/4 of a use of armiger's mark.
- **Wilder:** Increase the wilder's elude attack dodge bonus by +1/5.

HALF-SAHUAGIN

Purpose-bred - or built - half-breeds are hardly a new concept. As experiments, weapons, peacemakers, or simply abominations, half-breeds serve their creators or rebel against them, or are simply cast aside as failures.

The half-sahuagin are perhaps unique among their peers - they were built to be saviors.

Sahuagin are prone to beneficial mutations, which the race celebrates with great power and respect for those who have developed them. Unfortunately, this may not be the appropriate reaction; sahuagin are prone to madness and cruelty on a racial scale, to a level that sometimes baffles surface-dwellers and even other aquatic races. A small group of sahuagin spellcasters sought an explanation for the more crippling forms of insanity suffered by their people and made a disquieting discovery - the sahuagin bloodline is not stable, and without intervention will degenerate into something barely more than an especially cruel animal. Attempts to inform their people were met with derision and scorn, and eventually these spellcasters and their fellows splintered off to continue their research.

Something had to done.

APPEARANCE

Half-sahuagin dress and carry themselves with a dignified indifference to their own hideousness. Well aware that neither of their parent races are ever going to find them attractive, half-sahuagin instead emphasize fine clothing,

high-quality armor and weapons, and tasteful accessories to project an image of competence and respect with which to make a first impression. Half-sahuagin

who do not wear armor often wear clothing made of subtly

enchanted cloth, which dries and settles into a loose style when on land. The material



has proven surprisingly popular with surface-dweller sailors and fishermen.

The effort these half-breeds spend in dressing well is wisely spent; half-sahuagin are hideous, with fishlike scales covering their skin, blocky features, overlarge teeth, huge eyes and a certain fish-like odor that follows them wherever they go. Half-sahuagin take pains to groom themselves carefully, not wishing to give others further reason to judge or shy away from them than they already have, though this is not always as helpful as they would like it to be.

DEMEANOR

Half-sahuagin are a patient, thoughtful, and responsible people. Raised not just to leadership but with the expectation that they will help “save” an entire race, these half-bloods tend to think their actions through and have a keen sense of *consequences*. This is not always a good thing; half-sahuagin often do not get enough sleep, and blame themselves for disaster at times when, really, there was nothing to be done.

The children of intellectuals, half-sahuagin are raised to magic (arcane and divine are equally common) and taken with deep thoughts on societal and global issues. Half-sahuagin engage others in conversation and debate about their worldviews and beliefs about the nature of evil, the purpose of cruelty and suffering, the possibility of redemption, and what it truly means to *be* a member of a race. Their curiosity also makes them surprisingly insightful and empathetic, and when they are welcome to do so many half-sahuagin genuinely enjoy helping others with complex personal problems. They have a talent for cutting to the heart of complicated emotional and social matters. This talent has a downside - half-sahuagin worry over these questions and the many responsibilities they feel are on their shoulders, and rarely feel as though they are permitted to relax or truly enjoy themselves.

BACKGROUND

Half-sahuagin are generally created, rather than born; the sahuagin rebels that breed them use sorcery to mix the essence of a surface race with their own, creating a stabilized half-breed (the material needed is generally acquired through trade, as a small vial of blood will do). Aside from being expected to eventually breed with sahuagin to stabilize the bloodlines, half-sahuagin are raised to positions of importance within the splinter faction, tasked with research, development, diplomacy, and the acquisition of knowledge and power. Half-sahuagin are raised with a very frank appraisal of the threat facing the sahuagin people, and are told they must do their part in solving the problem.

While this makes half-sahuagin a responsible, thoughtful people, it is also the ethical question they spend the rest of their life grappling with. The rebel sahuagin that raise them range from cruel patriots wishing to secure sahuagin racial supremacy to outcasts from sahuagin society that fled its unending malice. Half-sahuagin wonder if they can “save” their parent race without destroying everything that makes its culture unique - and wonder, too, if it would be wrong to do so. Sahuagin are cruel and malicious, and time spent among surface races makes half-sahuagin very aware that cruelty is not the only method of showing strength. It is not

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uncommon for half-sahuagin to leave home in an effort to find answers to these difficult questions, and their “parents” encourage it as long as the half-sahuagin continues to send back knowledge, wealth, or items of power to fuel their research.

Many of those who leave never truly go back “home”. They find peace amongst the surface-dwellers and escape the impossible burden placed upon them. Those that do eventually return come back wiser for their trials, and so the experiments continue, in an effort to save the sahuagin from themselves.

ADVENTURES

Half-sahuagin tend not to be full-time adventurers; they leave home on a specific mission, or to gain some distance from the difficult problems they’re faced with. Overwhelmingly, half-sahuagin favor magical classes, with only a very few of the least talented entering more martial careers. Half-sahuagin respect members of all classes but are more fascinated with how those skill sets fit into cultures, and may ask endless questions about what it means to have a role in society and how such people are treated.

Half-sahuagin have an odd relationship with surface races. Raised with a strong sense of cultural pride, half-sahuagin often begin with a carefully concealed attitude that other races are less than they are. Actual interaction with these cultures disabuses them of this notion with remarkable swiftness, which does not make their concerns over “saving” the sahuagin any easier to deal with. Having encountered the idea that other races have ideas and values worthy of emulating, most half-sahuagin gladly engage with them on topics small and large, looking to better themselves through learning.

HALF-SAHUAGIN RACIAL TRAITS

- **+2 Dexterity, +2 Wisdom, -2 Charisma:** A half-sahuagin moves like they lack bones and is perceptive and instinctive, but has difficulty expressing themselves to others at times.
- **Medium:** Half-sahuagin are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (aquatic, crossblood):** Half-sahuagin are humanoid with the aquatic and crossblood subtypes.
- **Humanoid Heritage:** At first level a half-sahuagin must choose from the dwarf, elf, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Slow speed:** Half-sahuagin have a 20 ft. base land speed and a 30 ft. swim speed; they may move in water without making Swim checks, and always treat Swim as a class skill. Though graceful in the water, they are clumsy and slow on land.
- **Resilient Physiology (Ex):** A half-sahuagin has a magically modified physiology; a side-effect of this process has caused it to be resistant to influence, granting it a +4 racial bonus on saves against poison, disease, and transmutation spells.
- **Blood In The Water (Ex):** A half-sahuagin mimics the

ferocity of their parents. Once per day as a free action they can frenzy, gaining a +2 morale bonus to Strength and Constitution but a -2 penalty to AC for 1 minute. If they gain the ability to rage, increase the bonuses rage grants to Strength and Constitution by 2 instead of the normal benefits of this racial trait.

- **Amphibious (Ex):** Half-sahuagin can breathe water or air indefinitely.
- **Slippery (Ex):** A half-sahuagin’s slippery flesh grants a +4 racial bonus on Escape Artist checks.
- **Blood Tracking (Ex):** A half-sahuagin has finely-tuned senses for blood. They have the scent special quality and gain a +10 racial bonus on survival checks to track a blood trail.
- **Low-light Vision (Ex):** A half-sahuagin can see twice as far as a human in dim light.
- **Languages:** Half-sahuagin begin play speaking Common and Goblin. Half-sahuagin with high Intelligence scores can choose from the following: Abyssal, Aklo, Aquan, Elven, Giant, Gnome, Halfling, or Undercommon.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Four-Armed Freak (Ex):** Some half-sahuagin have an extra pair of arms. These unfortunate freaks have a more stable physiology, losing the blood in the water and resilient physiology racial traits.
- **Shark Speech (Su):** Some half-sahuagin retain a rudimentary form of telepathic communication with sharks at a distance of 150 feet. This allows the use of the Handle Animal skill with sharks out to that range. This replaces blood in the water.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Add +1 to the total rounds of the barbarian’s rage.
- **Cleric:** Increase duration of emotion effects and spells generating from the cleric by 1 round.
- **Daevic:** Add +1/4 daily uses to your racial blood in the water ability.
- **Psion:** Add +1 on Spellcraft checks.
- **Stalker:** Add +1/6 of a d6 of the stalker’s deadly strike.
- **Wizard:** Add +1 on Spellcraft checks.

HEXBREATHER

Diabolical and insidious, hags are horrible monsters that prey upon and destroy lesser beings in many ways. However, many of them grow tired of living solitary, predatory lives and find themselves preferring a controlling role in an orc tribe. This is different among the witch broods: some use their strength and great defenses to crush any who oppose them, taking the leftovers of the tribe as slaves and servants while others seduce the tribe into being her willing tribe mates.

Regardless of the method, the end remains the same. A tribe serving a hag enjoys benefits in her power, better raids with her assistance, more intelligent training which in turn makes them stronger, and greater magic aid to turn the tide of combat even more.

Eventually, the hag wants more than just servants or lessers. After a time has passed with the tribe she begins to take mates and from these mates the hexbreathers are born. These intelligent and strong creatures are nurtured by the hag into dutiful sons and daughters who serve as champions and adjudicators of the hag.

APPEARANCE

Gaunt to an alarming degree, hexbreathers' powerful physique isn't obvious on casual observation. With a lack of hair and a skeletal face they can sometimes be mistaken for undead and they know this, hoping to gain some vital moments in combat as a foe either scrambles for superstitious charms or expends healing in an effort to harm them.

Hexbreathers use any edge they can get, favoring intimidation or underestimation as their most potent weapons. Their skin is green and mottled with sickly yellow patches making them appear weak and frail; they sometimes use this to seem like an easier target before they pounce and overpower their surprised victim.

DEMEANOR

Devoted to their mother, most hexbreathers work to further her goals to the exclusion of all others - they aim to please her as any doting child would. Most act like orcs but with a higher understanding to their actions, while the rare few act with a noted independence streak.

These few are just as likely to attempt to overthrow their mothers as they are to simply leave. The result of either attempt is usually not in their favor - a hag will casually kill any children that oppose them in any serious way. The rare few that succeed in either endeavor have to finish off the rest of the family. Most hexbreathers are vicious to any creatures that aren't part of the family or tribe with the rare few sneaking away at a very young age (if they survive their siblings); from then on it's a difficult life as a hexbreather must fight against the natural world with nothing but claws and their ability to curse an enemy. This makes all hexbreathers cynical at best and rarely respectful of authority as well as having a good disposition.

BACKGROUND

Hexbreathers are born under the strict rule of their mother. Hags expect their children to adhere to all their expectations but typically raise them as nurturing loving mothers, engineering love and devotion. In truth hags never care about their children but know that such familial devotion is invaluable for their machinations. The rare few that witness a hag mother kill their sibling tends to shatter their reality. Hexbreathers start serving their mother at an early age, picking through the forest and swamp for herbs or spying on activity in the surrounding area, usually in groups of 2 or 3 as hags typically have twins or triplets. As they age they turn towards more directly serving their mother as champions and agents, spying on nearby settlements and caravans that run through the area or leading raids in their mother's stead. Hexbreathers serving as soldiers and champions never leave the tribe in a general sense, having complete loyalty and trust in their mothers. Rarely, one of these champions have their faith shaken in some way and find an out in a failed raid, simply not returning and taking to adventuring instead. These few are a wild card, having to question their entire existence and worldview, making any disposition possible.

Ultimately, hexbreathers nearly always find themselves wanting for the attention of a parental figure. Needing nurturing either due to the lack of such from their own childhood or because they'd grown accustomed to it, and thus feel its lack. Hexbreathers find themselves eager to please older humanoids, especially those that they are attached to in any way.

ADVENTURES

Hexbreathers that take to a life of wandering are almost entirely of the minority. Hexbreathers don't really adventure so much as they wander. Their upbringing (or lack thereof) makes them opposed to authority, revelling in freedom. Thus they are often easily moved to assisting in liberation of oppressed groups or individuals. Alternatively, they could seek wrongdoings akin to their own mother, in hopes of keeping others from facing the oppression that they themselves had to face in their childhoods.

Just as many are selfish creatures, seeking to enjoy their lives that they feel they'd earned. These hexbreathers use their skills for personal gain but aren't necessarily any more malicious than any other race.

The capabilities of the hexbreathers are directly related to whether they were an adult member of the tribe or not. Typically those that grew into adulthood before becoming wanderers are more likely to be antipaladin, fighters, magus, barbarians, or any other frontline combatants but there have also been a number of them that took on the robes of a spellcaster, favoring witch or cleric and emphasizing their worship on whatever their mother taught them to. Hexbreathers that grew up in the wild are likely to be more self-sufficient, typically as rangers or rogues, though it isn't unheard of for a kindly old hermit or sage to take the eccentric creatures in, teaching them their ways. This results in a number of clerics, druids, witches, and wizards that then wander the world, seeking to use the lessons of the surrogate parent for that same parent's goals and ideals.

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HEXBREATHER RACIAL TRAITS

- **+2 Strength, +2 Intelligence, -2 Charisma:** Hexbreathers are powerful in both body and mind but are gaunt and malformed, lacking in a personal presence.
- **Medium:** Hexbreathers are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (crossblood, orc):** Hexbreathers are humanoids with the crossblood and orc subtypes.
- **Hag Flesh (Ex):** A hexbreather's sallow flesh increases its natural armor bonus by +1.
- **Hex (Su):** The hexbreather has a natural affinity for the twisted magic of its mother's line; the hexbreather chooses a hex from the following list: evil eye, misfortune, or tongues. It may use the chosen hex as a witch of the hexbreather's character level and is usable once per day per character level.
- **Claws:** Hexbreathers have 2 claws that deal 1d4 damage each.
- **Persecution (Ex):** Hexbreathers gain a +1 racial bonus to attack and damage rolls against cursed creatures, as well as creatures suffering the effects of a hex. This bonus increases by +1 for every 4 character levels.
- **Darkvision (Ex):** Hexbreathers can see in the dark out to 60 feet.
- **Hagblood (Ex):** Hexbreathers count as hags for the purposes of joining a coven, and also gain a +2 racial bonus on saving throws against hexes or curse effects.
- **Languages:** Hexbreathers begin play speaking Common and Orc. Hexbreathers with high Intelligence scores can choose from the following: Abyssal, Elven, Dwarven, Giant, or Necril.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Ferocity (Ex):** Some hexbreathers retain their orc parent's ferocity for violence, possessing the ferocity ability which allows them to remain conscious and continue fighting even if their hit point totals fall below 0. Hexbreathers are still staggered at 0 hit points or lower and lose 1 hit point each round as normal. This replaces persecution.
- **Greenbreather (Su):** A hexbreather that is the child of a green hag gains a measure of their strength-sapping claws. Any enemy they strike with their claws must make a Fortitude save (DC 10 + 1/2 hexbreather's character level + hexbreather's Charisma modifier) or take 1 point of Strength damage. This racial trait replaces persecution.
- **Hatebreather (Su):** A hexbreather that is the child of a sea hag gains a baleful glare that they may use as a standard action once per day per character level. The hexbreather targets a creature they can see within 60 ft.; the victim must make a Will save (DC 10 + 1/2 hexbreather's character level + Intelligence modifier) or gain the cursed condition as well as suffer a -2 penalty on

AC and Reflex saves for 1 hour. This is a curse effect and replaces the hex racial trait.

- **Pitchbreather (Ex):** A hexbreather that is the child of an annis hag can sometimes gain damage reduction 2/bludgeoning; this increases by 1 per 3 character levels. This racial trait replaces claws.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add +1/4 to the aegis' customization points.
- **Alchemist:** Add +10 minutes to the duration of the alchemist's mutagen.
- **Barbarian:** Add 1/4 of the barbarian's level to saves vs. necromancy and curse spells and effects while raging.
- **Cleric:** Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.
- **Dread:** Add 1/2 to Devastating Touch damage.
- **Druid:** Add +1/4 to the damage of the druid's claw attacks.
- **Fighter:** +1 to CMB with grapple and bullrush maneuvers.
- **Harbinger:** Add 1/4 maneuvers known from the Cursed Razor or Veiled Moon disciplines. These maneuvers must be at least one level lower than the highest-level maneuvers the harbinger can learn.
- **Magus:** Cursed creatures, as well as creatures under the effects of a hex, suffer a -1/4 penalty to saving throws against your spells.
- **Ranger:** Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.
- **Rogue:** Add +1/3 to the rogue's sneak attack damage.
- **Witch:** Add 1 spell known from the Witch spell list. This spell must be at least one level lower than the highest-level spells the witch can learn.
- **Wizard:** Add +1/2 to the number of uses per day of arcane school powers. This increase only applies to arcane school powers available at 1st level and normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier.



HEXBREATHER

HOURI

Few races live in the shadows of their mothers as much as the houri do. The children of elves and nymphs, houri are often raised by their immortal mothers, either as only children or with many half-sisters, depending on the taste of the nymph in question. Though their mothers are kind, wise, and loving, the houri learn quickly that they will always be seen by others as the daughter of the nymph that birthed them. Some accept this fate and exist as quieter blooms alongside their mother's blaze of beauty. Others find living in someone's shadow to be intolerable and leave to show the world that they are so much more than merely someone else's daughter.

APPEARANCE

Beauty is the birthright of the houri, who appear as idealized elves in more than one way. Aside from a common lack of blemishes and a racial resistance to scarring, houri tend to appear as archetypes of beauty. One houri might have an impossibly curved figure and lustrous hair that never needs cleaning; another may be slender, fey-like in her wild beauty and energy, or a quiet innocence, all wide eyes and soft reassurances. All houri possess pleasant voices, brightly colored eyes, and a pleasant, natural odor that reminds those near them of flowers in bloom.

Though houri may (and do) dress however they choose, their clothing and armor tends to undergo subtle, ongoing changes as long as the houri continues to wear it regularly; jewelry never seems to need cleaning, colors seem brighter and more natural, and the cloth itself may change texture or color over time to compliment the houri.

Even the plainest clothes, if worn for long enough, eventually transform over the course of slow years to appear as if they were made *just* for the houri wearing them.

It is notable that houri, like nymphs, are always female.

DEMEANOR

Houri can sometimes come across as two-faced to others, which is not always strictly the houri's fault. Their mother's blood makes the houri naturally social beings, with an instinctive understanding of charm, poise, flattery, deceit, and compromise that is only heightened by experience and training. Lacking a reason to act otherwise, houri are polite, gracious, and kind to others - which makes their snaps of temper and sarcasm all the more shocking, when they occur. Growing up in the shadow of their mother's beauty and importance, houri tend to be sensitive both to critique and to stereotyping; the former can make them wither in shame, while the latter tends to make them rise in wrath. Houri are possessed of a curious mix of self-assurance and doubt, which can make it difficult for others to know how to deal with them. To an extent, the houri just need to grow up, especially if they have just left their peaceful, supportive homes.

Houri know they're beautiful and use that beauty and charm to get their way. This is harmless, most of the time, though more than one houri has gone down selfish roads where they abuse others that fawn on them for favor, but the main problem is that houri often gain short-term satisfaction without developing meaningful long-term relationships. Their mothers are of *no* help with this problem; as primarily solitary beings, nymphs are very happy to have a small group of close friends with whom contact is infrequent. Houri crave more than that, but can end up powerfully lonely if they don't realize that people need to be cared *about*, not just cared *for* and summoned for a quick favor or tumble through the sheets.

BACKGROUND

Houri mostly come from peaceful lives. While a few are born of chance meetings between elves and nymphs, the vast majority are born because a nymph has an ongoing positive relationship with an elven community. Houri grow up living with a mother who is not just loved for her beauty, but respected and revered as a guardian of the community, a representative of nature, and a force for goodness in the world. Quite aside from growing up in that shadow, they soon feel unconscious pressure to be that way themselves.

Though many assume that houri are some kind of "mini nymph", they are not. The unconscious urges towards good that keep nymphs centered are absent in houri, who have a psychology that is more like their elven parents. This unfortunately tends to mean that houri realize early on that everyone sees them as fundamentally good, trustworthy, and desirable. Sometimes their mothers catch onto this early and teach the houri not to manipulate others for personal gain; most of the time the houri grows up at least a little selfish, spoiled, and ungrateful.

Most houri eventually leave home, if only to escape their mother's shadow. Though they are raised with love, affection, and attention, houri yearn to be seen as their own people and eventually realize that this is never going to happen as long as they share a geographic region with their mother. Relationships between the two can remain tense for some time, especially if the two parted on bad terms. They get over it, eventually - both parties have eternity to calm down and decide to get to know one another again, after all.

ADVENTURES

Houri leave home looking to make a name for themselves, which calls many of them to try adventuring as a career. Those that survive their first job tend to fall into one of two camps: those horrified by violence (who retire to a community and attempt to become valued citizens) and those that are not. Hourai are raised by beings with a keen sense of responsibility to the world, and hourai adventurers tend to become the conscience of their group, selfish tendencies notwithstanding. Natural talent drives the hourai to seek out magical training, and clerics, druids, oracles, sorcerers, and witches are all fairly common in the race. Martial and psionic classes, on the other hand, are rare - the former because the hourai tend to find physical violence distasteful, and the latter because their fey blood quickens to more traditional forms of power much more easily.

Houri tend to pick up on the attitudes of their elven parents when it comes to race, especially since elves and nymphs have so many enemies in common. Life amongst younger races can come as a shock to hourai, and they can, at times, fall in love with the faster-paced lifestyles and new forms of beauty. Rethinking a worldview they've held for at least a century can take some time, but as hourai have nothing *but* time, most blossom into open-minded individuals.

HOURAI RACIAL TRAITS

- **+2 Dexterity, +2 Charisma, -2 Strength:** Hourai are graceful and beautiful, but lack physical might.
- **Medium:** Hourai are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (feyblood, elf):** A hourai is a humanoid with the feyblood and elf subtypes.
- **Hale:** A hourai's nymph ancestry grants her immunity to mundane diseases and a +4 racial bonus on saves against magical diseases.
- **Natural Aptitude (Ex):** A hourai's nature gives her a +1 racial bonus with Bluff, Diplomacy and Handle Animal checks, with the bonus increasing by 1 per 5 character levels.
- **Supernal Beauty (Su):** Once per day, as a standard action, the hourai may unveil her fey beauty; all creatures within 30 feet of the hourai must make a Will save (DC 10 + 1/2 the hourai's character level + the hourai's Charisma modifier) or suffer a -2 penalty on all attack rolls, saving throws and skill checks for 1 hour as her beauty distracts and bedazzles them. This is a mind-affecting effect.
- **Innate Spells (Sp):** Hourai have a small measure of magical talent inherited from their mothers. They gain the following as spell-like abilities usable once per day each: *barkskin*, *charm animal*, and *entangle*. The DCs for these spell-like abilities use the hourai's Wisdom modifier.
- **Ageless (Ex):** A hourai does not experience any of the benefits or penalties of aging beyond adulthood and is effectively immortal, never dying of old age.
- **Languages:** Hourai begin play speaking Common and Sylvan. Hourai with high Intelligence scores can choose

from the following: Dwarven, Elven, Giant, Gnome, or Halfling.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Elven Sight (Ex):** Some Hourai have the eyesight of their elven fathers; they gain low-light vision and a +2 racial bonus on Perception checks. This racial trait replaces natural aptitude.
- **Wild Soul (Su):** Some hourai's fey blood changes their perceived beauty away from mortals and towards the wilds. These hourai are unimpeded by foliage and underbrush, magical or mundane. In addition, animals are automatically considered helpful unless the hourai takes aggressive action towards them. This replaces supernal beauty.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Bard:** Add +1/6 bonus to the bard's inspire courage.
- **Barbarian:** Add +1 on Intimidate checks.
- **Cleric:** Add +1/2 to damage healed when the cleric uses channel energy.
- **Druid:** Gain 1/5 bonus metamagic feats. The druid must meet all prerequisites for these feats.
- **Guru:** Gain +1/4 uses of your Stunning Fist ability.
- **Oracle:** Add one spell known from the oracle's spell list. This spell must be at least one level lower than the highest level the oracle can cast.
- **Paladin:** +1/2 to attack rolls against aberrations and evil outsiders.
- **Sorcerer:** +1/5 to the DC of any charm spell or effect.
- **Stalker:** Add +1/3 *ki* point.
- **Vizier:** Add +1/4 to the DC of all veils with the [enchantment] keyword.
- **Witch:** Add one spell known from the druid spell list. This spell must be at least one level lower than the highest-level spells the witch can learn. If the spell appears on both the druid and witch spell lists, use the lower-level version.

KESTREL

The kestrel are living proof of the power of redemption to not just defeat evil, but to change it into something fundamentally good. These half-breeds proudly sing the song of their origins: once, there was a halfling settlement, a walled town on the frontier built on trade and craftsmanship. This town was championed by a paladin now known only as the Knight of Songs, who was as wise as she was strong, as cunning as she was virtuous, and known for her mercy and justice for many miles and more. When a murder of harpies settled in the forests near her home, the Knight of Songs counseled caution; the harpies were too few to attack, she said, and would come seeking peace. And so the town waited, and soon enough the harpies came to say that they had claimed a stretch of the woods as their own.

Surprising all, including the harpies, the Knight of Songs declared that the town would not dispute the claim, and the land belonged to the harpies to use as they would.

So it was, a few months later, that the Knight of Songs came calling upon the harpies with gifts of food and jewelry, to welcome them as neighbors. "Why do you do this?" asked the murder's leader, and the Knight replied, "Because it is neighborly." They talked, for some time, about the forest and the wildlife, the quality of the hunting and town's logging operations outside of the harpies' section of the woods, and finally the talk turned to religion. The harpies preened themselves and boasted that their demons gave them great power and glory, at which the Knight scoffed. "Show me these demons," she challenged, "and I will defeat them all."

On the first day, the harpies summoned a minor demon, and the Knight dispatched it without effort. "Come back tomorrow," the harpies asked, "and we will have another foe for you." The next day, the harpies summoned another demon, and the Knight slew it in battle, and the day after, and on until finally the harpies summoned a dread balor from the Abyss to the Knight of Songs to do battle with. The battle lasted three days and three nights until, at long last, the Knight stood upon the smoking ruin of her foe's body, streaked with scars and wounds, utterly spent. In that moment she was as vulnerable as she had ever been, but she still raised her head to the harpies and said to them, "I have bested your demons. Will you take my challenge in turn? Come with me and dwell amongst my people. See the power that has given me this strength, and claim it for your own." The harpies conferred with each other and, as one, agreed.

It took many years for the harpies to see what the Knight wished to show them. Each time they saw the halflings behaving in a way they did not understand, the Knight was there to explain it to them, to show them how mercy gains allies, how justice begets strength, and how the truly mighty did not need to prove their worth constantly to others. She promised them a life of peace, where they could have the joys of song and laughter amongst her people as equals. At first the harpies changed their ways for the promise of power, and eventually they acted out of genuine goodness in their hearts, swayed from evil by the quiet strength of the Knight and the acceptance of their neighbors. Eventually, as the presence of harpies became simply part of the settlement, the first kestrels were born.

They have not forgotten the lessons of their forebears.

APPEARANCE

Kestrels look mostly like someone crossed a halfling with a bird; their legs are feathered and end in sharp talons, and they have large, vulture-like wings which may sprout from their shoulders or be attached to their arms (kestrel children learn early on how to combine gliding and tool use, lest they be saddled with embarrassing nicknames). Kestrels have large feathered tails to aid in flight, and may have feathers instead of hair. Dark-colored hair, feathers, and eyes are exceedingly dominant, with rare specimens being a light gray instead of brown or black. Kestrel have beautiful, many-layered voices that are capable of hitting a wide range of musical notes.

Kestrels tend to dress lightly - they have to be able to glide and fly, after all - and favor coloring their skin or feathers to accessorizing. Light armor is popular with kestrel warriors, as is ranged weaponry. It is exceedingly rare to see a kestrel that is less than fastidiously groomed.

DEMEANOR

Kestrels tend to be positive people, not just because of the pride they take in their origins but because they intimately understand the power of confidence, attitude, and bearing upon others. Though kestrels, as a people, are now found in many more places than the town that first gave rise to them, they remain living proof of the power of redemption and the might that rises from mercy, and they carry those lessons with them in their day to day lives.

Kestrel learn athleticism, curiosity, hospitality, kindness, and confidence from their parent races, and they can form the heart of their groups of friends, always keeping morale up with a kind word, a clever joke, and generally just offering moral support. Sometimes, kestrels can take this too far; they forget that sometimes they need a shoulder to cry on too and hide their pains from others until they get to be too much.

BACKGROUND

Kestrel tend to be raised in communities much like the ones that gave rise to them, which have a mixed population of kestrel, halflings, and harpies. Celebrated as the beloved children of an honorable line, kestrels grow up happy, loved, and wanting to contribute to their communities. Very often they join their harpy parents in providing hunting, scouting, or courier work, which gives them a background in traveling and self-sufficiency, as well as an appreciation for a place to hang up their armor and just perch for awhile.

Kestrel are quite aware that the vast majority of harpies are not great people; how they react to this varies from kestrel to kestrel. Many try to follow the example laid down by the Knight of Songs. Others simply try to avoid the more wild examples of harpies, unwilling or unable to try and extend redemption - or justice - to the more vile examples of that race. Either way, kestrel tend to try to negotiate rather than fight with harpies, if only because unlike many adventurers they see harpies as *people*, not monsters.

ADVENTURES

Kestrels tend to become adventurers for much the same reasons that halflings do, though there is a strong subset of those



who leave home looking to bring the light of redemption to savage or evil races. Kestrels tend to become paladins, rangers, rogues, stalkers, clerics, oracles, and sorcerers, with rangers, rogues, and stalkers being slightly more common because of previous training as scouts or hunters. Kestrel make excellent bards and are fascinated by bards of all races. Kestrel tend to be bleeding hearts; they see an opportunity for redemption in savage races, sometimes even when it's not there. This conviction sometimes leads them to heroic deeds of valor and mercy, but it also sometimes gets them killed, especially when they trust those they really should not have.

KESTREL RACIAL TRAITS

- **+2 Dexterity, +2 Charisma, -2 Intelligence:** Kestrel are nimble and appealing, but aren't very bright.
- **Small:** Kestrel are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Humanoid (crossblood, halfling):** Kestrel are humanoids with the crossblood and halfling subtypes.
- **Slow Speed:** Kestrels are somewhat awkward on land; they have a base land speed of 20 feet.
- **Vestigial Wings (Ex):** Kestrel gain Vestigial Wings as a bonus feat. At 9 hit dice they gain Aerial Wings as a bonus feat.
- **Calming Voice (Ex):** Kestrel have calming, lovely voices. They have a +2 racial bonus on Charisma-based checks involving their voice.
- **C Sharp (Sp):** Kestrel can shriek in ways that make harpies jealous. They can use *shatter* once per day as a spell-like ability.
- **Evasive (Ex):** Kestrel are even more capable and agile than their halfling father. They gain a +2 racial bonus on Acrobatics and Fly checks as well as a +1 dodge bonus to AC.
- **Victorious Song (Su):** A kestrel's song can lighten the

spirits of those who call her friend. As a standard action, a kestrel can sing a tune that grants allies within 60 feet of her a +2 morale bonus on saves against fear and a +1 bonus on attack rolls until the start of her next turn. If the kestrel can use inspire courage, increase the bonuses granted by inspire courage by the above amount instead.

