

Amazing Ancestries[®]

The Mogogol



PATHFINDER[®]
COMPATIBLE



AMAZING ANCESTRIES: THE MOGOGOL

(2ND EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2nd Edition Pathfinder® Roleplaying Game

Author
Emily Ember Kubisz

Editors
Steven O'Neal
Paul Klein

Interior Illustrators
Tommaso Galmacci
Gary Dupuis
Eugene Jaworski
Yuezhong Chen

Layout & Design
Tim Adams

Cover Artist
Tommaso Galmacci

Special Thanks to:
Jean & Magnus Kubisz
Jim Clunie
Team Draconis

MOGOGOL, REMARKABLE RACES, AMAZING ANCESTRIES © 2009-2019 Alluria Publishing. All rights reserved.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Second Edition Bestiary © 2019, Paizo Inc.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder to learn more about Pathfinder.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



The mogogols began as a small family of boggards (frog people) about two and a half centuries ago. Normally, boggards are selfish and evil, but this clan was inexplicably doomed with a positive and altruistic outlook on life. What first drove these frog-men from their swampy homes, eventually led to their salvation. The mogogol family grew in number and became well-known seafarers. They specialized in transporting cargo and in fishing; neither of which they excelled at. Regardless, their honest nature (combined with their naively cheap fees) made them popular among the other races. During a time of intense flooding, many other frog-like people called to the mogogol ships for help, and eventually intermingled, providing unnatural genetic diversity in the species. It would seem that in addition to their aberrant attitudes, the mogogols also carried the genes of a common ancestor of all frog-folk, allowing them successful offspring with otherwise very different species. The curse of altruism, however, was never diluted. All progeny of a mogogol, are always and unmistakably mogogols.

Recently, mogogols are in the midst of a population explosion. Roughly four generations after intermingling with other frog-folk, five distinct heritages have arose, each spanning large areas of the globe. Mogogols are everywhere, much to the chagrin of other frog-folk who see the success of the mogogol as a bad omen for the survival of their own species.



MOGOGOL

Some speculate that the mogogol ancestors strayed too close to chaos magic, or that the eggs were hatched in brambleberry wine. Whatever the cause, the mogogols think differently than the average PC ancestry. All mogogols seem to have an impeccable sense of right and wrong, and are compelled to avoid the wrong. Their warped altruistic nature leads them away from the dismal swamps and into civilized areas.

Mogogols, being eternally open-minded optimists, find no problems with any creature that honors the ways of good. However, even evil entities are not shown prejudice, and a mogogol will work hard to convert these beings to their side.

If you want to play a character who is impeccably good, has a positive attitude, is extremely good at jumping, then the right for you.

YOU MIGHT...

- Have a strong aversion to evil of all varieties.
- Be subject to strong obsessions or manias.
- Love hanging out in the swamp.

OTHERS PROBABLY...

- Might assume you are evil because of your similarity to boggards.
- May think you are naïve.
- Will appreciate your positive attitude and trustworthiness.

PHYSICAL DESCRIPTION

Mogogols are essentially overgrown frogs that managed to learn to speak, walk upright, and wear clothes. It is immediately apparent to anyone visiting a mogogol village that there really is no standard look for a mogogol, except that they are frog-like. The clan has amazing physical diversity, which has proven an enigma to sages who study the mogogols. A mogogol's form can be patterned after tree frogs, toads, bullfrogs, and can have just about any sort of coloring, spots, stripes, bumps, or superficial

differences that make each individual a little different from the other.

Mogogols also differ in size greatly when compared with most other ancestries. This is likely due to their ancestral mingling with a plethora of humanoid frog species, some of which that were Small-sized. Mogogols have no prejudice related to height, and treat all members equally. About seven out of every ten mogogols grow to be Medium-sized. Players choose the size of their character at the time of creation.

Despite their prolific variety, mogogols do have a few things in common. All mogogols have three fingers and one thumb on each hand. They have extremely muscular legs, which aid in swimming and jumping.

And, of course, they all look like frogs.

SOCIETY

Male and female mogogols are virtually identical in appearance, and gender has little meaning for the species. Additionally, if the population has a shortage on one gender, the older members of the tribe automatically transform into the gender that is needed. The reproductive system of the mogogol is highly adaptive. Occasionally, mogogols will be born with no reproductive facilities at all (and therefore no gender.) This is a permanent condition.

