



Second Edition by Jesse Brake

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AGOGI

The actual origins of the Agogi are often debated. Some say the Agogi were a warlike race subdued by the fey into servants, Others believe that the Agogi were actually not humanoid creatures to begin with and came about through magical manipulation. Some say both because their language is a hodgepodge of Draconic and Sylvan.

While the truth is unknown, the Agogi themselves are fairly obvious. With most around seven feet tall and weighing over 300lbs, the Agogi are powerfully built reptilian humanoids with a reinforced skeletal system and thick, natural plating. Hairless, the Agogi's leathery skin is studded with tiny bumps that act as not only natural armor, but sensory aids. Their colors are reminiscent of pointillism contrasts, often comprised of two to three colors. The most common colors are various shades of green, rust, black and mustard. Some have been found with rarer tones that included gold, red and white. In old age, the skin becomes mottled and hangs loose. Their jaw line is extremely wide, with the corners of their mouths almost reaching their temples. At first glance, the Agogi seem toothless, but their tiny serrated teeth are actually underneath a gum flap which is lacerated during feeding to produce their signature toxic red saliva which aids in swallowing food without chewing and poisoning enemies with their virulent bacteria. While Agogi do have claws present on their hands and feet, they are too stunted to be of any effective combat use. They also feature a small, vestigial tail.

Agogi, despite their size and strength, are not a particularly hostile race. One feature of the Agogi that gives most other races a reason for pause is their lack of culinary discretion. With only a few taste buds in the back of their throat, the Agogi will eat almost anything with no moral regrets, with some communities living off almost entirely carrion and even their own dead. Their original society revolved around barter and labor, with everyone performing a "useful job" (i.e. building, cooking, hunting, healing) and sharing wealth in a communal pot. Once they were discovered during the exploration of Selvandi, the Agogi began adapting some elements of other cultures (especially religion), but most pure Agogi settlements remain hidden, secular and largely unchanged. Agogi can be found in a number of nations now, especially in the Selvandi kingdom of Thorn March where xenophobia is nearly nonexistent and the arid climates of Mashrek and Bilad, where Agogi flourish because of their love of heat and those country's demands for hired muscle. Some evil individuals capture Agogi and enslave them in gladiatorial pits for sport. Unlike other gladiators who can earn their freedom, these captured Agogi are often unfairly set up to fall to the blade of the local celebrity.

Above all of this however, is the unusual naming traditions of the Agogi. The Agogi believe that knowledge of one's true name is a very sacred trust. This lead to some initial difficulty in the integration of them in other societies. When an Agogi shares their name with an individual, there is an exchange of gifts called namestones, typically a smooth gem or other mineral. The reason behind the smoothness and material composition was so the Agogi could swallow someone's namestone before battle to protect it and excrete it safely at a later time. The weight in the Agogi's stomach reminded him of who he was fighting for and that his namefriend's power was within him. Recently, the exchanging of names has sometimes involved sexual



contact, but most Agogi feel this cheapens the ritual by introducing an element of life that is prevalent everyday in nature, as the ritual should be exceedingly rare. Because of this, an Agog will exchange his or her name with any gender or race they feel is worthy. An exchanged name will typically happen only once or twice in an Agogi's life, and only when the other party dies or commits an act the Agogi feels is nefarious enough to warrant an end to their bond (which means the Agogi typically kills said individual to reclaim their sacred name). This is as close as the Agogi gets to marriage, believing that monogamy is not conducive for the tribe. Today, Agogi adopt honorific names in order to be individually identified by other races who have issues telling them apart (a problem other Agogi do not have). These honorific names typically allude to their aesthetic characteristics, chosen profession or a feat they have accomplished and wish to be known by. Some have begun to adopt honorific names that reference their bloodline or status in society, which is a new concept to the Agogi introduced by humans and other races.

AGOGI STATS

+4 Strength, -2 Dexterity, -2 Intelligence Agogi are mountains of muscle, but their culture doesn't have higher education.

- **Medium:** Agogi are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Agogi have a base speed of 30 feet
- **Carrion Scent:** Agogi have a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses (including undead) and badly wounded creatures (creatures with 25% or fewer hit points).
- **Bite:** Agogi have a natural bite attack, dealing 1d4 + 1-1/2 times their Strength bonus. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.
- **Extreme Omnivore:** Agogi will eat nearly anything that can provide sustenance, gaining a +4 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.
- **Natural Armor:** Agogi receive a +2 natural armor bonus.
- **Sprinter:** Agogi gain a +10 ft. racial bonus to their speed when using the charge, run, or withdraw actions.
- **Toxic Saliva:** A number of times per day equal to their Constitution modifier (minimum 1/day), an Agog can envenom their bite or a weapon that they wield with their toxic saliva. Applying venom in this way is a swift action. The venom uses the following stats: *Agogi Saliva:* Injury; save Fort DC 10 + 1/2 your Hit Dice + your Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con; cure 1 save.
- **Lexical Difficulty:** Agogi start with their racial language of Agogi only and can only learn up to three other languages, one of which must be Common.

Avani Variant "Aquatic Agogi"

Avani are an aquatic breed of Agogi that served as slavestock for the underwater citadels of the aboleth. Raised to serve the Old Ones and act as pawns in complex games of intrigue, the Avani are extremely warlike, always suspicious of the deep around them for hidden threats and enemies. Some have escaped the yoke of their aboleth masters to become feared sea reavers and assassins.

Avani lose Carrion Scent, Extreme Omnivore, Sprinter and Toxic Saliva. Instead, they gain the following:

- **Swimmer:** Avani have a swim speed of 30 ft. and gain the +8 racial bonus on Swim checks that a swim speed normally grants.
- **Amphibious:** Avani can breathe both air and water.
- **Deep Sight:** Avani are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water.

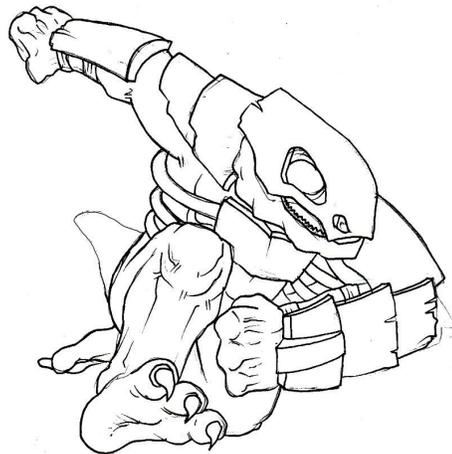
Table: Agogi Random Starting Ages and Aging

Adulthood	Simple	Moderate	Complex
13 years	+1d4	+2d4	+3d4

Middle Age	Old	Venerable	Maximum Age
25 years	40 years	55 years	+2d10 years

Table: Agogi Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	6'0"	2d10	260lbs	X (2d6) lbs
Female	5'8"	2d8	220lbs	X (2d4) lbs



DWARVES

Dwarves were a slave race nearly five thousand years ago, held in bondage by the Darkdragons until the events of the Uprising. As slaves, they were forced to build immense underground complexes for their draconic masters, some of which still survive to this day. However, a dwarf named Kothar began teaching the dwarves how to use their mining tools as weapons, while the nearly blind dwarf Thoth invented a language using runic symbols to combat illiteracy. As the knowledge of combat and “drawing sounds” spread throughout the slave ranks, eventually Kothar and Thoth could spread their message: revolution. Kothar proposed that the dwarves begin installing deadfalls and other traps within the underground palaces being built for the Darkdragons so as to trap them inside or kill them outright once triggered. Eventually the day came when these renegade dwarves took action, collapsing many of their creations on unsuspecting masters. The dwarves that escaped made up a sizable force, forming the first underground resistance against the Darkdragons. In retaliation, the Darkdragons killed one in four dwarves still in bondage and instituted new rules that caused slave life to become even more hellish.

Despite wishing to act sooner against the Darkdragons, the dwarf resistance waited (mostly) patiently until Thoth's part of the plan came through. Thoth used groups of dwarves known as Tunnel Runners to contact the surface world Highdragons and explain the plight of the dwarves. Highdragons were draconic beings that did not see eye to eye with their Darkdragon brethren on many issues, one among them being dwarven slavery which led to them having a mass exodus to the surface world. Not many dwarves actually believed the Highdragons existed, but after a few years, some of Thoth's Tunnel Runners returned bearing good news. One Highdragon in particular, Daun, had agreed to an alliance between their kind so to free the dwarves to find their own way.

A bloody war ensued, costing many lives on both sides. However, the climax of the war occurred at a battle known as “The Fireball Gambit”, where Highdragon allies and dwarven warriors combated Darkdragons and their crossbred abominations at an exposed mountainside that had been the victim of explosive sabotage thanks to an underground methane pocket. As it became more clear that the resistance was going to win, the All-Father Kingu, god of dragons, intervened in what was the first vulgar display of power in the god's history. With a breath from his massive form, he decimated the dwarven army and their allies. This caused Ea, the Overgod to intervene. Stopping time and paralyzing Kingu, the being explained that his actions were unacceptable to a plan alien to even the dragon god's mind. Ea offered an ultimatum: either voluntarily commit suicide, crippling his beloved race or be smited by Ea, to where he and his draconic kin would be nothing but myth to the universe. Loving himself beyond all others, Kingu chose to die, at which point Ea reversed the events that had occurred up to Kingu's intervention. When the battle resumed, the few surviving Darkdragons found themselves without magic and an intelligence that was beginning to dull. Eventually over time, this intelligence would degenerate into that of a child, becoming more feral with each passing generation. Kothar and Thoth were raised to godhood by Ea, as was Daun for her assistance. The Highdragons vanished overnight, their presence still visible on the surface but their rookery's empty. The surviving dwarves moved into these surface cave cities and began to start life anew.

Today, the dwarves still reside in many of these “rooks” as they call them, but there are cities with demand of dwarven architects and guerilla tactics, so much so that these cities have a strong dwarven presence and places among the elite. Other dwarves exist in barbarian like tribes called *Rik'drengi* (literally: elite cult of slayers) that focus on mastery of the land. Dwarves still bear a strong dislike for magic, calling it “the taint of Kingu” and believing “magic used is magic abused.” Certain fanatical dwarves believe that blood mages (i.e. sorcerers) are signs of Kingu's return, a belief that other races have latched onto for personal gain in most cases.