- **Low-light Vision (Ex):** Kestrel can see twice as far as humans in dim light.
- **Languages:** Kestrel begin play speaking Common. Kestrel with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, or Halfling.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Inherited Luck (Ex):** Some kestrel have their halfling parents' luck, gaining a +1 luck bonus on all saving throws. This racial trait replaces evasive.
- **Courage (Ex):** Some kestrel have gained a certain resistance to fear, gaining a +2 racial bonus against fear spells and effects. This replaces calming voice.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Bard:** 1 additional round per day of bardic performance.
- **Cleric:** +1/2 on Knowledge (planes) checks.
- **Cryptic:** 1/4 choose a creature type. That creature type is considered your active type in addition to your other active types. These additional active types may not be changed.
- **Marksman:** Gain +1/5 of a bonus combat feat.
- **Paladin:** +1 on smite evil damage rolls against evil outsiders.
- **Psychic Warrior:** Add 1 power known from the psychic warrior power list. This power must be at least 1 level lower than the highest-level powers the psychic warrior can learn.
- **Ranger:** Add +1/4 of a new combat style feat.
- **Rogue:** Add +1 racial bonus on Fly checks.
- **Stalker:** Add +1/2 racial bonus on Stealth checks.
- **Warder:** Gain +1/5 of a new bonus combat feat.

KIJIN

The best-laid plans still go awry, sometimes ending in absolute catastrophe. Kijin are the living legacy of one man's total failure. This man, known today only as He-Who-Betrayed, sought power in an ancient elven empire by binding demons and dark spirits to himself. With many oni at his command, he began to replace key officials and nobles with the shapeshifting spirits, commanding them to subtly spread his influence.

Things were going pretty well, right up until the first kijin started being born and exposed his agents.

He-Who-Betrayed plunged the empire into civil war, hoping to rule the ashes of its greatness if nothing else. He was not anticipating that the half-breeds he had inadvertently created would not only be out of his control, but not able to be bound in the way he had bound the oni. In exchange for amnesty and acceptance, the kijin turned against their oni parents and He-Who-Betrayed, driving evil from the empire and preserving it.

The empire later fell, as empires do, but the kijin remain. Every few generations, kijin are born to elves - the result of sorcerous taint in the line. Every now and again an oni and an elf have a child, usually as the result of some plot on the oni's part, and kijin result from these unions as well. Both are accepted warily by the elves, who remember the heroism of the original kijin while at the same time distrusting the darkness they can see within their shapeshifting cousins.

APPEARANCE

Kijin are somewhat larger and stockier than elves, with a blade-like shape to their ears and deep, dark skin color. Kijin lack the angular look of elves, with blunt features that call ogre heritage to mind rather than fey grace. The broader stature of kijin means that their armor and tools often more closely resemble those designed for humans or dwarves than those for elves, though they tend to retain a certain grace and loving attention to detail found in elven craft. Kijin have an innate fondness for silver and hand-forged iron (metals useful in hunting evil outsiders) and often own weapons made of one or even both of those metals.

DEMEANOR

Kijin are often very frustrated people; raised in a society that publicly honors their heritage while at the same time striving to keep them from any real power or achievement, kijin deal with feeling unwanted for most of their childhood and eventually leave home to find somewhere that *wants* them around. While not precisely driven to goodness, kijin have an affinity for hunting and harming evil beings and punishing sinners that makes trying to join most evil organizations a poor fit for them, and most end up resorting to shapeshifting to blend into societies that have not heard of them. Deception and dissimulation become second nature, leaving the kijin with abiding trust issues and the keen knowledge that they themselves are the problem.

Kijin are charming, self-confident, persuasive and driven people. They are also attracted to evil, with an almost primal need to "punish" sinners and evildoers that goes well past justice and into a sort of racial sadism. Some indulge,

justifying their actions by pointing to the heinousness of their victims. Others restrain themselves, understanding that doing evil unto evil is not morally justified. Both kinds of kijin tend to be goal-oriented people with a talent for bigger-picture thinking. Unfortunately, kijin miss out on small details a lot and their plans can be undone by things they considered irrelevant. This lack of attentiveness is partially an inborn arrogance, but mostly it is the result of living their lives restraining the alien urges from their oni blood, an affair that is distracting at best and all-consuming at worst. This is, in large part, why many kijin cannot stay in one place for too long - when they get outed as shapeshifters their friends cease trusting them, forcing the kijin to move on.

BACKGROUND

The birth of a kijin to an elven family is, theoretically, a great honor. Socially it is treated as anything but, and dark suspicion falls upon the parents of a kijin, and eventually the kijin themselves. Everyone is polite to kijin while at the same time trying to bar them from true achievement, and the result is that the vast majority of kijin run away from home, and are not really looked for afterwards.

Where a kijin goes from there determines the kind of person they become. The vast majority attempt to be accepted amongst other races, which, admittedly, sometimes works - a kijin with a mentor such as a wizard, or who finds a particularly open-minded race can thrive without shapeshifting. Most hone their innate magic until they can successfully pass themselves off as another humanoid race and hide their heritage for all their lives are worth. Inevitably the kijin's lies catch up with them and they are forced to move on, leaving them bitter and lonely.

Battle comes naturally to kijin, who have a deep-rooted killer instinct and a knack for sensing evil. That same eagerness to hurt and harm alienates them from good-aligned beings, who instinctively shy away from the killer amongst them. Sadly, many kijin give up on acceptance and wander the world for whatever they can get out of it, becoming bitter mercenaries and assassins-for-hire so they can get their fix.

ADVENTURES

Kijin adventure for many reasons, but the most common one is that adventuring parties are a place to belong where they neither have to justify themselves nor hide who they are. Adventurers are strange by definition, and a part-fiend amongst mercenaries sounds more like a useful skill set than an abomination most of the time. Kijin often become magi, inquisitors and sorcerers, with martial classes taking a close second. Most kijin are not especially faithful - a legacy of their oni blood - and do not make good clerics or druids, and while they are talented oracles kijin rarely choose that path. As shapeshifters, kijin have the opportunity to get to know other races as members of that race, and as a result rarely hold racial prejudices for long.



KIJIN

Bloodforge

KIJIN RACIAL TRAITS

- **+2 Constitution, +2 Charisma, -2 Wisdom:** Kijin are tough and have fierce personalities, but lack foresight and are distracted by their instincts.
- **Medium:** Kijin are Medium creatures and thus have no benefits or penalties for size.
- **Humanoid (elf, giant):** Kijin are humanoids with the elf and giant subtypes.
- **Innate Sorcery (Sp):** Kijin have magic from their oni blood; they gain the following as spell-like abilities usable once per day each: *alter self*, *darkness*, and *detect evil*, cast as a sorcerer of their character level.
- **Retribution (Ex):** Once per encounter, the kijin may make an attack of opportunity against a creature that damages them in melee. They gain an additional use per encounter of this ability every 5 character levels.
- **Sin Harvest (Su):** The kijin gains 2 temporary hit points whenever it deals damage to a non-good creature, which increases to temporary hit points equal to its character level (minimum 2) if that creature is evil. These temporary hit points last for up to 1 minute and do not stack with themselves.
- **Darkvision (Ex):** Kijin can see in the dark out to 60 feet.
- **Low-light Vision (Ex):** Kijin can see twice as far as humans in dim light.
- **Languages:** Kijin begin play speaking Common, Elven and Giant. Kijin with high Intelligence scores can choose from the following: Abyssal, Celestial, Dwarven, Gnome, or Halfling.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Arcane Heritage (Ex):** Some kijin retain the arcane aptitude of the elf. They get a +2 racial bonus to caster level checks made to overcome spell resistance. In addition, they receive a +2 racial bonus on Spellcraft checks made to identify the properties of magical items. This replaces darkvision.
- **Evil's Bane (Su):** Some kijin are so vindictive towards evil that their malice affects their physical tools. The kijin increases his weapon's enhancement bonus by +1 when attacking evil-aligned creatures, and deals an additional 2 damage with weapon attacks against such creatures. This replaces sin harvest.
- **Invisibility (Sp):** Some kijin are blessed with subtlety rather than sorcerous might; they cast *invisibility* as a spell-like ability once per day, as a sorcerer of their character level. This replaces innate sorcery.
- **Sin Soaked (Su):** Some kijin can project their taint outward into powerful magical constructs. Such kijin gain the ability to shape any one veil with the evil descriptor. This veil does not count against their normal limits on veils shaped. This replaces retribution.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add +1/4 to the aegis' customization points.
- **Guru (Sineater):** Add +1/3 to the amount of essence burn restored by your Devour Sin ability.
- **Inquisitor:** Add +1/4 uses per day of the judgement class feature.
- **Magus:** Add +1/5 of a new magus arcana.
- **Oracle:** Gain 1/6 of a new revelation.
- **Paladin:** Increase the paladin's smite evil bonus to damage by +1/2.
- **Rogue:** Increase sneak attack damage by +1/2 against evil outsiders and undead.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- **Stalker:** Gain +1/6 of a new stalker art.
- **Warlord:** Add +1/5 bonus to the warlord's battle prowess.

LASHER

The world-devouring Phrenic Hegemony moves from plane to plane, crushing Material Plane civilizations where they find them and converting their inhabitants into more psionic abominations for their war machine, always seeking to expand the variety of the horrors they inflict upon others.

Sometimes they get, shall we say, *sidetracked*.

The fact of the matter is that the departments that handle forced evolution, mutation, and racial manipulation have quite a bit of power in the Hegemony, as well as a nearly unlimited budget and universal approval for their experiments (no matter how sadistic, pointless, or ill-advised). Every now and again an apprentice is attempting to prove themselves, or a master fleshcrafter gets so terribly *bored*, and abominations like the lashers - the results of dwarves mixed with ropers - are the results. Most of the time these side projects wash out and are abandoned to die out on their own.

Other times, like the lashers, they are deemed usable and kept on as living weapons, to be turned against the races that spawned them as a scourge of madness and terror

APPEARANCE

Lashers are hideous by almost every standard; they are built like dwarves, though significantly heavier, with an oddly flexible stone-like hide that coats their bodies. Lashers may have remnants of hair on their heads, in various colors, though many do not. A lasher's eyes are one solid color, with no visible pupil, and their teeth are blunt, crushing blocks of bone. Their skin ripples and pulses in a disquieting fashion, which becomes pulsing shockwaves of motion when they extend their arms to attack.

Lashers wear whatever clothing and armor they like (and can acquire) but never cover their arms with anything more than light cloth. Lashers that serve the Hegemony tend to favor dwarven weapons out of a perverse sense of irony; others use whatever they can find or purchase. In either event, lashers do not normally bother with cosmetic improvements or possessions that do not have a clear and definable use.

DEMEANOR

Lashers surprise outsiders with their discipline; despite their insane origins, lashers are ultimately raised by lawful beings, which instill in them a sense of loyalty, service, and methodical planning. Regardless of their loyalty, lashers understand about patience, humility, pragmatism and efficiency, and those values express themselves to others as a quiet competence and professionalism.

Lashers loyal to their creators tend to be zealots, believing themselves to be the footsoldiers of a glorious purpose that will shape the Material Plane into something far greater than it has ever been. Though far from the ruling class of the Hegemony, they take pride in their martial might and the vital role they play for their masters in subduing dwarven civilizations and then, in turn, other 'lesser' races.

Lashers that have rebelled run the gamut. Some are driven insane by fragmented memories from their previous

existence as dwarves and flee into the wilderness, becoming little more than murderous predators. The majority leave because they can no longer tolerate the yoke of slavery. Some never learn how to stop running. Others yearn for true contact with peers and fellow sapient and begin the difficult process of finding acceptance. Both examples share a burning hatred for their former masters that drives them to stunning acts of violence against the aberrations.

BACKGROUND

Lashers were all dwarves at some point in their lives, and were captured or sold to the Phrenic Hegemony. Though some lashers are created from mighty dwarven heroes and retain much more of their memories, most were more ordinary dwarven citizens - primarily because the mighty heroes are resistant to the mental conditioning in the transformation process, retain all of their deadly skills, and as a result cost a *fortune* in destroyed equipment and murdered assistants. With few memories from their previous life, lashers are taught the basic skills - reading, writing, mathematics, equipment maintenance - and then shuffled into the Hegemony's war machine for further, more specialized education. Training is brutal, and not all lashers survive it.

Lashers that escape typically do so after deployment, since escape before then is difficult. Mostly they run, and learn valuable survival skills (or else die) while on their own. The others - those who remain loyal - become part of long-term campaigns against dwarven cities and, later, other underground and mountainous cultures. As shock troops, cannon fodder, special forces and even sometimes spies, these lashers form the strong foundation of Hegemony attacks in those regions and have been distinguished as being able to create excellent results with few resources.



Bloodforge

ADVENTURES

As soldiers for the Hegemony, lashers learn valuable skills that lead them into the psychic warrior, marksman, ranger, rogue, and stalker classes. Lashers who show promise are sometimes trained as dreads or psions instead; these are not “wasted” on the front lines and are instead expected to undergo specialized missions in the name of their masters.

“Wild” or escaped lashers sometimes turn to divine magic to gain the power needed to resist their erstwhile masters, though most often they continue to refine the training they received as members of the Hegemony. Lashers understand about combined arms and mixed-focus tactics and are unlikely to judge others based on their skill set, instead being concerned about how well those others fit into a team and overall structure. Lashers take a very practical attitude about race, seeing it mostly as a series of strengths and weaknesses that can inform them about an individual rather than an inherent mark of “worth”.

LASHER RACIAL TRAITS

- **+2 Constitution, +2 Wisdom, -2 Dexterity:** Lashers are tough and perceptive, but their odd creation makes them clumsy.
- **Medium:** Lashers are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (aberrant, dwarf):** A lasher is a humanoid with the aberrant and dwarf subtypes.
- **Slow Speed:** Lashers have a base speed of 20 feet.
- **Thick-skinned (Ex):** A Lasher’s leathery skin increases its natural armor bonus by 1.
- **Extend (Ex):** Lashers can extend their reach by an additional 5 ft., plus 5 ft. per 5 character levels. They suffer a -2 penalty on attack and damage rolls when attacking beings outside of the normal reach for their size.
- **Mutation (Ex):** Each lasher is a unique mutation. They gain a heritage feat as a bonus feat.
- **Constrict (Ex):** Lashers crush as they hold, dealing 1d6 + Strength modifier with a successful grapple check.
- **Ambush Predator (Ex):** A lasher’s instincts are those of an ambush predator; they gain a +2 racial bonus on Stealth and Survival checks.
- **Darkvision (Ex):** Lashers can see in the dark out to 60 feet.
- **Languages:** Lashers begin play speaking Common and Aklo. Lashers with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, or Undercommon.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Extending Jaw (Ex):** Some lashers lack the limb-strength to crush their enemies as casually as their cousins but have inherited the ability to extend their jaw, gaining a

bite that deals 1d6 damage. This replaces constrict.

- **Rubbery Pummel (Ex):** Some lashers are adept at using their flexible form to pummel foes into a stupor. When these lashers succeed on a grapple check they may forgo the normal effects of a grapple to render their target flat-footed for 1 round. This replaces thick-skinned.
- **Stability (Ex):** Some lashers have the stability of their dwarven progenitor instead of the tough flesh of their lasher, gaining a +4 racial bonus to their Combat Maneuver Defense when resisting bull rush or trip attempts while standing on the ground. This racial trait replaces thick-skinned.
- **Whipping Blows (Ex):** Some lashers are mutated in a very specific way, their rubbery arms are capable of painful blows. They gain 2 slam attacks that deal 1d4 damage each. This replaces mutation.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Gain +1/5 of a new rage power.
- **Cleric:** Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric’s Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.
- **Dread:** Add 1/4 to the number of times a day the terror ability can be used.
- **Fighter:** Add +1/2 on grapple checks.
- **Marksman:** Add +1/2 to the daily uses of the marksman’s wind reader ability.
- **Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.
- **Psion:** Add 1/3 powers known from the psion’s power list. This power must be at least one level lower than the highest level the psion can manifest.
- **Psychic Warrior:** Add +1 to the psychic warrior’s CMD when resisting a bull rush or trip maneuver.
- **Ranger:** Add +1/4 to the damage of one of the animal companion’s natural weapon attacks.
- **Rogue:** Add +1/5 of a new rogue talent.
- **Soulknife:** Gain +1/6 of a new blade skill.
- **Stalker:** Gain +1/6 of a new stalker art.

LURKER

Like their “cousins”, the lashers, the race now known as lurkers began their existence in the labs of the Phrenic Hegemony. Unlike the lashers, who were deemed a surprising success, the lurkers are both an unmitigated failure and an ongoing source of shame and fury to what’s left of their design team. Originally intended as spies, scouts, and observers for underground campaigns, the lurkers rebelled against their creators, slaughtering most of the original design team and escaping en masse, where they swiftly spread into the Plane of Shadow and into various Prime Material worlds.

Ever since, lurkers have been hiding in the shadows from their erstwhile masters and breeding. Well aware of the evil embodied in the Hegemony, lurkers wait in the shadows and in the tunnels, awaiting the day when the armies of the Hegemony come to their adopted worlds. And when they *do* come, they find that the resistance to their rule is already there, armed with knowledge, weapons, and undying hate.

APPEARANCE

Lurkers resemble much-taller, pale, sickly gnomes in leathery black cloaks; the cloaks are actually extensions of their body, which trail mobile tails that they can use in battle. Most lurkers have black or gray hair, and they tend to have red or gray eyes. Lurkers dress for their environment, favoring camouflage patterns and grays, dark blues, and dark greens. Lurkers know better than anyone that black stands out in dark environments and often deliberately dirty or smudge their skin-cloaks to better conceal themselves.

Lurkers are notably *intense*, giving others the disquieting impression of complete and total attention that may or may not be friendly. They rarely smile, even when genuinely happy, though their tails are highly expressive and are often a good indicator of the lurker’s mood. Lurkers rarely display their weapons openly, and many favor extradimensional storage and hidden pockets to conceal their weapons, tools, and other possessions. Lurkers do not accessorize unless a particular item has a practical or magical use.

DEMEANOR

Lurkers sometimes come across as totally joyless to others; they are a serious people who labor under the knowledge that at any time of any day, the Hegemony might come at last for the worlds they have claimed as their home. Lurkers prepare against this day, aiding the other mortal races from the shadows and quietly distributing knowledge about the Hegemony well in advance of their arrival. Well aware that their appearance and powers over darkness make them seem evil to many surface races, lurkers prefer to remain out of the limelight and even as part of an adventuring party are quiet and focused.

When lurkers *do* speak and make themselves known, it is with an almost hypnotic intensity. Lurkers grant their total attention to conversation partners - or victims - and choose their words carefully, only rarely saying anything other than precisely what they mean. Their iron-clad sense of self-identity and the knowledge of their hateful enemy drives them, and makes their eyes shine from within, full of both fury and, often, a quiet nobility.

BACKGROUND

Lurkers are taught at a young age that there are more worlds than the one they have chosen to call home, and that they owe a debt to the world that shelters them. This idea defines lurker society; though their cloaker heritage gives them a chaotic bent, lurkers feel obligated to the world that has taken them in and do what they can to improve it. Lurkers work tirelessly to distribute beneficial knowledge, clear major trade lanes of monsters, stymie the efforts of evil powers and hide their home from the scouts of the Hegemony. Lurkers organize into families rather than formal power structures, which can make their efforts disjointed, but no lurker would dare to suggest a more strict form of governance, given their status as former slaves.

The lives of these half-breeds are marked by violence, and while lurkers have good intentions some succumb to violence and become evil. Most remain vigilant, altruistic people whose distrust of other races is rooted in practical concerns of acceptance rather than in any feeling of superiority. Lurkers spend a lot of time observing their neighbors, and step in to “correct” problems on the sly at times. Their judgment isn’t always the best, but they also don’t normally kill anyone, so the end result is a head-scratching mystery for law enforcement in the morning, along with a few (dozen) knocked out criminals or malcontents.



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ADVENTURES

Lurker adventurers comprise a surprisingly high percentage of the race's population. Lurkers adventure seeking wealth, magical power with which to resist the Hegemony, for knowledge, or to protect their families and neighbors. Lurkers are often drawn into questionable mercenary groups who do not comment on their sinister appearance, where they form a surprising conscience to restrain the actions of the group - not that they object to working with those of better moral character, when they can attract the attention of such groups.

Lurkers are often oracles, sorcerers, wilders, or warlords, with rangers, rogues, and stalkers also being common. Lurkers have strong magic in their blood and it calls to them to be used; letting it lie fallow is often next to impossible. Lurkers favor subtlety and can swiftly grow irritated with barbarians, cavaliers, fighters, and paladins - especially ones in positions of power that do not understand that "frontal attack" is not the only option. Lurkers see themselves as guests of the world that hosts them and often act with a certain amount of quiet deference to the races native of that world - though like a good friend or servant, they know when to tell these races that they are on a path to self-destruction.

LURKER RACIAL TRAITS

- **+2 Strength, +2 Charisma, -2 Wisdom:** Lurkers are strong in body and personality, but their creation and hatred for the Hegemony has left them overzealous and short-sighted at times.
- **Medium:** Lurkers are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoids (aberrant):** Lurkers are humanoids with the aberrant subtype.
- **Humanoid Heritage:** At first level a lurker must choose from the dwarf, elf, gnome, halfling, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Shadow Wrap (Sp):** Lurkers can wrap the shadows around themselves. They can use *darkness* once per day as a spell-like ability centred on themselves. The lurker's caster level for this ability is equal to its character level.
- **Fearful Scream (Su):** Once per day as a standard action a lurker can let out a terrifying scream. All creatures within 60 feet must make Will save (DC 10 + 1/2 character level + Charisma modifier). Those who fail are shaken for 1d4 rounds. This is a mind-affecting, sonic, fear effect.
- **Low-light Vision (Ex):** Lurkers can see twice as far as humans in dim light.
- **Darkvision (Ex):** Lurkers can see in the dark out to 60 feet.
- **Tail slap:** Lurkers have a long, prehensile tail that can be used to strike at out-of-reach targets. The tail slap deals 1d4 damage and has an additional 5 ft. of reach.
- **Languages:** Lurkers begin play speaking Common and Aklo. Lurkers with high Intelligence scores can choose from the following: Gnome, Goblin, Orc, Terran, Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Auditory Channels (Ex):** Some lurkers have their cloaker progenitor's ears, allowing them to tune out sound and other sonic effects, thereby gaining immunity to all sonic effects (but not sonic damage) unless they choose to be affected. This replaces shadow wrap.
- **Disgusting Sound (Ex):** Some lurkers are unable to moan and scream, instead able to make a disgusting sound that leaves those who hear it sickened for 1d4+1 rounds unless they succeed at a Fortitude save (DC 10 + 1/2 the lurker's character level + the lurker's Charisma modifier). This is a mind-affecting ability. This replaces fearful scream.
- **Engulf (Ex):** Some lurkers lack tails. These lurkers instead gain a flexibility and extra skin that allows it to engulf a grappled opponent when pinning them. When engulfed, the lurker strangles the opponent, which must succeed at a Reflex save (DC 20) to hold their breath. If they fail they can only hold their breath for a number of rounds equal to 1/4 of their Constitution score. This racial trait replaces tail slap.
- **Unnerving Moan (Ex):** Some lurkers are able to unnerve people instead of terrify them. As a standard action, the lurker unleashes a disquieting moan; hostile creatures within 30 ft. must succeed at a Will save (DC 10 + 1/2 the lurker's character level + the lurker's Charisma modifier) or become incapable of benefiting from morale bonuses for 1d4+1 rounds. This is a mind-affecting ability. This replaces fearful scream.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Harbinger:** Add +1/5 to the harbinger's ill omens.
- **Monk:** Add +1/5 to the monk's AC bonus.
- **Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.
- **Ranger:** Increase one existing favored enemy bonus by +1/6.
- **Rogue:** Add +1/2 to any two skill checks: Acrobatics, Escape Artist, Fly, or Stealth.
- **Stalker:** Add +1/6 of an extra Deadly Strike die.
- **Sorcerer:** Add +2% to any shadow spell's partial effects.
- **Warlord:** Gain +1/5 of a new gambit.
- **Wilder:** Add +1/5 to the wild surge bonus.
- **Wizard:** Add +2% to any shadow spell's partial effects.

MERG

Great and tragic stories tell of romances between merfolk and landwalkers. Sailors and shore-dwellers fall in love with beautiful merfolk, and that love is doomed to tragedy and separation.

The reality works out a lot better than the stories, most of the time. Sometimes the two are merely casual lovers or have a chance embrace; other times, when their love runs deeper, they find ways to make it work. The ability to breathe water is somewhat easily acquired, after all, and ships can take landwalkers out over the water.

The children born of these unions, the merg, claim both worlds as their birthrights. At home both on land and at sea, the merg grow up learning about love that can withstand separation and steeped in the mystery and wonder of the world around them. Sure, getting to know both of their parents and both worlds that they've been born into takes *effort*, but the merg know that effort is worth it. After all, if it wasn't worth it to brave the dangers of the wild, of love and loss and passion, they would have never been born.

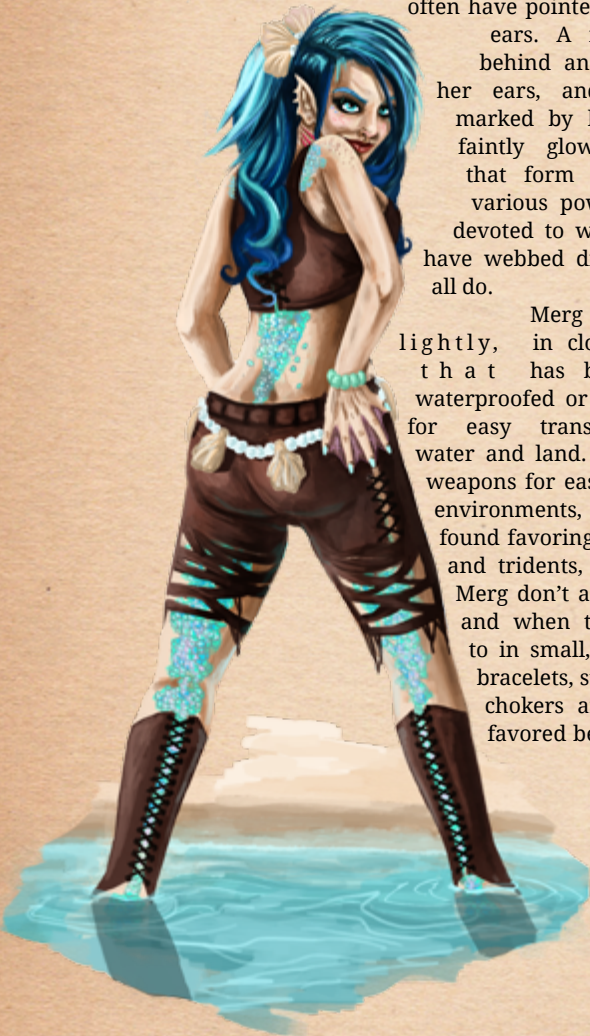
APPEARANCE

Merg appear human at first glance, with lithe builds and brightly colored blue, green, or orange hair; a merg's eyes often, but not always, change color with their mood. Merg

often have pointed, slightly ridged ears. A merg's gills are behind and slightly below her ears, and her body is marked by brightly colored, faintly glowing birthmarks that form sigils sacred to various powers and deities devoted to water. Most merg have webbed digits, though not all do.

Merg tend to dress lightly, in clothing or armor that has been thoroughly waterproofed or even enchanted for easy transitions between water and land. Merg pick their weapons for ease of use in both environments, and can be found favoring daggers, spears, and tridents, as well as nets.

Merg don't accessorize much, and when they do it tends to in small, tasteful forms - bracelets, stud earrings, and chokers are common and favored because they don't slow the merg in the water.



DEMEANOR

Merg are adventurous souls, mostly because going to visit one or the other of their parents is not an affair that gets to be taken lightly. The things that dwell in the ocean range from the "merely deadly" (such as dire sharks) to "horrors that should have never been", and the merg must learn to size up, then fight or escape them all if they want to enjoy both the land and the sea. Calm confidence and enthusiasm define the merg, coupled with a curiosity born early in their lives when their merfolk parent shows them the hidden wonders of the sea. Merg find beauty in places others would not look for it and have a talent for seeing hope where others can only find sorrow.

Merg often develop a love of challenges that drives them to push themselves, to broaden their horizons and find new places, new experiences, and grow as people. They tend to be open-minded and optimistic without being naive, though their boldness can make them seem foolish to those that haven't yet caught up to their enthusiasm. It isn't uncommon for a merg to set a seemingly impossible goal and attack it with zeal and verve, perfectly willing to attempt the journey even if they think they'll never reach the destination.

BACKGROUND

Merg tend to be born of loving but distant romances between two very different people. Sometimes these relationships are open, and sometimes they are not, but the merg learns one of their first and most powerful life lessons from their parents: anything worth having is worth fighting to attain. Merg become curious at a young age, and as they blossom into teens and young adults begin visiting each parent on their own instead of with an escort. With luck and training from one or both parents, these savvy young merg learn to avoid the hazards they can and defeat the others, making both water and land a little safer on their way to and from the land and sea.

Leaving home tends to be a gradual thing for the merg; they explore further and further afield until one day they're just *gone*, possibly without noticing it themselves. Merg sign on with caravans, traveling schools of merfolk or adventuring parties so they can get a taste of something new. Many return home with exciting tales to tell and then leave again; others dare to go further, looking to see the wonders of other worlds or to claim a home in the skies as well as on land and sea. Wherever their ambitions lead them, merg bring their cool practicality and verve with them, making them welcome companions on the road.

ADVENTURES

Any merg that wants to visit both parents is, essentially, already an adventurer. The seas are hideously lethal, and they are not any more forgiving to their natives than they are to strangers; a merg learns to fight and flee, or she dies swiftly. Merg often become clerics, druids, rangers, sorcerers, and stalkers, though they excel in many fields and might learn esoteric powers simply for the thrill of knowing them or to surprise her foes.

Merg tend to be open-minded about race, though they have limits. As frequent travelers they can become seriously annoyed with races like sahuagin, orcs, or gnolls that waylay

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roads and travel currents, and more than one merg has taken out a portion of her life and dedicated it to clearing the roads of such filth so others can enjoy the wonders of the world too. This concern over open travel aside, merg mostly don't care about race and are delighted to hear about new cultures and meet exotic new people.