Mogogols hatch from eggs the size of golf balls. These eggs are soft and have a jelly-like consistency, and must stay underwater to remain viable. Mogogols start out as larger — though normal looking — tadpoles, and are unable to breathe air or move on land until they are 3 years old. They tend to reach old age at about 45, aging a bit quicker than humans.



Mogogols are prone to wild obsessions that they tend to pursue their entire lives. A young mogogol who becomes fascinated with ships, for example, is very likely to devote his entire life to them, becoming a ship builder or captain. It is hard to predict exactly what will catch a mogogol's eye, but when it does, little can be done to steer the creature away from the new obsession.

ALIGNMENT & RELIGION

Mogogols can only be of good alignment, but are found ranging from wildly chaotic to strictly lawful. A mogogol's alignment is largely dependent on his obsession.

When playing a mogogol, one must remember that they are indelibly good and optimistic. It's not a choice, it's a virtual curse. A particularly downtrodden mogogol will still seem upbeat, though his mania may be particularly acute at this time as well. Performing an evil act makes a mogogol physically ill, and they learn early to avoid it if at all possible.

Mogogols are fond of all good deities, especially those that favor water in some way. Many mogogols are drawn to the champion and cleric classes, and thrive on fanatical devotion.

NAMES

Mogogols have three important naming practices. The first, and most confusing tradition, is that all mogogols are named Mogogol. The second, whose name is probably a corruption of the word "epitaph" (and an unfortunate one at that), is the ever-so-common "epitab". An epitab, as the mogogols describe it, are words that people tack onto the end of your name. So one would know one mogogol from another by calling one "Mogogol with the green spots" or "Mogogol who broke his leg". The epitab carries with it no honor, and its use generally denotes a mogogol who has not yet succeeded at anything worthwhile. All of the noteworthy mogogols have a title, which to the race, just means that someone decided to tack on a noteworthy prefix to their name rather than a suffix. Nearly all mogogols are guaranteed the title of Father or Mother if they have children, and Grandfather or Grandmother if they live to see their children have children. But the more prestigious titles are ones earned from another race. Among the most memorable of these are Captain Mogogol, Friar Mogogol, Doctor Mogogol, and Dread Pirate Mogogol. Generally mogogols make no distinction between male and female (in fact, the title of Father and Mother is often awarded incorrectly).

MOGOGOL HERITAGES

While all mogogols are a hodgepodge of frog-folk heritages, some family lines have a dominant bloodline that exhibits certain unique traits. Choose one of the following mogogol heritages at 1st level.

ARBOREAL MOGOGOL

Your bloodline includes a rather strong strain of arboreal frog-folk. When climbing trees, vines, and other foliage, you gain a Climb Speed equal to your Speed. In addition, you can Hide in forest or jungle environments even if you do not have cover.

JUNGLE MOGOGOL

Somewhere in your recent ancestry includes a race of jungle dwelling frog-folk that exude poisonous slime from their skin. Whenever a creature succeeds at an unarmed or natural attack against you, that creature must succeed at a Fortitude save or take 1 persistent poison damage. The DC for this save is equal to your class DC.

Hit Points

8

Size

Medium or Small

Speed

30 feet

Ability Boosts

Constitution

Charisma

Free

Ability Flaw

Intelligence

Languages

Common

Boggard

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Dwarven, Goblin, Gnomish, Halfling, and any other languages to which you have access (such as the tongues common in your region).

Traits

Mogogol

Humanoid

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

Natural Jumper

You gain a +1 circumstance bonus to Athletics checks to High Jump and Long Jump. When you roll a success at one of these Athletics checks, you get a critical success instead.

MARINE MOGOGOL

You come from a line of particularly aquatic frog-folk. You gain the Natural Swimmer feat as a bonus ancestry feat at first level. You also gain the amphibious trait. An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. Your bludgeoning and slashing unarmed Strikes don't take the usual -2 penalty for being underwater.

ROCKLAND MOGOGOL

Those of the rockland ancestry have dryer and bumpier skin than other mogogol heritages. Your "warts" exude a terrible tasting substance when struck. Whenever a creature succeeds at jaws attack against you, that creature must succeed at a Fortitude save or become sickened 1 until the end of its turn. The DC for this save is equal to your class DC.