Dwarves are still taught how to fight with their ancestral weaponry as a rite of passage and an enduring belief that everyone must be prepared to defend their homes against would be conquerors. In addition, the dwarves utilize a fighting style called *Dukaz* (literally: low work or tunnel work). Dwarves view *Dukaz* more as a racial sport, one of pride and legacy. This fighting style focuses on closing with your opponent and dealing as much damage “within the pocket” as possible, leading to dwarven brawlers being some of the most exciting to watch within the Arenas or even local bar pits. While various branches of *Dukaz* focus on certain elements (grappling, knife fighting, etc.), all of them utilize the inherent dwarven toughness to take damage to deal damage. Among dwarves in civilized society, *Dukaz* is a sport they enjoy to keep in shape and in touch with their roots and sometimes as a way to settle an argument without loss of life. *Dukaz* is used among *Rik'drengi* is sometimes used as a greeting amongst friends to see who has grown stronger over the time passed. Given the brutality of the fighting style and the dwarves sense of honor, this has led to the human slang “due cause”, a play on the pronunciation of the sport, to describe a justifiable murder or assassination.

DWARF STATS

+2 Constitution, +2 Wisdom, –2 Charisma: Dwarves are both tough and determined, but also a bit gruff.

- **Medium:** Dwarves are Medium creatures and have no bonuses or penalties due to their size.
- **Slow and Steady:** Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Darkvision:** Dwarves can see in the dark up to 60 feet.
- **Relentless:** Dwarves can move through natural difficult terrain while underground (including caves) or narrow passages that require squeezing at their normal movement rate and without penalty. In addition, they gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the dwarf and its opponent are standing on the ground.

- **Stability:** Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- **Stonecunning:** Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- **Eustress:** Whenever a dwarf is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class.
- **Weapon Familiarity:** Dwarves are proficient with warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon. (dwarven bladed crossbow, dwarven dire pick, dwarven waraxe)
- **Languages:** Dwarves begin play speaking Common and Dwarven.

Drengi “Wild Dwarf” Variant

While there are some cities in the vast of Kor’dren, the undoubted masters of the untamed lands are the wild dwarves. Roaming on their war rams, the Drengi eschew urban life, feeling there is no honor in cities where laws and status can protect the corrupt and keep the best from ruling.

Drengi dwarves lose Stonecunning and Relentless. Instead, they gain the following:

- **Clan Member:** Drengi dwarves gain one of the following bonuses, depending on which clan they belong to.
 - Azki’ray (Hidden clan):* You gain a +2 on initiative checks and a +2 on Perception checks.
 - Baruk’ray (Axe clan):* If you have the rage ability, you can rage for 3 additional rounds per day. You also gain a +2 bonus on Intimidate checks.
 - Dekhum’ray (Stout clan):* You gain a +1 bonus on Fortitude saves and a +2 bonus on Survival checks.
 - Goddaz’ray (Holy clan):* You gain a +2 bonus on weapon damage against undead and a +2 bonus on Heal checks.
 - Shauth’ray (Cloud clan):* Your base land speed increases by 5 feet. You also gain a +2 bonus on Acrobatics checks.
 - Thark’ray (Spell clan):* You gain a +1 bonus on Will saves and a +2 bonus on concentration checks.
 - Zaunn’ray (Sun clan):* You gain a +1 bonus on Reflex saves and a +2 bonus on Acrobatics checks.
- **Born Rider:** Drengi dwarves receive a +4 racial bonus on Ride checks, can always take 10 while riding, and increases their chance to stay in the saddle when knocked unconscious to 75% (see CRB pg. 162).



A Dwarven *Dukaz* fighter.



A dwarf using a dwarven bladed crossbow

NEW FEATS

Dukaz Style (Combat, Style)

Prerequisites: Improved Unarmed Strike, Improved Grapple, base attack bonus +2 or monk level 1 or wild dwarf level 1

Benefits: You do not suffer any penalties to AC or CMD whenever you gain the grappled condition.

Normal: A grappled creature takes a –2 penalty on all attack rolls and combat maneuver checks, except those made to grapple or escape a grapple.

Dukaz Strike (Combat, Style)

Prerequisites: Weapon Focus (any light piercing weapon), Dukaz Style, base attack bonus +5 or monk level 5 or wild dwarf level 5

Benefits: Whenever you damage an opponent with a light piercing weapon you have Weapon Focus for and you have one hand free, you can immediately make a grapple check; success means the opponent is impaled on your weapon and you both gain the grappled condition. You may make this attempt while dual wielding qualifying weapons, albeit at a -2 penalty. When grappling in this way, you can only perform the damage and move actions after maintaining a grapple (see CRB pg. 200).

Normal: Humanoid creatures without two free hands attempting to grapple a foe take a –4 penalty on the combat maneuver roll.

Dukaz Clinch (Combat, Style)

Prerequisites: Dukaz Style, Dukaz Strike, base attack bonus +8 or monk level 7 or wild dwarf level 7

Benefits: You may perform both a move and a damage action after maintaining a grapple instead of one. This does not grant you any additional attack or spell actions than normal. In addition, you treat all light piercing weapons as though they had the grapple special quality (see UC pg. 130) and deal an additional 1d6 damage when you attack an opponent with a weapon that is impaling them (see Dukaz Strike), or 2d6 if you are dual wielding.

Normal: Once you are grappling an opponent, a successful check allows you to continue grappling the foe and also allows you to perform one action.

NEW WEAPONS

DWARVEN WEAPONS	COST	DMG (S)	DMG (M)	CRIT	RANGE	WEIGHT	TYPE	SPECIAL
Two Handed Exotic								
Dwarven Dire Pick	30gp	1d6	1d8	x4	-	12lbs	Piercing	
Ranged Exotic								
Dwarven Bladed Crossbow, Heavy	90gp	1d8/1d4	1d10/1d6	19-20 x2/x4	120ft	13lbs	Piercing	
Dwarven Bladed Crossbow, Light	65gp	1d6/1d3	1d8/1d4	19-20 x2/x4	80ft	9lbs	Piercing	
Dwarven Bladed Crossbow, Hand	115gp	1d3/1d3	1d4/1d4	19-20 x2/x4	30ft	3lbs	Piercing	

Dwarven Dire Pick: This weapon is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a dwarven dire pick two-handed as a martial weapon.

Dwarven Bladed Crossbow: This weapon functions as a crossbow, except the ends of its stave are replaced by two sharpened blades. The construction of this crossbow is strengthened to withstand melee use. You may wield the crossbow as a melee weapon without penalty as such. However, using the bladed crossbow in melee while it is loaded with a bolt incurs a -2 penalty to attack rolls. The crossbow and blades count as separate weapons when determining weapon enchantments.

ELVES

Proud and reclusive, the elves are Seronia are a rarer sight than ages past. Even before the Age of Draconism, the elves remember the Mundicide during the Age of Proteanism. According to elven lore, there is two worlds. First, there is the Godly, or *Dei*. This world was of the elementals, the outsiders and the divine powers. The second is the Allied, or *Servus Dei*. This world was the one the elves lived in, serving the elements of nature and the gods. The elves shared this world at first with the fae, who in their chaos decided to shape and exaggerated the natural elements to their twisted whims. This was a time of fear and a constant struggle for survival for the elves because while the fae manipulation of the flora and fauna was not (always) malicious, it was certainly more deadly to their race as a whole.

Ancient lore states that the god's came together and formed a pact to save the elven race: the *Ne'hemo Anima*. The pact stated that upon death, a fae's soul would become one with the world they had worked so hard to shape in order to eventually return the Second World to it's original state. In other words, a fae that died was lost to the Second World, remaining in the First forever. The fae, while powerful, were not divine beings. Their attempts to resurrect or reincarnate the dead were futile against the power of the gods.

A schism eventually formed in the fae. One side, led by the House of the Morningstar, believed that the gods were cruel and had condoned the death of their souls. The House of the Sage sea believed that with proper respects given to the gods, the fae would be rewarded with an afterlife worthy of the fae.

A war erupted, with both sides losing heavily. It wasn't until they fae had nearly wiped themselves from the Second World that they came to discover that the gods had not destroyed their souls out of spite, but delivered them to a mirror world that was every bit as wonderful and chaotic as them.

The House of the Sage sea believed their faith was rewarded by this new realm, while the House of the Morningstar believed they had been proven right because they were denied a place in heaven or hell. Their souls were in a tailored purgatory.

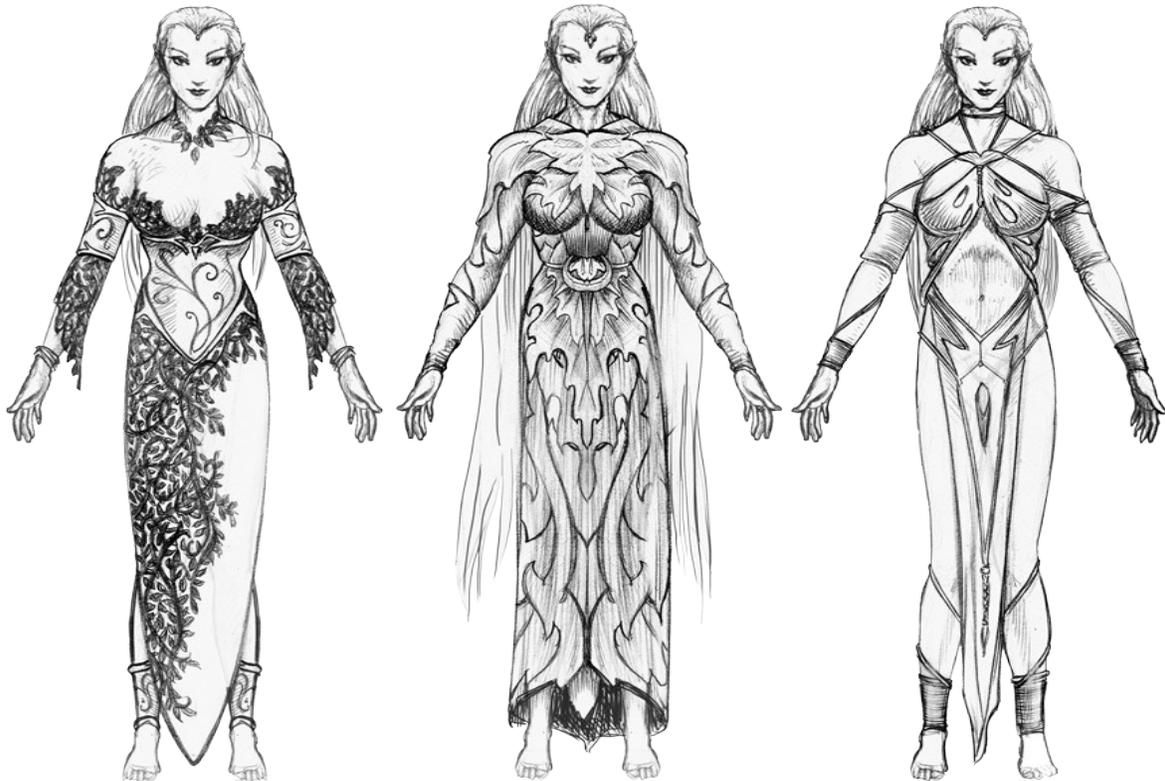
As the world gradually returned to a majority normalcy, the elves encountered the Highdragons, ushering in the Age of Draconism. Unlike the Darkdragons that had enslaved the dwarves, the Highdragons were genteel and served as advisors, rulers and other positions of power for the elves.