MERG RACIAL TRAITS

- **+2 Dexterity, +2 Wisdom, -2 Constitution:** Merg are agile and insightful, but aren't good at taking a hit.
- **Medium:** Merg are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (water):** Merg are humanoids with the water subtype.
- **Humanoid Heritage:** At first level a merg must choose from the dwarf, elf, gnome, halfling, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Speed:** Merg have a base speed of 30 feet. They also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.
- **Low-light Vision (Ex):** A merg can see twice as far as humans in dim light.
- **Flexible Bones (Ex):** Merg are very flexible and able to move in ways that defy humanoid physiology. This makes them exceedingly agile. They gain a +2 dodge bonus to AC and Reflex saves as well as a +2 racial bonus to Escape Artist checks.
- **Aqua Favored (Ex):** Spells with the water descriptor cast by the merg gain a +1 bonus to their caster level.
- **Step Back (Ex):** Once per encounter, the merg may make a 5-foot step as an immediate action, provided that the movement causes her to cease being adjacent to a hostile creature.
- **Firsthand Experience (Ex):** Merg benefit from a +2 racial bonus to Knowledge (nature) checks, as well as one other type of Knowledge check (chosen at character creation).
- **Languages:** Merg begin play speaking Common and Aquan. Merg with high Intelligence scores can choose from the following: Elven, Dwarven, Halfling, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Adept Predator (Ex):** Some merg are naturally skilled at the acts of predation as their instincts aid them in stalking prey. These mergs gain practical reflexes rather than general knowledge. They gain a +2 racial bonus on Perception and Stealth checks. This replaces firsthand experience.
- **Merfolk Tail (Ex):** Some Merg have the tails of their merfolk parent. They have a notable lack of ground speed at 10 feet base speed due to dragging themselves

along, but gain a swim speed of 50 ft.

- **Malenti Heritage (Ex):** Some merg are actually related to malenti and not merfolk. Because of this they have a bite attack that deals 1d4 damage but lack the favor of aquan gods. This replaces aqua favored.
- **Whirlpool Lash (Su):** Some merg manifest their unique nature with a potent akashic construct that simulates the tails of their aquatic forebears. Such merg gain the ability to shape the Whirlpool Lash veil, and do not count it against their normal limits on veils shaped. This replaces aqua favored and step back.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Add one extract formula from the alchemist's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the alchemist can create.
- **Barbarian:** While raging increase swim speed by 5 feet, to a max of 100 feet total.
- **Bard:** Add +1 racial bonus to Escape Artist and Perform checks.
- **Cavalier:** Add +1/3 to the cavalier's AC against targets of the cavalier's challenge.
- **Cleric:** Increase caster level by 1 when casting spells with the water descriptor.
- **Druid:** Increase wild shape's swim speed by 5 feet.
- **Fighter:** Increase armor training modifier by +1/6.
- **Gunslinger:** Add +1/5 to the dodge bonus to AC granted by the nimble class feature.
- **Magus:** Add +1/4 to the magus' arcane pool.
- **Monk:** Increase monk AC bonus by +1/6.
- **Oracle:** Add +1/6 to the enhancement bonus of any spell cast on themselves.
- **Ranger:** Add a +1 racial bonus to Acrobatics and Swim checks.
- **Rogue:** Add +1 racial bonus on Acrobatics and Escape Artist checks.
- **Sorcerer:** Add one spell known from the sorcerer's spell list. This spell must be at least one level lower than the highest level spell the sorcerer can cast.
- **Stalker:** Add +1/6 of a new Deadly Strike die.
- **Summoner:** Add +1/4 to the eidolon's evolution pool.
- **Vizier:** Add +1/2 to all cold damage dealt with veil abilities.
- **Warlord:** Gain +1/5 of a new gambit.

MURK

Murks are, perhaps, an inevitable consequence of the interactions between orcs and troglodytes. Both races are savage and violent, and when they live near each other conflict or war tends to be the result. Murks are the results either of peace treaties sealed by marriage (a rare event indeed) or, more commonly, slaves and prisoners taken by one or both sides who are subsequently abused. Murks are raised into savagery, amongst those who do not respect them, and commanded to prosper or die.

Luckily, murks are equipped to do just that.

APPEARANCE

Murks can sometimes be mistaken for trolls; they are large, muscular, and green or gray of skin, with long noses, wide eyes, and a tendency to grow long, bristly hairs on their heads. Closer looks reveal orc-like teeth, webbed digits, and a certain sheen to their skin (the result of their scented sweat) that makes them seem wet or moist most of the time.

The fact that murks are often dressed in little or no clothing or armor is the result of the culture they're raised in rather than any true preference. Murks raised amongst orcs do tend to wear clothing and favor heavier armors, though murks tend not to wear boots or gauntlets so as not to painfully restrict their hands and feet (murks who acquire enough wealth sometimes replace magical gloves and boots with enchanted bracers and greaves instead). Murks don't take to tattoos particularly well (their sweat prevents the ink from setting properly) but they may practice scarification.

DEMEANOR

Murks tend to pick up attitudes remarkably similar to the race they're raised with, though it is notable that their keen senses and insight make them more pragmatic and, perhaps, empathetic than their "brethren". Murks *pay attention*, partially out of raw survival instinct but also because their senses are simply sharper and more useful. Murks know that they see things that others miss, smell things that others cannot, and hear sounds that others might not, and they treasure these experiences as something they possess which cannot be taken away from them.

Murks are cautious in comparison to their fellows, which may get them labeled as cowards but sometimes ends with the murk being taken on as a valued advisor. Murks have insight that orcs, especially, can find valuable in their war plans, and murks may find themselves in charge of small strike forces and saboteurs that do the subtle things orcish hordes or troglodyte tribes normally do not, and can gain quite a bit of status and prestige in the doing.

BACKGROUND

Though murks are generally the children of battlefield atrocities, they are also raised in societies which, by and large, do not care about that. The result is that murks get "accepted" into their cultures the same way everyone else is - prosper or die. Brutality shapes the murks' lives and informs who they are as sapient beings, and few ever bother to attempt to rise above the violence with which they are

raised. With a lack of access to education and a tendency to favor the racial gods of their parent cultures, murks grow up ignorant, savage, and bloodthirsty, and most live fast and die young. The ones that do not are fearsome things, the veterans of horrific battles and unspeakable atrocity.

ADVENTURES

Murks who leave home tend to do so because they feel they're better off elsewhere. With almost no marketable skills beyond their talents for tracking, spying, and murder, murks fall into adventuring so they can afford food to eat and a roof to sleep under, and stay in adventuring because they are, often, good at it. The caution they learned in their homelands means that murks will often hang back rather than charge into deadly traps, and as a result live where others often die. Murks respect strength and cunning, and have more than enough experiences with witches and clerics to fear the power of such spellcasters, but tend to look on in confusion or distaste at druids, paladins, and others who venerate a cause above themselves, since even the clerics they are familiar with worship the dark gods of the orcs specifically to gain power for themselves.

MURK RACIAL TRAITS

- **+2 Strength, +2 Wisdom, -2 Intelligence:** A murk is both strong and perceptive, but neither of its parents were intelligent.
- **Medium:** Murks are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (orc, reptilian):** Murks are humanoids with the orc and reptilian subtypes.
- **Scaled Hide (Ex):** Murks have a thick, scaled hide that increases their natural armor bonus by 2.
- **Darkvision (Ex):** A murk can see in the dark out to 60 feet.
- **Stress Sweat (Ex):** A murk sweats when stressed (such as during combat). This musky scent is powerful enough to temporarily destroy a creature's sense of smell. Anyone fighting with the murk must make a Fortitude save (DC 10 + 1/2 character level + Constitution modifier) or be sickened for 1 minute. It is not possible to track a murk by scent for more than 1d4 minutes, after which the tracker cannot use its scent for 1d6 hours.
- **Maw (Ex):** A murk's face takes after their troglodyte parent and grants them a bite that deals 1d4 damage.
- **Rock Dweller (Ex):** Murks have an instinct for cave dwelling and their hide is colored to help them hide among rocky areas. They gain a +4 racial bonus on Survival and Stealth checks in rocky areas.
- **Languages:** Murk begin play speaking Common and Orc. Murk with high Intelligence scores can choose from the following: Draconic, Giant, or Goblin.

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Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

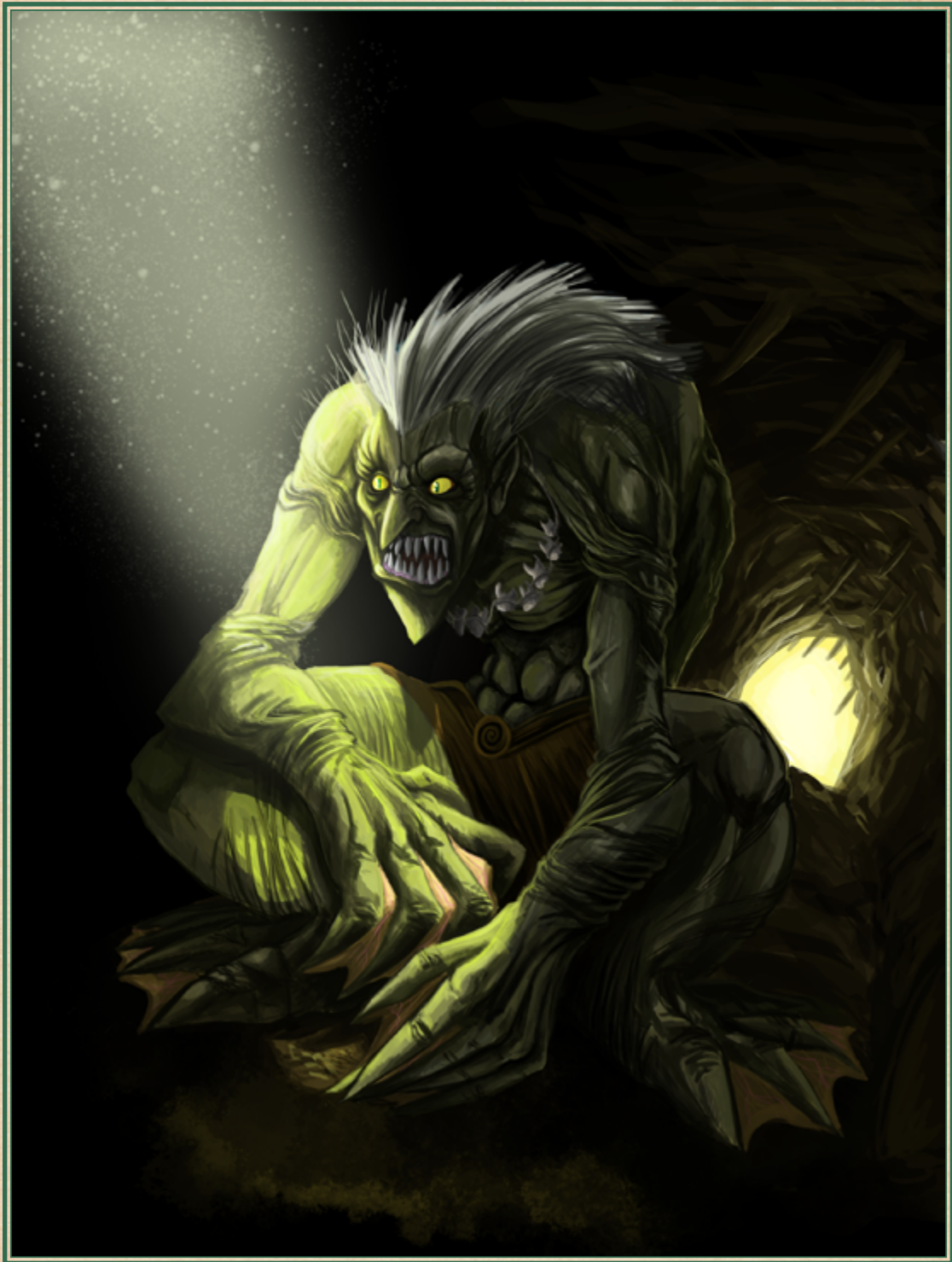
- **Draconic (Ex):** Some murks bear a striking resemblance to dragons, which their orcish parents sometimes take credit for. These murks have energy resistance 5 to one energy type (chosen at character creation). This replaces stress sweat.
- **Feral Murk (Ex):** Some murks are exiled from the tribe at a young age due to their lack of their parent's darkvision. Left to fend for themselves they have learned a new level of brutality. They increase their critical threat range with their bite attack by 1. This replaces darkvision.
- **Lizardspawn (Ex):** "Murk" is a general term used by orcs to denote the mixing of orc blood with their enemy. Some murks are actually the product of lizardfolk and orc bondings - founded over the appearance of a mutual enemy into their personal territory wars. Lizardfolk-murks have the ability to swim and hold their breath to a greater extent. They gain a +4 racial bonus on swim checks and can hold their breath for 1 minute per Constitution point. This replaces stress sweat.
- **Orc Ferocity (Ex):** Some murks lack the scaled hide of their troglodyte parent but have the ferocity special quality of an orc. This racial trait replaces scaled hide.
- **Projectile Vomit (Su):** Some murks (thankfully) lack the chemical in their sweat that causes it to nauseate. However, as some murks prize this stench they have learned to accommodate for the lack of it. These murks have developed the ability to projectile vomit as a standard action out to 30 feet as a ranged touch attack every 1d4 rounds. When a target is hit by this horrid stream they must make a Fortitude save (DC 10 + 1/2 character level + Constitution modifier) or be sickened for 1 minute.
- **Small (Ex):** Some murks are rumored to be the product of kobold-orc crossbreeding (though the orcs deny this rumor vehemently) due to their lack of stature. These "small scales" are small sized and gain a +1 size bonus to their AC and attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This replaces medium size.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Add +1/2 to the DC of the stress sweat or projectile vomit racial ability.
- **Barbarian:** Add +1/3 to the bonus from the superstition rage power.
- **Cleric:** Add +1/3 uses of the cleric's channel energy.

- **Druid:** Add +1/4 enhancement bonus to the damage of their bite attack when using wild shape.
- **Fighter:** Add +1 to CMD against any two maneuvers.
- **Oracle:** Treat the oracle's level as +1/2 higher for the purpose of determining the effects of their curse ability.
- **Ranger:** Add +1/6 bonus on damage rolls against the target of your quarry.
- **Rogue:** Add +1/6 of an extra sneak attack damage die.
- **Sorcerer:** Add +1/2 to acid spell damage.
- **Stalker:** Add +1/6 of an extra deadly strikes die.
- **Warlord:** +1/4 bonus to battle prowess.
- **Witch:** Add +1/4 to the witch's caster level when casting a patron spell.



MURK

OGGR

You can get places in life if you're big, willing to play dirty, and don't ask a lot of questions. No one ever promised they would be *good* places, of course, but you'll certainly go places, and if you are also cunning and vigilant, you can gain power and prestige there, at the edges of society and the places between legal and illegal, good and evil, life and death.

Oggr live in these between-places, these edges of the world. Born of battlefield atrocities, incredibly improbable romances, and peace treaties between barbarian tribes and ogres, these giant-kin find a natural home in the fringes of their parent societies. In human lands, oggr find jobs as dock workers, mercenaries, soldiers, and thugs. In ogre societies, oggr are the competent underlings who make things happen, the left hand of the chief, and the masters of spies. Oggr are not pushed into these niches - they seek them out and *thrive* within them, seizing the throne of their ambitions with surprising self-awareness.

Of course, not all of them are content with living on the edge, and for those oggr who find living in the shadows of society too small, there is power in standing tall.

APPEARANCE

Some oggr could be mistaken for especially large members of their non-ogre parent race; their ogre blood manifests primarily in size, mass, and a certain propensity to build muscle even without trying to. Oggr may have sharply pointed ears, fangs instead of teeth, or particularly flat noses, but these traits are relatively rare and usually only occur in the event that an oggr has a child with a full-blooded ogre, who then displays those traits as a result of the strengthened ogre blood.

Oggr tend to dress and wear armor in simple, practical ways. They'd rather have something tough and easy to mend, mostly because their jobs often involve getting dirty or torn up on a regular basis (even a perfectly legitimate dock worker handles heavy loads that might snag and tear on clothes). An oggr's wealth is normally displayed inside of their home or else hidden, and not flashed about on their person with gaudy trinkets that mark the half-blood as a target.

DEMEANOR

Oggr run the mental gamut from witless thugs to cunning crime lords, but all of them tend to find niches in the *edges* of places. As hunters, trappers, or scouts, oggr live on the edge of civilization and wilderness; within tribes, oggr straddle the line between warrior and diplomat, or honor and murder. Within cities, oggr combine legitimate and criminal enterprises; they are dock workers who smuggle goods, clerics-for-hire, private security and more. By taking up these niches, oggr play to their strengths and find acceptance in a role where, frankly, their heritage doesn't have to matter and can even be an advantage.

Life on the edge gives oggr insights into both sides of the lines they straddle. Oggr are keenly aware that factors like poverty, oppression, and lack of access to education can drive people to crime and evil. What they *do* with this information

is very much up to them; wise oggr learn patience early on and make moves that carefully avoid offending power players. Versed in their own personal might, oggr are well aware that numbers trump strength every time.

Ultimately oggr tend to come across as quiet, observant individuals who are willing to play the long game to get what they want. Even stupid, impulsive oggr learn to respect caution after the third or fourth savage beating for insulting this ogre chief or that crime lord, and when caution serves them well it becomes a lifetime habit that surprises those who judge them by their massive size. If others choose to mistake their patience for cowardice or their silence for submission, all the better. Oggr choose their own ways in life, free of the need to prove themselves to anyone but those they love.

BACKGROUND

Oggr are not normally proud of their heritage, which they treat with an affected indifference. Ogres are not known for their great cultural contributions, after all, and leave their half-breed descendants with little to thank them for except overlarge muscles and a certain killer instinct that helps them in everything from barfights to becoming the world's least expected rooftop assassins. Generally born into poverty and crime, oggr are raised with practical skills and a certain pragmatic mindset that follows them into the rest of their lives. They settle early into employment and are hard, cunning workers interested in earning a check and going home.

Oggr have a knack for picking up on power players and local politics, which they use to advance their own position in subtle ways, and many see great success as information brokers and gray-market dealers. Oggr do not tend to stand on pride and learn quickly to use methods that



work which, curiously, precludes most of the evil ones. Torture, random murder, and arson tend to be bad for business, and oggr would much rather cut a deal than drive away work and custom by being seen as the savages their ogre parents are. This need to prove their “civilized” status is what leads so many oggr to think before they speak and remain silent rather than give a wrong impression.

ADVENTURES

Oggr adventurers generally started as mercenaries or sellswords who got hired for a specific job and discovered they liked the work. In groups, oggr are very practical and can make invaluable quartermasters. Their knack for moving through street-level civilization also makes them good for finding employment, something they exploit on the behalf of their associates.

Oggr excel in skilled and martial classes, and may be found as rangers, rogues, stalkers, and warders. Some oggr with a magical bent train as magi; others who unlock psionic prowess become cryptics or psychic warriors, with the latter being some of the race’s fiercest soldiers. Oggr respect results, not skill sets, and judge others based on those results rather than the methods used to acquire them. They can get irritated when the high-handed ideals of clerics and paladins get in the way of the mission at hand.

OGGR RACIAL TRAITS

- **+2 Strength, +2 Constitution, -2 Dexterity:** An oggr is strong and tough, but awkward and imbalanced.
- **Medium:** Oggr are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (giant):** Oggr are humanoids with the giant subtype.
- **Humanoid Heritage:** At first level an oggr must choose from the dwarf, elf, human, or orc subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Leathery Hide (Ex):** An oggr’s leathery skin increases its natural armor bonus by +2.
- **Darkvision (Ex):** An oggr can see in the dark out to 60 feet.
- **Powerful Build (Ex):** The physical stature of oggr lets them function in many ways as if they were one size category larger. Whenever an oggr is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the oggr is treated as one size larger if doing so is advantageous to him. An oggr is also considered to be one size larger when determining whether a creature’s special attacks based on size (such as grab or swallow whole) can affect him. An oggr can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject’s size category.

- **Strong Back (Ex):** An oggr’s body is built to carry weight and exert force. They treat their Strength score as 4 points higher when calculating carrying capacity, performing a sunder combat maneuver, or making a Strength check to manipulate an object.
- **Surprise Whallop (Ex):** A half-ogre faces uneven odds every day, either as part of an ogre clan or amongst human cultures, and they learn to hit where it hurts; they double their Strength bonus to damage when attacking flanked or flat-footed opponents.
- **City Savage (Ex):** An oggr gains a +2 competence bonus on Knowledge (local) checks and Diplomacy checks to gather information.
- **Languages:** Oggr begin play speaking Common and Giant. Oggr with high Intelligence scores can choose from the following: Dwarven, Elven, Giant, Gnome, Halfling, or Undercommon.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Deformed (Ex):** Some oggr have horrid deformities that make them especially frightening to look upon, granting a +4 competence bonus on Intimidate checks. This racial trait replaces darkvision.
- **Ham-fisted (Ex):** Some oggr lack any pretense of subtlety. Their hide isn’t as thick as their cousins’, but their fists are just as large. They gain 2 slam attacks that deal 1d6 damage each. This racial trait replaces leathery hide.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Add +1 to the barbarian’s total rounds of rage per day.
- **Psychic Warrior:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the psychic warrior’s choice (maximum bonus +4). This bonus does not stack with Critical Focus.
- **Rogue:** Add +1/3 to the rogue’s sneak attack damage.
- **Stalker:** Add +1/4 maneuvers known from the Broken Blade or Thrashing Dragon disciplines. These maneuvers must be at least one level below the highest level of maneuvers the stalker can learn.

ORNIBUS

The Abyss is home to many things, almost all of them heinously wrong. One of these is the demon lord known as Arcenus, the lord of shallow graves. A lesser, scrabbling power in the Abyss, Arcenus dreams of godhood but does not wish to risk his own immortal life trying to struggle for it. His opportunity came when he discovered a series of pools with unusual properties in the portion of the Abyss he called home; by corrupting them further and twisting them with arcane magics, Arcenus was able to use these pools to combine mortals and demons into singular beings that were nominally loyal to him.

The ornibus are his first success. The results of combining humanoids and howlers, ornibus are Arcenus's footsoldiers and agents. Though many escape his control - or forget they serve him - many more remain members in his burgeoning cult, bringing back mortals to the Abyss to be used in further experiments.

APPEARANCE

Ornibus resemble something halfway between humans and bugs. Their body is covered in chitinous plates with barbed spines protruding regularly and their hands end in wicked claws. Their eyes resemble those of an insect, large and glowing with malicious intent, and while they also possess a dreadful maw full of sharp teeth it is more frightening than dangerous. Their carapace ranges in color from deep browns to murky reds while the glow of their eyes is usually a play of the color green.

They don't typically wear clothes beyond a loincloth, sometimes wearing leather armor or other material their natural defenses could protrude from.

DEMEANOR

Even if they weren't half-demon abominations to begin with, ornibus would have problems; their creation is traumatic, as is the environment they are subsequently "raised" into, leaving them paranoid, violent, and bloodthirsty. Those who still serve Arcenus tend to fawn over him, but many do not, and those that escape (or forget) are very clearly broken beings, with a tendency to talk to themselves and get distracted by brief hallucinations. Very rarely are ornibus happy people, and they find relief from their misery by harming others.

Beneath the layers of aggression and misery, ornibus are creatures of surprising loyalty and ingenuity. Though they are often uneducated, ornibus employ creative solutions to their problems and reduce complex tasks to simple steps that can be explained to others. Calming one down enough to speak can reveal a surprisingly insightful being with an outsider's perspective on common problems in humanoid societies.

BACKGROUND

Ornibus are less "trained" and more "raised into savagery". Almost all of them are self-taught, whether in magic or mayhem, and those who do not prosper die. At some point - whenever their taskmaster bothers getting around to it - ornibus are sent into the mortal world to secure more slaves and victims for experimentation, and the majority remain in this line of work. Others escape or even *forget* their service to Arcenus, and spread into the mortal world in an effort to live their own lives.

This latter case forms the majority of ornibus who interact with other races. They find great success in savage societies where their instincts and brutal upbringing lead them to power, and it is not unheard of to see a ornibus leading a tribe of orcs or marshalling a destructive horde with which to crush the innocent beneath their heel. Others grow fascinated with the idea of religion; the truly curious sometimes emerge from the shadows to beg for membership in various religions, hoping that faith can cure their insanity. Sometimes it even works.

ADVENTURES

Ornibus are adventurers by definition, whether as Abyssal agents or free spirits. They join rebellions and armies for the chance at bloodshed, or to serve the interests of their master. They usually enter martial classes, with sorcerer, dread, and wilder also seeing strong representation. Ornibus respect only those strong enough to survive on their own, and aside from being unnerved by beings such as aasimar and alicorns who display a clearly good-aligned heritage, are typically unconcerned by race except insofar as the all-important question: "How do I kill you?"



ORNIBUS RACIAL TRAITS

- **+2 Strength, +2 Charisma, -2 Wisdom:** Ornibus are strong and horrifying to behold, but suffer from mild racial insanity.
- **Medium:** Ornibus are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (evil):** Ornibus are humanoids with the evil subtype.
- **Humanoid Heritage:** At first level an ornibus must choose a humanoid subtype from the following: dwarf, elf, gnome, goblinoid, halfling, orc, or reptilian. They gain the chosen subtype in addition to any other subtypes they possess.
- **Body Grind (Ex):** Anytime an ornibus succeeds on a grapple check the enemy takes 1d6+Strength modifier piercing damage from the many small spines that cover them.
- **Rebellious Spines (Ex):** Anytime an ornibus is struck by an unarmed attack or natural weapon, the attacker takes 2 piercing damage from the spines covering a ornibus. This damage increases by 1 per 3 character levels.
- **Abyss-born (Ex):** An ornibus was born in a cesspool of blood and guts, leaving them traumatized and slightly deranged; the cracks in their mind render them immune to the confused condition.
- **Claws:** Ornibus have two claw attacks that deal 1d6 damage each.
- **Darkvision (Ex):** Ornibus can see in the dark out to 60 feet.
- **Low-light vision (Ex):** Ornibus see twice as far as humans in dim light.
- **Languages:** Ornibus begin play speaking Common and Infernal. Ornibus with high Intelligence scores can choose from the following: Abyssal, Giant, Gnoll, Gnome, Goblin, or Sylvan.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Crimson Wash:** Ornibus are occasionally born without the tell-tale spines that mark their species, but instead possess a more insidious power. Ornibus with this racial trait gain the ability to shape the bloody shroud veil, and do not count this veil against their normal limits on veils shaped. They all add 1 point of essence to their essence pool. This replaces rebellious spines.
- **Fearsome Visage (Su):** Some ornibus lack the bristling spiked hides of their fellows but instead have an aura of fear about them. These ornibus cause all creatures within 10 feet of them make a Will save (DC 10 + ½ character level + charisma modifier) or be shaken for 1 minute. Evil outsiders are immune to this effect. This replaces rebellious spines.
- **Howl (Su):** Some ornibus possess a lesser version of the howler's signature howl; once per day as a standard

action an ornibus can unleash its howl, rendering all non-outsider creatures within 30 feet deafened for 1 minute unless they succeed at a Fortitude save (DC 10 + 1/2 the ornibus's character level + the ornibus's Constitution modifier). At the beginning of each round thereafter, as long as they are still deafened, affected creatures must succeed at another Fortitude save or suffer 1 point of Wisdom damage. This replaces the claws racial trait.

- **Throwing Spines (Ex):** Some ornibus lack a majority of their spines and only possess a small number of long, thick spines that regrow quickly. They grow three spines daily that they can break off and wield as a move action. They are treated as masterwork javelin that break once thrown and become too brittle to fight with after 24 hours. This replaces body grind and rebellious spines.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Increase the DC of poisons modified or created by the alchemist by +1/4.
- **Barbarian:** Increase the Strength bonus from rage by +1/4.
- **Cleric:** Gain a bonus to damage dealt with negative energy channeling by +1/3.
- **Daevic:** Add +1/5 to all bleed damage the ornibus deals.
- **Druid:** Increase the damage of rebellious spines while using wild shape by +1/3.
- **Fighter:** Increase bonus to natural weapon training group by 1/4.
- **Inquisitor:** Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgement.
- **Magus:** Add +1/2 to fire damage of spells cast by the magus.
- **Oracle:** Add +1/2 to fire damage of spells cast by the oracle.
- **Ranger:** Add +1/5 to the favored enemy bonus of one type of humanoid (maximum +2).
- **Rogue:** Add +1/4 to sneak attack damage dealt to humanoid creatures.
- **Summoner:** +1/3 to the number of times per day summon monster can be used.



PIPER

PIPER

Like their spiritual cousins, the *houris*, pipers are a fairly common halfbreed that does well in the world. The children of elves (or humans) and satyrs, pipers inherit power over music, an affinity for the natural world and a certain carefree attitude from their fey heritage, which is counterbalanced by the stability and focus of their more mortal blood. Pipers seek out the company of others and walk through mortal societies as vibrant, joyful souls that brighten the world around them.

APPEARANCE

Pipers look mostly human or elven, with small horns that protrude from their forehead and a slight curve to their pointed ears. Pipers may or may not have cloven hooves instead of feet. In terms of dress, pipers tend to favor light, unrestricting clothing and armor and tend to dress to attract and allure, or to enhance performances if the piper intends on playing for others. Pipers tend to either dress in bright, flashy colors or in natural ones that help them blend into the woodlands. Pipers tend towards small, tasteful pieces of jewelry rather than bangles or thick necklaces, mostly so that they don't snag on things in the event that a swift escape needs to be made.

DEMEANOR

Pipers can be stereotyped by others as being a race of fun-loving swindlers, not necessarily without cause. Pipers *do* inherit a carefree joy from their fey parentage, and their charm and vibrancy draws lovers and rubes to them with equal ease. Not every piper actually takes advantage of that, though, especially since they are typically raised by their mortal parent with almost no influence from the satyr who sired (or birthed) them. Many pipers learn responsibility and stability from the mortal societies that raise them and know that there's a time and place to cut loose and a time to be a lot more serious about matters. Piper emotions, for better or worse, are extremely intense. That passion can inspire others, but it also means that pipers suffering from grief, loss, and fury know pain that others sometimes have trouble understanding.

Pipers tend to fall into one of two categories, romantically. Some take after their satyr parent and take many casual lovers that they feel no real attachment to. Others, especially those whose mortal parent had their heart broken by a satyr's lies, are cautious about love and deal only in firmly committed relationships. Piper friendships are fierce, and a piper may be the heart and soul of her group of friends. Some handle the pressure of the role better than others.