In addition, you are made for falling down steep, rocky slopes. You gain damage resistance equal to your level against damage from falling.

SWAMP MOGOGOL

The swamp mogogol is the most common mogogol heritage and boasts the strongest relations to the boggards. Like boggards, you ignore difficult terrain caused by swamp terrain features. If you choose Tongue Grab as an ancestry feat at first level, you gain Terrifying Croak an additional bonus feat.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a mogogol, you select from among the following ancestry feats.

1ST LEVEL

DEEP BREATH

FEAT 1

MOGOGOL

You have trained yourself to tap into your amphibious nature to hold your breath for a very long time. You can hold your breath for a number of minutes equal to your Constitution score.

EXCESSIVE SLIME

FEAT 1

MOGOGOL

You have trained yourself to produce an exorbitant amount of skin mucus on demand. As a result, you gain a circumstance bonus to Acrobatics checks to Escape or to Squeeze that is equal to half your level (minimum +1).

NATURAL JUMPER

FEAT 1

MOGOGOL

You are naturally skilled at jumping. Your Leap distance increases by your level in feet when you jump horizontally and by half your level in feet (minimum 1 foot) when you jump vertically.

NATURAL SWIMMER

FEAT 1

MOGOGOL

You have learned to swim like your ancestors. You gain a swim Speed equal to your Speed.

TERRIFYING CROAK

FEAT 1

MOGOGOL AUDITORY EMOTION FEAR MENTAL

You have trained yourself to emulate the boggard's terrifying croak. Any non-mogogol, non-boggard within 30 feet becomes frightened 1 unless they succeed at a Will save; those who critically succeed are temporarily immune for 1 minute. The DC for this save is equal to your class DC.

TONGUE GRAB

FEAT 1

MOGOGOL

You gain a tongue unarmed attack with a reach of 10 feet. If you hit a creature with your tongue, that creature becomes grabbed. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of your tongue. A creature can sever your tongue by hitting AC 12 and dealing at least 2 slashing damage (both the AC and the damage needed to sever is adjusted by your Constitution bonus, if any). Though this doesn't deal any damage to you, it prevents you from using your tongue grab until you regrow your tongue, which takes a week.

5TH LEVEL

DESTRUCTIVE CROAK

FEAT 5

MOGOGOL SONIC

Prerequisites Terrifying Croak

Frequency Once every 1d4 rounds

You have mastered the art of the croak. You utter a powerful croak that deals 4d6 sonic damage to any non-mogogol, non-boggard within a 15-foot emanation (basic Fortitude save with a DC equal to your class DC); any creature with the frightened condition takes additional sonic damage equal to twice the value of their frightened condition.

DROWNING DRONE

FEAT 5

MOGOGOL AUDITORY MENTAL

Prerequisites Terrifying Croak

Trigger You or one of your allies within 60 feet attempts a saving throw against an auditory or sonic effect.

Effect You release a croak that drowns out other sound. You roll a Performance check. You and allies in the area can use the higher result of your Performance check or their saves to resolve the effects against the auditory or sonic effect.

MYSTICAL JUMP

FEAT 5

MOGOGOL

Prerequisites Natural Jumper

Frequency Once per day per level

You can cast the *jump* spell as a first level primal innate spell a number of times per day equal to your level.

9TH LEVEL

BOUNTING STRIDE

FEAT 9

MOGOGOL

Prerequisites Natural Jumper

You can leap around with ease. As long as your speed is at least 20 feet, you can Step 10 feet instead of 5 feet.

13TH LEVEL

PACIFYING CROAK

FEAT 13

MOGOGOL AUDITORY EMOTION MENTAL

Prerequisites Terrifying Croak

You can unleash a mystical croak that charms nearby frog-folk. Any boggard's attitude (or, at the discretion of the Game Master, any frog-like humanoid's attitude) within 30 feet becomes friendly toward you unless they succeed at a Will save; those who critically succeed are temporarily immune for 1 minute. If it was already friendly, it becomes helpful. Affected frog-folk can't use hostile actions against you. The DC for this save is equal to your class DC. The effect lasts 24 hours.

