



Monstrous Races

Alternate Racial Traits and Favored Class Bonuses

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Introduction or It is All Dirk's Fault

Like many of you, I recently received a copy of the Pathfinder® Roleplaying Game: Advanced Player's Guide™ by Paizo Publishing. My group has been eagerly awaiting this release as one of my player's has been using the playtest alchemist in our Adventure Path campaign. Now I'm terrible for following company preview information and I did not know that the Advanced Player's Guide would have a ton of new racial modifiers and alterations to the favoured class system. Not surprisingly, my players looted that section heavily as soon as they got their greedy little hands on it. Everyone had the opportunity to take something and tweak their character just slightly, except for Dirk.

Dirk plays a tiefling rogue/wizard. Tieflings were not included because they are not a core race, and yet I think they are a popular race. In order to correct this grave injustice (though Dirk used more colorful language), Stefen and I have put together some roleplaying notes, alternate racial traits and favored class bonuses for the other guys.

About Purple Duck Games

Purple Duck Games is the vanity press company created by hobbylancer, Mark Gedak and freelancer, Stefen Styrsky. Purple Duck Games strives to bring you the consumer, tightly focused releases for your favourite open game license game. If you have any comments, suggestions or a list of abuses I've made toward the English language please don't hesitate to email me at publisher@purpleduckgames.com.



A Word about Duergar

The duergar to me are a psionic race. The options in this document does not include information about psionic duergar because currently there are no psionic rules for Pathfinder.

Once [Dreamscarred Press](#) releases [Psionics Unleashed](#) for the Pathfinder Roleplaying Game I will compile a number of options for psionic duergars.

- Mark

Aasimar

Aasimar are known most for their divine heritage. Though not always good in nature, their natural tendency for goodness often draws them to the study of divine and other holy matters. Being human, or at least partially human, the aasimar race demonstrates a wide variety of professional adventurer choices. Classes that work best in harmony with the natural world are almost unheard of among the aasimar, for the druid and ranger's connection to nature is harder for most aasimar to feel given their parental link to outer realms.

Aasimar come from many backgrounds and heritages. Their presence is known worldwide but they do not have any major settlements of their own, preferring to blend in with the other races whenever they are able to. The racial traits of the aasimar are affected not only by the kind of upbringing they experienced but also from the source of their divine heritage.

Aasimar Adventurers

Aasimar who chose to become adventurers tend to be divine characters, from cloistered clerics, to hymnsinging bards to studious monks. Regardless of their professions, aasimar adventures are always shaped by their faith in the divine realms.

Alchemist: The alchemist is not a calling that many aasimar seek out. The seclusion and chaotic nature of the alchemist's meddling does not appeal to a race that approaches divine perfection. If an aasimar does study the craft of the alchemist it is usually as a means to find a shortcut to divinity themselves.

Barbarian: Barbarians are not common among the aasimar but those that do exist are often called zealots. These barbarians are almost always on a holy mission to eradicate heretics from the world or to bring the word of the divine to the ignorant, by force if necessary.

Bard: When the halls of the bardic colleges ring with the sound of angelic hymns, it is certain that the aasimar is in residence. Aasimar bards proclaim the glory of the heavens and benefits of a life lived well.

Cavalier: The Order of the Shield, Order of the Star and Order of the Sword are all known to possess several members of the aasimar race. Service to community, the divine and to a code is an extremely easy concept for the aasimar race to exemplify.

Cleric: The Aasimar race probably has a greater percentage of clerics than any other race. The aasimar's personal connection to the divine gives them insight into the wonder and beauty of good works.

Druid: Aasimar do not generally explore the teachings of the green faith. The concept that divinity is inherent in all living things without the careful guidance and nurturing of the gods is abhorrent to most aasimar. The few aasimar who explore the druidic path always do so with a reverence to a particular nature deity.

Fighter: Aasimar have members who take up the role of the fighter just as easily as any other race, though it is more common for them to be cavaliers or paladins. Often these aasimar are members of organizations that strive to bring light to a dark world, though some are simply mercenaries making due as best they can.

Inquisitor: Although one would suspect that the aasimar's natural optimism would preclude them from the shadowy world of the inquisitor, aasimar make excellent inquisitors who hunt down heretics with a fervor seen by few other races.

Monk: Many aasimar possess the discipline and mindset to take on the role of the monk. Instead of holing themselves up within monasteries, aasimar monks are likely to travel the lands returning chaos back to order and leading others down the divine path.

Oracle: Aasimar oracles are known for investigating the mysteries of the heavens, life and lore. Rarely do they study the mystery of flame, nature, stone, water or wind. An aasimar who studies the mystery of bones is almost unheard of the world.

Paladin: The divine nature of the aasimar leads many of their race into the ranks of the paladin. From within the holy embrace of their unseen fathers or mothers they are able to push back the darkness that threatens the edges of

the world. Aasimar with angelic blood are the most likely to become paladins.

Ranger: The ranger's affinity to the natural world or links to their animal companions are foreign to most aasimar. Occasionally, the training they receive in hunting of demons, devils, daemons and chaotic can lead some of the more militant aasimar into the fellowship of rangers but few follow it as a lifelong profession.

Rogue: Deep within evil temples or far behind enemy lines are the places you are most likely to find an aasimar who has taken up the roguish arts. Though every person in times of desperation may turn to thievery, the aasimar who take on this profession usually do so to punch holes in the defenses of evil forces or rob them of some foul artifact. Aasimar rarely steal without some grander purpose.

Sorcerer: Being a race with natural spell-like abilities, the aasimar are more likely to be sorcerer than a wizard. Aasimar who become sorcerers often exhibit the celestial, destined, or starsoul bloodlines. Aasimar universally shun the abyssal, infernal and protean bloodlines.

Summoner: Some aasimar view the bond between summoner and his eidolon as a natural extension of the aasimar's divine nature. The eidolons of aasimar summoners often look similar to angels, azatas and other celestial beings.

Witch: Aasimars are certain of their divine nature and cannot reconcile their faith in divinity with the witch's devotion to unknown forces. Few aasimars are comfortable communing with otherworldly, ungodly powers.

Wizard: Though less common than the sorcerer, several aasimars have been known to follow the studious path of the wizard. Aasimars who walk upon this path often study the schools of divination, enchantment, illusion and conjuration. They shun the more destructive and profane schools such as evocation and necromancy.

Alternate Racial Traits

The following racial traits might be selected instead of existing aasimar racial traits. Consult

your GM before selecting any of these new options.

Angelic Resistance: Aasimars with angelic blood have acid resistance 5, cold resistance 5 and a +4 save versus petrification. This racial trait replaces the celestial resistance racial trait.

Archon Resistance: Aasimar with archon blood have electricity resistance 5 and a +4 save vs. poison and petrification. This racial trait replaces the celestial resistance racial trait.

Azata Resistance: Aasimar with azata resistance have cold resistance 5, electricity resistance 5 and fire resistance 5. This racial trait replaces the celestial resistance racial trait.

Cursebreaker: Aasimars can use *remove curse* once per day as a spell-like ability (caster level equal the aasimar's class level). This racial trait replaces the spell-like ability racial trait.

Divine Chorus: Aasimars are amazing performers and their songs are said to bring tears to the eyes of the heavens. Aasimars with this racial trait gain a +2 racial bonus on all Perform and Knowledge (religion) checks. This racial trait replaces the skilled racial trait.