It was during this period that the elves enjoyed a massive era of peace, training in the martial skills only as a point of pride from former glories. The elves would suffer no major conflicts, yet did not further technology due to a lack of sophisticated enemies and contentment with their quality of life. Eventually the first dwarven envoy came to the surface world, asking for help against the Darkdragons. The elves did not trust the dwarves, but deferred to the wisdom of the Highdragons. After the event's of "The Fireball Gambit," the Highdragons had disappeared from the world without an explanation. The elves set out to find their former allies and instead found the dwarves, who in a mass exodus from the underground have taken resident in the abandoned Highdragon rookeries. The elves splintered into two factions: those that saw this as an insult, even blasphemy and those that did not wish to dishonor the memory of the Highdragons by starting a war with their former allies and in their former domains. The elves became two major factions at this point, one going to war with the dwarves, the other setting out to try and rebuild their society's structure that relied so heavily on the Highdragons for peace and arbitration.

It was during this time that the elves discovered humankind, beginning the Age of Entryism 50,000 years ago. It is named as such not because of humankind's entry to the world, but the elven race's entry into human history, changing their culture and religion. The elves that had decided to wage war upon the dwarves eventually reached a stalemate due to the defensibility of the dwarven rooks, abandoning the war effort. These elves were welcomed back and ingratiated into elven society, bringing with them their new knowledge of war and tactics. However, the humans balked at the preferential treatment these "outsider" elves received over the humans who had worked with the elves to create functioning societies for both races. The inevitable bloodshed occurred, causing a race war that nearly ended both sides.

The elf and human war was the beginning of the Age of Malism, for the evil of all would come out before the end. The dwarves assisted the humans because of anger over a war not yet forgotten. Humans began to experiment with dark arcane magic, which drew concern from the divine-focused elves. The war eventually ended in the verdant elven nation of Thule 150 years ago, when humans drew from dark reservoirs of magic to finally break the elvish army. The elves in turn, used their mastery of the divine and natural world to shield them. The resulting collision of magical forces utterly ruined Thule, turning it into a frozen, barren wasteland. In an epiphany from the horror of the magical catastrophe, the races called for a meeting. The first and only treaty of its kind was created over several weeks: The Treaty of Thule. The main points of the treaty were the division of known land for restitution to the elves, the use of magic in wartime and the absolution of all past transgressions. The elves received a section of protected forest in Selvandi known as The Jaw (*Carach* to the elves), where humans and dwarves could not attempt to settle, but could live in elvish encampments if the leaders chose to accept them. Next, the use of arcane or divine magic for craven (scry and fry, illusion), vulgar (world changing) and vile (demonic pacts, soul manipulation, blood magic) tactics was forbade, with the exception of bolstering, non-supernal summoning and artillery, in kingdom to kingdom or racial warfare. A collective known as the Painted was founded to enforce this treaty, bearing it in the form of tattoos. Finally, a monument was built to mark the end of the war and the loss of life at Thule. No soldiers or leaders would be punished for their actions in the war in the interest of peace. A major outpost that houses the Rangers of Thule exists to this day, combating the horrors that were unleashed from that war.

The elves left to settle their new lands. Some formed elven only cities in The Jaw, while others found positions of prestige in foreign lands where elven schools of combat and learning are in high demand. To this day, elves are subjects of romanticism and symbols of an age perhaps lost forever. The world has since moved on, welcoming new races and ideas in this Age of Industrialism, which has seen explosive growth in society and technology. Where the elves will fit in this new world has yet to be seen.



Elvish social classes, left to right: noble (Ar'mar), warrior (Oh'tar), seer (Fay'ah)

ELF STATS

+2 Dexterity, +2 Wisdom, -2 Constitution The elves are graceful and shrewd, but they are more frail than other races.

- **Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Elves have a base speed of 30ft.
- **Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light. See Chapter 7.
- **Keen Senses:** +2 to Perception checks.
- **Ancestral Arms:** Elves treat elven weapons *Cu'tad*, *Las'ech*, and *Oh'megil* (Elven Double Bow, Elven Leaf Spear, and Elven Warblade) as martial weapons. In addition, an elf receives Exotic Weapon Proficiency [Any] or Martial Weapon Proficiency [Any] as a bonus feat at 1st level.
- **Dreamtongue:** All elves increase the DC of divination and sleep spells by +1. Elves with a CHA of 15 or higher can cast *dream* once per day. Elves refer to this ability as *Lor'enna*.
- **Elven Lore:** Elves have kept records on the major events in history, especially on current and former enemies. Elves receive a +2 to Knowledge [History] on themselves, humans and dwarves. GM's can also allow this bonus to extend to any creature deemed an enemy of the elves. In addition, Knowledge [History] may be used untrained.
- **Languages:** Elves begin play speaking Common and Elven.

Half Elf Variant

Half elves lose Dreamtongue, Ancestral Weapons, Elven Lore and instead gain the following:

- **Half Elf Stats:** Half elves receive a +2 to any one stat
- **Marginal Traits:** Existing within two different cultures, half elves choose two of the following traits to reflect their unusual upbringing:
 - Multitalented:* A half elf chooses two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes.
 - Resentment:* A half elf with this trait gains a +2 to hit humanoids with the elf and human subtype.
 - Dreamtongue:* This trait functions as per the elf trait of the same name
 - Ancestral Weapons:* This trait functions as per the elf trait of the same name
 - Quality of Life:* A half elf with this trait gains an additional +2 to any stat, except the one initial chosen for their racial modifier.
 - Human Heritage:* Choose one feat with no prerequisites. You gain this feat as a bonus feat at first level.

NEW WEAPONS

ELVEN WEAPONS	COST	DMG (S)	DMG (M)	CRIT	RANGE	WEIGHT	TYPE	SPECIAL
Two Handed Exotic								
Elven Leaf Spear	30gp	1d6	1d8	19-20/x2	20ft	5lbs	Piercing/ Slashing	Brace
Elven Warblade	80gp	1d8	1d10	18-20/x2	-	7lbs	Slashing	-
Ranged Exotic								
Elven Double Bow	1,000gp	1d6	1d8	x3	90ft	3lbs	Piercing	-

Elven Leaf Spear Even though it isn't a light weapon, you may use Weapon Finesse with an Elven Leaf Spear. It can be used to brace against charging characters.

Elven Warblade Even though it isn't a light weapon, you may use Weapon Finesse with an Elven Warblade. You receive a +2 to your CMD against sunder attempts due to the thin blade.

Elven Double Bow You can use an Elven Double Bow as a normal longbow without taking a penalty. Whenever you use an Elven Double bow, you may use the feat Rapid Shot even if you do not have it, except the penalty is at a -4. This negative stacks with proficiency penalties. If you have the feat Rapid Shot and have Exotic Weapon Proficiency [Elven Double Bow], you instead only take a -1 when using the Rapid Shot feat.

NEW FEATS

Elven Spear Mastery (Combat)

Prerequisites: Proficient with Elven Leaf Spear, Weapon Focus (Elven Leaf Spear), Combat Reflexes

Benefits: You may use an Elven Leaf Spear in one hand. In addition, when you are charged while holding an elven leaf spear, you may brace your weapon as an immediate action and make an attack of opportunity before the charge attack is made.

Elven Dueling Mastery (Combat)

Prerequisites: Proficient with Elven Warblade, Quick Draw, Weapon Finesse, Weapon Focus (Elven Warblade).

Benefits: If you begin combat with an Elven Warblade, you receive a +2 to Initiative. In addition, you receive a +1 shield bonus to AC. Also, the Elven Warblade counts as a piercing weapon for the purpose of effects or weapons wielded by the duelist prestige class.

Ag'arwaen (literally *The Bloodstained*) "Death Elf" Variant

The Ag'arwaen were the favored servants of the Highdragons, who were bonded to them by drinking their blood in long lost rituals. Driven nearly mad with grief at the loss of the Highdragons, the weakened Ag'arwaen have kept themselves hidden, as most races fear them for their blood magics learned over millennia from diabolical pacts and wrested secrets. As a whole, the Ag'arwaen see themselves as the rightful leaders and judges of the various intelligent races, as they were the heralds for the most utopic society Seronia has ever known (at least in their eyes). However, their mentality lends them to be behind-the-scenes manipulators rather than tyrants or warlords, the one notable exception being Sereg the Conqueror. The elite of the Ag'arwaen's often train to be Hematurgists, sorcerers who can tap the latent magic found in blood they consume.

AG'ARWAEN STATS

-2 Str, +4 Con, +2 Int, +2 Wis, +2 Cha Death elves are hard to kill due to their blood manipulation, and have a mind that is sharpened over centuries of intense study.

- **Medium:** Death elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Death elves have a base speed of 30ft.
- **Darkvision:** Death elves can see in the dark up to 60ft
- **Keen Senses:** +2 to Perception checks.
- **Spell Resistance:** Death elves gain spell resistance equal to 11 + their level.
- **Hematurgy:** Death elves with a Charisma of 12 or higher gain the following spell-like abilities: 1/day: *Blood Transcription, Blood Biography, Mark of Blood*

Table: Ag'arwaen Random Starting Ages and Aging

Adulthood	Simple	Moderate	Complex
100 years	+4d10	+8d10	+10d12

Middle Age	Old	Venerable	Maximum Age
250 years	500 years	750 years	+5d% years

- **Anamnesis:** Death elves pick two Knowledge skills. They gain a +2 racial bonus on both of these skills, and those skills are treated as class skills regardless of what class the death elf actually takes.
- **Languages:** Death elves begin play speaking Common and Am'lu (Ancient draconic elvish).