BACKGROUND

The overwhelming majority of pipers are raised by single parents or, at the very least, with the knowledge that they are the product of a one-night stand or even infidelity. They may grow up with stigma for being an "illegitimate" child, or their native culture may not care. In either event, pipers grow into fierce emotions, joy, and music early in

their lives - blessings and curses from their fey blood. Even those pipers who grow up facing discrimination about their origins gather admirers easily, sometimes to the frustration of parents and elders.

Eventually, pipers leave home. They are seemingly incapable of settling down in one place for too long, and even though some - perhaps most - try to make a stable life for themselves where they are born, they inevitably leave, looking for something they never really find. Pipers pick up a smattering of skills and professions during their wanderings, mostly becoming good at a little bit of everything, and never have trouble working for a hot meal and a roof over their head. For many pipers, these mundane concerns help keep them grounded in the real world and remember why they aren't supposed to use and abuse people. Some need the reminder much more than others.

ADVENTURES

Many pipers end up as adventurers, either part-time (when they feel like a job is easy, or the mood strikes them) or full time, attached to paramilitary companies or chartered adventuring parties. The vast and overwhelming majority of pipers become bards, with druids, rangers, and oracles taking up the minority of their adventuring skill set. Pipers understand that adventuring is a serious job, but they get fed up pretty quickly with people who think that just because something is serious it can't also be *fun*, and also tend to get irritated with stealth-oriented teammates who insist they be quiet or still their music. Pipers tend not to like dour races like dwarves and orcs, and keep the company of halflings, gnomes, elves, and humans instead.

PIPER RACIAL TRAITS

- **+2 Dexterity, +2 Charisma, -2 Strength:** Pipers are quick and likable, but weaker than they look.
- **Medium:** Pipers are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (feyblood):** Pipers are humanoids with the feyblood subtype.
- **Humanoid Heritage:** At first level a piper must choose from the elf or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Fast Speed:** Pipers have a base speed of 40 feet.
- **Forest Slip (Ex):** Pipers are never impeded by difficult terrain in a forest and they gain a +2 racial bonus on Stealth checks in forests.
- **Pipes of Panic (Sp):** A piper able to make music can cause a number of things to happen. They gain the following as spell-like abilities usable once per day each, at a caster level equal to their character level: *charm person*, *sleep*, and *fear*. The piper may not use these spell-like abilities if it cannot make sound (such as within the area of a *silence* spell).
- **Musical Composition (Ex):** Pipers who cast spells make music rather than speaking the normal incantations of a spell's verbal component; they increase the Spellcraft DC to identify spells they cast by 5 and gain a +1 bonus to the

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save DC of bard spells they cast.

- **Low-light vision (Ex):** Pipers can see twice as far as humans in dim light.
- **Languages:** Pipers begin play speaking Common and Sylvan. Pipers with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Forlarren Tainted (Sp):** Some pipers resemble the blighted fey known as the forlarren. While these beings normally cannot have children their relation is attested to in the most obvious form; they lack the ability to weave magic through their pipes but can cast *heat metal* and *hold animal* as spell-like abilities up to once per day each. This replaces pipes of panic.
- **Satyr Aptitudes (Ex):** Some pipers have a talent for the things a satyr is known for. They gain a +2 racial bonus on Perception, Perform, and Stealth and these are always treated as class skills. This racial trait replaces musical components.
- **Satyrical Horns (Ex):** Some pipers lack the musical tone of the satyr. These pipers are sometimes jokingly referred to as “bleaters” due to their normal voice. For whatever reason, these piper’s horns are always more forward facing, allowing them to be used as a weapon. The piper gains a gore attack that deals 1d6 damage. This replaces musical composition.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Add +10 minute to the duration of mutagens.
- **Barbarian:** Add 1 to the total number of rage rounds per day. Can still use pipes of panic while raging.
- **Bard:** Add +1/4 to the effective bard level for the bardic performance class feature.
- **Druid:** +1/4 effective level of the nature bond class feature for animal companions.
- **Fighter:** Add +1/6 to the fighter’s armor training modifier.
- **Gunslinger:** Add +1/4 to the gunslinger’s grit points.
- **Oracle:** Add +1/2 to the oracle’s level for the purpose of determining the effects of one revelation.
- **Ranger:** Add +1/4 of a new favored terrain.
- **Rogue:** Add a +1/2 racial bonus on Stealth checks in wooded terrain.
- **Sorcerer:** Add +1/4 to sonic effects caused by spells the sorcerer cast.
- **Summoner:** Add +1/4 evolution points.
- **Witch:** Gain 1/6 of a new hex.

RANA

Rana have an awkward relationship with their parent races; they are a source of pride to the ophiduan, and yet are marginalized for being brutes. The lizardfolk kneel before their psionic prowess, but do not - and in many cases cannot - understand them. Though rana are not often lonely, they *are* normally frustrated, which, given their background, can be understandable.

Ophiduan culture can be extremely demanding, especially to those who lack psionic power or who cannot seem to develop it past a certain point. Some ophiduans who can't handle the pressure leave to find success in another culture; often, they turn to the primitive lizardfolk, where their psionic prowess grants them power and influence beyond their wildest dreams. These psionic rulers typically take a mate from their new culture, and rana ("frogs") are the result - neither as mighty as lizardmen, nor as psionic as ophiduans. Rana have trouble fitting in, at times.

APPEARANCE

The bloodlines that create rana combine awkwardly; they resemble reptilian humans in many ways, with overlapping scales, a mouth full of sharp teeth, wide eyes, and webbed toes. Most rana are raised in swamps and dress in clothing they can easily swim in (or shed), with only those few who have interacted with more civilized races wearing armor. Rana may score their scales into scar-like patterns, and sometimes color or dye these marks to make tattoos of a sort. This is especially common in rana who follow the path to psionic power, as the lizardfolk they dwell amongst recognize these tattoos as a sign of the rana's abilities.

DEMEANOR

Rana spend their whole lives with no one to really talk to; lizardfolk are not as intelligent as they are and in any event lack the inherent psychic prowess that defines the rana, while ophiduans hold the rana up as a sign of their own racial superiority and then neglect them, shunting them into the fringes of ophiduan society. This can make the rana bitter, though more often it's simply an ongoing frustration, one that can drive them out of their homes to seek those they can converse with as peers.

Rana actually find a lot of success in other humanoid cultures, once their unusual appearance is accepted. They can flower into satisfied, hardworking citizens if given the chance to interact with true peers. After spending at least an entire childhood with no one to really talk to, it can be hard to shut a rana up, especially about something they're passionate about. Rana often seek out and join guilds, knightly orders, and psionic academies and display a fierce loyalty to their associations.

BACKGROUND

When asked about how they grew up, most rana will ask you to imagine the following: from a very young age, you had to repeat everything you said in simpler terms, no matter who you were talking to. That's the experience most rana have from the age they learn to speak onwards, because they are,

most often, raised among lizardfolk. Not having to talk down to everyone they meet is a novel concept to the rana when they meet other cultures, and it can take some getting used to for the rana.

Rana tend to be survivors, if only because they're raised in primitive tribes. While lizardfolk are not particularly cruel, they do have concerns like food, water, shelter, wandering monsters and sometimes adventuring parties. These threats give rana an early taste of the cruelties of life, and they learn to sleep with a hand on a weapon in case they need to rise and defend themselves. Rana take the protection of their families and loved ones extremely seriously, and that attitude extends to the organizations they join or are employed by.

ADVENTURES

Many rana teach themselves psionic powers, and when they reach the point where self-teaching isn't enough, leave their tribes. Others get tired of not having anyone to talk to (or being pushed around by ophiduans) and leave for greener pastures in much the same way their parents did. Both seek out the adventuring lifestyle for the chance at wealth with which to establish themselves and the opportunity to amass power. Others join militaries or knightly orders that send them adventuring, and quite a few discover that they just love traveling and take to adventuring because it pays the bills.

Rana trend towards psionic classes, with barbarian and oracle taking a close second place. Psychic warriors and soulknives are especially common, with members of the aegis class being comparatively rare because of the emphasis in lizardfolk culture on killing power, rather than defense, in warfare. Rana respect great warriors but tend to prefer spending their company either with fellow psionics or those with whom they can hold an interesting conversation; if they wanted machismo, they could have stayed at home.



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RANA RACIAL TRAITS

- **+2 Strength, +2 Constitution, -2 Wisdom:** Rana are strong and tough, effective brutes. They are brash and immature at times, however.
- **Medium:** Rana are Medium creatures and thus have no bonuses or penalties for size.
- **Speed:** Rana have a base speed of 30 feet. They also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.
- **Humanoid (psionic, reptilian):** Rana are humanoid creatures with the psionic and reptilian subtypes.
- **Naturally Psionic (Ps):** Rana gain the Wild Talent feat as a bonus feat at first level. If a rana takes levels in a psionic class, he instead gains the Psionic Talent feat.
- **Poison Resistant (Ex):** Rana gain a +2 racial bonus on saving throws against poison.
- **Scales (Ex):** Rana skin is hardened with scales that increases their natural armor bonus by 1.
- **Charged Scales (Ps):** Rana increase their natural armor bonus by +2 during any round in which they have spent at least 1 power point.
- **Underdeveloped Claws (Ex):** Hooked claws on each hand are too soft to cause harm but grant a +2 circumstance bonus on Climb checks and when performing disarm combat maneuvers.
- **Enhanced Disarming (Ps):** Rana can expend their psionic focus to increase their bonus to disarm combat maneuvers to +10 until the end of their turn.
- **Languages:** Rana begin play speaking Common, Ophiduan, and Draconic. Rana with high Intelligence scores can choose from the following: Aquan, Dwarven, Elven.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Cliffhangers (Ex):** Some rana hail from mountainous regions. These resemble geckos and have a climb speed of 20 feet. This racial trait replaces underdeveloped claws and swim speed.
- **Colorborn (Ex):** Some rana's natural psionic ability works to hide them. They gain a +5 racial bonus on Stealth checks. This replaces naturally psionic.
- **Mind's Bite (Ps):** Some rana have the capacity to mimic their parents bite instead of augmenting their lizardfolk claws. These rana may, once per day as a swift action, manifest bite of the wolf as a psi-like ability. This replaces enhanced disarming.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add +1/4 to the aegis' customization points.
- **Barbarian:** Add +1/4 to the barbarian's natural armor bonus while raging.
- **Bard:** Increase any morale bonuses granted by the bard's bardic performances by +1/4.
- **Cryptic:** Add +1/6 of a new die to the cryptic's disrupt pattern ability.
- **Dread:** Add +1/4 damage to the dread's devastating touch.
- **Marksman:** Add +1/6 to the marksman's favored weapon bonus.
- **Psion:** Add +1/4 on manifester level checks to overcome power resistance.
- **Psychic Warrior:** Add +1/2 to the duration of any psychometabolism powers the psychic warrior manifests with a range of personal and a target of you with a normal duration of 1 round/level.
- **Stalker:** Add +1/4 racial bonus to Stealth checks.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- **Soulknife:** Add a +1/2 to the soulknife's CMB when performing a disarm or trip maneuver.
- **Tactician:** Add +1/3 to the daily uses of the tactician's coordinated strike ability.
- **Vitalist:** Add +1/6 dice to the vitalist's transfer wounds ability.
- **Wilder:** Reduce the chance of suffering psychic enervation by (1/3)% (maximum 5% reduction).
- **Wizard:** Gain 1/6 of a wizard bonus feat.
- **Zealot:** +1 power point per level.

SPRING CHILD

Much is said about the conflict between urban civilization and the wilderness. Spring children exist as proof that such conflict is not the only outcome of interactions between the quickling races and primeval nature. The sons and daughters of mortals and dryads, spring children offer a study in seeming contradictions. Their eternal youth belies their natural wisdom, and their affinity for nature does not dim their pleasure in the wonder of stone and glass. Spring children delight in being between worlds, even if it sometimes means that they don't *quite* fit into either one.

APPEARANCE

Spring children inherit a somewhat elven appearance from their dryad mothers, with lithe builds, pale (and often somewhat greenish) skin and wide, deeply colored eyes. Spring children have vibrantly colored hair which changes color with the seasons, showing green in spring and summer, blazing with the colors of fall in autumn, and bleaching a pale white during the dead of winter. Spring children appear healthier and more lustrous in sunlight, and wilt somewhat in dark spaces, eventually taking on an exhausted, bedraggled look if deprived of sunlight for too long.

Spring children dress as appropriate for their professions and tastes, and accent their clothing and armor with natural touches such as flowers, wooden jewelry, and gemstones. Flowers worn in a spring child's hair never die, which leads some spring children to braid or weave blooms into their hair as a decoration or simply to preserve flowers they grew themselves and came to love.

DEMEANOR

Spring children present a curious mix of natural wisdom and eternal youth. A spring child never really stops being a teenager, emotionally speaking, but their natural maturity, empathy, and perception can make them seem more "adult" than they actually are. Spring children learn easily but growing more mature can be a challenge for them, which is part of the reason so many wander from place to place - eventually they run out of new things to do and see where they are, and move on to something more fun or interesting. It isn't malice or even carelessness so much as a simple lack of long-term investment, an inability to see the long view that many spring children never really get over.

This youth also means that spring children can be amongst the most hopeful, optimistic, and enthusiastic friends one could ask for. Spring children see the world with a sense of wonder that never leaves them; every sunrise is a chance to do things over, to make amends and new friends and see the world in another way. Spring children see more than other humanoid races because they *pay attention*, and find wonder because they look for it. Even in the midst of tragedy, a spring child knows that growth must follow, and they're more than willing to help bring growth out of pain and renewal out of death.

BACKGROUND

Most spring children are raised by both parents, though the relationship may be somewhat distant, both because their mothers are bound to the trees that empower them and because dryads are somewhat solitary beings. Their mothers show them the wonders of the natural world and teach them about the responsibility sapient beings have to the worlds that nourish them, while their more mortal parents show them societies and the delights and pains of living with people. Most spring children ultimately favor their mortal side in the sense that they desire to belong to a culture, though they may reveal their fey blood in choosing to belong as an outlier or lone wolf; many spring children take up professions such as trapping or exploring which let them belong to a group while also having lots of time to themselves.

A surprising number of spring children go through apprenticeships early in their lives, mostly as a result of their mothers realizing they have magic but will never quicken to the same innate power that the fey themselves possess. Many spring children are trained young with druids, rangers, sorcerers or wizards, and pick up a strong influence from their mentor, which may or may not also be their mortal parent. Most spring children pick up a love of learning and



want to know all the aspects of their chosen profession, and end up as enthusiastic, well-informed professionals. They take this attitude with them when they leave home, and many a spring child bonds and re-bonds with their mother over the course of long centuries by returning home with exciting tales of all the things they've learned and done.

ADVENTURES

Spring children learn to take care of themselves on the road, and many become adventurers because they take an involvement in keeping the roads and travelways safe rather than a purposeful profession. Those that *do* take to professional mercenary work are often bards, druids, rangers, stalkers, wizards, and sometimes even paladins. Even those rare spring children that are dismissive of natural environments tend to find necromancers and alchemists distasteful in the extreme, and they often have trouble connecting with psionics because their fey heritage does not really lend itself to psionic power.

Spring children treat other races with all the enthusiasm - and thoughtless prejudice, at times - of youth. They love meeting new cultures and are full of amazement and wonder at meeting exotic new peoples. At the same time, spring children can pick up prejudices from their parents which they sometimes don't stop to examine, and can severely embarrass themselves as a result (to say nothing of causing lethal offense).

SPRING CHILD RACIAL TRAITS

- **+2 Dexterity, +2 Wisdom, -2 Strength:** Spring children are graceful and wise, but weak.
- **Medium:** Spring children are Medium size and thus have no bonuses or penalties for size.
- **Humanoid (feyblood):** Spring children are humanoids with the feyblood subtype.
- **Humanoid Heritage:** At first level a spring child must choose from the dwarf, elf, gnome, halfling, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Dryad's Charm (Su):** Spring children have the fey's power over manipulation. They increase the save DC of any compulsion spell they cast by +1.
- **Natural Magic (Sp):** A spring child has a dryad's connection to magic. They gain the following as spell-like abilities usable once per day each: *entangle*, *charm person*, and *suggestion*. The caster level for these abilities is equal to the spring child's character level, and their save DCs are based on Wisdom.
- **Low-light vision (Ex):** Spring children can see twice as far as humans in dim light.
- **Ageless (Ex):** A spring child does not experience any of the benefits or penalties of aging beyond adulthood and is effectively immortal, never dying of old age.
- **Languages:** Spring children begin play speaking Common and Sylvan. Spring children with high Intelligence scores can choose from the following: Aquan, Dwarf, Elf, Giant, Goblin, Halfling, and Terran.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Greensight (Ex):** Some spring children have their mother's eyes; they gain greensight out to 60 ft., allowing them to see through thick brush. This replaces the natural magic racial trait.
- **Tree Meld (Sp):** Some spring children are capable of mimicking their mother's ability to meld with trees. This ability functions similar to how *meld into stone* does; however, she can remain melded with a tree as long as she wishes and it takes her a standard action just to enter or exit the tree. This racial trait replaces natural magic.
- **Woodcrafter (Ex):** Some spring children's connection to woodlands is much more mundane. They have a knack for crafting things from wood, gaining a +6 racial bonus on Craft checks involving wood, as well as the ability to cast *entangle* and *wood shape* as spell-like abilities once per day each. This replaces natural magic.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Heal 1 damage when you enter your rage.
- **Bard:** Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.
- **Cleric:** Add +1/2 to the result of channeling positive energy.
- **Druid:** Add +1/3 to the effective druid level for the purposes of wild empathy.
- **Paladin:** Increase the healing from lay on hands by +1/2 when used on animals or plants.
- **Ranger:** Add +1/3 to the effective ranger level of wild empathy.
- **Rogue:** Add +1/2 racial bonus to Stealth and Perception checks in forests, woods, and plains.
- **Stalker:** Add +1/2 to the stalker's *ki* pool.
- **Wizard:** Add one spell to the wizard's spellbook. This spell must be at least one level lower than the highest level available to the wizard.

STHEIN

Every race has members that understand the value of knowledge and history. Among the royal naga, paragons of their race, this is a universal fact. Pledging their lives to the preservation of history's secrets this noble race spend a majority of their lives in musty, half-rotten libraries and crypts and vaults of ancient lore. Rumors of royal naga lairs abound, and many are the seekers of knowledge and power who spend their lives looking for one to share a measure of their knowledge and tutelage with. For the most part their charges aren't vital enough or large enough for a royal naga to risk the treachery of an opportunistic thief or the like but occasionally there is a naga whose treasure is so great that he accepts novices, assistants, and apprentices.

He shares his considerable knowledge with them in exchange for a term of service in helping it guard against others who would damage or otherwise remove that which the naga has taken it upon themselves to guard. Those who would give years of their life to such creatures are typically warriors or wizards, seeking ancient techniques or reserves of knowledge to hone their skills. Most assistants move on after their terms but others stay, finding that their lessons have taken on a new level of meaning to them.

The assistants who stay are almost universally elves, as their long life aids in sympathizing with the naga's own experiences. In turn, the long-lived (even to an elf) naga find lasting companionship for the first time in hundreds of years. This companionship - along with the royal naga's natural shapeshifting - sometimes leads to offspring, the elf-naga crossbreed known as the sthein.

APPEARANCE

The sthein resembles a well-muscled but slim elf up from the waist; below that is a sinuous serpentine body. The scales that cover their lower portion are usually of a pearlescent hue; their upper bodies are also usually oddly colored. Stehin have a fearsome visage. Their skin is usually a color on the scale between green and blue, with eyes a solid yellow, green, or white and coupled with the sharp fangs of their naga parentage, outsiders tend to view sthein as demonic creatures. This couldn't be further from the truth, however, and they like to keep their scales gleaming and their hair well-kept in an effort to combat their often horrific appearance.

Sthein favor their humanoid forms for the most part, feeling uncomfortable around others in their serpentine form. They often try to pass themselves off as odd-looking elves.

DEMEANOR

Sthein are standoffish, feeling awkward around other creatures. Their mother and father have caused them to respect two things: grace and wisdom. The knowledge of their father makes them value people, places, and artifacts of a historical nature while they love graceful things.

Despite their own agility and grace they feel awkward around the more willowy races, especially in their serpentine forms. If there was a race that made them feel comfortable

it'd be the dwarves; their first-hand knowledge of history and their own lack of grace (social or otherwise) lets sthein relax in their own skin.

They have respect for any guardian archetype, seeing a role that is similar to their father. This makes them treat authority figures with respect regardless of the circumstances - to them the figure's actions are seen in the context of protecting their charges and thus can't be taken personally. They were also raised to respect wisdom and tend to favor the advice of elders over their gut instinct or rumor. Because of this respect a sthein can come off as overly cautious but they temper this with an intense interest in testing themselves. Since they were sent away by their parents, they seek to prove themselves and thus can be found in the thick of things beside any other headstrong companion. Most sthein also take after their royal naga parent, they understand the value of keeping things secret and thus show a near-universal capacity for the utmost discretion when it's required.

BACKGROUND

Sthein are raised by their parents until they reach a semblance of adulthood before being made to wander. The reason for this are two-fold. Firstly, their naga parent is against forcing a child to live life their way and send them away to experience life. Secondly, both of their parents know that eventually a powerful enemy might appear and that their child may not survive the encounter.

A sthein yearns to grow in power enough to return home and help their parents, this is an overriding end. Being ejected from the comfortable, ascetic life of their childhood so abruptly leaves many sthein doubting themselves, even as their unique heritage allows them to excel in a variety of situations.

Ultimately a sthein's life typically ends in one of two ways: isolation or death. Stehin typically die young or end up returning home to find one of their parents slain (if not both) and end up taking up the mantle of the guardian, honoring their parents the only way they can.

ADVENTURES

Sthein have a hunger for knowledge and treasures of their own, this leads them to travel constantly. They just lack any interest in settling anywhere that isn't with their parents. Their desires tend towards knowledge and the refining of their art, whether that art is swordplay, magic, or otherwise - taking on the classes of magus, sorcerer, oracle, psion or psychic warrior.

Beyond a simple respect for wisdom sthein have a great deal of respect for ancient knowledge and artifacts, hoping to bring back an especially useful or esoteric piece for their parents' collection. They understand both the importance of secrets and discretion, giving them a penchant for mercenary work that demands either of the two, there are few nobles who know of a sthein's personality and don't keep them around for just such a task.

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STHEIN RACIAL TRAITS

- **+2 Strength, +2 Dexterity, -2 Constitution:** Sthein are strong and agile but inherit elven fragility.
- **Medium:** Sthein are Medium creatures and thus have no bonuses or penalties for size.
- **Monstrous humanoid (elf, reptilian):** Sthein are monstrous humanoids with the elf and reptilian subtypes.
- **Snakeskin (Ex):** A sthein's snakeskin increases its natural armor bonus by +1.
- **Elven Immunities (Ex):** Sthein have inherited their elven blood's immunity to magic *sleep* effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects.
- **Keen Senses (Ex):** Sthein have keen senses which grant a +2 racial bonus on Perception checks.
- **Alternate form (Su):** As a full-round action a sthein may switch between her serpent form and a fully humanoid form. In humanoid form a sthein has the same facial features and coloration but develops two normal legs in place of her long tail. A humanoid sthein is Medium-size and has a base speed of 30 feet. She retains all her normal abilities in this form but cannot make bite attacks.
- **Naga Sorcery (Sp):** Sthein gain the following as spell-like abilities usable once per day each, at a caster level equal to their character level: *mage armor*, *magic missile*, and *ray of enfeeblement*.
- **Sanguinous Bite (Ex):** A sthein has a bite which deals 1d6 + Strength modifier plus 1 bleed damage.
- **Darkvision (Ex):** Sthein can see in the dark out to 60 feet.
- **Languages:** Sthein begin play speaking Common. Sthein with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Lock Gaze (Ex):** Some sthein have a lesser form of their parent's dual gaze instead of their dangerous bite. These sthein have a special gaze attack that forces the victim to only look at them every round they fail a Will save (DC 10 + 1/2 character level + Charisma modifier). This grants concealment to everyone except the sthein. This racial trait replaces naga sorcery and modifies sanguinous bite.
- **Poisonous Sheen (Ex):** Some sthein lack scales but are covered in a mild poison that leaves those subjected to it sick. Whenever the sthein successfully grapples a creature or maintains a grapple, that creature must make a Fortitude save (DC 10 + 1/2 the sthein's character level + the sthein's Constitution modifier) or be sickened for 1 minute. This replaces snakeskin.
- **Weary Dance (Su):** Some sthein show their magical ability in a different way. These sthein can cause begin dancing in a slow, hypnotic fashion as a standard action. Hostile creatures that view the sthein's dance must

succeed at a Will save (DC 10 + 1/2 the sthein's character level + the sthein's Charisma modifier) or become fascinated for 2 rounds. The sthein may maintain this dance by spending a swift action at the beginning of her turn. This replaces naga sorcery.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Add +1/3 to the natural armor bonus gained from the alchemist's mutagen.
- **Barbarian:** Add +1/3 to bleed damage caused by the sthein's bite attack.
- **Bard:** Add +1/5 daily uses of the bard's lore master ability.
- **Cleric:** Gain +1/3 uses of the cleric's channel energy.
- **Druid:** Add +1/2 to damage on bite attacks while using wild shape.
- **Fighter:** Add +1/3 on rolls to confirm a critical threat.
- **Magus:** Add +1/4 points to the magus' arcane pool.
- **Monk:** Increase the DC of the monk's stunning fist by +1/3.
- **Oracle:** Add +1/4 of a new revelation.
- **Psion:** Add +1/4 on manifester level checks to overcome power resistance.
- **Psychic Warrior:** Increase effective manifester level for psychometabolism powers by +1/4.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- **Stalker:** +1/4 maneuver known of the Steel Serpent or Thrashing Dragon disciplines. These maneuvers must be at least one level below the highest level of maneuvers the stalker can learn.
- **Summoner:** Add +1/4 to the eidolon's evolution pool.
- **Witch:** Add +1/3 to the witch's familiar's fortitude and will saves.



STHEIN



THRALLSPAWN

THRALLSPAWN

Everybody wants to rule the world.

This is one of the first lessons that a thrallspawn is taught by its creator. The desire for power, for control, is a universal trait among sapients. Every being wants the power to ensure that harm does not befall it, that prosperity comes to it, and that the things and people it has deemed valuable are similarly protected. No matter their moral creed, their supposed principles or the god they choose to worship, say the verizal who create thrallspawn, there is not a single creature that fails to seek this power in its own way.

Their insights are surprisingly truthful, yet deeply flawed.

Thrallspawn are not a wholly natural race; instead, they are the products of many decades of (admittedly still ongoing) research by the somewhat solitary verizals into the nature and creation of elans and an answer to the eugenics programs supported by the sinister Phrenic Hegemony. Verizal create thrallspawn from their humanoid slaves, typically after such a slave has been conditioned into absolute loyalty and thus no longer needs active mind control on the part of the verizal. Once created, the new thrallspawn loses most of its memories, usually retaining only its loyalty to the verizal and shattered fragments of its personality which eventually become part of its identity as a new individual (one thrallspawn retains the sadism it had in life, while another may remember an unexplained fondness for quiet reading). From those origins, a thrallspawn quickly becomes a favored servant of its master, a combination of child, apprentice, and slave that is trained and sent out into the world to do the bidding of the verizal.

APPEARANCE

Thrallspawn appear to be humanoids, and are often deliberately modeled after humans as part of their transformation, though they may have strong traces of other bloodlines that were used in their transformation process (or remnants of their former bloodlines, if the verizal creating them was sloppy or lazy). Thrallspawn are typically healthy and physically fit, if a little lacking in actual body strength, and can sometimes be picked out because of the odd rise-and-fall of their chest, as though their breathing patterns are off.

When a thrallspawn reveals its true nature for whatever reason, its appearance changes significantly; a cavity in its chest, gurgling with acidic fluids, opens up and releases a spidery parasite that clamps around their mouth and extends attack tentacles (these parasites explode into sizzling goo if removed from the thrallspawn, and another is produced by the chest cavity within mere minutes). Some thrallspawn manage to close the chest cavity afterwards; most do not, and they drip sizzling acid as they lurch into the attack. Thrallspawn are significantly more aggressive with their parasites attached, and can indeed become jittery, unable to pay attention, and prone to random fits of violence if they don't find a vent for their emotional energy. As a result, most thrallspawn attach their parasites only if ordered to or in the heat of battle - or the privacy of the torture chamber.

DEMEANOR

A thrallspawn's personality is often very dependant on its master; that is, thrallspawn with very involved masters tend to be obedient, submissive, and lack personal initiative as the result of their psychic conditioning. More trusting masters - or cases where their verizal is dead or the thrallspawn's domination was shattered as part of its transformation - lead to more independent thrallspawn. All thrallspawn share a certain will to power, and even those of good alignment seek personal and sometimes political power, driven to control the environment around them by the remnants of their conditioning and the "childhood" they shared with their master. Sadism, self-discipline, pragmatism and ruthlessness are traits most thrallspawn learn from their masters, and from there a thrallspawn gradually develops a new personality based on its lessons, the broken fragments of its old identity, and its interactions with sapient creatures outside of its master's influence.

BACKGROUND

Even those thrallspawn that are now free remember what it was like to be slaves. Thrallspawn can have a surprising amount of empathy for beings who surrender their power or agency in exchange for safety; thrallspawn understand the relief granted by giving over one's decisions to a master. Most are raised to be agents for the verizal who created them, and this purpose-built nature comes out in their attitudes; too many thrallspawn have difficulty viewing the world outside of the context of their intended purpose, be it political power, artifact retrieval, or the acquisition of slaves. Shedding these psychological limitations can take a long time, if it ever happens at all.

Thrallspawn are subjected to brutal training regimens, usually at the hands of other slaves of their verizal, and are expected to complete their tasks at any cost. The result is that thrallspawn display amazing acts of valor and courage in the pursuit of their missions, even if they manage to free themselves from control, and cowardice is virtually unknown amongst them. At the same time, that lack of emotional attachment also means that thrallspawn "grow up" both powerfully lonely and nearly completely without pity, and they can have difficulty trusting others, let alone forming meaningful attachments.

ADVENTURES

As purpose-built beings, thrallspawn are adventurers almost by definition. They are created as agents, assassins, hunters, sages, spies, and more by their verizal masters, who reinforce this with training meant to prepare them for the wider world before sending them forth. Most thrallspawn report regularly to their master, and return to their "home" with varying degrees of frequency, which can sometimes complicate their memberships in various societies or adventuring parties if the verizal is not willing to accept magical communication. Thrallspawn favor psionic classes heavily, with arcane spellcasting taking a close second place as their route to power, and have a respect for the loyalty and service displayed by clerics, cavaliers, and paladins even if they don't agree with or respect their ideals.