Divine Enmity: Aasimars often come into conflict with daemon, demonic and devilish forces. Aasimars with this racial trait receive a +1 bonus on attack rolls versus outsiders with the evil subtype. This racial trait replaces the skilled racial trait.

Divine Warder: Aasimars can use *dispel magic* once per day as a spell-like ability (caster level equal the aasimar's class level). This racial trait replaces the spell-like ability racial trait.

Divine Warrior: Aasimars can use *instant armor* once per day as a spell-like ability (caster level equal the aasimar's class level). This racial trait replaces the spell-like ability racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, an aasimar has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all aasimar who have the listed favored class, and unless otherwise stated, the

bonus applies each time you select the listed favored class reward.

Bard: Add 1 to the aasimar's total number of bardic performance rounds per day.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add a +1 on caster level checks made to overcome the spell resistances of evil outsiders.

Inquisitor: Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.

Monk: Add +1/2 use of the stunning fist ability.

Paladin: Add +1/2 hp to the paladin's lay on hands ability to heal.

Rogue: Add +1/2 on Perception checks and Disable Device checks when working with traps.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.



An aasimar cleric calls for divine guidance.

Drow

Most surface dwellers regard tales of the drow as legends or simply memories of a race long extinct. Eternally feared and seldom glimpsed, drow play the role of unmitigated evil in stories told in the day-lit world. They are, however, a diverse, complex race. Their innate magical nature makes it easy for clerics, sorcerers and wizards to thrive in drow society. Yet, men and women who prefer steel and muscle also do well in the competitive world of the dark elves.

As with any race, each individual is unique. The random nature of magic makes this even more so among the underground elves. Not all drow inherit the same sorcerous abilities their parents possess. Some might forsake training in the rapier for other weapons, or study different arcane skills. Paranoia and suspicion among the race's members also influences a drow's characteristics. These drow might have different racial traits than those who are raised in a more traditional enclave.

Drow Adventurers

Drow who choose to become adventurers tend to be rogues or spellcasters. These individuals, distinguished from the typical, insular drow, refuse to conform and take their uniqueness as a badge of honor.

Alchemist: The sinister drow employ nefarious substances ranging from poisons to powerful mutagens and drugs. Alchemists are highly regarded in drow society for their ability to produce toxins, recreational drugs and the chemicals that turn drow into driders.

Barbarian: Outcast drow and those who flee the cities to live in the wild caverns beneath the earth become barbarians simply to survive. A few earn a living as enforcers for drow nobility or others intelligent subterranean creatures.

Bard: Decadent and sadistic, drow value entertainment and pleasure above all else. A drow bard's skills range from simple tale-spinning to flights of sensual hedonism that would kill lesser creatures.

Cavalier: In the cramped tunnels of the under dark, there isn't much room for cavaliers, hence

drow cavaliers are almost unknown. The few who do arise spend their lives in service to a noble house or sect dedicated to the Dark Mother.

Cleric: Drow possess intimate connections to the Dark Mother and the various demon lords they worship. Drow clerics are expected to eventually rule dark elf society, and therefore adventure to increase their power and status.

Druid: With no prospect of ever living on the surface where flora and fauna are plentiful, few drow become druids. Those who do become druids often focus on the powers inherent in earth and stone rather than on bonds with living creatures.

Fighter: The ever-present threat of violence in drow society means almost all individuals develop some expertise with weapons. Males most often continue their training to become true experts of the blade and hand crossbow. Such men are considered expendable in the matriarchal society.

Inquisitor: Each noble house and religious sect demands absolute obedience. Personal advancement among drow requires treason and subterfuge. Such a society has many uses and opportunities for inquisitors.

Monk: The sensual, indulgent nature of the drow means few give up their way of life for one of physical deprivation. Drow monks often choose this path out of a sense of extreme devotion to a deity or to ensure they possess the skills and abilities required to stay alive in the murderous dark elf hierarchy.

Oracle: The emphasis drow place on divine guidance means oracles achieve a special place in their society. However, speaking unpopular or unwanted truths among dark elves can place oracles in great danger from those who feel threatened by such statements.

Paladin: Drow do not become paladins. Their proclivity for torture, exploiting the weak and revelling in evil encourages a drow to choose the role of anti-paladin instead.

Ranger: Expansion and slave-taking feeds drow society. Drow rangers locate new sources of servants and protect the underground cities from other powerful subterranean menaces.

Rogue: Drow rogues exist at all levels of society. They focus on subterfuge, stealth and espionage with sidelines in assassination and theft.

Sorcerer: All drow are born with innate magical talents. A few drow inherit abyssal and infernal bloodlines from the evil outsiders often found in a drow's company.

Summoner: Used to binding evil outsiders to their service, the drow feel comfortable around summoners. Most eidolons of drow summoners take the form of spiders or other large vermin.

Witch: Drow witches prefer operating from the shadows where they can manipulate others in secret. A drow who makes a pact with a familiar never reveals the arrangement.

Wizard: Steeped in magic from birth, many drow find it natural to spend a lifetime studying the arcane arts. Their ancient heritage means the drow have forgotten or lost more eldritch knowledge than most races have ever known.

Alternate Racial Traits

The following racial traits might be selected instead of existing drow racial traits. Consult your GM before selecting any of these new options.

Ancient Heritage: Some drow still continue the practice of their original martial traditions. They gain proficiency in the elven curve blade. This replaces the normal drow weapon familiarity that grants proficiency in the hand crossbow, rapier and short sword.

Dark Pact: Some drow possess a special connection to the eternal darkness that surrounds them at all times grants. Drow with this racial trait are treated as 1 level higher when casting spells with the darkness descriptor or using granted powers of the Darkness domain, or the bloodline powers of the abyssal bloodline or casting spells granted through the witch's shadow patron. This ability does not give the drow early access to level-based powers; it only affects powers the drow could use without this ability. This racial trait replaces the keen senses racial trait.

Demon Seed: Not all drow inherit the same spell-like abilities. A drow with a demon ancestor or born under the influence of Abyssal magic gains different spell-like abilities. A drow with this racial trait can cast *bleed*, *death knell* and *doom* each once per day, using his total character level as his caster level. This replaces the spell-like abilities racial trait.

Evil Incarnate: Few creatures rival the abject malignancy of drow. Drow embody this in their flesh. A drow with this racial trait gains DR equal to $\frac{1}{4}$ their character level. Good-aligned attacks by pass this resistance.. This replaces the spell resistance racial trait.

Ghost Echoes: Some drow have the ability to manipulate sounds rather than light and darkness, a useful ability in the long, echoing corridors of underground. A drow with this racial trait can cast *ghost sound*, *magic mouth* and *ventriloquism* each once per day, using his total character level as his caster level. This replaces the spell-like abilities racial trait.

Hellfire Born: Congress with devils leaves some drow immune to the unholy fire that rages in the pits. A drow with this racial trait gains resistance to fire equal to 5 + plus his character level. This replaces the spell resistance racial trait.

Manipulative: Drows are practiced liars. A drow with this racial trait gains a +2 racial bonus to Bluff checks. This replaces keen senses racial trait.

Masochist: Pleasure and pain often defines a drow's existence. A drow with this racial trait associates both states with its opposite and gains the ability to better resist non-lethal damage. This drow adds his Constitution score to his current hit point total when determining whether or not he gains the staggered condition from non-lethal damage. This replaces the spell resistance racial trait.

Poisoner: Toxins are a normal part of drow life. Constant use and exposure to poison inures some drow to its effects. Drow with this racial trait gain a +2 bonus to saves against poison. Also, if this drow fails four saves against one type of poison he is thereafter immune to that poison. This replaces the spell resistance racial

trait.