GNOMES

Secular and brilliant, the gnomes are the most technologically advanced race on Seronia. They exist within a caste system that eschews gods and magic in favor of critical thinking and science. Two predominant factions exist within the gnomish castes: imperialists and anti-imperialists. The imperialists believe that the future for gnomish society is to go out and invite other races (or conquer if they refuse) to experience gnomish society and uplift them with technology and intellect. The anti-imperialists believe non-gnomes will never be able to think or appreciate gnomish invention and should be left to their own devices, focusing their time and wealth on insular progression.

Gnomes hold strict laws governing magic. Magic is seen as a shortcut for pure intelligence and is therefore not allowed to be used with their greatest creations: firearms. Anyone caught using magic to advance (but not necessarily enhance) firearm technology are arrested, citing endangering the welfare of the gnomish public. These strict laws have caused witch hunts among the gnomish elite, with jealous gunsmiths accusing rivals and competitors of using magic to cheapen costs, speed up the process of creating their wares, or aiding them in marksman tournaments.

Gnomes are between 3-1/2 and 4 feet tall. Skinny, almost gaunt creatures, gnomes rarely weigh more than 40 pounds. Their skin typically appears either darkly tanned or brown, but lighter colors are also known. Gnomes have gray, honey, green or blue eyes, but are rarely bright or striking in intensity. Their hair goes white at a very early age, but typically starts at any natural, non red pigment. Above eye or hair color, though, is a gnome's nose. Even though gnomes don't stand as tall as either dwarves or humans, their noses are often much bigger, a fact that they're quite proud of. Many a discussion has ended in size comparisons, and both sexes consider a large nose to be a sign of beauty (though gnomish ladies are less likely to compare than gnomish men are). Adult gnomes are capable of growing extremely impressive amounts of facial hair, which is normally kept trimmed into large mustaches or neat, full beards.

GNOME STATS

+2 Constitution, +2 Charisma, -2 Strength: Gnomes are physically weak but surprisingly hardy, and are able to impose their will on others.

- **Small:** Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Gnomes have a base speed of 20 feet.
- **Low-Light Vision:** Gnomes can see twice as far as humans in conditions of dim light. See Chapter 7.
- **Caste Member:** Choose one of the following Gnomish castes. You gain the following benefits:
 - Iron-* Once per day, when an effect would normally leave an Iron caste member fatigued or exhausted, they may ignore the fatigue or exhaustion effect. This ability activates the first time they are affected by fatigue or exhaustion in a day — you cannot “save” it to apply it to a specific effect. The military training has instilled discipline as well, granting a +1 bonus on Will saves.
 - Noble-* Noble caste members begin play with an additional 200 gp. In addition, at 10th level they gain a one-time 10,000 gp stipend.
 - Tinker-* Tinker caste members receive a +2 racial bonus on a Craft of their choice and they are treated as proficient with any weapon they have personally crafted.
- **Skeptical:** Gnomes receive a +2 racial bonus on Sense Motive and saving throws against illusion spells or effects.
- **Stubborn:** Gnomes receive a +2 racial bonus on Will saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) schools. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round). This second save is made at the same DC as the first. If the gnome has a similar ability from another source (such as a rogue's slippery mind), he can only use one of these abilities per round, but can try one on the second round if the first reroll ability fails).
- **Weapon Familiarity:** Gnomes are proficient in firearms and treat any weapon with the word “gnome” in its name as a martial weapon (gnomish gauntlet gun, gnomish spontoon, gnomish noble blade).
- **Languages:** Gnomes begin play speaking Common and Gnomish.

Madness Gnome Variant

Renegades, known as “madness gnomes,” dare to mix arcane magics with technology in order to take it to unrestricted heights. Madness gnomes lose Caste Member, Skeptical, and Stubborn. Instead, they gain the following:

- **Gunmage:** Madness gnomes receive the Gunsmithing feat for free at first level. In addition, with a Charisma of 11 or higher, a madness gnome gains access to the following spells: *1/day Abundant Ammunition, Weapon Wand, Crafter's Fortune*
- **Paranoid Insight:** You are automatically aware of scrying attempts targeting them and gain a +2 bonus on Perception checks made to locate a scrying sensor (if any) or to notice someone watching them. In addition, you gain a +2 bonus on Will saves made to resist spells and effects from the school of divination. Finally, the DC to Intimidate or demoralize you increases by 2.
- **Engineer:** A madness gnome always treats Knowledge (engineering) and Craft (alchemy) as class skills.

NEW WEAPONS

GNOMISH WEAPONS	COST	DMG (S)	DMG (M)	CRIT	RANGE	WEIGHT	TYPE	SPECIAL
One Handed Exotic								
Gnomish Noble Blade	25gp	1d6	1d8	19-20/x2	-	3lbs	Piercing/Slashing	-
Two Handed Exotic								
Gnomish Spontoon	30gp	1d10	1d12	x3	-	10lbs	Piercing/Slashing	Blocking, Brace, Reach
Ranged Exotic								
Gnomish Gauntlet Gun	750gp	1d4	1d6	x4	10ft	6lbs	Bludgeoning & Piercing	Misfire 1 Capacity 2

Gnomish Noble Blade: Noble gnomish officers carry this blade. Sometimes called a “cut and thrust sword” or “side sword,” the gnomish noble blade is larger than a short sword, but smaller than a longsword. It consists of a straight, lightweight double edged blade, popular amongst those who favor speed & finesse over mere brute force. You can apply the Weapon Finesse feat to the side-sword even though it is not a light weapon.

Gnomish Spontoon: Non-noble gnomish officers carry the spontoon as a symbol of their rank. The head of a spontoon has a pair of smaller blades on each side, allowing it to be swung like an axe as well as defend against incoming attacks.

Gnomish Gauntlet Gun: The front of this gauntlet is fitted with a small, double-barreled gun that can be shot while wearing the gauntlet. Unlike with a double-barreled pistol, you can only shoot one barrel at a time. You must remove the gauntlet to reload the gun. Each barrel of a gauntlet gun uses a bullet and 1 dose of black powder or single alchemical cartridge as ammunition. It can also be used as a simple weapon (treat as a spiked gauntlet, but it deals bludgeoning damage). Because of its awkward construction, a gauntlet gun is always considered an off-handed weapon.

NEW FEATS

Lidardi Swordsmanship: Instead of firearms, certain gnomes study the ancient art of Lidardi Swordsmanship, a defensive martial arts created by famed gnomish scholar Bartolomeo Lidardi. The Lidardi school focuses primarily on the single-handed gnomish noble blade used in combination with various defensive weapons, including a buckler, a dagger, a gauntlet gun or a cape. In addition, instruction on fighting with the spontoon and even unarmed combat was given.

Lidardi Training (Combat)

Prerequisites: Weapon Finesse or Weapon Focus [any blocking weapon] or gnome level 1

Benefits: When fighting defensively or using total defense with a melee weapon that qualifies for Weapon Finesse or has the blocking special quality, your dodge bonus to AC increases by 2.

Lidardi Appel (Combat)

Prerequisites: Lidardi Training, Combat Expertise, Bluff 1 rank

Benefits: When you successfully feint against an opponent in combat, instead of denying the opponent his Dexterity bonus, you may gain a +1 dodge bonus to your AC against his attacks. This bonus increases by +1 every four levels, to a maximum of +5 at 17th level. This dodge bonus applies when determining your bonuses gained from Lidardi Parry and Lidardi Defense. The bonus lasts until combat ends, you switch opponents, or you switch to a different main hand weapon, whichever comes first.

Lidardi Parry (Combat)

Prerequisites: Lidardi Training

Benefits: Whenever you fight defensively or use the total defense action, allies gain a deflection bonus to AC and CMD equal to 1/2 the dodge bonus you gain from the action you are taking. Allies only gain this bonus while they are adjacent to you.

Lidardi Displacement (Combat)

Prerequisites: Lidardi Training, base attack bonus +3

Benefits: While fighting defensively or taking the total defense action, you gain a bonus on your Reflex saving throws and to your CMD equal to 1/2 of the dodge bonus to AC you gained from taking that action.

Lidardi Trompement (Combat)

Prerequisites: Lidardi Training, Lidardi Appel, base attack bonus +6

Benefits: Once per round, you can make a single melee attack at a -4 while taking the total defense action against an opponent who you've successfully feinted with Lidardi Appel. You also gain a +4 bonus on critical confirmation rolls made while fighting defensively or making an attack of opportunity using this feat. This attack can be enhanced with Vital Strike.

HUMAN VARIANTS

There are many nationalities and ethnicities within the world of Seronia. Instead of taking the normal stats when making a human character, you can elect to choose to receive the regional bonuses to reflect your unique upbringing. Each one of these variants replaces the Skilled special quality for a human.

BILADI *From a rich, coastal oasis, the Biladi are feared assassins and social manipulators (Arabic/Lebanese)*

- **Subterfuge:** Bluff is always a class skill for a Biladi, and they gain a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie.
- **Urban Camouflage:** Stealth is always a class skill for a Biladi, and they gain a +4 racial bonus on Stealth checks while within urban terrain.

INIX *Born on the Isles of Iniquity, the Inix are raised for a harsh life at sea (Marabou)*

- **Bravo Training:** You get a +2 bonus on initiative checks made while on a ship and deal an additional +1 damage when using light or one-handed weapons on a ship.
- **Hold Breath:** You can hold your breath for a number of rounds equal to four times your Constitution score before risking drowning or suffocating.
- **Seaborn:** Swim and Acrobatics are always class skills for an Inix.

KOR *The mountain people of Kor'dren are as tough and untamed as the lands they inhabit (Scottish/Irish)*

- **Toughness:** Kor gain Toughness as a bonus feat at 1st level.
- **Ferocity:** Once per day, when a Kor is reduced to fewer than 0 hit points but is not killed, it can fight on for 1 more round as if disabled. At the end of its next turn, unless brought to above 0 hit points, it immediately falls unconscious and begins to die.

LENG *Survivors of a war that destroyed their planet, the Leng have modified themselves with Mi-Go technology (Genetically modified multiracial)*

- **Chimeric DNA:** Once per day as an immediate action, the people of Leng can apply their character level to one d20 roll, as they undergo genetic recombination.
- **Biotechnician:** The people of Leng do not suffer negatives when interacting with Mi-Go technology, and ranks in the Heal skill count as their caster level for the purposes of qualifying for the Craft Magic Arms and Armor and Craft Wondrous Item feats.

LEVANTINE *Deeply religious, the Levantine are at odds against the undead in their homelands (Italian/French)*

- **Unshakable Faith:** Levantine gain a +2 racial bonus on all saving throws against fear effects.
- **Undead Scourge:** Levantine gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of undead. In addition, they gain a +2 racial bonus on Knowledge (religion) checks to identify undead and can make such checks untrained.