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THRALLSPAWN RACIAL TRAITS

- **+2 Constitution, +2 Intelligence, -2 Strength:** Thrallspawn are tough and intelligent but their transformation leaves them physically weak.
- **Medium:** Thrallspawn are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (aberrant, psionic):** Thrallspawn are humanoids with the aberrant and psionic subtypes.
- **Humanoid Heritage:** At first level a thrallspawn must choose from the dwarf, elf, gnome, halfling, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Acidic Spittle (Su):** As a standard action, the thrallspawn may spit a corrosive mind acid; it makes a ranged touch attack, and if it hits the victim suffers 1 point of acid damage and loses 1 power point. Each round, at the beginning of the victim's turn, the acid intensifies - it deals another point of damage and the victim loses an additional power point (so 2 on the second round, 3 on the third, and so forth). Acidic spittle lasts until the victim dies or wipes the acid away as a full-round action.
- **Naturally Psionic (Ps):** Thrallspawn gain the Wild Talent feat as a bonus feat at first level. If a thrallspawn takes levels in a psionic class, he instead gains the Psionic Talent feat.
- **Tentacles (Ex):** Thrallspawn have a parasitic creature with a powerful tentacle concealed in a cavity in their chest. This creature can be "drawn" as a free action, leaving the cavity and attaching to the thrallspawn's face; this grants them a tentacle attack. The tentacle deals 1d8 damage and has an additional 5 ft. of reach. Returning the parasite to the chest cavity is a move action.
- **Darkvision (Ex):** A thrallspawn can see in the dark out to 60 feet.
- **Resist Control (Ex):** A thrallspawn is either currently under control of a verizal or has broken free and is now bent on never falling under another's sway again. They gain Iron Will as a bonus feat.
- **Languages:** Thrallspawn begin play speaking Common and Aklo. Thrallspawn with high Intelligence scores can choose from the following: Abyssal, Draconic, Giant, Goblin, Infernal, Ignan, Necril, and Orc.
- **Cryptic:** Add +1/3 to the rounds per day of the cryptic's alter defense total rounds per day.
- **Dread:** Add +1/2 to the thrallspawn's daily uses of terrors.
- **Harbinger:** Add +1/4 use of grim news.
- **Marksman:** Add +1/3 to damage rolls made with ranged or thrown weapons when expending focus on psionic shot.
- **Magus:** Add +1/2 points of acid damage to magus spells that deal acid damage.
- **Monk:** Add +1/4 to the monk's *ki* pool.
- **Psion:** Add +1/2 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.
- **Psychic Warrior:** Add 1 to the psychic warrior's CMB and CMD when involved in a grapple.
- **Soulknife:** The soulknife gains +1/6 of a new blade skill.
- **Sorcerer:** Add +1/2 bonus on Use Magic Device checks.
- **Tactician:** Add +1/3 to the tactician's saving throws versus mind-affecting effects.
- **Vitalist:** Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.
- **Witch:** Gain 1/6 of a new hex.
- **Wilder:** Reduce the chance of suffering psychic enervation by (1/3)% (maximum 5% reduction).
- **Wizard:** +1/2 on Will saves.
- **Zealot:** +1 power point per level.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add +1/4 to the aegis' customization points.
- **Alchemist:** Increase the potency of the thrallspawn's acidic spittle by +1/5.
- **Bard:** Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives medium armor proficiency, if he does not already possess it.

TRIXIE

Trixies like to call themselves the children of two souls. The product of relationships between gnomes and pixies, trixies are only extremely rarely the result of actual physical coupling and are instead often the unexpected results of centuries-old friendships. Gnomes and pixies can make natural companions, sharing a love of fun, new experiences, and an affinity for the natural world that gives them a lot of common ground. When these friendships last - and they can last for quite some time, especially if the two become travel companions - a curious event sometimes occurs, after a few centuries or a particularly close experience between the two that cements deep emotional intimacy. The pixie coughs out a small seed, which shimmers with magical power and “sings” subtly.

This seed, once cared for and grown, is the trixie. It can take a year or two for the plant that grows from it to sprout the infant trixie (often to the surprise of its parents - trixies are rare enough to not be common knowledge). Trixies take after both parents in more ways than one, the legacy not of two peoples meeting but of a deep friendship and love expressing itself in magic, and that magic is the trixie’s legacy.

APPEARANCE

Trixies can be mistaken for gnomes with wings, and indeed some play themselves off as the victims of magical accidents for a laugh (or to disguise their nature for whatever reason). Trixie skin and hair colors can vary wildly and have no consistency whatsoever. Unlike gnomes, trixies trend towards consistent facial features - delicate, angular faces, wide eyes, sharply pointed ears and naturally short hair are all common, the legacy of their pixie heritage. Trixie wings are much smaller than they seemingly should be, and though they flutter expressively they do not enable true flight until the trixie shrinks down in size. Trixies blend the features of both of their parents very smoothly, and the overall result is often attractive in a slightly unsettling way.

Aside from having to get their shirts and armor custom-made, trixies tend to favor light clothing (the better to fly when they need to) and small, swift weapons that are easily concealed on their persons. Trixies enjoy the feeling of magic near their persons and may collect subtly enchanted jewelry or trinkets and keep them around to bask in the feedback they get from their collection.

DEMEANOR

Trixies are bright, intelligent people who combine a love of fun and new experiences with a natural talent for learning. Trixies can seem a bit frivolous to other races, because they always seem to have a joke on hand no matter how bad the situation is and don’t always understand that there’s a time to stop having fun and get serious about things.

In a very real way, trixies combine the personality traits of their parents, a trend which might unnerve one or both of them; a trixie’s personality as a child is often very much an amalgamation of the two beings that created it, even despite attempts to the contrary at times, and only in adulthood do they start reacting to “nurture” instead of “nature”. Trixies



know things they haven’t actually *learned* sometimes, and have a fey-like lack of concern with social mores that gets them in trouble. Still, most people eventually realize that trixies *mean* well, and they can be valued friends and neighbors for those willing to live with their quirks.

BACKGROUND

Trixies are the children of very old beings in the eternal youths of their souls, which usually means that their parents weren’t quite ready (or expecting) to have a child. Often raised as only children or else in unusual family arrangements with full-blooded gnome siblings (explaining how the trixie was “born” is the first challenge of married gnomish parents that accidentally create one), trixies stand out even amongst the vibrancy and color of their parent races. Trixies keep their parents incredibly busy, partially because they can fit into spaces even their pixie parent cannot, and simply keeping up with a young trixie’s curiosity and eagerness is a task unto itself.

The incredible and overwhelming majority of trixies flower into magic young in their lives and treat it as just a part of their lives and a tool with which they solve problems and create works of beauty. Trixie artists incorporate illusions into their work, trixie musicians warp their songs for truly new sounds, and trixie sorcerers use their power to help themselves and others, accomplish tasks around the house and create new and innovative tools. The joy of creation is strong in trixies, who take pride in solving old problems in new ways and surprising others with forms of beauty unknown to them. Trixies do sometimes have a habit of solving social problems with compulsions, which creates anger when they inevitably get caught, but they *usually* mean well, and are raised well enough to not use such magic to steal or coerce others into questionable acts.

Trixies usually leave home with the blessing of their parents or are even raised on the road and just eventually

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decide to travel in a different direction than their parents are going. They keep in touch with magic and, if they gain sufficient power, sometimes pop in to visit using magic too. With everyone involved being long-lived, neither trixies nor their families are particularly concerned if a year or three goes by without a message, though contact is usually made more often given how easy it is to acquire communicative spells.

ADVENTURES

Trixies adventure to experience new things, be it battle (there's a certain *thrill* to the whole affair, after all), ancient history, new knowledge or even the machinations of political intrigue. Trixie adventurers are in love with the world and want to see all of it, and take delight sometimes in even the most mundane details; trixies tend to be the ones who notice that a particular kind of fungus *only* grows in the underground temple they're exploring, and can keep collections of oddities within extradimensional storage or wherever they call "home" between adventures. Overwhelmingly, trixies favor magical classes, with bards, wizards, and alchemists forming the majority of their membership and non-magical careers being almost entirely unheard of - their blood sings too strongly, demanding to be used, drawn on, and shaped into the power to change the world. Trixies inherit a certain fey-like indifference to race from their pixie parentage but do tend to somewhat pity larger races for being clumsy and for having to miss out on the - literally - littlest details of the world.

TRIXIE RACIAL TRAITS

- **+2 Dexterity, +2 Intelligence, -2 Strength:** While their size allows them to be nimble, and they are definitely intelligent creatures, they also lack in strength.
- **Small:** Trixie are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Humanoid (feyblood, gnome):** Trixie are humanoids with the feyblood and gnome subtypes.
- **Base Speed:** Trixies have a 20 ft. base land speed.
- **Flexible Frame (Ex):** Trixies function in many ways as though they were one size smaller. If they would be subject to a size modifier or a special size modifier for an opposed check (such as Stealth), they are treated as being one size smaller if it is advantageous to them. They are considered to be one size smaller when "squeezing through" restrictive spaces, and may use weapons designed for creatures one size smaller without penalty. Their space and reach remain that of a creature their actual size. The effects of this ability stack with those of abilities, powers, and spells that change the subject's size.
- **Fey Glamour (Sp):** A trixie's blood retains a small measure of the pixie's glamour; they treat their caster level as 1 higher when casting or using illusion or compulsion abilities and spells, and increase the save DC of those abilities and spells by 1.

- **Sprite Form (Sp):** Once per day, the trixie may reduce her size as a full-round action. This ability functions as the *reduce person* spell, except it lasts for 1 minute per character level and the trixie's wings don't shrink, allowing them to fly 40 feet with perfect maneuverability. It takes a full-round action for a trixie to re-assume its normal size.
- **Low-light Vision (Ex):** A trixie can see twice as far as humans in dim light.
- **Languages:** Trixies begin play speaking Common and Gnome. Trixies with high Intelligence scores can choose from the following: Aquan, Dwarf, Elf, Giant, Goblin, Halfling, Ignan, Orc, and Terran.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Brownie Blessed (Sp):** Some trixies' pixie parent have brownies as friends and these honorary uncles and aunts leave their own mark on the child, imparting their skill at toil in exchange for the glamour they'd otherwise have. These trixie can use *dancing lights*, *mending*, and *prestidigitation* as spell-like abilities once per day per character level. This replaces fey glamour.
- **Gremlin Touched (Su):** Some trixie are "touched by gremlins" as they seem to influence misfortune rather than perception, inspiring it in those that vex them. Three times per day, as an immediate action, these trixies can force an enemy within 30 feet to roll a result twice, taking the lower result. This replaces fey glamour.
- **Mite Tainted (Su):** Some trixies are believed to be cursed by the maliciousness of the mite. These trixies lack the ability to shrink themselves and instead have an innate empathy for vermin. This functions as wild empathy but only functions with vermin, although the trixie gains a +4 racial bonus on the check. They can also cast *vermin shape* as a spell-like ability, once per day. This replaces sprite form.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Alchemist:** Add +10 minutes to the duration of the alchemists' mutagen.
- **Bard:** +1/2 effective caster level for enchantment and illusion effects and spells.
- **Ranger:** Add +1/4 to a single existing humanoid favored enemy bonus (maximum bonus +1 per favored enemy).
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
- **Wizard:** Add +1/4 caster level when casting spells of the illusion school.

WATCHER

The gods of the dwarves build to last, as the mighty works and legacies of their favored children attest to. They do not favor small gestures or subtle ones, instead choosing to create grand gifts whose effects can be felt through the ages. Watchers are such a gift.

Long ago, a tribe of gargoyles came to a dwarf hold, begging asylum. Drow, they warned, were invading from beneath and had driven the gargoyles from their homes. They offered treasures from their lair and desperate vows of service if only the dwarves would extend them mercy, and to their great surprise the dwarves permitted them into the city, accepting no treasure and no servitude for the act. Indeed, the dwarves asked only that the gargoyles vow to slay no sapient being that did not first attack them while under the aegis of the dwarves, a promise the gargoyles made readily.

The war, when it came to the dwarf-hold, was savage. The drow attacked with stealth and sorcery, assailing the walls of the city with rabid demons and an army of slaves. The dwarves fought a war of master tactics, but despite their best efforts were slowly driven back beneath the onslaught of horror unleashed by the dark elves. Searching for a way to stem the Abyssal tide unleashed by their enemies, the augurs of the dwarves discovered that the demons were commanded by a small cabal of priestesses and sorcerers, without whom the demons would run amok and devastate the ranks of the drow forces.

Surprising even themselves, the gargoyles sheltered by the dwarves volunteered to assassinate the cabal, wanting the chance to repay the undeserved mercy given to them by the dwarves. The dwarves armed and armored their strange allies and sent them off with the blessings of the gods. With great difficulty, the gargoyles succeeded in their mission, though it cost them their lives, and the war was broken in a single night of slaughter and chaos.

A few years later, while the dwarves were still picking up the pieces and settling refugees back into their homes, the first of the watchers were born under signs of favor from the mountain gods, and even to this day a few watchers are born into each generation of dwarves to be shields to their people, in honor of the sacrifice laid down by their progenitors.

APPEARANCE

Watchers appear as slightly taller, thinner dwarves with rocky hides, wide wings and long tails. Watchers grow hair on their heads but not beards or other facial hair, and have red eyes that glow faintly. Watchers may have long nails, though many clip or file them so that they can use tools and weapons more easily, and some have small horns that protrude from their foreheads.

Most watchers are warriors, priests, or both, and dress as such. Like dwarves, they favor heavier armor and blunt, crushing weapons. Watchers openly and proudly display symbols of their faith and are often found with copies of holy texts upon themselves. Watchers move in surprisingly swift, fluid movements that make them stand out in groups of dwarves, even if their nature is somehow disguised by magic.

DEMEANOR

Watchers have perspective - both literal and figurative - that other dwarves sometimes lack. Raised with the knowledge that they are the favored of the dwarven gods, watchers are expected to take up positions of responsibility as guardians, soldiers, priests, and spiritual advisors for their people - sometimes all at once. To meet these expectations, watchers become observant, patient souls with a talent for picking out when a person has a problem they don't want to talk about - a necessity in dwarven society, given the stoicism of the race. Watchers spend a lot of time in high places, gazing upon the bustle of dwarven life and seeing where they can help.

The result is that watchers are thoughtful, responsible individuals who sometimes stick their nose a little too deeply into the problems of others. Watchers step in to protect the weak and oppose chaos and injustice and don't particularly care if anyone asked them to or not, which is not to say they are incapable of proper caution or planning. The favored of the dwarven gods possess a strong protective instinct that drives them to seek out those who suffer from chaos and devastation and bring stability, order, and justice to their lives.

BACKGROUND

Watchers are marked as blessed from birth, as destined for greatness. From a young age they are taught the dwarven arts of war, craftsmanship, and religion, and they are often raised with temples rather than by their parents (who do, admittedly, still take an active part in the watcher's life). Many watchers become clerics, but even those that do not are seen as spiritual advisors and sought out in this capacity by dwarves in need of guidance. The idea of responsibility to others forms a core theme of a watcher's upbringing, and informs their later life.

As watchers become adults they join the dwarven military, first as rank-and-file soldiers and then as special agents. Many begin an "adventuring" career in this capacity, proactively seeking out threats to their home and eliminating them, or seeking resources to aid their homelands. Watchers are sometimes gifted with divine visions that draw them from home, seeking holy relics to protect or diabolical plots to thwart. Both bring them into contact with other races, often for the first time, and the watcher brings their protective instincts into those relationships just as they do with dwarves.

Watchers shoulder tremendous responsibilities, and can often feel like the weight of the world is on their shoulders. Even those that return to dwarf society often stay in regular contact with the friends they made amongst other races, if only to have someone in which to confide their woes and ask for an outsider's perspective from. This can sometimes lead them to pick up habits that are seen as "undwarflike", but watchers are afforded great respect for their sacrifices and are permitted their eccentricities, for the most part.

ADVENTURES

A watcher on an adventure is likely either on a holy quest or eliminating a threat to his homeland. Some are exiles who have turned from their duties (or were framed for such),

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while others leave home long-term to combat the forces of chaos wherever they rise. Watchers favor divine classes - clerics, druids, oracles, paladins, and rangers - with warders and zealots also being common. Arcane spellcasting is rare amongst watchers, as are more "traditional" forms of psionic power, though watchers sometimes become aegii.

Watchers have little respect for chaotic or frivolous races such as elves and gnomes, and share similar attitudes to dwarves when it comes to race. Most watchers eventually become a bit more open-minded, especially once they have friends from other cultures, but making such friends can be a difficult process at first because of the culture gap that divides the watcher from them.

WATCHER RACIAL TRAITS

- **+2 Constitution, +2 Wisdom, -2 Intelligence:** Watchers are tough and have a keen insight but are typically raised with an emphasis on religious, rather than academic, achievement.
- **Medium:** Watchers are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (crossblood, dwarf):** Watchers are humanoids with the crossblood and dwarf subtypes.
- **Hard Flesh:** A watcher's hardened exterior increases their natural armor bonus by 2.
- **Vestigial Wings (Ex):** Watchers gain Vestigial Wings as a bonus feat. At 9th character level they gain Aerial Wings as a bonus feat.
- **Darkvision (Ex):** Watchers can see in the dark out to 60 feet.
- **Blessed Children (Su):** Watchers are blessed of the dwarven gods; they benefit from a +2 sacred bonus to Knowledge (religion) checks and a +1 sacred bonus to saving throws vs. chaotic spells and effects.
- **Sheltering Wings (Ex):** As an immediate action, the watcher may shelter an adjacent ally (other than himself) with his wings, suffering 1/2 the damage that would be dealt by an attack or effect affecting that ally (the damage dealt to the ally is reduced by that amount).
- **Enduring (Ex):** A watcher does not need to sleep (but is not immune to sleep effects). They still require 8 hours of rest as normal to prepare spells. Watchers also require much less sustenance than normal beings; they treat each week as only 1 day for calculating penalties and damage from starvation and thirst.
- **Freeze (Ex):** Watchers are able to remain stationary indefinitely, refraining from the slightest shift, twitch, or blink of the eye. In this motionless state they are often mistaken for statues, gaining a +10 competence bonus on Stealth checks; they may hide without cover or concealment while motionless in this fashion.
- **Languages:** Watchers begin play speaking Common and Dwarf. Watchers with high Intelligence scores can choose from the following: Aklo, Celestial, Elf, Ignan, and Terran.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Sons of the Forge (Su):** Some watchers are blessed by the gods in a different way - they gain a +2 sacred bonus to Craft checks and a +1 sacred bonus on the DCs of lawful spells.
- **Lawful Enforcer (Su):** Some watchers take the fight to the enemy instead of sheltering allies. They can use smite chaos once per day as a swift action; this functions as the smite evil paladin class feature but affects chaotic creatures instead of evil ones, with the bonus damage affecting aberrations, chaotic dragons and chaotic outsiders instead of undead, evil dragons, and evil outsiders. This replaces sheltering wings.
- **Claws:** Some watchers inherit the claws of the gargoyle rather than their stone-like patience. They have 2 claw attacks that deal 1d4 damage each. This replaces the freeze racial trait.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add 1 to the hit points restored using astral repair.
- **Barbarian:** +1 round of rage per day.
- **Cleric:** Add +1/4 to caster level when casting spells with the earth descriptor.
- **Druid:** Add +1/4 to natural armor when using wild shape.
- **Fighter:** Add +1/3 racial bonus on Stealth checks when using freeze.
- **Inquisitor:** Add +1/3 to the effective inquisitor level for one type of smite.
- **Oracle:** Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.
- **Paladin:** Add +1/4 to the personal deflection bonus against the attacks of the target of the paladin's smite evil.
- **Ranger:** Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.
- **Warder:** Gain +1/3 additional use of armiger's mark.
- **Zealot:** Gain +1/6 of a new conviction.



WATCHER



WOODBORN

WOODBORN

Traveling woodborn sometimes joke that they have the easiest job in the world. Woodborn are the result of a pact of magic between a grove of treants and a group of elven druids; when the heart tree of the treants was threatened by corruption, the druids had the idea of spreading its power from a single tree into many mobile hosts which would feed the forest with their vitality and be empowered by it in turn. The spell was months in the weaving, but at its culmination the dying tree of life dropped dozens of acorns, which grew into the first woodborn.

Woodborn have precisely two duties expected of them - live, and occasionally raise a new woodborn. Their simple existence - let alone the fact that they have spread, thrived, and become a race in their own right - has empowered the enchanted forest from which they ultimately originated, and given its treant and elf guardians more magic than they really know what to do with. Where once the creators of the woodborn personally knew each and every one of their children, these half-bloods are now found the world over, thriving in nature, and even delving into the ancient secrets of the world. Every now and again the treants and druids come together and wonder what, precisely, they have unleashed.

APPEARANCE

Woodborn can be mistaken for elves at a distance, but up closer differences become obvious; their skin is made of a tough, yet flexible bark and what appears to be hair is instead, stiff, bristly twigs that change colors with the seasons. Woodborn have green eyes that sometimes bottom out to gray if the woodborn is starved or injured. Woodborn rarely dress in metal and will make heavier armors out of ironwood or enchanted glass if they feel the need to wear them. Woodborn rarely accessorize, but do occasionally grow flowers in their "hair" or on their bodies, which they tend carefully and display with a certain amount of pride.

DEMEANOR

Woodborn smile a lot. Raised by loving single parents (or families, or sometimes as the apprentice of a druid or ranger who agrees to take on the child because the woodborn who sired it is busy with vitally important duties), woodborn are aware that they get to experience the world in a way few others get to. Woodborn know the taste of sunlight, the songs of windblown grass, and the unstoppable glory of life unfurled, and they couple this with the raw life that pounds through their veins and fills them with unquenchable joy.

That feeling, of being full of life, is the defining trait of the woodborn. They attack their lives with a verve that both of their parent races find confusing and a little unnerving; though long-lived, woodborn move through their lives like humans do, always racing to complete one project and start another, each with total enthusiasm. It isn't that woodborn have trouble seeing the long view or acting with an eye towards a greater good, it's just that they feel *very alive*, and the energy that races through them demands to be spent. Woodborn find it easy to look at the bright side of things and to find hope even amidst sorrow.

BACKGROUND

Most woodborn are raised by a woodborn parent or else by a druid or ranger trusted by their parent; grown from seeds, woodborn spend the first few years of their childhood rooted in the ground before they learn how to walk and lose their roots. Woodborn are taught young about the origins of their race, and that they should feel proud of having such an important duty that helps so many people. Most eventually leave home, sometimes before reaching full adulthood, to see the world and decide what they want to do with their lives. Often, the answer is "a little bit of everything".

Eventually woodborn settle into a particular career path, and as they become adults begin to produce one acorn every ten years or so - the seed of more woodborn. Not all of the seeds grow, but enough do that woodborn are a thriving, spread-out race that can be found all over the world. Woodborn are mostly used to being rare in any given region, and if they want to the company of their own kind they can always make the journey back to the forest of their origins and meet with those that have chosen to help tend it.

ADVENTURES

Woodborn mostly adventure to help others; they work to defend frontier towns, drive back ancient evils, and preserve the wild lands. Most woodborn are clerics, druids, or rangers, though a strong subset embrace the bard class. Woodborn may learn exotic skill sets simply for the joy of knowing them, but their minds are not easily built for rote learning and they do not excel as wizards, warders, and other classes with an emphasis on formal education. Woodborn have a love-hate relationship with alchemists and arcane casters, marrying deep curiosity with instinctive distrust born of their treant heritage. Woodborn start out liking most races and quickly learn that many of them - but especially orcs, gnolls, and others that gather in resource-devouring hordes - are annoying, evil, destructive, or some horrible combination of all three. Woodborn instinctively like fey creatures and may be prone to trusting them unreasonably.

WOODBORN RACIAL TRAITS

- **+2 Strength, +2 Wisdom, -2 Intelligence:** Woodborn have the strength and insight of a treant, but don't adapt to new ideas quickly.
- **Medium:** Woodborn are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (earthblood, elf):** Woodborn are humanoids with the earthblood and elf subtypes.
- **Oakflesh:** A woodborn's flesh turns blades like oak. This increases their natural armor bonus by +2.
- **Font of Life (Su):** Woodborn are all branches of the tree of life. They gain a +2 bonus on saving throws against death effects and have negative energy resistance equal to 5 plus their character level.
- **Oak Limbs (Ex):** Woodborn's limbs are as stout as oak and the woodborn gains 2 slam attacks that deal 1d4 damage each.
- **Keen Senses (Ex):** Woodborn gain a +2 racial bonus on Perception checks.

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- **Darkvision (Ex):** Woodborn can see in the dark out to 60 feet.
- **Low-light Vision (Ex):** Woodborn can see twice as far as humans in dim light.
- **Languages:** Woodborn begin play speaking Common and Sylvan. Woodborn with high Intelligence scores can choose from the following: Aquan, Dwarf, Elf, Giant, Goblin, Orc, and Terran.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Assassin Symbiote (Ex):** Some woodborn have a special relationship with a breed of assassin vine. This vine assists them during grapples, dealing 1d6+Strength modifier damage to other creatures in the grapple every round the woodborn maintains a grapple. This replaces oak limbs.
- **Deathoak (Sp):** Some woodborn have mutated into a rare subtype of woodborn that thrives off death. These “death oak” gain the benefits of a *death knell* spell for 1 minute up to three times per day whenever they successfully kill a living creature. This replaces font of life.
- **Destructive (Ex):** Some woodborn have inherited the destructive ability of their treant progenitors. Whenever they attack an object, they deal double damage before hardness. This racial trait replaces oakflesh.
- **Nature's Confession (Sp):** Some woodborn's connection with the tree of life is less resilient, but no less powerful. Once per week by spending an hour concentrating and communing with the voices of the wilderness they gain the benefits of the *commune* spell. This replaces font of life.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Aegis:** Add +1/4 to the aegis' customization points.
- **Alchemist:** Add +1/5 to the alchemist's mutagen's natural armor bonus.
- **Barbarian:** Add +1/5 bonus to strength when raging.
- **Bard:** Add +1/3 bonus to the DC of spells used against an animal- or plant-type creature.
- **Cleric:** Add +1/2 to caster level when casting spells with the earth descriptor.
- **Cryptic:** The cryptic gains +1/6 of a new insight.
- **Dread:** Add +1/3 to weapon damage when channeling a terror through a weapon attack.
- **Druid:** Add +1/2 racial bonus on wild empathy checks.
- **Guru:** Add +1/3 to dispel checks made as part of your sunder veil ability.

- **Marksman:** Add 1 to the number of times per day the marksman can use the wind reader class feature.
- **Psychic Warrior:** Add a +1 bonus on concentration checks made due to taking damage while manifesting psychic warrior powers.
- **Ranger:** Add +1/3 effective druid level to the ranger's hunter's bond.
- **Soulknife:** The soulknife gains +1/6 of a new blade skill.
- **Tactician:** Add +1/4 to the tactician's strategy daily uses.
- **Vitalist:** Gain +1/2 additional daily use of transfer wounds.
- **Wilder:** Add +1/4 to the damage of a wilder's surge blast.

WULFKIN

The inhospitable mountains and tundras of the world are difficult to live in even if one is left undisturbed, but survival is further complicated by the presence of deadly and terrible creatures, many of whom are of a malicious bent. One such creature is the winter wolf, born of frost and possessed not only of sapient intelligence but cruelty to rival even the most vile of humans. Winter wolves reap a terrible harvest from humanoids stupid or desperate enough to wander into their territories, leaving behind frozen bones and shattered dreams to mark the fall of their victims.

Except that sometimes, the story is different.

It's rare, but sometimes a humanoid joins the winter wolf's pack. Almost inevitably these are savage, evil humanoids - exiles from barbaric tribes, malicious rangers, or dark druids that call the tundras home. Integrating into the pack is difficult, but in rare and exceptional circumstances, the humanoid not only survives but *thrives*, proving their strength and their right to rule alongside, or even above, the winter wolf. If both are of an open enough mind, they join together as mates.

Wulfskin are the rare and empowered children of these packs, the sons of snowfall. Driven out by their parents as a threat to their dominance, wulfskin are forced to find their own place in a world that not only despises their origins, but suspects them of the evil which gave rise to their life.

APPEARANCE

Wulfskin resemble their humanoid parent, though they are usually taller and more muscular. Wulfskin have pale, bluish-white skin and dirty white hair that grows long and in irregular patches all over their body (dwarf-descended wulfskin are notable for hair that covers their entire face), and have hard, dog-like nails. Wulfskin often, but not always, have sharply pointed teeth, though their jaws are not structured properly to use them as weapons.

Wulfskin do not often have access to the comforts of civilization and are most often garbed in leathers or hides they made themselves. Some manage to join barbarian tribes or orcish hordes and dress as appropriate for their new culture. Even then, wulfskin tend to favor light armor, and may take trophies - especially bone trophies - from their kills. A wulfskin's breath frosts in the air no matter how cold or warm it is near him.

DEMEANOR

If wulfskin come across as savage, violent, and uneducated it's because they usually are. Driven from their homes as young adults, wulfskin tend to fall into one of two general types - lone wolves who crave company and try to spurn it at the same time, and pack leaders who motivate others with negative reinforcement. Wulfskin are taught the basic skills they need to survive and expected to do so on their own, and this gives them a certain callousness that can cause, or permit, acts of evil. Though most wulfskin are not raised with a taboo against eating sapients, they typically learn at a young age that sapients taste *terrible*, and few wulfskin are cannibalistic as a result - which is not to suggest that they aren't murderous.

The company of other sapients, rather than wolves or wolf-like beings, comes as a rude shock to most wulfskin, who are confused and intrigued in equal measure. While wulfskin can get away with joining savage or evil societies (such as orcish tribes) while being standoffish and barbaric, those that make contact with other forms of sapient culture quite often go to some lengths to change their behavior so they can explore it more thoroughly. After being deprived of their only real cultural connection at a young age, wulfskin crave the ability to bond with a group and belong to an identity greater than themselves, and that need to *belong* is more often than not the catalyst to them rising above the evil which created them.

BACKGROUND

Wulfskin are rare, as or more rare than even alicorns; the circumstances that create them are extraordinary and require that two mutually murderous beings set aside their rage and instead form a lasting and meaningful partnership. Wulfskin are raised with that strong example of loyalty and leadership, only to see it turn on them out of fear of inevitable betrayal. Most develop a distrust of others as a result, one which follows them through their lives.

Once driven from their packs, wulfskin are forced to spend a large period of time without the company of their fellow sapients, and not necessarily because they want to. Long periods of solitude, coupled with the sting of betrayal, make wulfskin as wary of sapient beings as they are fascinated by them, and many develop a distant, observant relationship with others that never really thaws into a real relationship. Those who can get through a wulfskin's distance find someone desperate to be accepted, with a fierce undercurrent of protective loyalty begging for someone or something deserving of it. Wulfskin make friends only rarely and will move mountains for those who win their hearts.