Paranoid: Drow are a suspicious, paranoid race. They suspect everyone lies as a matter of course, and only tell the truth when they have something to gain. A drow with this racial trait gains +2 racial bonus to Sense Motive checks. This replaces the keen senses racial trait.

Spider Touched: The spider queen sometimes bestows powers on a drow infant. A drow with this racial trait can cast *detect poison*, *spider climb*, and *summon monster I* (giant spider) each once per day, using his total character level as his caster level. This replaces the spell-like abilities racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a drow has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all drow 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 formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.

Cleric: Add a +1 bonus to concentration checks when casting necromancy spells or spells with the evil descriptor.

Fighter: Chose a weapon from the following list: hand crossbow, elven curve blade, rapier or shortsword. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Inquisitor: Add a +1 bonus to Intimidate checks.

Monk: Add +1/4 to the monk's *ki* pool.

Ranger: Choose one of your favored enemies with the humanoid type. Add a +1 bonus to CMB on attempts made to grapple or to continue a grapple against this type of creature.

Rogue: Add a +1/2 bonus to Craft (poison

making) and a +1/2 bonus to Stealth checks made against other drow.

Sorcerer: Select one bloodline power granted at 1st level that is normally usable for a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1/4 to the eidolon's evolution pool.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add +1 on caster level checks made to overcome the spell resistance of outsiders.



A hellfire born drow. The taint of hell's embrace is often hard to conceal.

Duergar

Deep beneath the surface of the world, dwarves fight against the forces of darkness to save civilization from the taint of the subterranean realms. Far deeper underground live their foul-tempered and morally twisted cousins the duergar.

Duergar have suffered centuries at the hands and tentacles of horrors too horrible to describe. Their constant exposure to strange energies, alien gods and forgotten magic has left the duergar a damaged race. Cruel and foul-tempered, duergar have little use for races outside their own race. The constant threat of invasion by outside forces leads all duergar to take up at least one of the adventuring classes.

Duergar Adventurers

Duergar adventures tend to be warriors, magic-users or a combination of both. Centuries of experience has taught the duergar to rely on both steel and sorcery to protect their land.

Alchemists: Although the reclusive nature of the alchemist might discourage duergar from adopting this profession, many take up this craft. When studying alchemy, the duergar favor discoveries related to their mutagens over those for bombs.

Barbarians: Duergar berserkers are an asset to any strike team. Duergar berserkers are always at the forefront of the assault during raids on alien powers.

Bards: The tortures experienced by the duergar at the tentacles of the phrenic scourges have robbed the race of its sense of humor and its joy. Any duergar who follow the path of the bard most often recite tales of costly victories and terrible losses.

Cavalier: The Order of the Cockatrice attracts the greatest number of duergar. However, this amount is exceedingly small. Duergar have fought for so long just for basic survival that they find little value in fighting for a larger cause.

Cleric: Though focused and devoted to particular enterprises, duergar are not overly

religious. The suffering they have faced has pushed them from the gods toward a more personal self-reliance.

Druid: The world beneath the surface is filled with untold horrors. One of the ways the duergar combat this threat is through the employment of elemental magic as harnessed by the druidic faith. Nature endures and so will the duergar.

Fighter: The vast majority of duergar take some training in the fighting arts. This is a necessity for survival in their cruel society. Duergar favour crossbows and warhammers as their weapons.

Inquisitor: The inquisitor role does not fit well in duergar society. With their natural apathy toward divine matters, there isn't a need for religious enforcers such as those seen within other races.

Monk: The instability of life within the deep underground precludes most duergar from embarking on a quest for enlightenment. Still, within the isolated peaks of Ranm there is said to be a small monastery of duergar monks.

Oracle: Oracles of the duergar study the mysteries of battle, lore and stone. The role of the oracle is respected in duergar society for many a disaster has been averted by their wise counsel.

Paladin: To say that no duergar take up the mantle of the paladin would be an utter lie. Duergar have trouble accepting the nobility of the divine champion after suffering so much at the hands of others. Those who do become paladins are often the most steadfast and devout in their beliefs. Duergar paladins often form a divine bound with an ancestral waraxe.

Ranger: Danger fills the lands below the world's surface. Not only must the duergar contend with the machinations of drow, cloaker and phrenic scourges but also untold horrors lie around every corner of their ever expanding empire. Duergar rangers favor aberrations and humanoids as enemies and often form bonds with other hunting companions.

Rogue: Entrapping foes, striking unseen and escaping bonds are skills almost every duergar learns at a young age. Amongst their own kind there is little subterfuge or thievery, but the

skills a rogue can bring to a scouting or assault force are always valued.

Sorcerer: The magical forces that seem to spring from the souls of creatures do not seem to reside within the duergar. They do possess some magic-like abilities ingrained in their being but many believe these emanate from some other source than the wellspring which empowers sorcerers.

Summoner: The tortured nature of the duergar makes it difficult for them to trust any other creature, especially an otherworldly entity. Few duergar see any difference between the eidolon and the outré entities that once held them enslaved.

Witch: The thought of forming pacts with unknown entities is abhorrent to members of the duergar race who still bear the scars of their enslavement. Those duergar who lust for power and find this approach acceptable keep their dealings secret and disguise their work as that of wizards.

Wizard: It is said the enslaved duergars study of their foul master's tomes of arcane knowledge allowed them to break free of their subjugation. Since the duergar people were freed from enslavement they have always respected the work of those that studied the wizardry path. Duergar favor illusion and transmutation schools.

Alternate Racial Traits

The following racial traits might be selected instead of existing duergar racial traits. Consult your GM before selecting any of these new options.

Ancient Enmity: Some duergar have never forgiven their dwarven cousins for abandoning them to their alien enslavers. Duergar with this racial trait gain a +1 bonus to attack and damage to humanoid creatures with the dwarf subtype. This racial trait replaces the stability racial trait.

Deepearth Born: Duergar born extremely deep have lost the ability to see in lighted areas but gain a preternatural sense of smell. Duergar with this racial trait gain the scent special ability

but their racial trait of light sensitivity becomes light blindness instead.

Hamper Foes: Duergar can cast *reduce person* and *slow* each once per day, using their character level as their caster level. Both of these spell-like abilities only affect enemies of the duergar. This racial trait replaces the spell-like ability racial trait.

Hardened to Magic: Duergar who were extensively tortured by their alien masters' magic developed a resistance to it that has no equal. Duergar with this racial trait gain spell resistance equal to 6 + their character level. This racial trait replaces the duergar immunities racial trait.

Mobile Magic: Duergar can cast *jump* and *spider climb* each once per day, using their character level as their caster level. Both of these spell-like abilities only affect the duergar. This racial trait replaces the spell-like ability racial trait.

Self-Actualization: Duergar can cast *expeditious retreat* and *bull's strength* each once per day, using their character level as their caster level. Both of these spell-like abilities only affect the duergar. This racial trait replaces the spell-like ability racial trait.

Shake the Earth: Duergar possess a deep connection with the earth and can use their stony environment to aid them in combat. Duergar may make one melee attack as a standard action with an increased 5 ft. reach. They accomplish this by striking the wall or floor of the cavern and transmitting the force to their enemies. All extended reach attacks are treated as if their weapon size was one size category smaller. This racial trait replaces the stability racial trait.

