

New Races

Talath tried to struggle upright, her vision blurred and body racked with pain. As she slumped to the ground images came flooding back. The flight from the Trin, clawing her way across the badlands leaving others of the tribe behind as they became too weak to continue, then the agony as they ambushed her. Flaying skin, then the fall and snapping of bone. Far above the night sky gleaming with a pale glow as her vision dimmed and the grey of death clouded her mind.

Now, she lay in the darkness, body wedged into a crevice. She felt heavy, weak... no something else, very heavy. Although the pain was gone, she could feel too much weight, raising her arms to steady herself, too many sensations came flooding back. Feeling sick she slumped to the canyon floor, head spinning amid waves of nausea, then darkness.

Her eyes snapped open. The harsh light stinging and blurring the ground around her until they focussed on something grey black, it moved. She brought her arms up to defend herself, black limbs flailed into her face, suddenly she laughed, a manic sound that echoed through the canyons ending in shrieks and hoarse screams.

One year later...

Talath stood upon the broken sandstone bluff, her cloak wrapped around her iron hued frame, two arms pulled the thick cloak tight while two others deftly grasped long enchanted obsidian blades. Light agafari armour and scales hugged her body, barely felt through the tough skin that now encased her. The weight of her husband, 'The Shadow King' sat within her mind demanding respect and love, she gave both willingly.

She had eventually returned to her tribe. They rejected her and threw stones, then beat her with blunt, then sharper, weapons to drive her away. While nothing physically hurt her the pain of their hatred threatened to drive her further into madness. She took a last look at the elves she had grown up with and staggered away into the desert, hope fading.

The templars of the Shadow King had found her, a curiosity for the pits she had thought. They presented her to her future husband, who gently asked questions and then explained what he thought had happened to her and the magic that had transformed her body. He called it 'reflexive', the fall had probably broken bones and the Trin had torn skin from her body. The 'magic' had allowed her to heal, toughened her skin and gave her additional limbs to climb from the deep crevice. Her tribe may have been near a place he called the 'Pristine Tower' or somewhere similarly cursed by ancient powers. He gave her a choice, to walk away or join him.

The following abilities and weaknesses can be used to create New Races or transform living creatures. While the Pristine Tower is one of the most widely known sources of fell power, others exist; these places are the remains of experiments conducted by Rajaat, the Sorcerer Kings or the mythical ancient Halflings.

General Abilities

Blindsense (Ex)

This ability functions as listed in the **MM v.3.5**, where the creature uses nonvisual means such as hearing and smell to locate creatures within a 30 ft. range (+0.5 ECL). The creature does not need to make Spot or Listen checks to notice creatures within the range of this ability.

Bonus Feats

Any two of the following feats from the **Players Handbook v.3.5**, reflecting various changes to the creature's body or mind (+1 ECL):

Acrobatic, Alertness, Athletic, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, Self-Sufficient, Skill Focus, Stealthy, Toughness, Track (and from the **Expanded Psionics Handbook**: Closed Mind, Open Minded, Psionic Affinity, Wild Talent, Hidden Talent).

Cerebral

The creature's Intelligence and Wisdom attributes are expanded, granting a deeper understanding of the world. The creature gains +2 (+0.5 ECL) or +4 (+1 ECL) between these attributes.

Chameleon Skin (Ex)

This creature's body adapts in hue to the surround terrain, providing a +4 skill check to move unseen at a speed of 5, raising to +8 if the creature remains still. The colour changes can be unconscious i.e. the character has no control over them and occurs at all times (+0.25 ECL), or the creature can exert control over body hues with minimal mental effort (+0.5 ECL).

Damage Reduction (Ex)

Your dense hide soaks up any normal weapon damage; this is a continuous ability.
Damage Reduction 3/magic (+0.5 ECL)
Damage Reduction 5/magic (+1 ECL)

Darkling

The creature carries the blood of the ancient fey. This infuses it with spell-like powers allowing it to cast any of the following once per day, *Darkness*, *Invisibility* or *Haste*. At 5th level, all of these spells can be cast once per day (+0.5 ECL).

Dragon Skin

The creature's natural skin becomes supple and iron-like. The creature gains a high resistance to weapons that are not magical or made from metal; however, its body weight increases by 30%. Damage Reduction 7/metal and magic (+1 ECL).

Ethereal Beauty

Imbued with unnatural beauty and grace of movement the creature gains +2 (+0.5 ECL) or +4 (+1 ECL) between Dexterity and Charisma. The creature can use the spell *Charm Person* once per day.

Fast Healing (Ex)

This creature heals damage extraordinarily fast, at a rate of 1 hit point per round. Otherwise, this ability functions as listed in the **MM v.3.5** (+1 ECL).

Feyling

True fey blood runs through the creature's veins allowing it to call upon one of the following spell-like powers once per day: *Faerie Fire*, *Misdirection*, or *Major Image*. At 5th level all of these spells can be cast once per day (+0.5 ECL).