ADVENTURES

Wulfskin are among those races who fall into adventuring because it is better - and sometimes safer - for them than "normal" life would be. Wulfskin are largely self-taught, though some do get basic instruction from their parents or by observing others from a distance, and are most often found as barbarians, rangers, rogues, and stalkers, with a small subset of sorcerers that favor ice magic. It is extraordinarily rare to see a wulfskin within a more "trained" class such as clerics or especially wizards, given their upbringing.

Wulfskin tend to see sapients in terms of how they behaved within the wulfskin's territory and judge new races as they come. Evil wulfskin divide other races into rivals and prey, where less malicious ones simply take note of the dangerous aspects of a new race and disregard the rest until or unless it becomes relevant to their lives. Wulfskin have a strong affinity for wolves and canines of all kinds and may feel a kinship with canine-like sapients.

WULFKIN RACIAL TRAITS

- **+2 Strength, +2 Wisdom, -2 Intelligence:** Wulfskin are strong and alert, but altogether primitive and lacking in mental faculties.
- **Medium:** Wulfskin are Medium creatures and thus have no bonuses or penalties for size.
- **Humanoid (crossblood):** Wulfskin are humanoids with the crossblood subtype.
- **Humanoid Heritage:** At first level a wulfskin must choose from the dwarf, elf, gnome, halfling, or human subtype. They gain the chosen subtype in addition to any other subtypes they possess.
- **Fast Speed:** Wulfskin are fast; they have a base speed of 40 feet.
- **Ice in the Blood (Ex):** Wulfskin have mixed blood, selecting cold as their subtype, as a bonus feat.
- **Wild Instinct (Ex):** Wulfskin are adapted to surviving in the wild, gaining a +2 racial bonus on Survival checks with an additional +2 racial bonus for Survival checks in the arctic.
- **Winter Breath (Su):** Once per day as a standard action, a wulfskin can breathe a 15-foot cone of cold that deals 1d6 cold damage per character level. A reflex save (DC 10 + 1/2 their character level + their Constitution modifier) reduces the damage by half.
- **Darkvision (Ex):** Wulfskin can see in the dark out to 60 feet.
- **Scent (Ex):** Wulfskin have a heightened sense of smell. They have the scent special quality.
- **Languages:** Wulfskin begin play speaking Common. Wulfskin with high Intelligence scores can choose from the following: Abyssal, Aklo, Dwarf, Elf, Giant, Gnome, Goblin, Halfling, and Orc.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Feral Lunge (Ex):** Some wulfskin are actually related to worgs and not winter wolves. These wulfskin have black fur and lack the icy breath normal for wulfskin. Instead, these wulfskin increase their reach by 5 ft on their turn when they attack; they snap and lunge with vicious speed. This replaces winter breath.
- **Hell's Breath (Su):** Some wulfskin smell of soot and constantly have ash stuck amongst their fur. These wulfskin breathe flames instead of ice. Once per day as a standard action, these wulfskin can breathe a 15-foot cone of fire that deals 1d6 fire damage per character level. A reflex save (DC 10 + 1/2 their character level + their constitution modifier) reduces the damage by half. This replaces winter breath.
- **Massive Bite (Ex):** Some wulfskin have the muzzle of their winter wolf parent, full of vicious teeth. They have a bite attack that deals 1d6 damage. This racial trait replaces the winter breath racial trait.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Add +1/4 to natural armor while raging.
- **Bard:** Add +1/6 to morale bonus from inspire courage.
- **Cleric:** Add +1/2 to caster level when casting spells with the ice descriptor.
- **Druid:** Add +1/4 to natural attack damage while using wild shape.
- **Fighter:** Add +1 to CMD when subjected to the disarm or trip maneuver.
- **Harbinger:** +1/4 use of grim news.
- **Magus:** Add +1/2 point of cold damage to spells that deal cold damage cast by the magus.
- **Oracle:** Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.
- **Ranger:** +1/2 effective Druid level to hunter's bond with a wolf animal companion.
- **Rogue:** +1/2 racial bonus on Survival checks to track a target by scent.
- **Stalker:** Gain 1/6 of a new stalker art.
- **Sorcerer:** Add +1/2 point of cold damage to spells that deal cold damage cast by the sorcerer.
- **Summoner:** The summoner's eidolon gains resistance 1 against cold damage (to a maximum increase of 10).
- **Wilder:** Add +1/6 to the wilder's elude attack bonus.
- **Witch:** Gain 1/6 of a new hex.
- **Wizard:** Add +1/2 point of cold damage to spells that deal cold damage cast by the wizard.



WULFKIN

CHAPTER 3: MAKING MORE CROSSBREEDS

There's no limit to the number of crossbreeds that could possibly exist. Sometimes you might want to make your own half-breeds, either to serve as racial options for your campaign or to create specific NPCs. Though a guide to creating your own crossbreeds with standard racial rules is beyond the scope of this book, templates are an easy way to create many different kinds of half-blood to use in your campaign.

TEMPLATES

Some creatures can breed with nearly anything, making the possible number of crossbreeds far too numerous to be handled as standard race descriptions. Instead, these offspring are best described using templates that add a set of features from one parent's bloodline to the abilities of the other parent. Most often these are the children of shapeshifters or outsiders, though some creatures are just bizarre mixes of bloodlines. Crossbreeds made from templates tend to be rarer and more powerful than other kinds.

The following creature templates are designed to create new versions of the classic crossbreeds of mythology, such as minotaurs, harpies, and centaurs. These can describe individual crossbreeds (generally the result of arcane energies in some form) or create entire races of mixed-breed creatures.

BIPEDAL CREATURES

Some hybrids mix the features of a humanoid and a bestial creature, walking upright on hooves or claws and wielding both natural and forged weapons. The most famous example of such creatures is the minotaur. Legends often hold them to be the spawn of dark magic or of a powerful curse combined civilized and primal bloodlines, though most are likely to be the product of a wizard's lab. These brutish creatures are often extremely tough, mixing a humanoid's cunning and reasoning with an animal's natural advantages and instincts.

CREATING A BIPEDAL CREATURE

"Bipedal creature" is a template that can be added to any animal, magical beast, or vermin (known as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Size and Type: The base creature's type changes to monstrous humanoid. Size becomes Small or Medium. Hit Dice change to d10s. Recalculate racial hit points, BAB, and saves for a monstrous humanoid of their Hit Dice.

Special Qualities: A bipedal creature gains darkvision out to 60 feet.

Melee: The bipedal creature retains all the attacks of the base creature. If the base creature has a certain natural attack,

keep the higher value. Its forelegs and hands become those of a humanoid, allowing it to wield manufactured weapons.

Special Attacks: The bipedal creature retains all the special attacks of the base creature. If it is larger than the base creature, increase the damage of those special attacks as appropriate (such as rend or constrict). If it is smaller than the base creature, reduce those special attack's damage dice accordingly.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Int +4, Wis +2, Cha +4.

Skills: A bipedal creature gains skill points as a monstrous humanoid of its racial Hit Dice. If they can't speak a language already they gain the ability to speak Common.

Feats: Bipedal creatures can retrain feats from racial Hit Dice, up to a total of their racial Hit Dice's allowance.

SAMPLE BIPEDAL CREATURE

BIPEDAL POLAR BEAR CR 7

XP 3,200

Bipedal polar bear

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft., scent; **Perception** +13

DEFENSE

AC 25, touch 14, flat-footed 21 (+2 armor, +4 Dex, +8 natural, +1 shield)

hp 57 (5d10+30)

Fort +7, **Ref** +8, **Will** +8

OFFENSE

Speed 30 ft.

Melee morningstar +13 (1d8+8), claw +8 (1d4+4 plus grab), bite +8 (1d6+4); 2 claws +13 (1d4+8 plus grab), bite +13 (1d6+8)

Ranged javelin +9 (1d6+8)

STATISTICS

Str 27, **Dex** 19, **Con** 23, **Int** 6, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 27 (31 vs. trip)

Feats Intimidating Prowess, Power Attack, Skill Focus (Perception)

Skills Intimidate +10, Perception +12, Stealth +4, Survival +4; **Racial Modifiers** +4 Swim

Languages Common

Treasure NPC Gear (leather armor, light wooden shield, morningstar, 3 javelins, other miscellany)

Environment Cold plains

Organisation Solitary or pairs

HALF-DOPPELGANGER

Normally, doppelgangers avoid any relationship outside their own loose, evil culture. Occasionally, however, a doppelganger takes on a role for so long it actually begins to forget its true self. Such self-deluded creatures accept their false roles within a community, finding work, falling in love, and trying to raise families. Most efforts are futile, with no offspring ever blessing such interracial unions.

Yet on rare occasions a child is born, and though the doppelganger may have forgotten its heritage, its blood has not.

Half-doppelgangers appear normal until they reach puberty, at which point they begin to show signs of their shapechanging blood. Their hair and eye color might change in a matter of minutes, and they gain and lose weight with amazing suddenness. Many are beaten or cast out of their homes as possessed or demonspawn. Those who survive this abuse eventually learn to change their form as needed, though their abilities are more limited than those of a true doppelganger.

CREATING A HALF-DOPPELGANGER

“Half-doppelganger” is a template that can be added to any humanoid (hereafter referred to as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: As base creature +1.

Size and Type: The creature gains the shapechanger subtype.

Armor Class: A half-doppelganger gains a +2 natural armor bonus increase over the base creature’s natural armor bonus.

Special Qualities and Defenses: A half-doppelganger retains all the special qualities of the base creature as well as gaining the following:

- **Immunities:** Half-doppelgangers are immune to sleep effects and involuntary transmutation effects.
- **Alternate Form (Su):** Twice per day, a half-doppelganger can assume the shape of any humanoid its own size or one size smaller. This works like *alter self* as cast by a 10th level sorcerer.
- **Empathy (Ps):** A half-doppelganger can manifest the psionic power *empathy* as a psi-like ability as a wilder of their hit die. This can be done as a free action.

Melee: The half-doppelganger gains two slam attacks that deal damage as appropriate for a creature of its size.

Abilities: Increase from the base creature as follows: Con +2, Wis +2, Cha +2.

Skills: A half-doppelganger gains a +4 racial bonus on Bluff, Diplomacy, and Sense Motive checks and these skills are always considered class skills. When using its alternate form ability, a half-doppelganger gains a +10 circumstance bonus on Disguise checks.

Feats: Half-doppelgangers gain Alertness as a bonus feat.

SAMPLE HALF-DOPPELGANGER

HALF-DOPPELGANGER LIZARDFOLK CR2

XP 600

N Medium humanoid (reptilian, shapechanger)

Init +0; **Senses** Perception +2

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 natural, +2 shield)

hp 13 (2d8+4)

Fort +5, **Ref** +0, **Will** +1

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +2 (1d8+1), bite +0 (1d4), or 2 claws +2 (1d4+1), 2 slams +2 (1d4+1), bite +2 (1d4+1)

Ranged javelin +1 (1d6+1)

Psi-like abilities (ML 2nd)

- 1/day---*empathy*

STATISTICS

Str 13, **Dex** 10, **Con** 15, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 12

Feats Multiattack

Skills Acrobatics +4, Perception +2, Swim +9; **Racial**

Modifiers +4 Acrobatics, +4 Bluff, +4 Diplomacy, +4 Sense Motive

Languages Draconic

SQ alternate form, hold breath*

Treasure standard plus NPC gear (heavy wooden shield, morningstar, 3 javelins)

Environment temperate swamps

Organisation solitary, pair (self plus 1 lizardfolk), band (self plus 2–11 lizardfolk), or tribe (self plus 12–59 lizardfolk)

*Lizardfolk ability

HALF-ELEMENTALS

Elementals are unlike other creatures that live on planes beyond the mortal coil. They are not motivated by the good and evil ethos of outsiders, nor do they have any desire to rule over the mortal world as do many creatures from the ethereal or astral. For most living beings, the needs and wants of an elemental are totally hidden. Only the most powerful of creatures, including dragons, giants, druids, sorcerers and a few clerics, ever manage to get to know an elemental well enough to understand how to befriend it. Normally, such alliances are purely practical matters of mutual interests.

On rare occasions, however, mortals and elementals decide to join forces in a more literal way. Just how this is accomplished is unknown, and each such union is likely a unique event that cannot be duplicated. The result of such efforts is a gestalt creature that is both elemental and mortal. These beings are often honored as heroes, saints, and even demigods. It is not unusual for them to take mates from among the communities that revere them, producing offspring that have pure elemental energy flowing through their veins, but are natives of the mortal world.

It is these second-generation creatures that are known as half-elementals. Children of beings that have partially transcended living flesh, half-elementals have just enough elemental energy in them to be set apart from other creatures. Their mixed heritage is obvious at a glance. Half-elementals of air are constantly caressed by a slight breeze, and are thinner and more lithe than others of their blood, with white and silver coloration. Half-elementals of earth have brown or grey skin, with sharp, angular features that seem chiseled from stone. Those of fire have gold, bronze and red coloring with flashing amber eyes and occasionally fire instead of hair or fur. Half-elementals of water trend towards either small frames that conceal surprising strength or surprisingly agile, yet full-bodied forms, with deep blue, white, and purple coloration.

Bloodforge

Each of the four kinds of half-elementals has its own abilities and limitations. Four separate templates are presented below to represent these four linked breeds.

CREATING A HALF-AIR ELEMENTAL

“Half-elemental (air)” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: HD 5 or less, as base creature + 2, HD 6 to 13, as base creature + 3; HD 14+, as base creature + 4.

Armor Class: A half-air elemental’s natural armor bonus increases by 2.

Special Qualities and Defenses: A half-air elemental retains all the qualities of the base creature while gaining the following:

- **Air Mastery (Ex):** A half-air elemental is always aided in small ways by the natural ebbs and flows of air around them. Airborne creatures suffer a -1 penalty to attack and damage rolls against a half-air elemental.
- **Resilience (Ex):** Half-air elementals gain a +4 racial bonus to poison, sleep, paralysis and stunning. Half-elementals also have a 25% chance to negate any critical hit or sneak attack, taking normal damage from such a hit.

Speed: Gain a natural fly speed of 30 feet with perfect maneuverability. If the creature already has a faster fly speed, increase maneuverability to perfect. Lose any natural burrow or swim speed.

Special Attacks: A half-elemental with at least 8 Wisdom or Charisma has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, each spell-like ability is usable 1/day. The caster level of these spell-like abilities equals the half-elemental’s HD or the caster level of the base creature’s spell-like abilities, whichever is higher.

HD	Abilities
1 - 3	<i>obscuring mist</i>
4 - 5	<i>wind wall</i>
6 - 8	<i>gaseous form</i>
9 - 10	<i>air walk</i>
11 - 13	<i>control winds</i>
14 - 15	<i>chain lightning</i>
16 - 18	<i>control weather</i>
19+	<i>whirlwind</i>

Abilities: Increase from the base creature as follows: Dexterity +4 and Constitution +2.

Feats: Half-air elementals gain Flyby Attack as a bonus feat.

SAMPLE HALF-AIR ELEMENTAL

HALF-AIR ELEMENTAL JUVENILE WHITE DRAGON CR 9

XP 6,400

CE Medium dragon (cold)

Init +8; **Senses** dragon senses, snow vision*; **Perception** +15

DEFENSE

AC 27, touch 14, flat-footed 23 (+4 Dex, +13 natural)

hp 112 (9d12+54)

Fort +11, **Ref** +10, **Will** +7

Defensive Abilities air mastery, resilience; **Immune** cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 60 ft., fly 150 ft. (perfect)

Melee bite +15 (1d8+7), 2 claws +14 (1d6+5), 2 wings +9 (1d4+2)

Special Attacks breath weapon (30 ft. cone, DC 18, 8d4 cold)

Spell-Like Abilities (CL 9th; concentration +9)

◇ At will—*fog cloud*

◇ 1/day—*air walk, gaseous form, obscuring mist, wind wall*

STATISTICS

Str 21, **Dex** 18, **Con** 21, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Alertness, Flyby Attack^B, Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)

Skills Fly +16, Intimidate +12, Perception +15, Spellcraft +12, Stealth +16, Swim +25; **Racial Modifiers** +8 Swim

Languages Draconic

SQ icewalking*, ice shape*

Treasure triple

Environment cold mountains

Organisation triple

*white dragon ability

CREATING A HALF-EARTH ELEMENTAL

“Half-elemental (earth)” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: HD 5 or less, as base creature + 2, HD 6 to 13, as base creature + 3; HD 14+, as base creature + 4.

Armor Class: A half-earth elemental’s natural armor bonus increases by 4.

Special Qualities and Defenses: A half-earth elemental retains all the special qualities and defenses of the base creature and gains those listed below.

- **Earth Mastery (Ex):** A half-earth elemental gains a +1 bonus on attack and damage rolls as well as CMB and CMD if both it and its foe touch the ground. If an opponent is airborne or waterborne, the half-elemental suffers a -4 penalty to attack and damage rolls. (These are not included in the sample.)

- **Resilience (Ex):** Half-earth elementals gain a +4 racial bonus to poison, sleep, paralysis and stunning. Half-elementals also have a 25% chance to negate any critical hit or sneak attack, taking normal damage from such a hit.

Speed: Gain a natural burrow speed equal to their land speed.

Special Attacks: A half-elemental with at least 8 Wisdom or Charisma has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, each spell-like ability is usable 1/day. The caster level of these spell-like abilities equals the half-elemental's HD or the caster level of the base creature's spell-like abilities, whichever is higher. They also gain the push special attack.

HD	Abilities
1 - 3	<i>magic stone</i>
4 - 5	<i>soften earth and stone</i>
6 - 8	<i>stone shape</i>
9 - 10	<i>spike stone</i>
11 - 13	<i>wall of stone</i>
14 - 15	<i>stoneskin</i>
16 - 18	<i>earthquake</i>
19+	<i>ironbody</i>

- **Push (Ex):** A half-earth elemental can start a bullrush without provoking an attack of opportunity.

Abilities: Increase from the base creature as follows: Strength +4 and Constitution +2.

Feats: Half-earth elementals gain Power Attack as a bonus feat.

SAMPLE HALF-EARTH ELEMENTAL

HALF-EARTH ELEMENTAL OGRE CR 5

XP 1,600

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 34 (4d8+16)

Fort +7, **Ref** +0, **Will** +3

Defensive Abilities resilience

OFFENSE

Speed 30 ft. (40 ft. base), burrow 30 ft.

Melee greatclub +9 (2d8+10)

Ranged javelin +1 (1d8+7)

Special Attacks earth mastery, push

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 4th)

◇ 1/day—*magic stone, soften earth and stone*

STATISTICS

Str 25, **Dex** 8, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +11; **CMD** 20

Feats Iron Will, Power Attack^B, Toughness

Skills Climb +9, Perception +5

Languages Giant

Treasure standard (includes hide armor, greatclub, 4 javelins)

Environment temperate or cold hills

Organisation solitary, pair (self plus 1 ogre), gang (self plus 2–3 ogres), or family (self plus 4–15 ogres)

CREATING A HALF-FIRE ELEMENTAL

“Half-fire elemental” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: HD 5 or less, as base creature + 2, HD 6 to 13, as base creature + 3; HD 14+, as base creature + 4.

Armor Class: A half-fire elemental's natural armor bonus increases by 1.

Special Qualities and Defenses: A half-fire elemental retains all the special qualities and defenses of the base creature and gains those listed below.

- **Fire subtype (Ex):** A half-fire elemental gains the fire subtype.
- **Resilience (Ex):** Half-fire elementals gain a +4 racial bonus to poison, sleep, paralysis and stunning. Half-elementals also have a 25% chance to negate any critical hit or sneak attack, taking normal damage from such a hit.

Speed: Gain a ground speed of 50 feet. If already have a ground speed of 50 feet, increase speed by a further 10 feet for every 50 feet. Lose any swim rate.

Special Attacks: A half-elemental with at least 8 Wisdom or Charisma has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, each spell-like ability is usable 1/day. The caster level of these spell-like abilities equals the half-elemental's HD or the caster level of the base creature's spell-like abilities, whichever is higher. They also gain the fire touch special attack.

HD	Abilities
1 - 3	<i>burning hands</i>
4 - 5	<i>produce flame</i>
6 - 8	<i>fireball</i>
9 - 10	<i>wall of fire</i>
11 - 13	<i>fire shield</i>
14 - 15	<i>fire seeds</i>
16 - 18	<i>fire storm</i>
19+	<i>incendiary cloud</i>

- **Fire Touch (Su):** A half-fire elemental deals an additional 1d6 fire damage with any melee attack.

Abilities: Increase from the base creature as follows: Dexterity +4 and Constitution +2.

Feats: Half-fire elementals gain Improved Initiative as a bonus feat.

Bloodforge

SAMPLE HALF-FIRE ELEMENTAL

HALF FIRE-ELEMENTAL ANDROSPHINX CR 12

XP 19,200

CG Large magical beast (fire)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dexterity, +15 natural, -1 size)

hp 136 (13d10+65)

Fort +13, **Ref** +10, **Will** +7

Defensive Abilities resilience

OFFENSE

Speed 50 ft., fly 60 ft. (poor)

Melee 2 claws +20 (2d6+8 plus 1d6 fire/19-20 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks fire touch, pounce*, rake (2 claws +20, 2d6+8 plus 1d6 fire)*, roar*

Spell-Like Abilities (CL 13th)

- 1/day—*burning hands* (DC 14), *fireball* (DC 16), *fire seeds* (20), *fire shield*, *fire storm* (DC 21), *produce flame*,

Spells Prepared (CL 6th; concentration +9)*

- 3rd—*bestow curse* (DC 16), *searing light*, *speak with dead*
- 2nd—*bull's strength*, *calm emotions* (DC 15), *cure moderate wounds*, *resist energy*
- 1st—*comprehend languages*, *divine favor*, *remove fear*, *shield of faith*
- 0th—*detect magic*, *guidance*, *purify food and drink*, *stabilize*

STATISTICS

Str 27, **Dex** 14, **Con** 20, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +13; **CMB** +22; **CMD** 34 (38 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (claw), Improved Initiative^B, Power Attack

Skills Fly +7, Intimidate +13, Knowledge (any one) +16, Perception +23, Sense Motive +13, Survival +16

Languages Common, Draconic, Sphinx

Treasure standard

Environment warm deserts and hills

Organsation solitary

**androsphinx ability*

CREATING A HALF-WATER ELEMENTAL

“Half-elemental (water)” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: HD 5 or less, as base creature + 2, HD 6 to 13, as base creature + 3; HD 14+, as base creature + 4.

Armor Class: A half-water elemental’s natural armor bonus increases by 4.

Special Qualities and Defenses: A half-water elemental retains all the special qualities and defenses of the base creature and gains those listed below.

• **Water Mastery (Ex):** A half-water elemental is always aided in small ways by the natural ebbs and flows of water. If both the half-elemental and its opponent are in water, the half-elemental gains a +1 bonus to all melee attack and damage rolls, as well as CMB and CMD. Additionally, the half-elemental gains a +1 bonus to AC whenever it is in water.

• **Fire Evasion (Ex):** A half-water elemental gains the evasion ability, usable even in heavy armor, but only against spells with the fire descriptor.

• **Resilience (Ex):** Half-water elementals gain a +4 racial bonus to poison, sleep, paralysis and stunning. Half-elementals also have a 25% chance to negate any critical hit or sneak attack, taking normal damage from such a hit.

Speed: Gain a swim speed of 40 feet.

Special Attacks: A half-elemental with at least 8 Wisdom or Charisma has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, each spell-like ability is usable 1/day. The caster level of these spell-like abilities equals the half-elemental’s HD or the caster level of the base creature’s spell-like abilities, whichever is higher. They also gain the drench special attack.

HD	Abilities
1 - 3	<i>obscuring mist</i>
4 - 5	<i>fog cloud</i>
6 - 8	<i>water breathing</i>
9 - 10	<i>control water</i>
11 - 13	<i>icestorm</i>
14 - 15	<i>cone of cold</i>
16 - 18	<i>acid fog</i>
19+	<i>horrid wilting</i>

• **Drench (Ex):** A half-water elemental can extinguish mundane fires of up to bonfire size with a touch. The half-elemental’s touch affects magical fires as if casting *greater dispel magic* as a sorcerer of the half-elemental’s level or hit dice.

Abilities: Increase from the base creature as follows: Strength +2, Dexterity +2, and Constitution +2.

Feats: Half-water elementals gain Cleave as a bonus feat.

SAMPLE HALF-WATER ELEMENTAL

HALF-WATER ELEMENTAL NYMPH CR 10

XP 9,600

CG Medium fey

Init +6; **Senses** low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 21)

DEFENSE

AC 28, touch 24, flat-footed 21 (+7 deflection, +6 Dex, +1 dodge, +4 natural)

hp 68 (8d6+40)

Fort +13, **Ref** +19, **Will** +16

Defensive Abilities fire evasion, resilience; DR 10/cold iron

OFFENSE

Speed 30 ft., swim 40 ft.

Melee mwk dagger +11 (1d4+1/19–20)

Special Attacks stunning glance, water mastery

Spell-Like Abilities (CL 8th)

- ◇ 1/day—*dimension door, fog cloud, obscuring mist, water breathing.*

Druid Spells Prepared (CL 7th)

- ◇ 4th—*summon nature's ally IV*
- ◇ 3rd—*call lightning* (DC 16), *cure moderate wounds, water breathing*
- ◇ 2nd—*barkskin, flame blade, resist energy, tree shape*
- ◇ 1st—*charm animal* (DC 14), *endure elements, entangle* (DC 14), *obscuring mist, produce flame*
- ◇ 0th—*detect magic, guidance, light, stabilize*

STATISTICS

Str 12, **Dex** 23, **Con** 20, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +4; **CMB** +10; **CMD** 29

Feats Agile Maneuvers, Cleave^B, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +18, Escape Artist +17, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +17, Swim +20

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

Treasure standard (includes dagger)

Environment temperate forests

Organisation solitary

**Nymph ability*

HALF-MEDUSA

Scholars have spent years debating just how medusas procreate, given that every known member of the race is female. While most agree that there were once male members of a related race that lived in societies with medusas (much as dryads and satyrs do), there is no evidence that such creatures still exist. Instead it is believed that in order to find mates, medusas must use shapeshifting magic to assume forms that do not kill with a look. Though most of a medusa's children are pureblood, a few show traits of their other heritage as well.

CREATING A HALF-MEDUSA

“Half-medusa” is a template that can be added to any humanoid or monstrous humanoid (hereafter referred to as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +2.

Size and Type: If the base creature is humanoid, its type changes to monstrous humanoid. Change racial hit dice to d10s. If the half-medusa has any class levels, it gains hit points from those normally.

Armor Class: A half-medusa's natural armor bonus improves by 1.

Melee: The half-medusa retains all the attacks of the base creature and also gains a secondary bite attack that deals 1d4 damage and delivers the poison detailed below.

Special Attacks: A half-medusa gains the following.

- **Half-Medusa Poison (Ex):** Type poison (injury); Save Fortitude DC (10+1/2 hit dice+Con mod); Frequency 1/round for 6 rounds; Effect 1d2 temporary Strength damage; Cure 1 save.
- **Stunning Gaze (Su):** Stun for 1d4 rounds, 30 foot range. Fortitude save DC (10+1/2 hit dice+Cha mod).

Abilities: Increase from the base creature as follows: Dexterity +2, Charisma +2.

Feats: A half-medusa gains Weapon Finesse as a bonus feat.

SAMPLE HALF-MEDUSA

SNAKEHEAD ORC

CR 3

XP 800

Half-medusa Orc

Orc warrior 1

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception –1

Weakness light sensitivity

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 natural, +1 Dex)

hp 6 (1d10+1)

Fort +3, **Ref** +1, **Will** –1

Defensive Abilities ferocity*

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18–20), bite –1 (1d4+1 plus poison)

Ranged javelin +2 (1d6+3)

Special Attacks poison (DC 11), stunning gaze (DC 9)

STATISTICS

Str 17, **Dex** 13, **Con** 12, **Int** 7, **Wis** 8, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 15

Feats Weapon Focus (falchion), Weapon Finesse^B

Skills Intimidate +3

Languages Common, Orc

SQ weapon familiarity

Treasure standard plus NPC gear (studded leather armor, falchion, 4 javelins)

Environment temperate hills, mountains, or underground

Organisation solitary, gang (self plus 1–3 orcs), squad (self plus 10–19 orcs plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or band (self plus 29–99 orcs plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)

**Orc ability*

HALF-RAKSHASA

Like many evil outsiders, rakshasas enjoy tempting good mortals into sinful acts, establishing circles of cultists and worshipers, and passing themselves off as mortals to get to powerful forces of good (the better to destroy or corrupt them). Though most fiends' offspring have similarities (represented by the half-fiend template), the children of rakshasas are different. They inherit more of the rakshasa's shapeshifting ability along with greater speed and physical toughness, as well as powerful innate spellcasting.

Half-rakshasas look like their mortal parent with a few minor alterations. Most common of these are a sixth finger on one or both hands, hair on the tongue, unusually large ears, pronounced canines, a snub nose, and facial hair similar to a tiger's mane. Half-rakshasas who know of their parentage often use their alternate form ability to assume a shape closer to the humanoid tiger of a rakshasa, but this is not their natural appearance.

CREATING A HALF-RAKSHASA

"Half-rakshasa" is a template that can be added to any corporeal creature (hereafter referred to as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: HD 5 or less, as base creature + 2; HD 6–10, as base creature + 3; HD 11 or more, as base creature + 4.

Size and Type: The creature's type changes to outsider, it retains any subtypes it had and gains the native and shapechanger subtypes.

Armor Class: A half-rakshasa's natural armor improves by 3.

Special Abilities: A half-rakshasa retains the qualities of the base creature, as well as gaining darkvision 60 ft.; immunity to poison; acid, cold, electricity and fire resist 10.

Speed: Increase the base land speed of the half-rakshasa by 10 feet.

Melee: The half-rakshasa retains the base creature's natural attacks and gains bite and claw attacks. If the base creature does not have bite or claw attacks, they gain bite and 2 claws that deal damage for a creature of the appropriate size.

Special Attacks: The half-rakshasa retains all the special attacks of the base creature. It also gains the following:

- **Alternate Form (Su):** Twice per day, a half-rakshasa can assume the shape of any humanoid its own size or one size smaller. This works like *alter self* as cast by a 12th level sorcerer.

Abilities: Increase from the base creature as follows: Dex +2, Con +2, Int +2, Wis +2, Cha +4.

Skills: A half-rakshasa gains skill points as an outsider of its hit die. When using its alternate form ability, a half-rakshasa receives a +10 circumstance bonus on Disguise checks.