Upperdark Born: Duergar born closer to the lands of their common dwarf cousins do not possess the same ability to see in the dark.

Their darkvision only has a range of 60 ft., however they do not possess the light sensitivity racial trait either.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a duergar has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all duergar who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +2 minutes per alchemist level to the duration of a mutagen.

Barbarian: Add 1 to the duergar's total number of rage rounds per day.

Cavalier: Add +1/2 damage bonus to creatures designated by the cavalier's challenge.

Druid: Select one cleric domain power at 1st level that is usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druids adds ½ to the number of uses per day of that domain power.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip.

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: Add a +1/2 damage bonus against the duergar's favored enemies.

Rogue: Add +1/2 bonus to Perception and Stealth while underground.

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.



Goblin

Greedy, malicious and cowardly, most goblins don't have much to recommend them. Despite a penchant for sneaky behavior, not all goblins become thieves and backstabbers. The goblin tribes require priests, soldiers and diviners like any other race, and goblins with the necessary abilities fill those roles. Though not a martial culture like their hobgoblin cousins, goblins also sometimes become competent fighters and cavaliers.

The endemic presence of goblins throughout the world means not all are snivelling cowards. Not every goblin hides in the shadows or rides dogs into battle. Some learn how to fight large opponents, others teach themselves the best way to burn objects and people. These goblins might have different racial traits than those of the most typical goblin.

Goblin Adventurers

Goblin adventurers tend to be rogues or rangers. Goblins know they don't measure up to other races in size or strength and tend to take roles that allow them to more easily slip through an opponent's defenses or attack from a distance. For the same reason, goblins prefer strength in numbers and rarely leave home without other goblins, but also readily take up with any adventuring group who will have them.

Alchemist: Goblins like fire and caustic substances. A goblin who can fashion explosives, acid and inflammables without killing himself can always find work among his own kind.

Barbarian: Unconstrained by civilized niceties, and greedy to the core, goblins possess a mean streak that sometimes manifests as a barbarian's rage. Goblin barbarians adventure for gold and to prove they are as tough as the "giant" races.

Bard: While most other races consider goblin music prolonged screeching, goblins need songs and tales to distract them from the dangers inherent in raiding and fighting larger, more intelligent creatures. Goblin bards provide courage during those times.

Cavalier: The goblin tradition of dog-riding means cavaliers often arise among goblins. The ability to inspire other goblins and rally them around tribal banners makes cavaliers valued individuals.

Cleric: Goblins pray a lot. In a world filled with tougher, stronger creatures prayer is sometimes your only recourse. Goblin clerics invoke boons, plead with the gods for favors and keep the tribes safe.

Druid: Despite their hatred of almost all other living creatures, goblins can form a close bond with a riding dog or underground vermin.

Fighter: Since just as many goblins die at the hands of other goblins as they do against other races, goblins who want to stay alive learn to fight and fight well. Of course, goblin fighters also come in handy when the "giant" races attempt to punish the tribe for the raids and meat rustling.

Inquisitor: As a goblin chief is only as safe as the amount of fear he instills in his tribe-mates, goblin inquisitors find work ferreting out mutineers.

Monk: A goblin's inborn greed and avarice makes it almost impossible for one to follow the monk's path. Most goblin monks were raised outside goblin society's chaotic power struggles.

Oracle: A race as superstitious as goblins places great import on the pronouncement of oracles. The words of an oracle can send shivers down the spines of the meanest goblin kings.

Paladin: Goblins do not become paladins.

Ranger: Always on the hunt for food and weaker creatures to exploit, goblin rangers keep the tribes fed and protected. Most goblin rangers normally focus on archery to keep themselves out of harm's way.

Rogue: Goblins take naturally to the rogue class. Cities and towns of "giants" often fall prey to the night-gangs, bands of goblin rogues that steal, pillage and murder almost with impunity.

Sorcerer: Since goblins can't read, all magic they possess comes from innate sources. And while fate usually overlooks goblins, meaning they rarely manifest the destined bloodline, lesser demons and devils often leave their mark on the ill-tempered, nasty folk.

Summoner: The summoner faces the same superstition and dread with which all goblins treat magic. Summoners either become outcasts or powerful leaders. Most eidolons of goblin summoners take the form of rats, scorpions, snakes or wolves.

Witch: The witch occupies the same place in goblin society as the oracle, a feared but necessary component for survival. Many witches adopt a multi-faceted role of seer and healer.

Wizard: The formal study of magic is almost unknown among goblins. Those few who know how to read are regarded as weird and dangerous in the extreme.

Alternate Racial Traits

The following racial traits might be selected instead of existing goblin racial traits. Consult your GM before selecting any of these new options.

Ankle Biter: Knowing how to fight the big guys keeps goblins alive. A goblin with this racial trait gains a +2 bonus to confirm critical hits and a +2 bonus to damage on successful critical hits against a creature one size larger than the goblin. This bonus increases by +1 for every additional size step larger the creature is than the goblin. The bonus to confirm critical hits does not stack with Critical Focus. This replaces the skilled racial trait.

Arsonist: Goblins like fire and burning things. A goblin with this racial trait gains a +2 bonus to damage on attacks with flaming objects such as torches or alchemist bombs that deal fire damage. This replaces the skilled racial trait.

Brute: Some goblins are born larger than normal. While not comparable to other races they are stronger than the average goblin. A goblin with this racial trait gains a +2 bonus to Dexterity, a -2 penalty to Charisma but no penalty to Strength. This replaces the normal goblin penalties to Characteristics.

Cave Dweller: Some goblins never venture beyond the protection of the home caves. These goblins are not as fast as other goblins but learn to scale their home's walls and vertical

tunnels. A goblin with this racial trait has a speed of 20 ft. but also possesses a climb speed of 20 ft and uses his Dexterity modifier on Climb checks. This replaces the fast racial trait.

Fire Tamer: A goblin's affinity with destruction grants them an inherent affinity to fire. Goblins with this racial trait are treated as 1 level higher when casting spells with the fire descriptor or using granted powers of the Fire domain, using the bloodline powers of the fire elemental bloodline or the revelations of the oracle's flame mystery, and when determining the damage of alchemist bombs that deal fire damage. This ability does not give the goblin early access to level-based powers; it only affects powers the goblin could use without this ability. This racial trait replaces the skilled racial trait.

Gut Stabber: Goblins are quick and know where to hit so it hurts most. A goblin with this racial trait uses his Dexterity modifier for attack and damage rolls instead of Strength while fighting creatures of Medium size or larger. This replaces the skilled racial trait.

Harmless Fool: Their short stature and petty grievances make goblins appear annoying rather than dangerous. A goblin with this racial trait gains a +4 bonus to Bluff and Perform skill checks. This replaces the skilled racial trait.

Ignorance is Bliss: Goblins can't read as a matter of choice. A goblin with this racial trait gains a +2 bonus to saves against spells and effects that depend on runes or writing such *sepia snake sigil*, *runes of blasting*, and *symbol of pain*. This replaces the skilled racial trait.

Scavenger: Goblins learn the best way to get stuff is to sift through the lost and castoff items of other races. A goblin with this racial trait gains a +4 bonus to Appraise and Knowledge (local) checks. This replaces the skilled racial trait.

Slippery: Goblins must know how to escape the clutches of larger creatures. A goblin with this racial trait gains a +2 racial bonus to CMD to escape a grapple or to avoid a bull rush attempt when performed by creatures larger than themselves. The goblin also receives a +1 bonus to Reflex saves to avoid trample attacks from

larger opponents. This replaces the skilled racial trait.