Frightful Presence (Ex)

As per the **MM v.3.5**. The creature can inspire fear when attacking as its shadow seems to grow and warp allowing it to startle or cow enemies (+0.5 ECL).

Gore/Head Butt Attack

The creature has some form of natural attack using its head as a weapon, either using its thick bony forehead, horns or a crested skull. When attacking with this weapon it can inflict 1d6 damage (+0.25 ECL).

Heat Resistance (Ex)

Some creatures adapt swiftly to the harsh Athasian days, those taking this ability gain +2 any DC checks against non-magical heat or normal fire damage (+0.25 ECL).

Life Leech (Su)

This creature can leech life energies from other living creatures. As a touch attack the creature can drain 1d6 hit points from its victim and use them to heal any damage sustained to itself. This amount healed cannot exceed the creature's present total number of hit points. The power can be used once per day for each Level/HD of the creature. The damage can be added to a natural attack made by the creature (+0.5 ECL).

Low-light or Darkvision (Ex)

You have one of these extraordinary abilities as detailed in the **MM v3.5** (+0.25ECL).

Regeneration (Ex)

This creature can regenerate any damage except that caused by fire and acid, as per the **MM v3.5**. The creature regenerates at 3 hit points per round (+2 ECL).

Resistance to Energy (Ex)

The transformative effects of the Pristine Tower or similar magic have altered the skin of the creature allowing it to soak up damage of a certain type. The creature gains resistance 15 to a particular type of energy such as sonic, electricity, cold, fire or acid etc. (+0.5 ECL).

Movement

Fast and agile these creatures excel at the hunt, moving at an increased rate of +10' (+0.5 ECL).

Multiple Limbs

This alteration allows for an additional set of limbs, either arms, legs (+10 ft. movement) or a long 10' prehensile tail (each new set costing +0.5 ECL). The creature must take one of the *Multidexterity* or *Multiattack* feats to gain additional benefits from using the extra arms or tail in combat.

Natural Armour (carapace or thick hide)

A carapace of chiton or thick hide covers the creature's body granting a +8 natural armor bonus (+1 ECL).

Natural Armour (scales or hide)

Scales or tough hide cover the creature's body granting a +4 natural armor bonus (+0.5 ECL)

Nature's Grace

The creature selects any three 0-Level Druid or Bard Spells and is able to cast these once per day, as spell like abilities (+0.25 ECL).

Poison (Ex)

Poison can be secreted through nails/claws or saliva allowing it to be transmitted by bite, claw or touch attack. One of these must be selected when this ability is taken. Some examples are given:

Type	Initial Damage	Secondary Damage	ECL
Fortitude DC 13	1d4 Con	1d4 Con	(+2 ECL)
Fortitude DC 13	1d3 Str	1d3 Str	(+0.5 ECL)
Fortitude DC 13	Paralysis (2d6 minutes)	0	(+1 ECL)

Power Resistance (Ex)

The creature is difficult to directly effect with psionics, as per the ability in the **Expanded Psionics Handbook**. The creature gains Power Resistance 20 (+1 ECL)

Presence

The creature has its Charisma increased, giving it a commanding presence. This ability can be increased by a total of +2 (+0.5 ECL) or +4 (+1 ECL)

Resist the Call

These beings are naturally resistance to Enchantment spells that influence behaviour. They receive a Spell/Power Resistance of 15 against any type of spell or power that effect the creatures mind (+0.5 ECL).

Savage Instincts

The creature has had its physical abilities enhanced; its Strength, Constitution or Dexterity can be increased by a total of +2 (+0.5 ECL) or +4 (+1 ECL)

Scent (Ex)

This ability functions as described in the **MM v3.5**, allowing it to become a highly efficient tracker (+0.5 ECL).

Silt/Dust Adaptation (Ex)

New Races with this mutation have specially adapted breathing filters allowing them to survive when immersed in silt for 3 minutes per point of Constitution. This also makes them immune to the effects of the Gray Death, as described in the Valley of Dust and Fire supplement. Fine opaque membranes cover the eyes in silt and in dust storms allowing the creature some sight even in the worst of storms, but this does not help total immersion in silt except to lessen discomfort (+0.5 ECL)

Size

The creature's body may be changed out of all recognition, its proportions radically altered by the transformative power: Human to Large size (0 ECL), or Small Size (-1 ECL).

Spell Resistance (Ex)

The creature is difficult to directly effect with any form of magic, as per the ability in the **MM v3.5**. The creature gains Spell Resistance 20 (+1 ECL)

Tail Strike

The creature's tail can be use to strike opponents standing to its flank or rear for 1d6 damage, with a range of 5' (could be augmented with tail weapons) (+0.25 ECL).