MOGOGOL ADVENTURERS

Mogogols are found in just about any class. They truly excel at divine magic, where their fanatical obsession and good nature makes them the perfect servants of goodly deities. Their manias drive them in unpredictable directions, and it is not uncommon to meet a mogogol who is not physically or mentally well-suited for his class; the wizard with a low intelligence, the warrior weakling, and the clumsy rogue are just a few examples. Still, they usually manage to overcome these shortcomings with a positive attitude and uncanny perseverance.



Frog Companions

The soft spot that mogogols have for stray amphibians is well known. Consequently, it is no big surprise they have collected and domesticated a menagerie of frogs and toads to serve as both companions and mounts. While most other races prefer the company of a furry dog or sleek stallion on their journeys, mogogols take comfort in their version of man's best friend: a slimy, googly, high jumping, fly-eating frog. Below are a few examples of the standard, steadfast pals a mogogol might bring along for the ride. Non-mogogols occasionally befriend a few of these creatures as well.

BATTLE TOAD

Battle toads are tenacious, 4-foot wide toads, with stubborn attitudes and vicious demeanors. They look very much like regular, albeit largish, toads with red, gray or brown warty skin. Mogogols often keep them on a collar and leash. Their warty skin exudes a mild irritant that prevents them from making effective mounts.

Size Medium

Melee ♦ jaws (agile), **Damage** 1d6 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision

Speed 40 feet

Support Benefit The battle toad spits poison at your foes' eyes when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your toad threatens also deal 1d4 persistent poison damage, and the target is dazzled until it removes the poison damage. If your toad is nimble or savage, the persistent poison damage increases to 2d4.

Advanced Maneuver Hop

HOP ♦♦ The battle toad Strides twice at a +10-foot circumstance bonus to Speed.

PIDGEON TOAD

A curiosity of the marsh, the bat-winged pigeon toad was so-named more for humor than for accuracy. These ivory-skinned nocturnal frogs are known to swarm over ponds and streams in search of flying insects. Mogogols will often keep these creatures in bird cages...both for entertainment and for bug control.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d6 bludgeoning

Melee ♦ tongue (agile, finesse, reach 10 feet), **Damage** 1d4 bludgeoning

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Stealth

Senses low-light vision

Speed 10 feet, fly 60 feet

Support Benefit Your toad flutters around your foe's position, obscuring vision and battering him with wind. Until the start of your next turn, if you hit and deal damage to a creature that your toad threatens, the target becomes flat-footed until the end of your next turn.

Advanced Maneuver Tongue Grab

Tongue Grab ↻ **Trigger** The pigeon toad hits a creature with its tongue attack. **Effect** That creature becomes grabbed by the toad. Unlike with a normal grab, the creature isn't immobilized, but it can't move beyond the reach of the toad's tongue. A creature can sever the tongue by hitting AC 13 and dealing at least 2 slashing damage. Though this doesn't deal any damage to the toad, it prevents it from using its tongue Grab until it regrows its tongue, which takes a week.

PURPLE PEEPERS

Purple peepers are housecat-sized tree frogs who chirp like birds when happy or excited. Aside from providing moral support (which they do about as well as you expect a frog might) they tend to be fairly useless, except for making a lot of noise while their master is in danger.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d3 bludgeoning

Piercing Peep ♦ (sonic) The peeper utters a powerful screech directed at a single foe within 5 feet that deals 1d4 sonic damage (no save, no attack roll).

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Survival

Senses low-light vision

Speed 35 feet, climb 35 feet

Support Benefit The peeper can direct the sound of its incessant chirping into any adjacent square. Until the start of your next turn, any creature your peeper frog threatens has the deafened condition.

Advanced Maneuver Cacophonous Chirp

Cacophonous Chirp ♦♦ (sonic) The peeper utters a powerful chirp that deals 3d6 sonic damage to everyone within a 15-foot emanation (DC 17 basic Fortitude save). The peeper can't use Cacophonous Chirp again for 1d4 rounds.



The Mogogol

SIR MOGOGOL

While Sir Mogogol fancies himself an accomplished “Champion of Nature” and often refers to himself as a paladin, he is actually a skillful druid. His “full plate” is made of leather, and his sword is wooden, and wielded like a staff.