Superstitious: Goblins fear magic. A goblin with this racial trait gains a +1 bonus to saves against spells and spell-like abilities. This replaces the skilled racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a goblin has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all goblins 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 number of bombs per day an alchemist can create.

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the superstitious rage power.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Fighter: Add +1 to the fighter's CMD when resisting a grapple or trip.

Oracle: Treat the goblin's level +1/2 higher for the purpose of determining the effects of the oracle's curse ability.

Ranger: Select one of the ranger's favored enemies. Add a +1 bonus to Perception checks against this favored enemy.

Rogue: Add +1/4 to damage from sneak attacks.

Sorcerer: Select one bloodline power granted at 1st level that is normally usable for a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1 hit point to the summoner's eidolon.

Witch: Treat the goblin's level as +1/2 higher for the purpose of determining the effects of the witch's hex ability.

Hobgoblin

Lined up in formation, marching to war – that is the popular image of hobgoblins. The organized, militant race certainly presents a unified front to its enemies, but hobgoblin society encourages variety and difference among its members. The culture values warriors above all else, but hobgoblins understand martial strength comes from adaptability and variety.

The vast swath of hobgoblins become fighters. However, a society as successful as the hobgoblin nation requires individuals to perform various roles. Though they disdain magic as elven pollution, hobgoblins are not nearly as foolish to reject its battlefield application. A fascination with strategy, siege engines and alchemical products also means some hobgoblins prefer the wider view of battle rather than the clash of soldiers. These hobgoblins might have different racial traits than those raised in a more conventional tribe.

Hobgoblin Adventurers

Hobgoblins who choose to become adventurers tend to be fighters and cavaliers. An emphasis on combat also means hobgoblin society tolerates barbarians and rangers as long as they follow orders. However, all individuals are judged on how much they contribute to the hobgoblin war effort.

Alchemist: Unassociated with elven magic, yet able to produce the same results, hobgoblin alchemists are considered an invaluable asset to the tribes.

Barbarian: While a hobgoblin barbarian might seem a natural fit, the inability of the barbarian to fight in formation or follow orders keeps them from being fully accepted. Hobgoblins consider tribes composed mainly of barbarians as inferior.

Bard: War-chants and epic poems form the hobgoblin bard's repertoire. Hobgoblin bards support troops in combat and inspire leaders to feats of daring.

Cavalier: Mounted on horses or more exotic beasts, banners snapping in the wind, the charge of hobgoblin cavaliers often breaks an

enemy's morale even before combat is joined.

Cleric: While hobgoblins disdain arcane magic, the war priest earns great respect. Most hobgoblin clerics fight on the front lines and worship gods with the domains of Destruction, Strength, and War.

Druid: The nature priest's role is not militant enough for most hobgoblins. Those who do become druids often take a ferocious animal companion such as war dog or fighting cat.

Fighter: Hobgoblin fighters take roles based on tactical needs. Some specialize in pike-fighting, others archery, still others charge into combat alongside cavaliers. Hobgoblin leaders are fighters as are their most revered champions.

Inquisitor: The hobgoblin inquisitor maintains order in the tribe, ferreting out those who might secretly practice arcane magic or neglect to work for the greater good.

Monk: Though not front-line combatants, many goblins feel a strong pull to the role of monk. The order and discipline the class requires satisfies a hobgoblin's essential need to control himself and his surroundings.

Oracle: Uncontrolled and random, hobgoblins fear the forces an oracle channels. The humanoids tolerate oracles only as long as they benefit strategy with their gift of foresight.

Paladin: While hobgoblins share the paladin's sense of order, a hobgoblin paladin arises infrequently. Those who do become paladins find themselves at odds with the hobgoblin subjugation of the weak and defenseless.

Ranger: An army needs skirmishers and scouts. Hobgoblin rangers fulfill both roles and also work as snipers during engagements.

Rogue: Victory sometimes hinges on subterfuge. Hobgoblin rogues who remain in the tribes employ their stealth as spies and assassins.

Sorcerer: Hobgoblin sorcerers suffer most drawbacks of hobgoblin society with none of the privileges. Used for their magic on the battlefield, they are still treated poorly because of the elven taint that runs in their veins.

Summoner: As with all practitioners of arcane magic, hobgoblins fear and disdain summoners.

The hobgoblin summoner's eidolon often resembles a miniature armored soldier.

Witch: By necessity (or just plain survival) the hobgoblin witch usually retreats to an isolated spot in the wilderness where she can practice her calling without fear of retribution from her kin.

Wizard: Sometimes the natural intellectual curiosity of a hobgoblin overcomes his fear of arcane magic. A hobgoblin wizard must constantly prove his usefulness in order to maintain any measure of standing or respect among his kind.

Alternate Racial Traits

The following racial traits might be selected instead of existing hobgoblin racial traits. Consult your GM before selecting any of these new options.

Bully: Among the rank-and-file, personal ferocity establishes pecking order. A goblin with this racial trait gains a +4 racial bonus to Intimidate checks. This replaces the sneaky racial trait.

Ferocious: Hobgoblins love to fight. A hobgoblin with this racial trait gains the ferocity special ability. This replaces the sneaky racial trait.

Racial Enmity: Hobgoblins hate all creatures equally. A hobgoblin with this racial trait selects one humanoid creature type. He gains a +1 bonus to attack rolls against humanoid creatures of that type due to special training. This replaces the sneaky racial trait.

Siege Engineer: Hobgoblins constantly tinker with ways to make their armies more effective. A hobgoblin with this racial trait gains a +2 racial bonus to Craft (alchemy) and Knowledge (engineering) checks. This replaces the sneaky racial trait.

Skilled: The best weapons are the ones a warrior makes himself. Hobgoblins with this racial trait gain a +2 racial bonus on Craft (bows) and Craft (weapons). Both skills are class skills for the hobgoblin. This replaces the sneaky racial trait.

Skirmisher: Hobgoblins develop speed to

quickly close with the enemy. A hobgoblin with this racial trait adds 5 ft. to his speed. This replaces the sneaky racial trait.

Surface Dweller: Unlike their goblin cousins, hobgoblins do not mind sunlight. A hobgoblin with this racial trait gains low-light vision. This replaces the hobgoblin's darkvision racial trait.

Tactician: Hobgoblins approach the study of tactics with a single-minded devotion. A hobgoblin with this racial trait gains a +1 dodge bonus to AC. This replaces the sneaky racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a hobgoblin has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all hobgoblins 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 number of bombs per day an alchemist can create.

Barbarian: Add 1 ft. to the hobgoblin's speed. In combat this has no effect unless the hobgoblin has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet. This bonus stacks with the class's fast movement and applies only under the same conditions as that ability.

Cavalier: Add +1/4 to the number of daily uses of the hobgoblin's tactician ability.

Cleric: Add +1 point when channeling positive energy to heal other creatures.

Fighter: Add a +1/4 to the fighter's bravery ability.

Inquisitor: Add +1 on Intimidate checks.

Monk: Add +1/2 ki points to the monk's ki pool.

Ranger: Add a +1/2 bonus to damage to ranged attacks made at long range.

Rogue: Add a +1/6 rogue talent.

Wizard: Choose one evocation spell. Add +1/2 to this spell's damage.

Kobold

Kobolds combine the worst aspects of the goblin race with an outsized belief in their own superiority. While goblins might suffer under the heels of stronger creatures, on some level they believe their very "goblin-ness" warrants poor treatment. Kobolds view the situation in reverse, and wait for the day when they will take out their racial frustrations on other creatures, all under the protective eyes of the dragons from whom they believe their kind descends.