Tooth and Claw

The creature has formidable natural weapons:

Your alterations are barely noticeable until someone sees you smile or your hands up close - Feral: 1d6 bite or 1d4/1d4 claws (+0.25 ECL)

You have savage features, your face is almost muzzle-like with sharp teeth, bunched jaw muscles and wicked looking claws - Bestial: 1d4/1d4 claws, 1d6 bite (+0.5 ECL)

On a normal (medium) sized creature, you look inhuman with a powerful elongated jaw and razor like talons - Monstrous: 1d6/1d6 claws, 1d8 bite (+1 ECL)

Tremorsense (Ex)

This abilities function as described in the **MM v3.5**, to a range of 50 ft. (+0.5 ECL) or 100 ft. (+0.5 ECL).

Water Conservation

Creatures with this survival adaptation need only half the normal water requirement each day (+0.5 ECL).

Winged

The creatures upper body radically transforms with the growth of powerful (feathered, bat or insect-like wings. These can grant the ability to either fly at poor or average manoeuvrability (+1 ECL) or at good manoeuvrability (+2 ECL)

Shadow

Shadowform (Su)

Blessed or cursed this new race being has the ability to change form into that of a Shadow creature in day or partial light. While in this form it is immune to normal weapons, allowing Damage Reduction 10/+1. If plunged into darkness or surrounded by light so that no shadows can exist the shadowform vanishes, leaving the creature in its normal form. The creature can move at its normal movement rate and is immune to cold while in this form. The change can be made at will (+1 ECL).

Essence of the Black (Su)

Requirement: Shadowform (usable only in light)

The touch of this creature while in Shadowform causes 1d6 cold damage and temporarily drains 1 point of Strength. This is considered a touch attack and is usable at will (+0.5 ECL).

Engulf (Su)

Requirement: Shadowform (usable only in light)

The creature can exhale a Shadow mist, which extends in a cloud 20 feet deep and 15 feet high, inflicting 5d4 points of cold damage and 1d4 temporary Strength damage. Anything killed by the mist is taken back to the Black. A successful Reflex check halves both cold and Strength damage. This ability is usable once per day, extending to twice per day at 5th level (+0.5 ECL).

Shadow Shift (Su)

Requirement: Shadowform (usable only in light)

As with most shadows the Shadow creature can grow or diminish in size allowing the creature while in Shadowform to move between Tiny and Large size at will with accompanying changes in Abilities, Attack and Natural Armor (+0.5 ECL).

Weaknesses

Requirement: Shadowform (only in Shadowform)

Pure magical energy causes 1d6 damage per level of the spell, if released by touch to a creature in Shadowform. The creature has no saving throw; this is considered a touch attack. A Wizard or Sorcerer with this vulnerability can only use Shadow powered magical spells while in Shadowform and therefore must have Levels in the Shadow Wizard Prestige Class (-1 ECL).

Weaknesses

Bestial Mind

The mind of the creature has been affected, its bestial side gaining further control. The creature's Intelligence, Wisdom or Charisma can be lowered by a total of -2 (-0.5 ECL) or -4 (-1 ECL).

Elemental Curse

These creatures suffer a -2 penalty to their DC against any spell effects from one primary Element type i.e. fire, water, earth or air. This option can be taken against any Paraelemental type but the penalty increases to -4 (-0.25 ECL).

Feared

The appearance or aura of this creature causes distrust or fear in most other creatures causing a -4 penalty to any form of interaction apart from those using an Intimidation skill check where the creature receives a +4 bonus (-0.25 ECL).

Open Mind

Your mind is susceptible to mind influencing psionic or magical attacks. You receive a -2 penalty to any saving throws requiring a Will check (-0.5 ECL).

Rajaat's Curse

This curse only manifests when the character is targeted by any Transformative spell. The creature must make a Fortitude check against DC 10 +1/level of the caster or their form will involuntarily alter taking 1d6 minutes in which the creature can do nothing but endure the pain. The DM takes control of the change and must substitute the creature's present abilities and weaknesses granted by the Pristine Tower or a similar cursed area with different options (-1 ECL).

Size

Requirement: can only be taken by creatures of Medium size or larger.
Your body has radically altered, changing to Small size (-1 ECL).

Weakness - Bronze

This creature suffers greatly when cut by any bronze weapon resulting in double basic weapon damage (-0.5 ECL).

Weakness - Elements

These creatures are extremely vulnerable to any one type of elemental magic, suffering an additional +1 damage per damage die of the spell (-0.5 ECL), or +2 per die damage per die (-1 ECL). The creature must specify a primary element i.e. fire, water, earth, air.

Weakness – Iron

These creatures are susceptible to the cut of iron, which causes double base weapon damage (-0.5 ECL).

Weakness – Obsidian

Truly cursed, these creatures are susceptible to the cut of obsidian, which causes double base weapon damage (-1 ECL).