SAMPLE HALF-RAKSHASA

FAERIL EVESHADE

CR 12

XP 19,200

Half-rakshasa elf cleric 10

NE Medium outsider (elf, native, shapechanger)

Init +3; **Senses** darkvision (60 ft.), low-light vision; Perception +12

DEFENSE

AC 22, touch 15, flat-footed 19 (+4 armor, +2 deflection +3 Dex, +3 natural)

hp 88 (10d8+30)

Fort +9, **Ref** +5, **Will** +13; +2 vs. enchantments

Immune magic sleep*, poison; **Resist** acid, cold, electricity, fire (20)

OFFENSE

Speed 40 ft.

Melee +2 *sickle* +8/3 (1d6+1), bite +5 (1d6-1) or 2 claws +10 (1d4-1), bite +10 (1d6-1)

Ranged sling +10 (1d6-1)

Special Attacks channel energy, scythe of evil

Domain Spell-like Abilities (CL 10th)

- 8/day—*battle rage*, *touch of evil*

Cleric Spells Prepared (CL 10th; concentration +15)

- 5th—*dispel good* (DC 20), *slay living* (DC 20), *wall of stone* (DC 20)
- 4th—*air walk*, *dimensional anchor*, *divination*, *divine power*, *poison* (DC 19)
- 3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *dispel magic*, *inflict serious wounds* (DC 18), *magic circle against good*
- 2nd—*aid*, *augury*, *bull's strength*, *death knell* (DC 17), *hold person* (DC 17), *spiritual weapon*
- 1st—*bane* (DC 16), *cause fear* (DC 16), *command* (DC 16), *divine favor*, *doom* (DC 16), *protection from good*
- 0—*bleed* (DC 15), *detect magic*, *mending*, *detect poison*

Combat Gear *potion of neutralize poison* (2), *potion of cure light wounds* (5)

STATISTICS

Str 8, **Dex** 17, **Con** 16, **Int** 14, **Wis** 20, **Cha** 23

Base Atk +7; **CMB** +6; **CMD** 19

Feats Dodge, Extra Channel, Iron Will, Mobility, Weapon Finesse

Skills Diplomacy +17, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +15, Spellcraft +13 (+15 to determine the properties of a magic item); **Racial Modifiers** +2 Perception*

Languages Abyssal, Common, Elven

SQ alternate form, aura, domains (evil, war), elven magic, spontaneous casting, weapon master

Gear Combat gear plus *ring of protection* +2, +2 *sickle*, chain shirt.

Treasure Standard (includes worn items and gear).

Environment Any.

Organisation Solitary or strike force (self plus 1-4 humanoids with class levels)

*elf ability



QUADRUPEDAL CREATURES

Rather than mixing freely, some monstrous humanoids have the head and torso of a thinking, human-shaped race and the lower body of a bestial creature. They generally have four legs but may have more or fewer, depending on the donor creature. Like the centaur, these half-breeds have the speed and power of their lower bodies and the intelligence and manipulative capabilities of their upper bodies. Rarer than bipedal creatures, they are also generally more civilized, and may form complex societies of their own.

CREATING A QUADRUPEDAL CREATURE

“Quadrupedal creature” is a template that can be added to any humanoid or monstrous humanoid (hereafter referred to as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +2.

Size and Type: The creature’s type changes to monstrous humanoid if it isn’t already. The size becomes either Large, or Medium if they are smaller. Change Hit Dice to d10s and add 2 HD. If the quadrupedal creature has any class levels, it gains hit points from those normally.

Special Qualities: A quadrupedal creature gains darkvision out to 60 feet.

Speed: Increase base land speed by 20 feet.

Melee: The quadrupedal creature retains all bite or claw attacks, as well as any ability to wield hand-held weapons.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +2, Int +4, Wis +2, Cha +4.

Skills: A quadrupedal creature can re-allocate skill points as a monstrous humanoid of its racial Hit Dice.

Feats: Retrain the feats granted by the base creature’s racial Hit Dice (in addition to any new feats granted by their increased Hit Dice).

SAMPLE QUADRUPEDAL CREATURE

QUADRUPEDAL LIZARDFOLK

CR 3

XP 800

Quadrupedal lizardfolk

N Medium monstrous humanoid (reptilian)

Init +1; **Senses** darkvision (60 ft.), low-light vision; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+5 natural, +2 shield, +1 Dex)

hp 34 (4d10+12)

Fort +3, **Ref** +5, **Will** +5

OFFENSE

Speed 50 ft., swim 15 ft.

Melee morningstar +8 (1d8+4), bite +6 (1d4+2), or claw +8 (1d4+4), bite +8 (1d4+4)

Ranged javelin +5 (1d6+4)

STATISTICS

Str 18, **Dex** 12, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 19 (23 vs. Trip)

Feats Multiattack, Toughness

Skills Acrobatics +9, Perception +8, Stealth +8, Survival +8,

Swim +19; **Racial Modifiers** +4 Acrobatics

Languages Draconic, Common

SQ hold breath*

Treasure NPC gear (heavy wooden shield, morningstar, 3 javelins)

Environment temperate swamps

Organisation solitary, pair, colony (3-6)

*Lizardfolk ability

TITANBLOODED

Titans are among the most powerful of outsiders, just short of divinity but able to hold their own against demons and devils. Titans rarely work for gods, instead gathering into groups to pursue goals of their own. Their interests frequently bring them to the world of mortals, and they have no compunctions about interfering. Because they are emotional creatures and have access to powerful magic, titans sometimes take mortal mates, whether as lifelong companions or brief amusements. Though children are rarely born of such unions, titanbloodeds sometimes arise. Titanbloodeds are extremely powerful, among the most potent of mortal creatures. They are strong and resilient, with at least some spellcasting ability. A titanblooded looks like a perfect specimen of the mortal parent’s race, with a powerful frame and robust physique. Many of legend’s greatest heroes are titanblooded. In fact, some heroes supposedly descended from gods were actually the offspring of titans, who are worshiped as deities in some lands.

According to some dark myths, it is possible to assume some of the power of a titan in a ritual that requires drinking its heart’s blood. Even if this is true, few mortals can capture and kill a titan, and fewer still have access to the lore required to perform such a ritual.

Bloodforge

CREATING A TITANBLOODED

“Titanblooded” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: HD 10 or less, as base creature + 2, HD 11 to 16, as base creature + 3; HD 17+, as base creature + 4.

Size and Type: The creature’s type changes to outsider, it retains any subtypes it had and gains the native subtype.

Armor Class: A titanblooded’s natural armor improves by 8.

Special Qualities and Defenses: A titanblooded retains the qualities of the base creature, as well as gaining damage reduction and spell resistance based off hit dice:

HD	DR	SR
1 - 5	5/silver	12
6 - 10	5/magic and silver	17
11 - 15	10/magic and silver	21
16+	15/magic and silver	25

Speed: Increase the base land speed of the base creature by 20 feet.

Special Attacks: The titanblooded retains all the special attacks of the base creature. They also gain spell-like abilities based off their hit dice. These spell-like abilities are usable once per day unless noted otherwise. They are cast as a sorcerer with a caster level equal to the titanblooded’s hit dice:

HD	Abilities
1 - 2	<i>bless</i> 3/day, <i>charm person</i> or <i>charm animal</i>
3 - 4	<i>cure light wounds</i> 3/day, <i>levitate</i>
5 - 6	<i>invisibility</i> , <i>summon nature’s ally II</i>
7 - 8	<i>remove curse</i> , <i>remove fear</i>
9 - 10	<i>holy smite</i>
11 - 12	<i>hold person</i>
13 - 14	<i>commune with nature</i>
15 - 16	<i>eyebite</i>
17 - 18	<i>etherealness</i>
19+	<i>fire storm</i>

Abilities: Increase from the base creature as follows: Strength +14, Constitution +6, Intelligence +4, Wisdom +4, Charisma +2.

Skills: A titanblooded gains skill points for an outsider of its racial hit die.

Feats: Titanblooded gain Power Attack as a bonus feat.

SAMPLE TITANBLOODED

TITANBLOODED MINOTAUR CR 6

XP 2,400

CE Large outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size)

hp 69 (6d10+36)

Fort +9, **Ref** +5, **Will** +7

Defensive Abilities natural cunning*; **DR** 5/magic and silver; **SR** 17

OFFENSE

Speed 50 ft.

Melee greataxe +16/+11 (3d6+16/×3) and gore +11 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore +18, 2d6+16)

Spell-like Abilities (CL 6th)

- 1/day—*charm person*, *invisibility*, *levitate*, *summon nature’s ally II*
- 3/day—*bless*, *cure light wounds*

STATISTICS

Str 33, **Dex** 10, **Con** 21, **Int** 11, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +18; **CMD** 28

Feats Great Fortitude, Improved Bull Rush, Power Attack^B, Toughness

Skills Bluff +9, Intimidate +9, Perception +15, Sense

Motive +11, Stealth +9, Survival +15; **Racial Modifiers** +4

Perception, +4 Survival

Languages Giant

Treasure standard (includes greataxe)

Environment temperate ruins or underground

Organisation solitary, pair (self plus 1 minotaur), or gang (self plus 2–3 minotaurs)

*minotaur ability

CHAPTER 4: USING THE BLOOD

Race is not the only thing found in one's heritage. Through strange legacies, deliberate mutation, or forays into blood magic, characters can unlock more capabilities from their ancestry and wield the magic of their race in battle against their foes. This chapter presents new feat, prestige class, spell, and item options for characters themed around race in all of its forms - as paragons, freaks, or rebels.

FEATS

HERITAGE FEATS

Many of the feats presented here are heritage feats - feats that represent unlocking the latent potential in your mixed blood, or even differences, deliberate mutations, or divine gifts within creatures of pure blood. These capabilities might appear over time, as the result of exposure to magic that awakens the blood (even on accident) or deliberately, as the creature trains their capabilities. Heritage feats usually require a creature to have one or more creature types or subtypes in order to gain their benefits.

AERIAL WINGS [HERITAGE]

Your wings have strengthened to the point of allowing flight.

Prerequisites: Vestigial Wings, 7th level or higher.

Benefits: Your wings strengthen; you gain a fly speed equal to double your base land speed with good maneuverability.

ALTERED LIFE [HERITAGE]

Your unusual nature affects your vitality, bolstering you in ways different from other mortals.

Prerequisites: Aberration, fey, ooze, plant, or undead type.

Benefits: Choose Wisdom or Charisma. You calculate your bonus hit points per Hit Die based on the chosen ability score instead of your Constitution.

ANCESTOR'S BREATH [HERITAGE]

You can tap into your ancestor's elemental energy to breath that same energy upon your enemies.

Prerequisites: Aberration, dragon, magical beast, ooze, or undead type, and/or cold or fire subtype.

Benefits: Choose acid, cold, fire, electricity, negative energy, or sonic, then 30 ft. cone or 60 ft. line. You gain a breath weapon usable once every 2 rounds that deals 1d6/level damage of the chosen type. A successful Reflex save (DC 10 + 1/2 your Hit Die + your Constitution modifier) halves this damage.

BLOODSONG ADEPT [HERITAGE]

With the aid of subtle blood magics, you inspire your fellows more easily.

Prerequisites: Bardic performance, Harmonic Spell.

Benefits: When starting any bardic performance, you may choose to make it a bloodsong performance. If you do, the

performance does not use your daily rounds per day of bardic music, but it only affects creatures who share a type or subtype with you.

BLOOD AFFINITY [HERITAGE]

Your nature enhances spells for which you have an affinity.

Benefits: Spells you cast with a descriptor that matches one of your subtypes (such as a spell with the good descriptor cast by a creature with the good subtype) have their caster level and save DCs increased by 1.

BLOOD FRENZY [HERITAGE]

The deaths of your enemies impel you to ever-greater acts of violence.

Prerequisites: Base attack bonus +6, and chaotic, dwarf, evil, fire, goblinoid, orc, or reptilian subtype *and/or* dragon, monstrous humanoid, or undead type.

Benefits: You gain a cumulative +1 racial bonus to attack and damage rolls whenever a hostile creature (with 2 or more Hit Dice) within 60 ft. of you is reduced to 0 or less hit points, which lasts for up to 1 minute or until the end of the encounter, whichever is shorter. You must be able to perceive the creature being reduced to 0 or less hit points to gain the bonus from it.

CHAMPION'S PRESENCE [HERITAGE]

You bolster those who share beliefs similar to your nature.

Prerequisites: Chaotic, evil, good, or lawful subtype.

Benefits: Allies (other than you) within 30 ft. who share an alignment component with one of your subtypes gain a +1 morale bonus to armor class, saving throws, and skill checks.

FERAL FIGHTER [COMBAT, HERITAGE]

You were born with - or developed - claws or fangs that you can use in battle.

Prerequisites: Aberration, dragon, fey, magical beast, monstrous humanoid, or undead type *and/or* reptilian subtype.

Benefits: Choose bite or 2 claws. You gain the natural weapon(s) chosen, as normal for a creature of your size. You may not gain a natural weapon of a type you already possess in this fashion.

Special: You may select this feat up to twice.

GREATER SANGUINE SORCERY [HERITAGE]

You have honed the magic of your heritage to its peak.

Prerequisites: Improved Sanguine Sorcery, 13th level or higher.

Benefits: Choose *confusion*, *dimension door*, or *shadow conjuration*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 15th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

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GREATER SPARK OF DIVINITY [HERITAGE]

Your divine blood reaches its peak of concentration and power.

Prerequisites: Improved Spark of Divinity, 13th level or higher.

Benefits: Choose *death ward*, *divine power*, or *flame strike*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 15th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

HOLD PREY [MONSTER]

You pull your prey in and don't let go.

Prerequisites: Base attack bonus +4, and bite or tentacle natural weapon.

Benefits: You gain the grab special attack with your bite and/or tentacle attacks.

IMPROVED SANGUINE SORCERY [HERITAGE]

Your blood-born sorcery intensifies, offering greater capabilities.

Prerequisites: Sanguine Sorcery, 7th level or higher.

Benefits: Choose *dispel magic*, *haste*, or *invisibility*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 10th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

IMPROVED SPARK OF DIVINITY [HERITAGE]

You hone your divine connection further, gaining additional capabilities.

Prerequisites: Spark of Divinity, 7th level or higher.

Benefits: Choose *hold person*, *magic circle against alignment* or *resist energy*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 10th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

INSTINCTIVE GRAPPLER [HERITAGE]

Your instincts are to grab an enemy and crush and tear at them while they struggle against you.

Prerequisites: Improved Grapple, and aberration, dragon, magical beast, or ooze type.

Benefits: You gain the constrict special attack, dealing 1d4+Strength modifier damage (the damage value given is for Medium creatures). If you already have a constrict special attack its damage increases by one die step.

KINSLAYER [HERITAGE]

You have a talent for harming those like yourself.

Benefits: You gain a +1 competence bonus on attack and damage rolls made against creatures that share a type or subtype with you. Those creatures suffer a -1 penalty on saving throws made against your abilities, maneuvers, powers, and spells.

MIGHTY FRAME [HERITAGE]

You are extraordinarily strong for your size.

Prerequisites: Base attack bonus +4, and dwarf, giant, or orc subtype *and/or* dragon, magical beast, or monstrous humanoid type.

Benefits: You gain the powerful build special quality, which lets you function in many ways as if you were one size category larger.

Whenever you are subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger if doing so is advantageous to you.

You are also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect you.

You may use weapons designed for a creature one size larger without penalty. However, your space and reach remain those of a creature your actual size. The benefits of this ability stack with the effects of abilities, powers, and spells that change the subject's size category.

MIXED BLOOD [HERITAGE]

You come from a family with diverse heritage.

Benefits: Choose one: aberration, air, chaotic, cold, dragon, dwarf, earth, elf, evil, fey, fire, giant, gnome, goblinoid, good, halfling, lawful, magical beast, monstrous humanoid, orc, ooze, outsider, plant, reptilian, undead, or water. Gain the benefits associated with your chosen type or subtype from table 4-1 on the next page. You may choose a subtype that is not appropriate for your creature type (such as a monstrous humanoid gaining the dwarf subtype through this feat). Do not recalculate your base attack bonus, saving throws, skill points, or Hit Dice.

Special: You may take this feat multiple times. Each time, you choose a different type and/or subtype from the above list. You may not select a type or subtype you already possess or gain both the cold and fire subtypes through this feat. Unlike other creatures with the air subtype, a creature who gains the air subtype with this feat does not gain or improve a fly speed.

OVERFLOWING LIFE [HERITAGE]

You have developed unusual amounts of life force in your body.

Prerequisites: Toughness, and aberration, fey, ooze, or plant type.

Benefits: You gain fast healing 2.

TABLE 4-1: CREATURE SUBTYPES

Base Creature Type	Benefits
aberration	You gain the aberrant subtype. Additionally, you gain darkvision 60 ft. or your existing darkvision improves by 30 ft.
air	You gain the air subtype, and you gain a +1 dodge bonus to AC vs. ranged attacks as well as immunity to inhaled poisons.
chaotic	You gain the chaotic subtype, and you gain a +2 racial bonus on saves against effects with the lawful descriptor.
cold	You gain cold resistance equal to 5 + your level. At 7 Hit Dice, you gain the cold subtype.
dragon	You gain the drakeblood subtype, and you gain the scent special quality.
dwarf	You gain the dwarf subtype, and you gain a +2 competence bonus to your CMD when resisting a bull rush or trip attempt while standing on the ground.
earth	You gain the earth subtype, and your natural armor bonus increases by 1.
elf	You gain the elf subtype, and you gain a +1 racial bonus on Perception checks and ranged attack rolls involving a bow, crossbow, or firearm.
evil	You gain the evil subtype, and you gain a +2 racial bonus on saves against effects with the good descriptor.
fey	You gain the feyblood subtype, and you gain a +2 racial bonus on saves against compulsions.
fire	You gain fire resistance equal to 5 + your level. At 7 Hit Dice, you gain the fire subtype.
giant	You gain the giant subtype, and you gain a +2 racial bonus on Intimidate checks and a +1 competence bonus on CMB and CMD.
gnome	You gain the gnome subtype, and you gain a +1 racial bonus to Craft and Perception checks.
goblinoid	You gain the goblinoid subtype, and you gain a +2 racial bonus on Stealth checks.
good	You gain the good subtype, and you gain a +2 racial bonus on saves against effects with the evil descriptor.
halfling	You gain the halfling subtype, and you gain a +1 racial bonus on Acrobatics checks and attacks made with thrown weapons.
lawful	You gain the lawful subtype, and you gain a +2 racial bonus on saves against effects with the chaotic descriptor.
magical beast	You gain the beastblood subtype, and you gain a +1 racial bonus to Fortitude saves.
monstrous humanoid	You gain the crossblood subtype, and your natural armor bonus increases by 1.
orc	You gain the orc subtype, and you gain a +1 racial bonus on melee attack and damage rolls.
ooze	You gain the slimeblood subtype, and you gain acid resistance 5.
outsider	Your type changes to outsider (native), and you gain a +2 racial bonus to Knowledge (planes) checks.
plant	You gain the earthblood subtype, and you gain low-light vision and do not need food to survive, provided you spend at least 1 hour a day in sunlight.
reptilian	You gain the reptilian subtype, and you gain a 15 ft. climb speed.
undead	You gain the graveblood subtype, and you gain negative energy resistance 5.
water	You gain the water subtype and a swim speed equal to your land speed.

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RESIST KINDRED [HERITAGE]

You know how to defend against those like yourself.

Benefits: You gain a +1 competence bonus to armor class and saving throws against creatures that share a type or subtype with you.

SANGUINE SORCERY [HERITAGE]

Your magical heritage has bestowed limited magical power upon you.

Prerequisites: Aberration or fey type.

Benefits: Choose *charm person*, *mage armor*, or *magic missile*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 4th level, and every 4 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

SCRAMBLER'S GIFT [HERITAGE]

You know how to climb exceptionally well.

Prerequisites: Climb 4 ranks, and claw natural attack *and/or* aberration, fey, magical beast, monstrous humanoid, ooze, or undead type *and/or* earth, giant, or reptilian subtype.

Benefits: You gain a climb speed equal to 1/2 your land speed. If you already have a climb speed, it instead improves by 10 ft.

SMALL STATURE [HERITAGE]

Unusually small and nimble for your race, you can squeeze into tight places.

Prerequisites: Base attack bonus +3, and elf, gnome, goblinoid, halfling or reptilian subtype *and/or* aberration, fey, or ooze type.

Benefits: You gain the flexible frame special quality, which allows you to function in many ways as though you were one size smaller.

If you would be subject to a size modifier or a special size modifier for an opposed check (such as Stealth), you are treated as being one size smaller if it is advantageous to you.

You are considered to be one size smaller when "squeezing through" restrictive spaces, and may use weapons designed for creatures one size smaller without penalty. Your space and reach remain that of a creature your actual size. The effects of this ability stack with those of abilities, powers, and spells that change the subject's size.

SPARK OF DIVINITY [HERITAGE]

Your ancestral connection to divine energies permits you to cast certain spells.

Prerequisites: Chaotic, evil, good, or lawful subtype *and/or* outsider type.

Benefits: Choose *bless*, *command*, or *shield of faith*. You may use the chosen spell as a spell-like ability once per day, at a

caster level equal to your character level. At 4th level, and every 4 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

UNNATURAL RESILIENCE [HERITAGE]

Your unnatural nature infuses your body, letting you resist assaults against it in unusual ways.

Prerequisites: Aberration, fey, ooze, outsider or undead type.

Benefits: Choose Intelligence or Charisma. You use the chosen ability score in place of Constitution as a modifier to your Fortitude saves.

VESTIGIAL WINGS [HERITAGE]

You were either born with or developed a pair of weak wings.

Prerequisites: Dragon, fey, magical beast, monstrous humanoid, or outsider type *and/or* air subtype.

Benefits: You have developed small wings; when you fall you can slow your descent by making a DC 15 Fly check to fall safely without taking falling damage, albeit at a rate of 20 feet a round. When falling safely, you can make another DC 15 Fly check to glide, moving 5 feet laterally every round.

WOEFUL STENCH [HERITAGE]

Your enemies recoil in disgust when they strike you.

Prerequisites: Aberration, ooze, or undead type *and/or* evil or reptilian subtype.

Benefits: When you take damage, you exude a horrible stench. Anyone within 10 feet of you must make a Fortitude save (DC 10 + 1/2 your Hit Die + your Constitution modifier) or be sickened for 1 minute. This is a poison effect.

PRESTIGE CLASSES

The following prestige classes all carry themes of race and heritage; bloodsong heritors combine ancient magic with their race's culture, kithlords lead their race into battle as paragons, kith hunters rebel against their heritage, and mongrels embrace even the tiniest scrap of kinship in their blood.

BLOODSONG HERITOR

Every race has a song to sing, a story to tell to the world. The bards who become bloodsong heritors are those who have chosen to take up that song. Exemplifying the art and culture of their peoples, bloodsong heritors unlock sanguine music that inspires their allies and fills their veins with its strange, pounding beat. Bloodsong heritors all begin as bards, and most of them are bards with an interest in preserving and promoting their race's culture and unique nature in the wider world around them. While not all bards with that interest become bloodsong heritors, some discover a natural talent for the bloodsong, while others unearth it in ancient tomes or learn it from a fellow heritor. However it happens, they begin their journey into the heart and soul of their people, understanding it from a different perspective than their peers.

Bloodsong heritors can be found in any race that has bards, though truly old races produce them more often than younger races do. Many half-breeds become bloodsong heritors, looking to understand where they come from and then falling in love with their heritage.

Alignment: Any.

Hit Die: d8.

Role: Support; bloodsong heritors enhance their allies and use harmonic magic to bolster their spellcasting.

REQUIREMENTS

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

Skills: Perform (any) 3 ranks.

Feats: Bloodsong Adept.

Spellcasting: able to cast 1st level bard spells.

Special: bardic performance.

CLASS SKILLS

The bloodsong heritor's class skills (and the key ability for each skill) are: Knowledge (any) (Int), Perform (Cha), and Spellcraft (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the bloodsong heritor prestige class.

Weapon and Armor Proficiency: Bloodsong heritors gain no proficiency with any weapons and armor.

Spells Per Day: At every level except 1st and 10th, the bloodsong heritor gains new spells per day as if she had also gained a level in bard. She does not, however, gain other benefits a bard would have gained (such as class features). This essentially means that she adds those levels of bloodsong heritor to her levels of bard, then determines spells per day, spells known, and caster level accordingly.

Bloodsong (Su): The bloodsong heritor learns songs woven with blood magic and her peoples' ancient ancestry. She gains additional rounds per day of her bardic performances equal to her levels in this class, and learns the following bardic performances as she gains levels in bloodsong heritor. Bloodsong performances may have auditory or visual components, or both, as chosen by the bloodsong heritor when she begins each performance.

- *War Hymn:* The bloodsong heritor learns this performance at 2nd level; she drives her allies with a song of war and glory in battle. Her allies may make an additional 5 ft. step each round and gain a +1 morale bonus on attack and damage rolls.
- *Bolstering Rhythm:* The bloodsong heritor learns this performance at 4th level; she bolsters her allies with memories of hearth, home, and peace. She expends three rounds of her bardic performance as a standard action, and all allies within 60 ft. may immediately make a new save against any undesired effects currently affecting them. If they succeed, the effects end immediately. Bolstering rhythm cannot remove effects that do not

TABLE 4-2: BLOODSONG HERITOR

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+1	+1	Bloodsong, Harmonic Enhancement	-
2	+1	+0	+1	+1	War Hymn	+1 level of Bard
3	+2	+1	+2	+2	Harmonic Blood	+1 level of Bard
4	+3	+1	+2	+2	Bolstering Rhythm	+1 level of Bard
5	+3	+1	+3	+3	Harmonic Balance	+1 level of Bard
6	+4	+2	+3	+3	Furious Chord	+1 level of Bard
7	+5	+2	+4	+4	Counter Resonance	+1 level of Bard
8	+6	+2	+4	+4	Bloodsong Mastery	+1 level of Bard
9	+6	+3	+5	+5	Harmonic Metamagic	+1 level of Bard
10	+7	+3	+5	+5	Song of Sorrows	-

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allow a saving throw. Unlike most performances, bolstering rhythm cannot be maintained and does not require the bloodsong heritor to cease maintaining another performance to activate.

- **Furious Chord:** The bloodsong heritor leans this performance at 6th level; she strikes down her enemies with the ancient wrath of her people. She expends two rounds of her bardic performance as a standard action and deals 1d6/caster level sonic damage to a creature or object within 60 ft, ignoring hardness. A successful Fortitude save (DC 10 + the bloodsong heritor's class level + her Charisma modifier) halves this damage. Unlike most performances, furious chord cannot be maintained and does not require the bloodsong heritor to cease maintaining another performance to activate.
- **Song of Sorrows:** The bloodsong heritor learns this performance at 10th level; she draws on deep racial tragedy and the funeral traditions of her people. Enemies within 60 ft. suffer a penalty equal to the bloodsong heritor's Charisma modifier to their AC, attack rolls, and skill checks.

Harmonic Enhancement (Ex): The bloodsong heritor weaves her songs and spells together in a way few bards ever learn to. She increases the caster level of spells she casts while maintaining a performance by 1. This increases to +2 at 5th level, and +3 at 10th level.

Harmonic Blood (Su): At 3rd level, the bloodsong heritor learns to exploit the blood sympathy she can create with her harmonic spells; while maintaining a bardic performance, whenever she casts a spell targeting a creature that shares a type or subtype with her, she gains a +2 bonus to the save DCs of her spells until the beginning of her next turn and deals 2 additional damage per die with those spells, if the spell deals damage.

Harmonic Balance (Su): At 5th level the bloodsong heritor learns to repurpose the magical energies in her songs and spells. She may cast any bard spell she knows without using one of her spells per day by instead expending bardic performance rounds equal to twice the spell's level (rounded down).

She may modify a spell cast with this ability with metamagic as normal, which may require expending more performances. It may only have a maximum spell level equal to the highest level spell the bloodsong heritor can cast and still takes a full-round action to cast unless the bloodsong heritor has another ability that reduces its casting time.

Additionally, the bloodsong heritor may sacrifice a spell slot as a swift action to regain a number of bardic performance rounds equal to the spell slot's level, up to her full normal maximum (any excess is wasted).

Counter Resonance (Su): At 7th level, the bloodsong heritor's harmonic magic aids her when countering spells; she may attempt to counterspell as an immediate action as long as she maintained a bardic performance within the last round, without needing to ready an action. She otherwise follows the normal rules for counterspelling (including needing to

use the spell being countered or a spell specifically noted to counter that spell).

Bloodsong Mastery (Su): At 8th level, the bloodsong heritor's mastery over the bloodsong's fundamental principles reaches its pinnacle. The effects of her performances that can be maintained on creatures that share a type or subtype with her last for 2 rounds after she ceases performing, which stacks with the other effects that prolong the effects of her performances (such as the Lingering Performance feat).

Harmonic Metamagic (Su): At 9th level, the bloodsong heritor masters the final aspect of her harmonic magic. She chooses Enlarge Spell, Extend Spell, or Still Spell (once made, this choice may not be changed). Spells she casts while maintaining a bardic performance gain the benefits of the chosen feat without extending their casting time or increasing their spell level.

KITH HUNTER

For some unhappy beings, a certain hatred of themselves or their kind is one of their defining traits. For various reasons - shame, personal tragedy, revenge, horror, or simple bloodlust - sapient beings take to hunting their own kind. For some, their hatred becomes all-consuming enough to become their life, and many of these beings become kith hunters - specialists in terminating and stalking creatures like themselves.

The most talented kith hunters are, perhaps surprisingly, those of mixed blood. Quite aside from often having the most reason to hate their parentage, these mongrels and half-breeds abuse the sympathy of their blood, leveraging it against a wider spread of prey. Other kith hunters may include assassins specializing in a specific type of prey, rangers who have taken their hatred too far, and anyone with a reason to hold a grudge against their own.

Alignment: Any.

Hit Die: d8.

Role: Any; kith hunters tend to resemble their previous classes in how they approach confronting their kindred.

REQUIREMENTS

To qualify to become a kith hunter, a character must meet the following requirements:

Skills: Knowledge (any one) 5 ranks.

Feats: Kinslayer.

Special: Base attack bonus +5 or able to initiate 3rd level maneuvers or able to manifest 3rd level powers or able to cast 3rd level spells.

CLASS SKILLS

The kith hunter's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Kith hunters gain no proficiency with any weapon or armor.

Class Features: At 2nd level, and again at 4th level, the kith hunter advances class features just as if she had gained a level in a class she belonged to previously. She does not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that she adds those levels of kith hunter to her levels of the previous class and determines her class features (such as power points, initiator level, and bonus feats) accordingly. If the kith hunter had more than one class before she became a kith hunter, she must choose one of them to augment with this benefit; once made, this choice cannot be changed.