Prolific to the point of overpopulation, kobold tribes can't but help produce individuals who differ from the normal swarming masses. A few stand out for their bravery and aggressiveness, while others mysteriously receive the gift of an advanced intellect. As scions of dragons, kobolds inherit magical traits that can't be explained otherwise. Any and all of these kobolds might have different racial traits than the typical grovelling schemer kobold.

Kobold Adventurers

Kobolds who choose to become adventurers tend to be rogues or sorcerers, though as tinkerers and craftsmen, kobolds also take on roles such as alchemist and bards.

Alchemist: One way kobolds attempt to emulate their dragon cousins is through the production of explosive substances. For this reason kobold alchemists command great respect.

Barbarian: Though kobolds are cowardly as a rule, kobold barbarians have something to prove. They believe their fury in combat is the only way to negate their size disadvantage.

Bard: Kobolds console themselves with songs and tales about their unrecognized greatness. All kobold bards can recite the epic poem describing their race's coming resurgence.

Cavalier: Most kobold cavaliers ride tunnel scavengers into battle. Their banners display dragon images.

Cleric: The cleric kobold preaches the dogma of superiority. Kobold clerics must constantly remind the tribes of the coming day when they

will rule the underdark, instead of those nasty dwarves and gnomes.

Druid: Lizards, rats and snakes live openly with kobolds in mutually beneficial relationships. Kobolds who take up the druid role form strong bonds with these creatures.

Fighter: While cowards may rule roost, even kobolds need defenders. A kobold fighter works best when operating information with his comrades.

Inquisitor: As a race more culturally unified than most, kobolds do not often require inquisitors for internal matters. Kobold inquisitors shield their kin from outside harm, and revel in tormenting those they view as enemies of their people.

Monk: Their lack of physical strength makes it hard for a kobold to become an effective monk. Those who do find a monastery or master willing to train them employ their skills as scouts and skirmishers.

Oracle: Belief in a greater destiny keeps most kobolds from sinking into permanent despair. Hence, oracles play an important role in kobold society.

Paladin: Kobold paladins do not get along with their tribe-mates. Their devotion to order puts them at odds with the chaotic nature of kobold society.

Ranger: The tunnels and caverns of the under-earth are filled with dangerous creatures. Kobold rangers spend their careers hunting and trapping these monsters.

Rogue: Kobolds become rogues as a matter of course. Kobold rogues focus on trap making and get really good at sneak attacks against victims caught in their devices.

Sorcerer: If kobolds needed any more proof of their supposed greatness, the sorcerer role is it. Kobold sorcerers almost always evidence the draconic bloodlines, but as subterranean dwellers they also sometimes manifest the aberrant bloodline.

Summoner: Convinced of their superiority, kobolds find it natural that eidolons serve at their call and whim. The eidolons of kobold summoners always appear as dragons.

Witch: Willing to take any role for increased

power, kobolds readily make pacts with anything that promises to do so. Kobold witches form pacts with reptilian familiars such as cave lizards.

Wizard: Fluent in draconic, kobolds find it easy to take up the formal study of magic. Kobold wizards are revered for their ability to preserve a tradition kobolds believe should be theirs alone.

Alternate Racial Traits

The following racial traits might be selected instead of existing kobold racial traits. Consult your GM before selecting any of these new options.

Dexterous: Little hands and quick reflexes make kobolds skilled mechanics and thieves. A kobold with this racial trait gains a +2 racial bonus to Craft (trapmaking), Disable Device and Sleight of Hand checks. Craft (trapmaking) and Disable Device are always class skills for a kobold. This replaces the crafty racial trait.

Dragon Resistance: Kobolds are related to dragons. A kobold with this racial trait gains resistance of 5 to one of the following: acid, cold, electricity or fire. This replaces the natural armor racial trait.

Dragon Shaman: Kobolds revere dragons as gods. A kobold with this racial trait gains a +2 racial bonus to Knowledge (arcana), Knowledge (history) and Knowledge (religion) checks. This replaces the crafty racial trait.

Giant Killer: Kobolds know how to fight big creatures. A kobold with this racial trait gains a +2 bonus to attack rolls and a +2 dodge bonus to AC when fighting larger creatures. This replaces the crafty racial trait.

Horde Fighter: Kobolds don't fight fair. They attack in swarms. A kobold with this racial trait gains a +4 bonus to hit in melee combat when flanking an opponent. This replaces the crafty racial trait.

Survivor: Kobolds are hardier than they appear. A kobold with this racial trait does not count his racial penalty to Constitution when calculating his Fort save bonus or his bonus (or penalty) to Constitution checks. This replaces

the crafty racial trait.

Trap Master: Kobolds know how to make good traps. A kobold with this racial trait gains a +4 racial bonus to Craft (trapmaking) and always adds a +2 to the DCs of a trap he makes. Craft (trapmaking) is always a class skill for a kobold. This replaces the crafty racial trait.

Tunnel Crawler: Kobolds move easily through tight spaces. A kobold with this racial trait gains a +2 racial bonus to Escape Artist, Knowledge (dungeoneering) and Profession (miner) checks. This replaces the crafty racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a kobold has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all kobolds 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 number of bombs per day an alchemist can create.

Barbarian: Add +1/4 damage against Medium or larger creatures while raging.

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 bloodline power.

Druid: Add +1/2 bonus to Handle Animal and Knowledge (nature) checks.

Fighter: Add a +1/4 bonus to natural AC to a maximum of +4.

Oracle: Add a +1/2 bonus to Knowledge (arcana) and Knowledge (history) checks.

Ranger: Add a +1/2 bonus to attacks granted to hunting companions with the ranger's hunter's bond ability.

Rogue: Add a +1/2 bonus to Craft (trapmaking) and Disable Device checks to disarm traps.

Sorcerer: Add +1/4 damage to any spell with the same energy descriptor as the kobold's

dragon bloodline.

Summoner: Add +1 hit point to the summoner's eidolon.

Witch: Treat the kobold's level as +1/2 higher for the purpose of determining the effects of the witch's hex ability.

Wizard: Prepare 1/3 additional spell per day as long as it has the following descriptor: acid, cold, electricity or fire.



This kobold is outfitted to act as a lure for the tallfolk adventurers.

Tengu

Considered thieves and parasites, tengu often find themselves on the outside of society. While this prejudice usually prompts tengu to become thieves, assassins and thugs, just as many honorable tengu exist as dishonest tengu. A tengu's innate talents encourage them to take up the barbarian, fighter and rogue classes, but they also favor cleric, ranger and oracle. A tengu's facility with languages also makes them natural bards.

Not all tengu live the lives of outcasts. In their native land, the tengu enjoy a complex, sophisticated cultural tradition. Magic strongly courses through a few tengu families, and other tengu descend from a line of scholars charged with preserving the history of the enigmatic bird men. These tengu might have different racial traits than those of the most common tengu.

Tengu Adventurers

Tengu adventurers tend to be bards and rogues. Their skill with swords also leads them to careers as fighters. Tengu clerics maintain the morale of the shunned race, especially among tengu communities living in exile. Those tengu in the home nation often also become druids, as these tengu live in wild, mountainous areas. There also exists a monastic tradition in tengu society.

Alchemist: A tengu tradition claims the race invented alchemy. Tengu alchemists focus on mutagens.