SIR MOGOGOL

CREATURE 3

NG MEDIUM HUMANOID MOGOGOL

Perception +11; low-light vision

Languages Common, Boggard, Druidic

Skills Athletics +11, Medicine +9, Nature +11, Stealth +8, Survival +9

Str +4, **Dex** +1, **Con** +0, **Int** +0, **Wis** +4, **Cha** +2

Items leather armor, wooden sword (staff), wooden shield (Hardness 3, HP 12, BT 6)

AC 19; **Fort** +7, **Ref** +8, **Will** +11

HP 45 ; Resistances falling 4

Distasteful Warts **Trigger** A creature succeeds at jaws attack against the mogogol. **Effect** That creature must succeed at a Fortitude save (DC 21) or become sickened 1 until the end of its turn.

Shield Block

Speed 30 feet

Melee **◆** staff +11 (two-hand d8), **Damage** 1d4+4 bludgeoning

Primal Prepared

Spells DC 21, attack +11;

2nd *acid arrow, entangle, 1st hydraulic push, jump, shillelagh;*

Cantrips (2nd) *acid splash, dancing lights, read aura, tanglefoot*

Sir Mogogol is aided by a Battle Woggart.

BATTLE WOGGART

Woggarts are giant domesticated frogs. In appearance, they seem to be little more than extremely overgrown bullfrogs. To a mogogol, they make fine mounts. One down side to woggarts is that although they only eat once a week, they eat huge amounts, and they prefer meat. The battle woggart is a brawny variety of woggart – with dark green skin, white stripes, and fierce red eyes. Battle woggarts have no trouble fighting if provoked or encouraged by an able rider.

BATTLE WOGGART

CREATURE 2

N LARGE ANIMAL

Perception +7; low-light vision

Skills Athletics +8, Stealth +7 (+11 in water)

Str +4, **Dex** +1, **Con** +3, **Int** -5, **Wis** +1, **Cha** -4

AC 18; **Fort** +9, **Ref** +7, **Will** +5

HP 30

Speed 30 feet, swim 35 feet

Melee **◆** jaws +10, **Damage** 1d10+4 piercing

Melee **◆** tongue +10 (reach 10 feet), **Effect** tongue grab

Deep Breath The battle woggart can hold its breath for about 2 hours.

Tongue Grab If the battle woggart hits a creature with its tongue, that creature becomes grabbed by the frog. Unlike with a normal grab, the creature isn't

immobilized, but it can't move beyond the reach of the frog's tongue. A creature can sever the tongue by hitting AC 15 and dealing

at least 5 slashing damage.

Though this doesn't deal any damage to the frog, it prevents it from using its tongue Grab until it regrows its tongue.



MOGOGOLS IN YOUR GAME

The mogogols in this document are presented as a fairly new ancestry to the world. However, boggards (perhaps known by a different common name in your campaign world), the mogogol ancestor, as well as other frog-like races are rumored to have existed for eons. If such is the case in your campaign setting, the mogogol ancestry requires almost no adjustment to your world to begin play immediately. Because they do have a lineage that they can trace, mogogols do not lack tradition, language, and history common to other PC ancestries.

However, if your campaign setting does not allow for an ancient bloodline of frog people that the mogogols could have descended from, then there are other possibilities that can be explored to bring the mogogols in. Perhaps they are from a different world or plane – trapped in this new and alien world. Maybe mogogols are the result of a mad experiment gone wrong – an attempt to make kindly helpers out of common frogs. Lastly, mogogols may have always been around, but in very small numbers and easily overlooked.

Whatever the case, the mogogol will make a welcome addition to any game as the only amphibian member of the adventuring party, an unusual option for the player who likes frogs, a challenge for the player who has played everything, or just a good motivation to be a hero type.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Remarkable Races. Copyright 2009-19, Alluria Publishing; Author: Emily E. Kubisz

Add New Life to Your Game

The Amazing Ancestries series are colorfully illustrated PDF books, 100% compatible with the Second Edition Pathfinder Roleplaying Game that give rules for playing new and unusual PC ancestries. Each book contains all you need to play a character with new ancestry options & more! Ancestries were designed to fit into nearly any campaign. With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Whether you are Game Master looking for new options, or a player seeking something different, the "Amazing Ancestries" line by Alluria Publishing will breathe new life into your game!

Based on Remarkable Races (1st Edition)



PATHFINDER
COMPATIBLE