Fratricidal Intent (Ex): The kith hunter's hatred and specialized study spurs her forward; she adds her class level to the bonus and penalty levied by her Kinslayer feat.

Hunter's Vigil (Ex): The kith hunter hones her senses into a constant vigil; she does not suffer circumstance penalties to her Perception or Sense Motive checks, does not suffer penalties for making a Perception check while sleeping, and suffers only half the normal penalties to Perception from blindness and/or deafness (the kith hunter does not automatically fail Perception checks while blinded or deafened).

Bonus Feat: At 2nd level and again at 4th level, the kith hunter's obsession with hunting her own kin awakens new capabilities in her blood, which she may not necessarily want or even be aware of until they happen. She gains a bonus heritage feat.

Scent the Blood (Ex): At third level, the kith hunter's training and hate lets her recognize her enemies; she gains the scent special quality. The range of her scent is tripled for the purposes of detecting creatures she shares a type or subtype with, and she may make a Knowledge check to identify such creatures by scent alone at no penalty.

Matricidal Frenzy (Su): At fifth level, the kith hunter's hatred reaches its ascendance, spurring her to supernatural feats of slaughter; whenever she reduces a creature to 0 hit points or less, she acts again this round, on the initiative

count immediately after her turn ends. If the creature reduced to 0 or less hit points shared a type or subtype with the kith hunter she gains a +2 circumstance bonus to all d20 rolls until the end of the round. She still acts on her normal initiative count during the next round.

KITHLORD

In all societies, leaders rise; some rise on personal power, others on political compromise, and some simply by inspiring those beneath them. Those leaders who become Kithlords become who they are because they attempt to exemplify that which makes their kin great, combining martial prowess and blood sympathy to spur their kith and kin to new heights of valor. Off the battlefield, kithlords run the range from tyrants to enlightened princes, but upon it there is no mistaking the unique combination of combat prowess and blood sorcery that they bring to war with them.

Kithlords are generally martial characters, and are more common among savage societies than more "civilized" cultures. A surprising number of half-breeds and part breeds become kithlords, forming living bridges between one culture and another; these individuals can be great peacemakers, or warlords that drive shockingly well-rounded armies to scourge the land.

Alignment: Any.

Hit Die: d10.

Role: Leader; kithlords lead from the front, enhancing their allies with blood magic while also driving the fight to the enemy.

REQUIREMENTS

To qualify to become a kithlord, a character must fulfill the following requirements:

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Knowledge (any) 5 ranks, Spellcraft 2 ranks.

Feats: 1 or more heritage feats.

CLASS SKILLS

The kithlord's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

TABLE 4-3: KITH HUNTER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Class Features
1	+0	+1	+0	+1	Fratricidal Intent, Hunter's Vigil	-
2	+1	+1	+0	+1	Bonus Feat	+1 level of previous class
3	+2	+2	+1	+2	Scent the Blood	-
4	+3	+2	+1	+2	Bonus Feat	+1 level of previous class
5	+3	+3	+1	+3	Matricidal Frenzy	-

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CLASS FEATURES

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

Weapon and Armor Proficiency: Kithlords gain no proficiency with any weapon or armor.

Bonus Feat: At first level, and again at fifth level and ninth level, the kithlord may select a bonus combat, heritage, or teamwork feat. He must meet the prerequisites for this feat.

Blood Sympathy (Su): The stirrings of blood magic within the kithlord call out to his kin, empowering them; allies within 60 ft. that share a type or subtype with the kithlord (other than him) increase their racial bonuses to attack rolls, damage rolls, and skill checks by 1. This bonus increases by 1 at 3rd level, then again at 6th and 9th level (to a maximum of +4). This ability only increases existing racial bonuses, such as an elf's bonus to Perception checks.

Continued Training: At 1st level, the kithlord selects a class he possessed before gaining levels in kithlord (once made, this choice cannot be changed). 1/2 the character's levels in kithlord count as levels in that class for the purposes of calculating level-dependent effects (such as caster level, and smite evil damage), as well as for racial favored class bonuses. Only calculations based on level are affected; the kithlord does not gain any other benefits of levels in that class, such as additional uses of abilities, additional spells per day, or additional spells known.

Rallying Cry (Ex): At 2nd level, the kithlord can let out an inspiring battlecry that spurs his allies forward. Once per encounter, as a swift action, the kithlord lets out a loud cry. Allies within 60 ft. of the kithlord may immediately take a 5 ft. step (even if it's not their turn, they already moved this round, and/or they have already taken a 5 ft. step this round) and gain a +2 morale bonus to attack and damage rolls until the beginning of the kithlord's next turn.

Strength in Kindred (Su): At 3rd level, the kithlord's studies into blood sympathy yield further fruit. The kithlord gains an insight bonus to attack and damage rolls equal to the number of allies within 60 ft. that share a type or subtype with him, up to a maximum of +4 (this includes the kithlord). Furthermore, the kithlord gains a +2 insight bonus to saving

throws as long as three or more allies (including himself) that share a type or subtype with him are within 60 ft. of the kithlord.

Ennobled Blood (Su): At 4th level, the kithlord's sovereign nature begins to shine forth; he gains a +2 bonus on Charisma-based skill checks involving creatures that share a type or subtype with him. Furthermore, the kithlord may sacrifice himself for his allies; as a move action, the kithlord may suffer 1 point of Constitution damage. If he does, allies (other than him) within 60 ft. that share a type or subtype with the kithlord heal 1 point of ability damage in any ability score or heal 4d8 hp (each ally chooses which benefit they receive when the kithlord uses this ability).

Covering Strike (Ex): A kithlord of 6th level or higher aggressively defends his allies; creatures that damage one of the kithlord's allies provoke an attack of opportunity from him.

Sanctified Blood (Su): At 7th level the kithlord's blood magic intensifies, bonding him ever-closer to his kindred. Up to twice per day, as a swift action, the kithlord may teleport to an ally within 120 ft. that shares a type or subtype with him, arriving in a space adjacent to that ally. Furthermore, the kithlord's allies (other than him) gain temporary hp equal to his character level whenever they benefit from his ennobled blood ability. These temporary hp last for up to 1 hour and do not stack with themselves.

Scarlet Defender (Su): A kithlord of 8th level and higher is a true champion, rushing to defend his allies and crush their enemies. As an immediate action, the kithlord may move up to his speed in response to an enemy attacking one or more of his allies (that is, making an offensive action which requires an attack roll) within 60 ft. and make a melee attack against that enemy. If it hits, the kithlord deals weapon damage as normal and the damage dealt by the enemy's attack is reduced by 1/2. The enemy's action does not provoke attacks of opportunity from the kithlord (such as from his covering strike ability) unless he already threatens that enemy when he activates scarlet defender.

Royal Blood (Su): A kithlord of 10th level reaches the final ascendance of his blood magic, bonding himself with his kindred as a ruler and uniting force. Unless all allies within 60 ft. that share a type or subtype with the kithlord are

TABLE 4-4: KITHLORD

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Bonus Feat, Blood Sympathy, Continued Training
2	+2	+1	+0	+1	Rallying Cry
3	+3	+2	+1	+2	Strength in Kindred
4	+4	+2	+1	+2	Ennobled Blood
5	+5	+3	+1	+3	Bonus Feat
6	+6	+3	+2	+3	Covering Strike
7	+7	+4	+2	+4	Sanctified Blood
8	+8	+4	+2	+4	Scarlet Defender
9	+9	+5	+3	+5	Bonus Feat
10	+10	+5	+3	+5	Royal Blood

surprised or flat-footed, none of them are. If any of those allies have an unusual sense (such as greensight or scent) or energy resistance (such as fire resistance 5), all of them do. If there is more than one instance of a sense or resistance (such as one ally with fire resistance 5 and another with fire resistance 10), use the better one. These benefits end immediately if the kithlord is unconscious or dead.

MONGREL

There are always going to be those who take an interest in their ancestry. Some are merely interested in where they come from; others are obsessed, wanting to find out where they come from and who they “are” as a result. Mongrels come from these, fanning the flames of ancient heritage and awakening power out of even the thinnest of blood. These individuals often exhibit strange physical changes and certainly their explorations lend them new insight and perspectives that can come across as a personality change to those closest to them.

Rangers and druids often become mongrels, though they are far from the only ones. Some sorcerers explore their bloodrights and become enamored with their heritage; others may become mongrels unwillingly, as subjects of catastrophic magical accidents or psionic experimentation. Either way, mongrels have a tendency to “cascade”; though a slow development of their birthrights is possible, most dive deep into their blood and surface as changed beings.

Alignment: Any.

Hit Die: d8.

Role: Any, but mongrels can excel as supporting party members, adding utility to the group with their strange capabilities and knowledge.

REQUIREMENTS

To qualify to become a mongrel, a character must meet the following requirements:

Skills: Knowledge (history) 5 ranks.

Feats: 2 or more heritage feats.

Special: Must possess two or more subtypes.

Special: Must not possess the Kinslayer or Resist Kindred feats.

CLASS SKILLS

The mongrel’s class skills (and the key ability for each skill) are Knowledge (any) (Int) and Spellcraft (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Mongrels gain no proficiency with any weapon or armor.

Class Features: At 2nd level, and again at 4th level, the mongrel advances class features just as if she had gained a level in a class she belonged to previously. She does not, however, gain any other benefit that a member of that class might have gained (such as Hit Dice, base attack bonus increases, or skill points). This essentially means that she adds those levels of mongrel to her levels of the previous class and determines her class features (such as power points, initiator level, and bonus feats) accordingly. If the mongrel had more than one class before she became a mongrel, she must choose one of them to augment with this benefit; once made, this choice cannot be changed.

Awakened Blood: The mongrel’s focus on her ancestry and experimentation with empowering her blood bears fruit; at each level she gains Mixed Blood as a bonus feat.

Minor Transformation: As the mongrel awakens the power of her blood, her body and mind experience changes, some of which may be hints of ancestry to come, while others are the results of her changing blood. She chooses a transformation from the following list and gains its benefits (once made, this choice cannot be changed):

- *Savagery (Ex):* The mongrel gains Feral Fighter as a bonus feat, even if she does not meet the prerequisites.
- *Alien Mind (Ex):* The mongrel’s mind develops strange, insulating thought patterns; she gains a +2 racial bonus to Will saves, which increases to +4 vs. compulsion effects.
- *Arcane Retaliation (Su):* Unstable magical energies vent from the mongrel’s injuries; whenever the mongrel is dealt lethal damage, she may deal 1d6 + her Constitution modifier force damage to a creature adjacent to her.

TABLE 4-5: MONGREL

Level	BAB	Fort Save	Ref Save	Will Save	Special	Class Features
1	+0	+0	+0	+0	Awakened Blood, Minor Transformation	-
2	+1	+1	+1	+1	Awakened Blood	+1 level of previous class
3	+2	+1	+1	+1	Awakened Blood, Major Transformation	-
4	+3	+1	+1	+1	Awakened Blood	+1 level of previous class
5	+3	+2	+2	+2	Awakened Blood, Blood Calls To Blood	-

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- *Keen Senses (Ex)*: The mongrel gains the scent special quality. At 5th level, she gains blindsight 10 ft., which improves by 5 ft. for every 5 character levels thereafter.
- *Hypnotic Voice (Su)*: The mongrel may cast *suggestion* as a spell-like ability up to three times per day, as a sorcerer of her character level.
- *Armored Flesh (Ex)*: The mongrel's natural armor bonus increases by +2.
- *Heritage*: The mongrel gains a bonus heritage feat. She must meet the prerequisites for this feat.

Major Transformation: At 3rd level, the mongrel's body or mind changes in a more extreme fashion. She chooses a transformation from the following list and gains its benefits (once made, this choice cannot be changed):

- *Morphic Visage (Su)*: The mongrel gains significant control over her physical form. She may use *alter self* at will as a spell-like ability, as a sorcerer of her character level. Furthermore, she enjoys a +2 circumstance bonus to Charisma-based skill checks due to making subtle or unsubtle physical changes that make her appealing (or terrifying). Once per day, the mongrel may adopt a gory, terrifying visage - her skin peels back from their face, blood crawls out of her pores, or something similarly horrific. Enemies within 60 ft. that can see this horrifying display must succeed at a Will save (DC 10 + the mongrel's class level + her Charisma modifier) or be sickened for 1 minute and nauseated for 2 rounds.
- *Unnatural Reach (Ex)*: Through a combination of joint alteration and minor shapeshifting, the mongrel gains more reach than a creature of her size should have; her reach increases by 5 ft. Furthermore, her new form adds a +4 circumstance bonus to her CMD against the grapple maneuver, as well as to checks made to escape bonds, escape grapples, and squeeze through narrow spaces.
- *Arcane Infusion (Su)*: The mongrel's body is infused with the surging magical energies of her bloodline; she enjoys a +2 bonus on saving throws. Furthermore, magical power infuses her attacks; she chooses acid, cold, electricity, fire, negative energy, or sonic and adds 1d6 + Constitution modifier damage of that type to all damage rolls (once made, this choice cannot be changed).
- *Mutant's Shroud (Ex)*: Forced mutation alters the mongrel's pores; as a free action she may begin or cease exuding a moist fog cloud that grants her partial concealment. While she exudes this cloud, the mongrel is immune to inhaled poisons and adds 1d6 acid damage to her melee damage rolls; the mist clings to her weapons, guided partially by her will.
- *Feral Combat (Ex)*: The mongrel increases the damage dealt by her natural weapons by 1 die step, then selects her choice of grab or trip. She gains the chosen special attack with her natural weapons.
- *Thaumavore (Su)*: Alterations to the mongrel's blood and magical aura causes her to leech energy from spells cast upon her; the mongrel gains 5 temporary hit points whenever a spell is cast upon her and heals 1 point of ability damage. These temporary hit points do not stack

with each other and last for up to 10 minutes. At 5th level, this improves to 10 temporary hit points whenever a spell is cast upon the mongrel.

- *Heritage*: The mongrel gains a bonus heritage feat. She must meet the prerequisites for this feat.

Blood Calls to Blood (Su): At 5th level, the mongrel learns to use her blood sympathy for the benefit and bane of those she shares kinship with. Whenever the mongrel is the target of a power or spell with a range greater than personal, she may select a creature within 60 ft. that shares a type or subtype with her; that creature also shares (or suffers) the effects of that power or spell. The chosen creature is still entitled to power/spell resistance and a saving throw, if appropriate.

SPELLS OF THE BLOOD

Some spells are specifically created to work better with certain bloodlines. Typically crafted to enhance an existing trait or quality, heritage spells have the side effect of granting that trait or quality to those without it. These spells work for anyone, however, and have since found their way into other cultures' repertoire.

BLOOD SPELLS

Bloodfoes: Enhances prowess against kobolds, goblinoids, and giants or against an enemy that has harmed you.

Brightvision: Creature touched gains increased darkvision range and color definition to darkvision.

Bristleback: Covers one suit of armor in spikes.

Earthskin: Reduce physical damage by 5 unless it's from an adamantite weapon.

Harden Steel: Makes a metal weapon or armor harder and more effective.

House of Hospitality: Convinces all around you of your friendship.

Inferno Edge: Wreaths a weapon or natural attack in fire, increasing damage dealt.

Keen Eyes: Enhances ability to detect secret doors.

Power in Numbers: Increase the strength of a group.

Shadow Trap: Creates a mechanical trap out of shadow-augmented illusions.

Shifting Blood: Creature touched gains a shapechanger's ability to revert to normal form.

Stoneburst: Imbues throwing objects with explosive fire damage.

Song of the Woodlands: Music inspires

your allies.

Wrath of our Fathers: Inspires rage in one target.



BLOOD SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

BLOODFOES

School: Transmutation

Level: alchemist 1, cleric/oracle 2, druid 2, inquisitor 2, magus 2, sorcerer/wizard 2, summoner 2

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a +2 bonus to damage dealt against goblinoids and kobolds, as well as a +2 bonus on saves and AC against giants.

The subject also gains a +1 morale bonus to AC, damage rolls, and saves against creatures that have dealt damage to it within the last minute.

BRIGHTVISION

School: Transmutation

Level: alchemist 1, cleric/oracle 2, druid 1, inquisitor 2, magus 2, sorcerer/wizard 2, summoner 2

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants darkvision out to 60 feet. If the target already has darkvision this spell allows darkvision to discern colors as though the area were brightly lit. Additionally, you may see in magical darkness as though it were shadowy illumination.

BRISTLEBACK

School: Transmutation

Level: antipaladin 3, cleric/oracle 4, inquisitor 3, magus 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: armor touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth one of the most traditional defenses known to history and manifest it on one suit of armor, causing it to bristle with spikes. The armor gains armor spikes, which have an enhancement bonus to attack and damage rolls equal to +1 per 4 caster levels. See weapon descriptions in chapter 6 of the *Pathfinder RPG Core Rulebook*.

If an orc, ogre, or any evil outsider casts this spell the armor spikes also have the *flaming* special quality.

Bloodforge

EARTHSKIN

School: Abjuration

Level: alchemist 3, cleric/oracle, druid 3, inquisitor 3, magus 3, sorcerer/wizard 3, summoner 3

Components: V, S

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 minute/level or until discharged

You gain resistance to physical trauma. You gain damage reduction 5/adamantine. Once the spell has prevented a total of 5 points of damage per caster level (maximum 50 points), it is discharged. *Stoneskin* overlaps *earthskin*. If you are warded by both, *stoneskin* absorbs damage first, then when that is discharged the *earthskin* functions normally.

HARDEN STEEL

School: Transmutation

Level: cleric/oracle 3, inquisitor 3, magus 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: weapon or armor touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell affects any one metal weapon or suit of armor, making it much more durable. Increase the item's enhancement bonus by 2. The hardness of the item also increases by 2 and it gains 10 temporary hit points for the duration of the spell.

If this spell is cast on a material that has other special properties they double for the duration as well. For instance, mithril under the effects of this spell reduces arcane spell failure by 20% instead, increases the maximum dexterity modifier by 4 instead of 2, and reduces the armor check penalty by 6 instead of 3.

HOUSE OF HOSPITALITY

School: Enchantment (Compulsion) [Mind-Affecting]

Level: bard 1, cleric/oracle 2, inquisitor 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: personal

Duration: 1 minute/level

Saving Throw: Will negates

You sanctify an area in a 60-foot radius against violence; creatures within the area of the spell cannot commit a violent action unless they succeed at a Will save (a successful save renders them immune to the spell for the remainder of its duration), and their attitude cannot shift to less than indifferent. Creatures within the spell's area also gain a +2 circumstance bonus on Diplomacy and Bluff checks.

This spell does not prevent you from being affected by indirect means or area effects (such as through *fireball* or *summon monster* spells). While protected by this spell, you cannot attack without breaking the effect but may use nonaggressive spells or otherwise act. For instance, you can cast a *shield* spell on yourself, drink a potion, cast a *light* spell, summon creatures, and so on.

If cast by a dwarf or halfling, this spell's DC increases by 2.

INFERNO EDGE

School: Transmutation

Level: cleric/oracle 3, druid 3, inquisitor 3, magus 2, ranger 3, sorcerer/wizard 3, summoner 3

Components: V, S

Casting Time: 1 standard action

Range: touch

Targets: weapon touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You wreath a weapon or natural attack in bright white flames. These flames deal an additional 2d6 fire damage with every attack. The affected weapon sheds light as a torch.

KEEN EYES

School: Transmutation

Level: alchemist 1, cleric/oracle 1, inquisitor 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: personal

Target: you

Duration: 1 minute/level

This spell grants a competence bonus on Perception checks equal to 1/3 caster level (maximum +5). If you possess the ability to detect hidden doors automatically, such as if you are an elf, the range of this sense increases by 10 feet.

POWER IN NUMBERS

School: Transmutation

Level: cleric/oracle 2, druid 3, paladin 2, sorcerer/wizard 3, summoner 3

Casting Time: 10 minutes

Components: V, S

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

Targets: one creature/level in a 30-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell improves an entire group's strength, making them all stronger than they would be individually. The affected group of creatures gain a +1 morale bonus to melee damage rolls and AC per 2 creatures under the effect of this spell. If the affected creatures are goblins, kobolds or other small or smaller sized creatures, two creatures may occupy the same space without penalty.

SHADOW TRAP

School: Illusion [Shadow]

Level: bard 2, cleric/oracle 4, inquisitor 4, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Area: see text

Duration: 10 minutes/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell taps into shadow material to create a quasi-real trap. This can be any mechanical trap you are familiar with, with a CR no greater than your caster level that fits within a 10-foot cube. The shadow trap deals full damage and takes full effect unless the target makes a Will save to recognize its shadowy nature. Those who do so take only one-fifth normal damage and have only a 25% chance of being affected by non-damaging effects. The trap has only one-fifth the hardness and hit points of the real version (regardless of any saves).

SHIFTING BLOOD

School: Transmutation

Level: alchemist 1, cleric/oracle 2, druid 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell gains the shapechanger subtype, allowing it to assume its natural form as a standard action. This does not prevent spells or effects from affecting the subject; it simply allows the subject to revert to its natural form if it wishes without suffering the normal disorientation of shapeshifting magic. This does not protect the subject from other transformation effects, such as lycanthropy.

If the subject already has the ability to change forms, for the duration of this spell they can shift form as a swift action.

SONG OF THE WOODLANDS

School: Enchantment (Charm, mind-affecting, sonic)

Level: bard 2, cleric/oracle 2, druid 2, witch 2

Components: V

Casting Time: 1 standard action

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

Targets: one or more creatures within a 30 ft.-radius emanation

Duration: 1 round/level

Saving Throw: Will disbelief (harmless)

Spell Resistance: Yes (harmless)

This spell calls forth a hauntingly beautiful melody that

inspires your allies. Allies (other than you) gain a +2 morale bonus on Will saves and weapon damage rolls. If you are an elf, fey, or halfling, you also gain these bonuses. Furthermore, allies other than you who are elves, fey, or halflings gain a +2 sacred bonus to AC.

STONEBURST

School: Evocation (Fire)

Level: cleric/oracle 4, druid 5, inquisitor 3, magus 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: touch

Area: one throwing object/level touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: No

You imbue small objects suitable for throwing with explosive force. Objects must be of a size and shape the caster can easily throw and cannot be magical. The energy remains within an object until it is thrown, and on impact the object deals an additional 1d6 points of fire damage per 2 caster levels (maximum 10d6) to the creature or object struck. Creatures and objects adjacent to the targeted creature or object take 1 fire damage per 2 caster levels.

If cast by a dwarf, orc, or a fire subtype creature, adjacent creatures suffer 1d4+2 fire damage per 3 caster levels instead.

WRATH OF OUR FATHERS

School: Transmutation

Level: cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: touch

Target: creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You call upon the struggles and hardship of your ancestors, granting part of their might to the spell's subject. The touched creature gains a +2 morale bonus to weapon damage rolls, 2 temporary hit points per caster level (10 maximum), and a +2 morale bonus on Will saves for the duration of the spell.

If cast by a dwarf, goblinoid, orc, ogre, or native outsider, increase the morale bonus to damage rolls by 1 and gain a +2 morale bonus on Fortitude saves for the duration.

RACIAL CREATIONS

Magic represents the race that utilizes it, especially magic imbued into items. Some magic items were crafted for a cultural purpose, but they mostly tend towards amplifying something a race was already known for, in addition to granting a certain aptitude for trait to other users.

Spells indicated with an asterisk (*) are new spells described in *Spells of the Blood*, above.

WEAPONS

Many of the following weapon properties are created with the heritage spells presented earlier in this chapter, and may see frequent use by the races associated with those spells. All of these properties are suitable for use by characters of any race.

ALERT

An *alert* weapon allows its wielder to take a single standard action when they're surprised, though they remain flat-footed.

Caster level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *keen eyes**; **Market Price:** +1 bonus.

ANGERED

An *angered* weapon improves the bonuses to Strength and Constitution granted by a barbarian's rage by 2 and prevents the barbarian from being fatigued at the end of a rage so long as the weapon is in hand. It also confers this effect on creatures or other classes that gain a rage ability like that of the barbarian.

Caster level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *wrath of our fathers**; **Market Price:** +2 bonus.

STONECUTTING

A *stonecutting* weapon ignores hardness when dealing damage to objects made of earth, metal, or stone. It also bypasses the damage reduction of constructs and elementals.

Caster level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *stoneskin*; **Market Price:** +1 bonus.

TRAPTRIPPING

A *traptripping* weapon can activate traps. The wielder must be aware of the traps, have line of effect and take a full-round action to attempt to trip them. The wielder makes a check with a +5 bonus. If the result is at least equal to the Disable Device DC of any traps within 30 feet, they are activated (not disabled, unless tripping the trap also disables it). This ability is normally placed on ranged weapons or those with reach.

Caster level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *detect snares and pits*; **Market Price:** +1 bonus.

WONDROUS ITEMS

Some of the wondrous items presented here are made with the heritage spells presented earlier in this chapter, and may be sources of racial pride for the races associated with those spells. Others were made so long ago - or invented by many races at roughly the same time - that debate rages over who originated the concept for the tool and how. All of these items are suitable for use by characters of any race.

ATAVISTIC BRACERS

Aura faint transmutation; **CL** 8th
Slot wrists; **Price** 6,250 gp; **Weight** 1 lb.

DESCRIPTION

These bracers appear to be rough leather wound around the forearm, but they imbue the wearer with a connection to the savage nature of the wilderness. The wearer of these bracers gains a +5 competence bonus on Intimidate and Survival checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*, *fear*
Cost 3,125 gp.

CIRCLET OF ARCANA

Aura moderate divination; **CL** 10th
Slot head; **Price** 12,000 gp; **Weight** 1 lb.

DESCRIPTION

This delicate circlet of wrought gold helps a wearer focus their thoughts, helping them cast under duress as well as investigate magical phenomena. The circlet grants its wearer a +10 competence bonus on Knowledge (arcana) checks as well as a +5 competence bonus on concentration and Spellcraft checks. Additionally, the wearer can use *detect magic* and *identify* once per day as spell-like abilities.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, *identify*
Cost 6,000 gp.

ELEMENTAL CROWN

Aura weak transmutation; **CL** 8th
Slot head; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

The wearer of this thin silver crown increases their effective level for all effects that deal energy damage by 1.

CONSTRUCTION

Requirements Craft Wondrous Item, *wrath of our fathers**
Cost 5,000 gp.

IGNITION GAUNTLETS

Aura weak transmutation; **CL** 5th
Slot hands; **Price** 6,000 gp; **Weight** N/A

DESCRIPTION

Once per day, as a standard action, the wearer may summon a thin red blade of flame in her gloved hand. Attacks with this blade are melee touch attacks that deal 1d6 fire damage. The blade vanishes after 10 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *inferno edge**
Cost 3,000 gp.

IOUN GEM

Aura faint abjuration; **CL** 4th
Slot neck; **Price** 3,600 gp; **Weight** N/A

DESCRIPTION

This item is a heavy gem of quartz, or a mineral of similar value, set on a thick silver chain. The gem is hinged and hollow, with two spaces inside. Each space can hold a single *ioun stone*, which continues to function normally despite not being in orbit around the wearer. If it holds no *ioun stones*, the gem can be used to cast *detect magic* at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *arcane lock*, *detect magic*; **Cost** 1,800 gp.

KINSLAYER'S GAUNTLET

Aura weak necromancy; **CL** 6th
Slot hands; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

Seemingly made from cast iron, these pitted gauntlets are surprisingly light and adjust to fit the hands of their wearer. Whenever the wearer slays a member of their own race, they gain a +1 profane bonus on attack and damage rolls for 24 hours, which stacks with itself up to a maximum of +5. Additionally, they increase their favored enemy bonus, if any, against their own race by +1.

CONSTRUCTION

Requirements Craft Wondrous Item, *deathknell*, *bloodfoes**
Cost 4,000 gp.

PITCHER'S GLOVES

Aura faint transmutation; **CL** 4th
Slot hands; **Price** 5,100 gp; **Weight** N/A

DESCRIPTION

These gloves look like suede gloves. They empower the wearer to wield any thrown weapon as though proficient in its use. A wearer who already has proficiency with a given type of thrown weapon gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage when using that type of weapon. The damage bonus applies only if the target is within 30 feet. Both gloves must be worn to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *stoneburst**
Cost 2,550 gp.

RAIMENTS OF THE ETERNAL GUEST

Aura moderate enchantment; **CL** 8th
Slot chest; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

This exquisitely crafted tunic is emblazoned with an ancient rune representing a specific race. A character wearing this tunic counts as a member of his race only if it would be advantageous to him.

CONSTRUCTION

Requirements Craft Wondrous Item, *house of hospitality**
Cost 4,000 gp.

SHADOW INK

Aura weak illusion; **CL** 8th
Slot slotless; **Price** 1,400 gp; **Weight** N/A

DESCRIPTION

This small inkpot can be used to paint a quasi-real trap. This trap functions exactly as though it were the product of the *shadow trap** spell. The ink can be used once before it becomes mundane ink.

CONSTRUCTION

Requirements Craft Wondrous Item, *shadow trap**
Cost 700 gp.



Bloodforge

TRAVELER'S PACK

Aura faint conjuration; **CL** 2nd
Slot slotless; **Price** 1,500 gp; **Weight** 2 lbs.

DESCRIPTION

This tough, sturdy backpack is built for travel and marked with various symbols of hospitality. In addition to functioning as a normal backpack, it has a number of other properties useful to a traveler; the wearer of the backpack enjoys the benefits of a constant *endure elements* effect. As a full-round action, the backpack may be converted into a two-man tent (creatures inside the tent benefit from a constant *endure elements* effect; items in the pack are stacked neatly in the tent) or back (items that will fit in the pack are placed neatly within it, with items too large to fit appearing stacked on the ground nearby). Twice per day, the wearer of the backpack (or a creature within the tent) may produce a one-gallon jug of cool water or chilled tea from one of the backpack's flaps, and three times per day they may produce a hearty meal of fruits and vegetables, suitable for feeding two creatures, in a similar fashion. The jugs and dishes created by the *traveler's pack* vanish after 10 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*, *endure elements*; **Cost** 750 gp.

WARRIOR'S GIRDLE

Aura moderate transmutation; **CL** 10th
Slot belt; **Price** 8,000 gp; **Weight** 1 lbs.

DESCRIPTION

This thick, heavy belt is made from thin metal plates chained together. The wearer's speed is not reduced by medium or heavy armor, and the wearer can ignore all armor check penalties on Acrobatics and Climb checks (but not check penalties from encumbrance).

CONSTRUCTION

Requirements Craft Wondrous Item, *hardened steel**
Cost 4,000 gp.

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