MASHREKI *The Mashreki value magic above all else, and use it to bring ruin to their enemies (Turkish/Indian)*

- **Overwhelming Magic:** Mashreki gain a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on dispel checks.
- **Arcane Bloodline:** If a Mashreki is a sorcerer with the Arcane or Destined bloodline, he treats its caster level as 1 higher when casting bonus spells and bloodline powers. This trait does not give Mashreki early access to level-based powers; it only affects powers that they could already use without this trait.

SELVANDAN *Descended from heroes, the Selvandan constantly defend freedom and individuality (Panethnicity)*

- **Heroic:** In campaigns that use the optional hero point system (Pathfinder RPG Advanced Player's Guide 322), each time a Selvandan gains a level, he gains 2 hero points instead of 1. If a Selvandan takes the Blood of Heroes feat, he gains 3 hero points each level instead of 2.

or

- **Eternal Hope:** Selvandan gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, Selvandan may reroll and use the second result.
- **Education:** Selvandan read and speak two additional languages. In addition, they choose two Intelligence, Wisdom or Charisma based skills. Those skills always count as class skills for you.

SHARDO *The Shardo are culturally diverse islanders whose traditions are a result of a millennium of warfare. (Maltese)*

- **Il-quċċija:** All Shardo go through a birthing ritual that is said to determine their path in life. They double their favored class bonus.

TAMAZGAN *The warlike Tamazgan are constantly fighting against savage predators and other tribes (African)*

- **Mob Tactics:** Up to two Tamazgans can share the same square at the same time. If two that are occupying the

same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

- **Dirty Fighting:** Tamazgans gain a +2 dodge bonus to AC against humans and a +2 racial bonus on combat maneuver checks made to perform a dirty trick on humans.

THULITE *Masters of the frozen north, the barbaric Thulite bow to only the strongest (Norse/Viking)*

- **Acclimated:** Thulites are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces.
- **Berserker Scream:** Once per day, as a move action, you may unleash a powerful, bloodthirsty scream of battle lust and fury. Allies within 60 feet who can hear your berserker's cry (including yourself) are heartened and gain a +1 morale bonus on damage rolls made with melee attacks for a number of rounds equal to half your character level + your Charisma bonus. If you have the ability to rage, you may unleash a berserker's cry as part of the free action to enter a rage (instead of as a separate move action). A creature may be under the effect of only one berserker's cry at a time.

U'NESIAN *The superstitious U'nesians are known for their facial tattoos and spiritual take on warfare (Maori)*

- **Ritual Tattoos:** U'nesians receive a +1 luck bonus to all saving throws.
- **Consume Mana:** Once per day, after reducing an enemy to negative hit points or killing them, an U'nesian may attempt a DC 10 Concentration check to heal themselves of 1d4+1 point of damage per level as a move action.

VONYAN *The Highborn Lords of the Iron Mountain rule with a fist as cold and strong as the steel they command, while the Lowborn toil away for love of country, family, and personal pride (Russian)*

Highborn

- **Ironblood:** Once per day, a Vonyan can cause a touched piece of iron or steel to grow into an object weighing up to 10 pounds, such as a sword, crowbar, or light steel shield. This object remains in this form for 10 minutes or until broken or destroyed, at which point it shrinks back to its original size and shape.
- **Coerce:** Vonyans gain a +2 racial bonus on Diplomacy checks made to gather information and Intimidate checks to force an opponent to act friendly towards them.
- **Metallurgy:** Vonyans always treat Knowledge (dungeoneering) as a class skill. In addition, Vonyan are treated as 1 level higher when using the powers of the cleric's metal domain, the wizard's metal elemental arcane school, and the oracle's metal mystery. This trait does not give Vonyans early access to level-based powers; it only affects powers that they could already use without this trait.

Lowborn

- **Destitution:** Lowborn Vonyans receive a +2 to one profession of their choice and a +2 to Craft (Alchemy) to create drugs. In addition, a lowborn Vonyan receives the "poor" cost of living benefits each month at no cost (CRB pg. 405).
- **Conditioned:** Lowborn Vonyans receive a +2 racial bonus on saves against cold weather and starvation.
- **Irongut:** Lowborn Vonyans may drink 1 plus quadruple their Constitution modifier alcoholic drinks before being sickened for 1 hour equal to the number of drinks above this maximum. In addition, lowborn Vonyans are only dealt half the normal damage by drugs and the DC of a drug's saving throw increases only by 1 every time a lowborn Vonyan takes another dose of that drug while still suffering from ability damage caused by a previous dose.

WEIWU *Descendants of Thulite and Yueshi pairings, the Weiwu are the result of a constant war for land (Eurasian)*

- **Weapon Familiarity:** Weiwu are proficient with the katana and bows.
- **Blood Vengeance:** Whenever one of your allies is reduced to negative hit points or killed, you may enter a state similar to but less powerful than a barbarian's rage as a free action on your next turn. If you have the rage class feature and are already raging, your morale bonuses to Strength and Constitution increase by +2 for the duration of your rage. If you do not have the rage class feature, or you have no more rage rounds left, this weaker rage gives you all the benefits and penalties of a barbarian's rage, except your morale bonus to Strength and Constitution is only +2. In either case, this state lasts for 4 rounds. As with a barbarian's rage, when this weaker rage ends, you are fatigued; if another ally falls before this duration ends, the weaker rage lasts for an additional 4 rounds. This ability does not allow you to enter a rage if you are fatigued and excludes conjured or summoned allies. You can select rage related feats to augment this ability.

YUESHI *The Yueshi have a societal tradition of swordsmanship, instilling discipline, honor and duty. (Japanese)*

- **Kengeki:** Yueshi are trained from birth in swordplay, and as a result are automatically proficient with all swordlike weapons, as covered by the Heavy Blades and Light Blades expanded weapon groups (see UC pg. 45)

BIRACIAL HUMANS

You can choose to have your human come from various genetic or cultural backgrounds. This is often represented by a mixed parentage, but can also be due to growing up in a different country because of a childhood event. While some events are tragic (e.g. war, slavery), some can be due to a parent's line of work or desire to expose their child to the world.

The three ethnicities not available for biracial stats are the Shardo, Yueshi, and Leng. The Shardo and Yueshi already have ethnicities that represent biracial offspring from their cultures (being the Inix and Weiwu respectively) and the Leng are not only exceedingly rare, but are a result of mysterious arcane and scientific genetic manipulation.

To create a biracial human, simply choose two different human variants and select one special quality from each. Some variants have bundled special qualities (i.e. the Inix, highborn and lowborn Vonyan) that count as one choice. When making these choices, keep in mind your character's background. Simply moving to Vonya would not give you their Ironblood ability, nor being born Inix and moving to a landlocked country assist in learning Bravo Training.

Here are some various terms for biracial humans in Seronia:

Nuhas: From Biladi for "copper," it can mean any combination of brown skin

Bu'jo/Bu'ja: Male and female racial term for a mixed Inix or Tamazgan, typically with colonists or pirates

Mestis: Levaneese military term for anyone not Levantine, now used to describe mixed ethnicity in their country.

Ainoka: Yueshi term for being biracial

Mulus: Mashreki term for "mule," meaning a child born with a foreign or non magic using mother.

Rzuvchinet: Highborn Vonyan insult; "rust." Lowborn shorten this to "Zuvs" and use it in a less disparaging fashion.

Mhac'inkor: Kor'dren surname for biracials and bastards; "son of Kor," used if they have a Kor parent.

Alv'ah: Dwarven word for "twain"

Peredil: Elvish word for "halfing." Half elves are called "Ara'dili."

Biracial Human Variant

Biracial humans lose Skilled. Instead, they gain the following:

- **Marginal Traits:** Existing within two different cultures, biracial humans choose any two of the following special qualities based on their background.

HUMAN VARIANT	AVAILABLE SPECIAL QUALITIES
BILADI	<i>Subterfuge, Urban Camouflage</i>
INIX	<i>Bravo Training, Hold Breath & Seaborn</i>
KOR	<i>Toughness, Ferocity</i>
LEVANTINE	<i>Unshakable Faith, Undead Scourge</i>
MASHREKI	<i>Overwhelming Magic, Arcane Bloodline</i>
SELVANDAN	<i>Education, Eternal Hope</i>
TAMAZGAN	<i>Mob Tactics, Dirty Fighting</i>
THULITE	<i>Acclimated, Berserker Scream</i>
U'NESIAN	<i>Ritual Tattoos, Consume Mana</i>
HIGHBORN VONYAN	<i>Ironblood, Coerce & Metallurgy</i>
LOWBORN VONYAN	<i>Destitution, Conditioned & Irongut</i>
WEIWU	<i>Weapon Familiarity, Blood Vengeance</i>

JANNI

During the time of the Praj'tors, before the Sundering of Ash-Sham, the people of Mashrek and Bilad were a singular, secular nation. Beholden to no god, the Shamites worshiped the living embodiment of the elements that sustained them in their harsh homeland: the genies. With the power to seemingly reshape reality with their wish magic, the genies attracted a host of human followers, who in turn gave themselves to the whims of the planar creatures.

While some of the genies actually had relations with humans (especially the whimsical Marids), others bestowed powers upon their faithful servants using their wish magic. Regardless of how the process began, the end result was the jann. This new race looked almost identical to humans save some features from their parent's elemental heritage.

After the Wish War and the split of Ash-Sham into Mashrek and Bilad, the jann are made by the union or contract between a mortal and a genie only during extremely rare circumstances. Rather, the power of the jann manifests itself randomly in a family's bloodline, with the union of a janni and a human not always producing a janni child. The magic has been known to skip generations or die out in a family altogether, causing them to lose status in the noble magocracy of Mashrek.



An efreeti blooded Janni

Those janni that devote their life to the magical craft become some of the finest warmages in Seronia. Those that follow the martial path also excel with their ability to sheathe their weapons in the elements and change size, making them highly-sought after bodyguards and shock troops.

Not every part of the world reveres the jann however. Some distrust them with the same intolerance shown blood magi or wizards, regardless if they are actually casters. Others believe that the power of the jann can be studied or harvested from their blood (which never is a healthy thing for the janni). The xenophobic will even compare jann to vampire or werewolves, calling their elemental powers the results of a curse or genie disease.