Barbarian: The untamed, mountainous home of the tengu means isolated flocks produce barbarians who can survive the rigors of the wild. These tengu have the greatest problems adjusting to the mores of civilized folk, even other tengu.

Bard: The ability to mimic voices and sounds make tengu popular storytellers. Their strange but comedic appearance also makes them great actors. Bard tengu find it easy to make a living, but not as easy to find acceptance.

Cavalier: While tengu do not traditionally ride beasts of burden, a few do eventually tame and employ giant eagles and griffins.

Cleric: Mountaintops are natural places for prayer. The tengu possess a strong religious tradition and revere their priests and holy men.

Druid: Even though their appearance makes other races assume tengu possess a close bond to nature, tengu rarely become druids. Those who do take up the role spend their time alone on the mountaintops watching over the great birds that roost there.

Fighter: The martial tradition runs strong in tengu. The bird-men can always find work as guards, soldiers or fencing instructors.

Inquisitor: Since tengu face threats from outside – superstitious humans, hostile beasts – tengu inquisitors find themselves defending the flocks rather than rooting out traitors.

Monk: A few tengu devote themselves to the way of the sword. These tengu retreat to a monastery where they can spend their waking hours in the martial tradition's study.

Oracle: Other races consider the tengu harbinger birds. This is not far from the truth. Tengu rely on oracles for advice, and consider their oracles an important aspect of their society.

Paladin: Despite their generally haphazard nature, a few tengu find a calling with the gods of order and protection. A tengu's skill with blades makes them ideal defenders of their people.

Ranger: The tengu ranger most often spends his time hunting the intelligent creatures that would see his comrades exterminated. Tengu rangers form bonds with other hunting companions rather than an animal.

Rogue: Those tengu who choose the rogue class focus on petty theft, burglary and con games. A rare few become assassins.

Sorcerer: The mysterious bird-men of the mountains possess a strong magical tradition. Tengu believe their sorcerers stem from a purer, nobler bloodline when their race had wings and could fly.

Summoner: Tengu, so accustomed to hostility, never turn down an ally no matter how strange. Summoners create valuable allies for the tengu flocks. Most eidolons take avian appearances.

Witch: Like the summoner, witch tengu view their ability to draw power from a familiar as a way to gain a valuable ally in a world filled with enemies.

Wizard: Among the enduring tengu cultural traditions, the formal study of arcane magic ranks almost as high as the pursuit of swordsmanship.

Alternate Racial Traits

The following racial traits might be selected instead of existing tengu racial traits. Consult your GM before selecting any of these new options.

Blade Expert: The love of steel blades develops a critical eye in the tengu. A tengu with this racial trait gains a +2 racial bonus on Appraise checks for bladed weapons and can determine a bladed weapon's magic properties (if any) when he exceeds the appraise check by 10 more. This replaces the gifted linguist racial trait.

Blade Master: Some tengu continue the study of the blades past mere competence. A tengu with this racial trait gains a +2 bonus to critical hit damage when wielding one of the weapons for which he possesses proficiency from the swordtrained racial trait. This replaces the sneaky racial trait.

Cliff Dweller: Tengu prefer the safety of heights when setting up a home. A tengu with this racial trait gains a +2 racial bonus to Acrobatics and Climb checks. This replaces the sneaky racial trait.

Keen Eyesight: Gazing into the depths or the heights of the tengu's mountain develops the ability to better judge distance. A tengu with this racial trait takes only half the range penalty for thrown weapons. This replaces the swordtrained racial trait.

Talons: Tengu sometimes grow feet reminiscent of a bird's claws. A tengu with this racial trait possess a claw natural attack that inflicts 1d3 points of damage on a hit. This is a primary attack, or a secondary attack if the tengu wields a manufactured weapon. This replaces the tengu's normal bite attack.

Thief: Tengu with this racial trait epitomize the basic stereotypes of their race, and gain a +4 racial bonus on Sleight-of-Hand checks. This replaces the gifted linguist racial trait.

Vestigial Wings: A few tengu hark back to a time when their race could fly. A tengu with this racial trait has large feathers under his arms. He gains a +2 racial bonus to Acrobatics checks when jumping and deducts 10 ft. from any fall for which he takes damage. He only gains these bonuses when wearing light or no armor and not under a heavy load. This racial trait replaces the bite natural attack.

Voice Thrower: A tengu's ability to play tricks with its voice is renowned. A tengu with this racial trait can use *ventriloquism* three times per day as a spell-like ability using his total character level as his caster level. This replaces the gifted linguist racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a tengu has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all tengu who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Add a +1/2 bonus to trap sense or +1/3 rounds to the duration of the guarded stance rage power.

Bard: Add 1 to the total number of rounds to the tengu's performance.

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 bloodline power.

Druid: Add +1 to wild empathy checks to any animal or magical beast with a fly speed or the air subtype.

Fighter: Chose a weapon from the following list: bastard sword, dagger, elven curve blade, falchion, greatsword, kukri, longsword, punching dagger, rapier, scimitar, short sword,

or two-bladed sword. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell the oracle can cast.

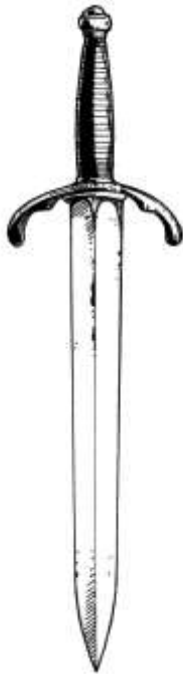
Paladin: Add +1 hp to the paladin's lay on hands ability when healing other tengu.

Ranger: Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Rogue: The tengu gains +1/6 of a new rogue talent.

Witch: Gain energy resistance 1 against cold or electricity. Each time a witch selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Wizard: Add +1 bonus to concentration checks when casting spells with a verbal component.



Tiefling

Cursed from birth with an appearance that marks an infernal heritage, tieflings often assume the role they are assigned by others without truly deciding on the person they want to be. Most become evil because they think they have no other choice, believing heritage is destiny. While the fiendish blood that grants a tiefling his or her powers makes it natural for them to become a thief or sorcerer, not all tieflings stem from the same fiend. Differences occur. Devils and demons certainly consider themselves separate species.

The dark gift demonstrates in many ways. Some tieflings might burn with an inner fire that makes them a terror in combat. Others may entirely reject their heritage and spend a lifetime as clerics or paladins attempting to atone for their inherently evil nature. As outcasts, some tieflings find more acceptance and peace in the wild, living among animals. These tieflings might have different racial traits than the most common demon children.

Tiefling Adventurers

Though most tieflings who choose to become adventurers tend to be rogues or sorcerers, some tieflings possess gifts more suitable to other roles. Tieflings may take up any class they choose.

Alchemist: Manipulation of caustic substances and liquids seems right up a tiefling's alley. Though it might reinforce the belief he is an unrepentant spawn of an infernal being, a tiefling alchemist often finds great success.

Barbarian: Life as outcasts makes tieflings bitter. Some release pent up anger in a blazing, berserk fury. Others loathe their heritage so much they take it out on other creatures.

Bard: In most cases the shifty, bitter tiefling makes a poor bard. His appearance detracts from artistic performances. Most bard tieflings use their powers of charm and distraction to steal or betray others.

Cavalier: The lack of a unified culture means a tiefling must find his own cause to champion or embrace the cause of his parent. Tieflings who

do so become champions of evil and darkness.