A janni can have all sorts of different features that betray its heritage, but the most common are the following: eyes without pupils than can look like precious gems or filled with the elements, hair the color of polished metals, strange birthmarks that might pulse with energy, and/or pointed ears. When using their change shape ability (see Jann stats), they take on even more physical features of their bloodline heritage (normally skin tone and vocal changes). While these traits sometimes vary, what doesn't is the natural magic flowing through their veins.

JANNI STATS

+2 to any two stats The unique heritage of the Jann manifests in various ways

- **Medium:** Jann are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Jann have a base speed of 30ft.
- **Darkvision:** Jann can see in the dark up to 60 feet.
- **Genie Affinity:** Jann pick one of the following energy types that corresponds to the genie they have ties to: acid (Shaitan), cold (Marid), electricity (Djinni), or fire (Efreeti).
- **Change Size:** Twice per day, a janni can magically change size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability) using the janni's Hit Dice as the caster level, except that the ability can only work on the janni.
- **Elemental Arcana:** If the janni is a sorcerer with the corresponding genie/elemental bloodline or an elemental wizard whose school corresponds to the associated energy type, it treats its relevant ability score as 2 points higher for all spells and class abilities. Furthermore, a janni able to cast domain spells that correspond to the element their genie affinity has ties can cast its domain powers and spells at +1 caster level. This ability does not give janni early access to level-based powers; it only affects powers that they could already use without this ability.
- **Elemental Assault:** Once per day as a swift action, janni can call on the elemental power lurking in their veins to shroud their arms in the energy type that corresponds to their genie affinity. Unarmed strikes or attacks with weapons held in their hands deal +1d6 points of damage of the appropriate energy type. This lasts for 1 round per character level. Janni may end the effects of their elemental assault early as a free action.
- **Elemental Resistance:** Jann have resistance 5 to their corresponding energy type and gain fast healing 2 for 1 round anytime they take damage that corresponds to their genie affinity (whether or not this damage overcomes their resistance). Jann can heal up to 2 hit points per level per day with this ability, after which it ceases to function.
- **Languages:** Jann begin play speaking Common and the language tied to their elemental affinity.

Table: Janni Random Starting Ages and Aging

Adulthood	Simple	Moderate	Complex
15 years	+1d4	+1d6	+2d6
Middle Age	Old	Venerable	Maximum Age
35 years	53 years	70 years	+2d20 years

Table: Janni Random Height and Weight

Gender	Base Height	Height modifier	Base weight	Weight Multiplier
Male	4'10"	2d10	120lbs	X 5lbs
Female	4'5"	2d10	85lbs	X 5lbs

Aamir-jinn "Noble Janni" Variant

The Aamir-jinn are the direct result of wish magic; created, not born. As such, they are more powerful than their mixed parentage counterparts. Known as "noble janni" due to their airs and impressive supernatural powers, the Aamir-jinn rarely leave their host nation of Mashrek, as they are practically worshiped by many, including people of high status. However, the life of a pampered guest is not for all of them, and some do wander to adventure for motivations as varied and complicated as their creators.

AAMIR-JINN STATS

+2 Strength +2 Dexterity +2 Constitution -2 Wisdom +4 Charisma Aamir-jinn are physical superior and brimming with natural arcane energy, but their powerful emotions run high, which is the cause of some instability.

- **Medium:** Jann are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Jann have a base speed of 30ft.
- **Darkvision:** Jann can see in the dark up to 60 feet.
- **Genie Affinity:** Noble jann pick one of the following energy types that corresponds to the genie they have ties to: acid (Shaitan), cold (Marid), electricity (Djinni), or fire (Efreeti).
- **Change Size:** Twice per day, a noble janni can magically change size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability) using the noble janni's Hit Dice as the caster level, except that the ability can only work on the noble janni.
- **Elemental Aura:** Once per day, a noble jann can unleash an *elemental aura*, as per the spell (Advanced Player's Guide p.218) using the noble janni's Hit Dice as the caster level. The type of aura depends on their corresponding energy type.
- **Elemental Assault:** Once per day as a swift action, janni can call on the elemental power lurking in their veins to shroud their arms in the energy type that corresponds to their genie affinity. Unarmed strikes or attacks with weapons held in their hands deal +1d6 points of damage of the appropriate energy type. This lasts for 1 round per character level. Janni may end the effects of their elemental assault early as a free action.
- **Elemental Immunity:** Noble jann are immune to their corresponding energy type and gain fast healing 2 for 1 round anytime they take damage that corresponds to their genie affinity. Noble jann can heal up to 2 hit points per level per day with this ability, after which it ceases to function.
- **Languages:** Noble jann begin play speaking Common and the language tied to their elemental affinity.

Table: Aamir-jinn Random Starting Ages and Aging

Adulthood	Simple	Moderate	Complex
18 years	+1d6	+1d8	+2d8
Middle Age	Old	Venerable	Maximum Age
50 years	75 years	100 years	+5d20 years

Table: Aamir-jinn Random Height and Weight

Gender	Base Height	Height modifier	Base weight	Weight Multiplier
Male	4'10"	2d10	120lbs	X 5lbs
Female	4'5"	2d10	85lbs	X 5lbs

MULVAN

One of the most powerful creatures from the plane of Eridu is the mindless genesis engine known as the Mu Spore. Depending on the creature's size and power, they can seed dead lands or even worlds, injecting barren environments with life giving energy. One such creature was brought and stored on the realm of Seronia thousands of years ago during The Nameless Wars between the fey and servants of the Old Ones. The fey thought to use the Mu Spore as a deterrent against the servants of the Old Ones- should they lose the war, they would simply unleash it's potential and reset all organic life to its basest level.

However, the servants of the old ones were patient and allowed the *Servus Dei*, those that lived on Seronia who did not wish to be servants of the fey, weaken and distract their enemies for them. Warriors such as Sereg the Conqueror and others fought to carve out their own lands against the fey, which allowed the servants of the Old Ones to focus on the Mu Spore threat. With a powerful binding spell, they rendered the Mu Spore inert, in a mindless slumber beneath the lands now known as Selvandi. The servants stayed hidden and allowed the *Servus Dei* to believe the war was over with the enforcement of the *Ne'hemo Anima*. The Mu Spore slumbered while the *Servus Dei* built their first societies- and the servants returned to their machinations.

The spore however, was far from dormant. The fungal composition consumed those few that encountered it, creating a mindless servitor force for a number of decades. These mindless creatures protected it and eventually learned how to communicate through pheromones. Eventually, centuries passed and the immensely powerful magics of the Mu spore caused it's children to evolve at a phenomenal rate. Basic language gave way to full assimilation of the species it encountered and eventually they learned how to camouflage themselves by accessing memory in the DNA and recombining it to look like those the Mu spore had previously consumed. They shared a hive mind and lived in a close community where they were all one.

Eventually, the children of Mu exposed themselves to the elves and humans who had settled Selvandi in hopes of learning more about the races that had helped create them. Unfortunately, it lead to the discovery of the Mu spore once again, which threatened to awaken when powerful forces attempted to use it as a weapon in a war between the returning fey influence and the newly established human kingdom. As a result, the humans used a powerful spell to send the Mu spore off world into it's neighboring moon.

When it seeded the dead rock, the children of Mu suffered a cataclysmic disconnect from their hive mind. Now struggling with individuality and the loss of what most viewed as their living god, the Mulvan (as they were named by the elves) are coming to terms with loneliness and the unknown. Having lost their society where everyone knew each others thoughts, what they needed, with no facades or deceit, the Mulvan are often targets for cons and manipulation. Some have found out the hard way that not all Mulvans are doe eyed and trusting – some have grown callous and distrusting, seeing potential danger in every kind gesture, every outstretched hand. These Mulvan are dangerous shapeshifters, who use their skills as assassins and knife men. Some have tapped the latent energy found within their veins to become powerful casters, losing themselves in their inner voice rather than listening to the outside world.

MULVAN STATS

+4 Charisma, -2 Strength, -2 Intelligence Mulvan pheromones are powerful, but their hormone-based learning means they have a hard time with most academics.

- **Medium:** Mulvan are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Mulvans have a base speed of 30ft.
- **Low Light Vision:** Mulvans can see twice as far as humans in conditions of dim light. See Chapter 7.
- **Process Pheromones:** Mulvans gain scent, except it only works on other mulvans and creatures under a charm, fear, morale, or rage spell or effect. In addition, mulvans receive a +2 to Bluff to pass hidden messages and a +2 to Sense Motive to receive them when they are within 30ft of the target (if upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.).
- **Histogenesis:** Mulvans have the extraordinary ability to change either into a human or elf form (chosen at character creation). The form's appearance is static and cannot be changed each time it takes this form. Mulvans gain a +10 racial bonus on Disguise checks made to appear as a member of the race it assumes. Histogenesis is a full-round action. This trait otherwise functions as alter self, save that the creature does not adjust its ability scores, nor is it a magical effect.
- **Photosynthesis:** Mulvans who spend at least eight hours a day in sunlight and rest fully at night may heal one extra hit point per day per character level. Mulvans that do not spend at least four hours a day in light cannot recover any hit points naturally, even with a full day of rest. A mulvan can go without sunlight or water for one day plus a number of hours equal to her Constitution score. After this time, the character must make a daily Constitution check (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage. This subdual damage cannot be recovered or magically healed until the mulvan receives sufficient sunlight.
- **Immunity Receptors:** Mulvan receive a +2 to saves vs. mindaffecting effects, poison, sleep, paralysis, polymorph and stunning.
- **Darkness Sensitivity:** Mulvans suffer a -1 penalty to attack rolls and skill checks when in complete darkness. This penalty is in addition to any other penalty or miss chance.
- **Languages:** Mulvans begin play speaking Common and Mulvan Pheromone Spores.

Karoun Variant

Originating from the same interstellar spore as the Mulvan did, the Karuon developed independently from their fungal counterparts. Where the Mulvan adapted by mimicking the races they came in contact with, the Karuon learned to survive by rewriting their cellular memories through self-replication. As the Karuon also learned through pheromone based osmosis, they differed by being able to use their collected knowledge as a genetic imprint. When they decide to asexual reproduce, they essentially die and come back with whatever memories and skill sets they deem necessary to survive.

One story tells of a bandit warlord that found a Karuon settlement in Selvandi. The Karuon seemed peaceful and had no warriors among them. Upon making demands for tithing and forced protection, the Karuon asked for one week to gather the needed tribute for the warlord. After time passed, the warlord and his bandits visited the settlement, only to find the Karuon had replicated themselves into hardened warriors, slaughtering the entire force.

Karuons lose Histogenesis and instead gain the following:

Morphogenesis: As a full round action, a karuon can trigger their internal regeneration process. Provided they aren't killed within 2d6 days, the outer shell sloughs off into decaying plant matter, revealing a healthy duplicate underneath. The karuon gains a negative level and can reallocate his skills and feats.

NEW FEATS

Mu Magic (Racial)

Prerequisites: Mulvan spontaneous caster

Benefits: Whenever you prepare spells for the day, you may choose to prepare any of the following spells in the appropriate spell slots: *Animate Plants*, *Antiplant Shell*, *Barkskin*, *Command Plants*, *Control Plants*, *Detect Animals or Plants*, *Diminish Plants*, *Entangle*, *Greater Siege of Trees*, *Ironwood*, *Plant Growth*, *Plant Shape*, *Speak with Plants*, *Shambler*, *Siege of Trees*, *Tree Shape*, *Tree Stride*, *Transport via Plants*, *Wall of Thorns*, and *Wood Shape*.

Entangling Vines (Racial)

Prerequisites: Mulvan

Benefits: You can make melee attacks with vines that shoot from your arms. This is a secondary attack. A creature hit by this attack cannot move more than 10 feet away from the attacker and takes a -2 penalty to AC as long as the vine is attached (this penalty does not stack if multiple vines are attached). The vine can be removed by the target or an adjacent ally by making an opposed Strength check against the attacking creature as a standard action or by dealing 2 points of damage to the vine (AC 11, damage does not reduce the your hit points). You cannot move more than 10 feet away from a creature stuck to your vine, but you can release your vine from the target as a free action. You can only have one creature attached to your vine at a time. In addition, you may pull a creature entangled by your vine 5 feet towards you as a swift action.



ORCS

Orcs were first discovered by the gnomes when looking for new territory to mine. The orcs resided in a land full of minerals and natural resources, but were content living simple, tribal lives without the need for advanced currency or buildings. The gnomes saw a orc child playing with a nugget of pure gold (which the orcs had no use for, as it was too soft for anything useful). The gnomes told the orcs that their race was plagued with an illness that could only be cured using this gold, and they would be willing to trade animal skins, steel, and other useful items for it. The orcs, believing they had just lucked out, agreed quickly. Over the next few decades, the gnomes established mines in The Moors, mining enough gold and precious gems to make them the wealthiest nation in all Seronia. Once it was revealed to the orcs what had occurred, they attempted to drive out the gnomes, who then claimed "intellectual sovereignty" on the orc lands. Bearing a document called The Requirement, the gnomes proclaimed that the orcs were too primitive to utilize their land's bounty and that for the advancement of science and civilization, their lands had to be surrendered to the gnomes.

The orcs fought for seven long years against the Iron Legion, proving a match in certain case with their shamanistic magics and guerrilla tactics. The gnomes eventually brought their full power to bear against the orcs, including new bombard golems and even employing heretics such as Karain the Mad to lead the war machine to unconventional victory. The human kingdoms did not interfere with the gnome's crusade, as the gnomes distributed outdated technology such as the printing press to the various kingdoms in order to buy their non participation. Some orcs resent this, but others know that despite the gnomish buy off, a number of unsung heroes in The Dark Wars were humans and other races that served as mercenaries without a kingdom (and therefore, no political ramifications).

Eventually, the gnomes won the war after Karain the Mad successfully blockaded several tribes in a valley and unleashed gas weapons upon them. Seeing their people suffer and the lands around them die, Karain offered peace terms, giving a generous stipend to each tribe leader to go find a place in new lands and flourish. Many tribes initially refused, but slowly, the orcs numbers dwindled as their leaders took the blood money, thinning out the ranks. Eventually, the orcs forces were so few that the war was called.

To this day, there are a few small pockets of orcs that remain in The Moors, striking at gnome camps and establishments, but most have come to live in newly settled cities in granted land to various factions following the war's conclusion.

While not all of the tribe's leaders were honorable with the money given to them (some used it to finance themselves into rich retirements), some turned the funds over to cities to buy a place for their people. Greedy officials took advantage of this opportunity to commit the orcs to intense, underpaid work, causing many to seek work as sellswords or other martial occupations.

To those cities that did not take advantage of the orcish plight, they have found loyal and valuable members of society. The nation of Thorn March has a massive logging camp and city founded for the orcish tribe that settled in their lands, while other tribes went west to the wilds of Kor'dren to avoid urban areas and stay connected with nature and tribal traditions.



An orc female

Orcs are humanoids, distinguished by their broad, heavily muscled forms, pointed ears, flat noses, sloped brows, and full lips. Skin colors can range from a burned black, to grey, to shades of olive. Hair is often coarse, being braided into various locks or oiled into spiked patterns. It can be a multitude of colors, ranging from shades of white, brown and black. Orc eyes are often feral, sunken with heavy bags, in colors between various shades of yellow and orange, though cloudy, smoke colored eyes have been known to occur, marking an orc for a life as a shaman or oracle.

ORC STATS

+2 Strength, +2 Wisdom, -2 Charisma: Orcs are both strong and wise, but their reserved nature tends to hurt them socially.

- **Medium:** Orcs are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Orcs have a base speed of 30ft.
- **Darkvision:** Orcs can see in the dark up to 60 feet.
- **Orcish Resilience:** Orcs gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them.
- **Ritual Markings:** Orcs receive a +1 luck bonus to all saves.
- **Weapon Training:** Orcs receive throwing axe, greataxe, and bow proficiency. They also treat any weapon with the word "orc" in its name as a martial weapon. (orc double axe, orc greatbow, orc war club)
- **Lexical Difficulty:** Orcs start with their racial language of Orcish only and can only learn up to three other languages, one of which must be Common.

Mazoi Variant

Mazoi orcs live in the hostile desert of Tel'Mazo. As a tribe, they remain impartial to politics from the surround nations of Mashrek and Bilad, but allow themselves to be hired as mercenaries and peacekeepers by both sides. They work these positions to send money and goods back to their tribe in Tel'Mazo. Should brother or friend meet each other on the battlefield on opposite sides, they will not hold back. A tribe who loses their earning members is often absorbed into another tribal family, especially if the absorbing tribe is the one who killed the new tribe's earners.

Mazoi orcs lose Scarification, greataxe and throwing axe proficiency and instead gain the following:

- **Socialization:** Mazoi orcs study the social and cultural habits of surrounding settlements before leaving their tribe. Knowledge (Local) is always considered a class skill for Mazoi orcs and they receive Common as a bonus language at character creation.
- **Desert Dweller:** Mazoi orcs receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or other ill effects from running, forced marches, starvation, thirst, or hot or cold environments.

Half Orc Variant

Half orcs lose Lexical Difficulty, Ritual Markings, Orcish Resilience, Weapon Training and instead gain the following:

- **Half Orc Stats:** Half orcs receive a +2 to any one stat
- **Marginal Traits:** Existing within two different cultures, half orcs choose two of the following traits to reflect their unusual upbringing:
 - Multitalented:* A half orc chooses two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes.
 - Resentment:* A half orc with this trait gains a +2 to hit humanoids with the orc and human subtype.
 - Ritual Markings:* This trait functions as per the orc trait of the same name
 - Weapon Training:* This trait functions as per the orc trait of the same name
 - Quality of Life:* A half orc with this trait gains an additional +2 to any stat, except the one initial chosen for their racial modifier.
 - Human Heritage:* Choose one feat with no prerequisites. You gain this feat as a bonus feat at first level.
- **Languages:** Half orcs begin play speaking Common and Orcish.

NEW WEAPONS

ORCISH WEAPONS	COST	DMG (S)	DMG (M)	CRIT	RANGE	WEIGHT	TYPE	SPECIAL
One Handed Exotic								
Orc War Club	8gp	1d4/1d3	1d6/1d4	x3/x4	10ft	3lbs	Bludgeoning/Piercing	-
Ranged Exotic								
Orc Greatbow	150gp	1d8	1d10	x3	120ft	6lbs	Piercing	-
Orc Greatbow, composite	200gp	1d8	1d10	x3	130ft	6lbs	Piercing	-

Orc War Club: Originally created from salvaged gnomish gun stocks, the typical orc war club is carved from a specially chosen straight grain hard woods. The faceted stock forms a sharp diamond cross-section, and every edge and point creates a trauma surface. They hit with remarkable force and prove to be extremely lethal weapons as their power was often enhanced by the addition of a short lance point or one or more knife blades. It can also be thrown with fair accuracy.

Orc Greatbow: The orc greatbow is exceptionally tall, standing over 6 feet tall.

PANDER

The Pander do not believe in the traditional viewpoint of a body and a soul. Instead, the pander believe in the "loa" (LOW-AH), a wild fey spirit within all Pander. They see it as a separate entity from them and attribute all emotion, creativity, and morality to it. Everything from a Pander's love of another to its music improvisational skill stems from the loa and its chaotic energies.

The instrument they summon as a race is always just one type of instrument, tied to the heart of the loa. It is the loa's voice to a Pander, and while all of them seem naturally skilled with music, the Pander that commune with their loa over a long life can truly make the greatest music in all of Seronia.

When referring to it's loa, the Panders always seem to address it as "my loa", never "the loa". Even Panders wholly evil do not depersonalize their relationship to their loa by referring to it as an indefinite article. There is nothing more definitive, more real in a Pander's life than it's loa. However, a Pander can be in conflict with what the loa is telling his/her body, akin to when a human loves someone and can't understand why or when a human is compelled to do acts that he does not wish to. A Pander with a twisted loa though, is a terrible enemy. Evil Panders still engage in many of the same activities that their good counterparts do, but in a far more gruesome fashion. Cannibalistic orgies fueled by maddening music is an example.

Where most see Panders as just naive and promiscuous, those privvy to their inner thoughts know that Panders believe that the body and the loa truly become one only during music and sex. Pander are loving creatures but already have a long term relationship (to their loa) and do not equate sex with commitment. Pander also see same sex coupling as "pointless", as female and male loas are designed to ingratiate with one another; the combining of same sex energies is often unsatisfactory and trivial.