Cleric: Tieflings readily become clerics. Some recruit worshippers for his or her outsider parent. A good cleric tiefling lives to resist the machinations of evil, knowing it firsthand.

Druid: No tiefling takes to the natural world readily, but those who do often find among the flora and fauna peace denied to them in civilized society.

Fighter: With his natural resistances and quick reflexes the tiefling makes a good fighter. They run the gamut from daring swashbucklers to amoral mercenaries.

Inquisitor: A drive exists among tieflings to never allow what happened to them happen to another. This means tiefling inquisitors either hunt outsiders who spread their corruption or those mortals who torment and kill tieflings.

Monk: Preternatural reflexes benefit any tiefling choosing the monastic path. Unfortunately, the abilities a monk develops coupled with tiefling traits make for a potent assassin.

Oracle: Tieflings rarely choose the oracle's path. Every day they are reminded of the chances of fate, and prefer to carve their own path, not one dictated by the gods, devils or whims of circumstance.

Paladin: While the idea of the paladin tiefling seems ludicrous, the role exerts a powerful draw to the fiendish-born. Championing the cause of abused tieflings allows the paladin a measure of peace for an early life spent cowering in fear.

Ranger: The tiefling makes an ideal ranger. They hunt outsiders, evil or good, depending on the grudge (or lack thereof) they hold against their parent.

Rogue: Tiefling who take the role of the rogue most often specialize in high-profile robberies that embarrass the rich and powerful.

Sorcerer: Despite an outsider heritage and innate magical abilities, tieflings don't choose the role of sorcerer as often as it is assumed. Those who become sorcerers almost universally demonstrate abyssal or infernal bloodlines.

Summoner: Tieflings believe the bond between a summoner and his eidolon as a

natural extension of their outsider heritage. Most eidolons of tiefling summoners resemble horned devils or fork-tailed demons

Witch: Since a tiefling is the very result of strange, unknown forces, they are comfortable channeling such powers. The witch's role comes easy to them.

Wizard: A tiefling takes readily to the formal study of magic.

Alternate Racial Traits

The following racial traits might be selected instead of existing tiefling racial traits. Consult your GM before selecting any of these new options.

Deceiver: The fallen are great prevaricators. A tiefling with this racial trait can lie better than most. He receives a +2 racial bonus on Bluff and Diplomacy checks. This replaces the skilled racial trait.

Devil's Tail: The forked tongue of a fiend is only matched by his barbed tail. A tiefling with this racial trait can make an attack with a tail that inflicts 1d3 points of damage on a hit. This is a primary attack, or a secondary attack if the tiefling wields a manufactured weapon. This replaces the spell-like abilities racial trait.

Fiendish Anatomy: Something about a tiefling's internal organs just isn't right. A tiefling with this racial trait gains DR/-- equal to his total character level against sneak attacks and precision damage. This replaces the fiendish resistance racial trait.

Fiendish Apprenticeship: A tiefling's fiendish parent is sometimes a powerful duke or lord. A tiefling with this racial trait has a demonic or devilish servant he can call for aid. Once per day he may cast *summon monster II* as a spell-like ability to summon a fiendish creature, with a caster level equal to the tiefling's class level. This racial trait replaces the tiefling's normal spell-like abilities.

Fiendish Metabolism: The tiefling's metabolism and tissues work differently than those born on the material plane. A tiefling with this this racial trait gains a +2 racial bonus to saves against disease and poison and spells and

spell-like abilities with poisonous or disease effects such as the *contagion* and *poison* spells. This replaces the fiendish resistance racial trait.

Kin to Kind: The evil embodied in a tiefling protects him from similar creatures. A tiefling with this racial trait gains DR/-- equal to 1 + his Constitution modifier against attacks from creatures with the evil subtype. This replaces the fiendish resistance racial trait.

Night Eyes: Darkness is a tiefling's natural habitat. A tiefling with this racial trait gains a +4 racial bonus to Perception checks in dim or darker lighting. This replaces the skilled racial trait.

Scrying Foil: The tiefling's connection to two separate planes makes him harder to locate. A tiefling with this racial trait gains a +4 racial bonus to saves against divination spells. This replaces the fiendish resistance racial trait.

Shadow Child: The tiefling carries shadows wherever he walks. Once per day he can envelop himself in swirling darkness that makes it harder for opponents to hit him. He gains the benefits of a *blur* spell with a caster level equal to his character level. This replaces the normal spell-like ability racial trait.

Spell Resistance: A tiefling possesses greater magic resistance. A tiefling with this racial trait gains spell-resistance equal to 10 + ½ his total character level. This replaces the fiendish resistance racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a tiefling has the option of choosing from

a number of other bonuses, depending upon his favored class. The following options are available to all tieflings who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Gain energy resistance 1 against cold, electricity or fire. Each time the barbarian selects this reward, increase his resistance to one of these energy types by 1 (maximum 10 for any one type).

Cleric: Add a +1 on caster level checks made to overcome the spell resistance of good outsiders.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell the inquisitor can cast.

Paladin: Add +1/2 bonus to hit against targets of the paladin's smite evil ability.

Rogue: Add +1/6 of a new rogue talent.

Sorcerer: Select one abyssal or infernal bloodline power granted at 1st level that is normally usable for a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

Summoner: Treat the summoner's level as 1/3 higher for the purpose of determining his eidolon's base statistics.

Witch: Treat the tiefling's level as +1/2 higher for the purpose of determining the effects of the witch's hex ability.

Wizard: Add a +1/3 bonus to the save DCs of spell's with the darkness or evil descriptor.

Additional Material

Instant Armor

School conjuration (creation) [force]; **Level** cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level (D)

You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears.

Instant armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). Since *instant armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level.

Caster Level	Armor Created
5 th or lower	Chainmail
6 th -8 th	Banded mail
9 th -11 th	Half-plate
12 th or higher	Full plate

If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate *instant armor* you could instead choose to create +1 *half-plate*, +2 *banded mail*, or +3 *chainmail*. You cannot replace these bonuses with armor special properties.

Karzerothrine (Drow Goddess)

Empress of the Web, Bitch of Fate, Loomqueen, The Dark Mother

Symbol: A black spider on a silver web.

Alignment: Chaotic Evil

Governs: Torturers, drow nobility

Domains: Chaos, Evil, Darkness, Trickery

Subdomains: Deception, Demon

Favored Animals: Giant black widow

Favoured Weapons: Heavy flail

Karzerothrine is a feminine deity, but one focused on the darker aspects of motherhood – vengeful protectiveness, a controlling nature, and obscene fecundity. Karzerothrine will destroy anyone who trifles with her children, but she has no compunction about annihilating any of her children who step out of line, either. After all, there are always other children, other worshippers, other slaves to nurture and enslave.

In her nurturing aspect, Karzerothrine showers her priestesses with gifts, purchasing their loyalty with enhanced spellcasting abilities, powerful hymns, and granted abilities. Her demands are extreme, however, and all priestesses must accept a Demonic Bond at every third level. These bonds are sacred to the priestesses and represent the ties to the Empress of the Web, but none can deny their often horrific effects and often debilitating consequences of such bonds.

Men never serve Karzerothrine directly, she disdains the masculine as weak and disgusting. Though priestesses are allowed to take consorts for breeding purposes, they are not allowed to marry and serve for life. While priestesses are required to forsake their noble heritage when joining the temple, virtually no commoners are ever brought into Karzerothrine's clergy. The bitch of fate wants her people respected and feared, not sneered at by the haughty drow royalty.

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