PANDER STATS

- **+2 Dexterity, +2 Charisma, -2 Wisdom** Panders are lithe and charming, but prone to capricious behavior.
- **Medium:** Pander are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Panders have a base speed of 30ft.
- **Low Light Vision:** Panders can see twice as far as humans in conditions of dim light. See Chapter 7.
- **Keen Senses:** Panders receive a +2 to Perception checks
- **Seducer:** Panders add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, panders with a Charisma score of 15 or higher may use *charm person* once per day as a spell-like ability (caster level is equal to the pander's character level).
- **Magic Familiarity:** Panders receive a +2 to Use Magic Device and may use the skill untrained.
- **Power of the Loa:** With a Charisma score of 11, a Pander can cast *summon instrument* at will (as per the bard spell). Panders may use their summoned instrument instead of verbal and somatic components for spells. If they do so, the pander receives a +1 to the spell DCs of compulsion and sonic spells. A Pander must have both hands free to use this ability.
- **Sociable:** Panders skilled at charming others and recovering from faux pas. Panders that attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more can try to influence the creature a second time even if 24 hours have not passed.
- **Languages:** Panders begin play speaking Common and Panderin.

Apostate Pander Variant

Some panders have lost touch with their loa, either through trauma or being displaced from their native realm of Eridu for too long. Either way, the loss of their loa has caused them great pain, to which they can channel and project onto others.

Named "apostate panders," these panders would argue they've lost more than just religion as their name suggests, but their very soul. Because of this, apostate panders are often darker and more sinister than their loa-entuned brethren, but some find the detachment as a true freedom from the realm of the fey and their machinations. No matter how they view the loss of their loa, they remain steeped in natural magic.

Apostate panders lose Seducer and Power of the Loa and instead gain the following:

- **Terrifying Screech:** Once per hour as a standard action, an apostate pander can emit a terrifying screech. Any non-pander must make a successful Will saving throw (DC 10 + 1/2 the apostate pander's character level + Charisma modifier) or become shaken for 1d4 rounds. A target that successfully saves cannot be affected by the apostate pander's terrifying screech for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. This is a sonic, mindaffecting effect.
- **Manipulator:** Apostate panders add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, apostate panders with a Charisma score of 15 or higher may use *murderous command* once per day as a spell-like ability (caster level is equal to the pander's character level).



A pander



A qritani

QRITANI

In the frozen lands of Thule, the barbarians speak of the woad women who come in the night, slaughtering camps and taking men hostage, while using women and children for profane magics in reverence to their creator.

These are the tales of the qritani.

Before the Frostfire, the mysterious dryad Baba Yaga ruled over the north in a stretch of land known as the Witch Wood, with her adopted daughter Marina the Dark Maiden acting as her general for her impressive army known simply as The Horror. The army was comprised of giants, berserkers, and other fell creatures that had either sworn service to Baba Yaga or found themselves enslaved after angering the witch. With the war between elves and men finally reaching her lands, Baba Yaga stationed her army around the Witch Wood to repel any invaders who might tread on her domain. Eventually the fighting reached Yaga's perceived boundaries, and it was during this time of confusion that her daughter attempted a coup.

Motivated by unknown forces, Marina attempted to assassinate her mother with a group of warrior women known as the qritani. These women had been enhanced by the plants surrounding Baba Yaga's bonded tree with a dye created from their leaves known as *witch woad*. These berserkers slew the few remaining guards of Baba Yaga and led her daughter into the hidden waterfall grotto where her bonded tree resided.

Marina engaged her mother in combat while her qritani chopped down the bonded tree. As Marina declared herself victorious, Baba Yaga instructed the qritani to seize her daughter. To Marina's surprise, the loss of the tree did not seem to phase her adoptive Mother, who used her immense magics to turn the ruins of her tree into an artifact known as The Dancing Hut, animating it with life.

From here, history becomes unclear. It is known Baba Yaga revealed that this was a test her daughter failed, but did not kill her. Some say she remains frozen in the magical grotto once the Frostfire took hold, others say she was made into a slave inside The Dancing Hut. The qritani also claim that Baba Yaga stated that they would be the only daughters she would ever have again. Whether or not that is true, it is known that the qritani were rewarded for their part in Marina's test by having Baba Yaga bond the *witch woad* to their skin and physiology, creating a new race entirely.

Since then, the qritani have existed as equally the boogeywomen and revered council for the barbarian kings of the north. Some tribes of qritani take what they want from villages and travelers, while others seek harmony and positions of power as their Great Mother Baba Yaga did. These qritani often wear full facial masks and are called *Saye'tha*, a title of respect and acknowledgment of their mastery of the arcane.

As the qritani are "blessed" to be all female, they require males to propagate their species, an intentional design made by Baba Yaga the qritani say to keep them from simply eliminating all others and ruling absolutely. Some qritani simply kidnap who they need then dispose of them, others will have men volunteer or be chosen to serve the qritani in a protective fashion, as well as a reproductive one when they call for it.

Regardless of what male humanoid mates with a qritani, the offspring will be a woad skinned female, often with dark blue or black shades for hair color that whitens with age. Their skin bears intricate birthmark glyphs that differ from qritani to

Qritani. Their eyes remain a bright golden color until they reach a venerable age, at which point the luster fades into a dull sheen.

QRITANI (KREE-TAWN-E) RACIAL STATS

+2 Constitution, +2 Intelligence, -2 Wisdom The qritani's unique nervous system blocks pain and expedites thought, but at a cost to sanity.

- **Medium:** Qritani are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Qritani have a base speed of 30ft.
- **Darkvision:** Qritani can see in the dark up to 60 feet.
- **Blessing of Baba Yaga:** With an Intelligence score of 12 or higher, Qritani gain the following spell-like abilities: 1/day— *hypnotism, icicle dagger, ill omen*. The DC for these spell-like abilities is equal to 10 + the spell's level + the qritani's Intelligence modifier.
- **Cognitive Celerity:** Qritani receive a +2 to initiative and may search using the Perception skill as a free action.
- **Neural Dyad:** Qritani have a secondary nervous system that kicks in if their main one shuts down. As a result, they are immune to paralysis, phantasms, and poison. They also receive a +2 to all saving throws versus spells and spell-like abilities.
- **Languages:** Qritani begin play speaking Common and Qri

Qritani Matron Variant

Some qritanis are born with more magical power than others, which often marks them for positions of power within the matriline societies of Thule. Once their skills are recognized, they are trained in diplomatic arts, often acting as an envoy between various factions.

Qritani Matrons lose Blessing of Baba Yaga and instead gain the following:

- **Acumen:** Knowledge (Local) and Diplomacy are always class skills for a qritani matron.
- **Boon of Baba Yaga:** If a qritani matron is a witch with the Winter or Wisdom patron, she treats her caster level as 1 higher when casting bonus spells and hex powers. This trait does not give a qritani matron early access to level-based powers; it only affects powers that they could already use without this trait.
- **Weather Lore:** Qritani matrons receive a +2 to Knowledge (Nature). In addition, they are so in tune with the weather they can sense the slightest change in atmospheric conditions. They can spend a full-round action to predict the weather in an area for the next 24 hours. This prediction is always accurate, but cannot account for spells or supernatural effects that might alter the forecast.

SHIRYO

Shiryo are the uncommon children of Tenshi, martyred Weiwu warriors, and mortal men and women. This creates a semi-living anchor to the world in the form of a shiryo child, whose soul acts as a conduit for the Tenshi to continue it's work. Not all shiryo appreciate this bond, and not all tenshi create this bond with the best intentions.

The most prominent feature about the shiryo is their complete lack of facial coloring. They have a hairless, solid white face that doesn't differentiate, causing shiryo to paint intricate designs on their lips, eyebrows and sockets, while wearing various wigs to seem less disturbing. They often have androgynous features and don't seem to understand (or at least care) about gender roles, instead focusing more on their ancestral identity.

SHIRYO STATS

+2 Intelligence, +2 Wisdom, -2 Constitution Shiryo draw on the collective knowledge of their ancestors, but their soul partially exists in the afterlife.

- **Medium:** Shiryo are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Shiryo have a base speed of 30ft.
- **Darkvision:** Shiryo can see in the dark up to 60ft.
- **Ancestral Guidance:** Once per day, shiryo can roll twice when making a Knowledge or Spellcraft check and take the better roll.
- **Deathless Spirit:** Shiryo gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.
- **Sorei Spellboon:** Shiryo can add spells from another spellcasting class to the spell list of their current spellcasting class. Shiryo add a number of spells equal to 1 + their spellcasting class's key ability score bonus (Wisdom for clerics, and so on). The spells must be the same type (arcane or divine) as the spellcasting class you're adding them to. For example, you could add divine power to your druid class spell list, but not to your wizard class spell list because divine power is a divine spell. These spells do not have to be spells you can cast as a 1st-level character. The number of spells granted by this ability is set at 1st level. Changes to your ability score do not change the number of spells gained.
- **Languages:** Shiryo begin play speaking Common and Yangshi.



Kyosha Variant

Where Shiryo are born from spellcasters, Kyosha are born from a union with a martyred soldier. Their connection to the afterlife is less volatile than the Shiryo, which trade vitality for spell power. Instead, the Kyosha represent the physical sacrifice of the Tenshi, the undying vows undertaken before transcendence.

Kyosha lose Sorei Spellboon and instead gain the following:

Kyosha stats: +2 Constitution, +2 Wisdom, -2 Intelligence *Kyosha draw upon their ancestors for guidance and strength, but they lack the magical connections of other Tenshi-spawn*

Sangreal: Once per day, a Kyosha can cause themselves to bleed from their eyes, their blood becoming suffused with positive energy. They take 1d6 points of bleed damage and gain the dazzled condition when they activate this ability. The kyosha may choose add up to their character level to the bleed damage. Any creature that takes a full-round action to sup the blood of the bleeding kyosha heals a number of hit points equal to twice as many as the kyosha lost that round due to the bleed effect. The subject must be willing or helpless to sup her blood (which means the kyosha must take a full round action to administer it), which provokes attacks of opportunity. Only one creature can be healed in this way per round. The kyosha can lick her own wounds in this way to regain half as many hit points as she lost that round. This lasts for one round per character level. The bleeding effect can be stopped by either a free action by the kyosha or via magical healing.

Veneration of Steel: At first level, a kyosha chooses one specific simple, martial, or exotic weapon to be his venerated weapon. When a Kyosha wields this venerated weapon, they receive a +2 sacred or profane (depending on their alignment) bonus on attack rolls. In addition, they receive a +2 bonus of the same type to AC versus that specific weapon. A kyosha may choose unarmed strike for this ability.

NEW FEATS

Spirit Sense (Racial)

Prerequisites: Shiryō

Benefits: You may speak with the recently dead, provided they have not been dead longer than a number of minutes equal to your Wisdom modifier. The dead are not under any obligation to converse with you, nor do you hold any power over them, so they may choose to ignore you (or harass you) without proper social skill checks.

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