

Echelon

Dawnforge Races

<http://www.echelond20.org/>

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1 Introduction

Be aware that “balance” is a nebulous thing. I aim for “balance of awesome”. If you can’t pick between two talents because they’re both so awesome?

That is the balance I aim for.

I want any *obvious* talent choices to be driven by how the talent fits the character, not by perceived power. I want players to go “ooh, I want to be able to do *that!*”, not “hmm, this gives me a little better Armor Class and doesn’t cost me much...”.

2 Dawnforge Race Reference

Dawnforge was one of the semi-finalists in the “new D&D setting” contest done by Wizards of the Coast about ten years ago (the one Eberron ultimately won), and ever since it was published by Fantasy Flight Publishing I’ve really liked it.

This setting focuses on mythic heroism, to the point that there are many resources available to characters to make them awesome.

Key among them are the chances made to character races. They are no longer decisions you make at character creation and forget about except to remember a few modifiers, they have relevance (and mechanical impact) through much of your characters career. In addition to the initial racial traits, at each level up to tenth you gain either a racial talent or a racial transformation.

This really appealed to me, a character’s race was involved in your character’s development beyond first level, and in a way that accommodated powerful abilities without involving Level Adjustment. This was part of my earlier class framework efforts, and I knew since I started Echelon I’d be coming here eventually for racial material.

This is a working reference document. It does not yet contain talents (despite the templates at the back). It does, however, contain all racial traits, talents, and transformations I could find in the Dawnforge campaign materials I have. I expect to mine these heavily in developing racial cornerstones, common talents, and capstones.

I have not yet included the feats and prestige classes. I expect to be back for them, though, there is a lot more material I can make use of there.

2.1 Doppelganger

- +2 Con, –2 Str: Doppelgangers are unusually tough and resilient thanks to their malleable body type, but their musculature is more supple than powerful.
- Medium: As Medium creatures, doppelgangers have no special bonuses or penalties due to their size.
- Doppelganger base land speed is 30 feet.
- Low-Light Vision: A doppelganger can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +4 bonus on all Bluff checks. The doppelgangers grow up having to convince others that they are something they are not.
- +4 bonus on Fortitude saves versus poison and disease. The doppelganger's alien physiology reacts differently to most poisons and diseases. Poisons crafted specifically to defeat a doppelganger negate this bonus, do not work on any other creatures, and have a market value of five times normal.
- Cultural Influences: A doppelganger can choose any base racial trait of his chosen alternate form that confers either a skill bonus (or multiple bonuses) or attack bonus. So, the doppelganger could choose the bonus to Listen, Search, and Spot checks granted to dawn elves, or the bonus on attack and damage rolls with axes and hammers granted to dwarves. The doppelganger may also choose the race's Weapon Familiarity as his cultural influence. If his chosen race does not have any qualifying traits, he gains a +2 bonus to Spot checks.
- Alternate Form: Although the doppelgangers are shapeshifters, they are not born with the ability to assume any form they wish. Most doppelgangers only gain the ability to shift into a single form. They can assume the form of any Small or Medium humanoid creature. Most doppelgangers learn to assume the shape of the dominant race in the area in which they are born, often learning the technique from a parent who wishes them to lead normal lives among their adopted people. Although the doppelganger can appear to be wearing any clothing or armor when he changes, the transformation has no effect on the character's ability scores, natural armor, or special abilities. If the doppelganger changes size, however, he does adjust his attack bonus and AC accordingly.
Changing forms in this way requires a full-round action, and the doppelganger can transform in this manner as often as he wishes. This is

a supernatural ability, and the doppelganger gains a +10 bonus on Disguise checks when using it.

- **Restricted Skills:** Doppelgangers may never gain ranks in Decipher Script or become literate in any of the languages they speak.
- **Automatic Languages:** Common and Doppelganger. **Bonus Languages:** Any (except secret languages, such as Druidic).
- **Favored Class:** Rogue. A multiclass doppelganger's rogue class does not count when determining whether he takes an experience point penalty for multi-classing. Doppelgangers are, by nature and necessity, a secretive, elusive, and often deceptive race.

2.1.1 Doppelganger Racial Advancement Table

Racial Level	Special
1	Racial Talent, doppelganger traits
2	Racial Transformation
3	Racial Talent, +2 Dex
4	Racial Transformation
5	Racial Talent, +2 Cha
6	Racial Transformation
7	Racial Talent, +2 Int
8	Racial Transformation
9	Racial Talent, +2 Con
10	Racial Transformation

2.1.2 Doppelganger Racial Talents

Doppelgangers may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.1.2.1 Form Mastery Racial Talent Tree

Some doppelgangers choose to develop their natural shapeshifting abilities

2.1.2.1.1 Alternate Form

When a doppelganger chooses this racial talent, he gains the ability to transform into a different alternate form. The new form follows all the normal rules for transformation.

Special: This racial talent can be selected multiple times.

2.1.2.1.2 Form Mastery

A doppelganger that selects this racial talent gains the physical ability adjustments (Str, Dex, and Con) and natural armor bonuses of his new form. Thus, if the doppelganger transforms into a dwarf, he gains +2 Constitution and –2 Dexterity, whereas transforming into a lizardfolk would grant +2 Strength and +1 natural armor.

Prerequisites: Quick Form, Alternate Form, character level 7+.

2.1.2.2 True Doppelganger Racial Talent Tree

The doppelgangers are an elusive people who believe that they must hide their true nature from those around them.

2.1.2.2.1 Deception

Doppelgangers are masters at reading others, either to determine whether or not they are lying or to give them false information of their own. As a result, a doppelganger that chooses this racial talent gains Bluff and Sense Motive as class skills. If either of these is already a class skill for the doppelganger, he gains a +2 talent bonus to that skill.

2.1.2.2.2 Improvised Equipment

Given 10 minutes and the presence of any reasonable materials, a doppelganger with this racial talent can improvise equipment to gain a +4 circumstance bonus to any one of the following skills: Balance, Climb, Disable Device, Hide, Jump, Move Silently, Open Lock, or Swim. This is a one-time bonus, although actions relying on multiple skill checks (such as a long swim) gain the bonus on each check until the action is completed.

2.1.2.2.3 Quick Form

A doppelganger that chooses this racial talent can change form as a free action.

2.1.2.2.4 Talent Feats

When the doppelganger selects this racial talent, he gains one of the following bonus feats: any item creation feat, Improved Initiative, or any racial talent feat from his base alternate form.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.1.2.2.5 Talent Skills

When the doppelganger selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Bluff, Craft (any), Knowledge (geography, history, local), Intimidate, Listen, Profession (any), Sense Motive, and Spot.

Special: A skill may receive no more than a +3 talent bonus from this ability

2.1.3 Age of Legend Doppelganger Racial Talents

2.1.3.1 Doppelganger Racial Talent Tree: Wolf Among Sheep

Doppelganger philosophy states that the world is always in a dynamic balance between the forces of chaos and law, good and evil. This philosophy translates into a set of mental and physical disciplines that allows them to take the greatest advantage of their natural shapechanging abilities.

2.1.3.1.1 Mimic Age and Gender (Ex)

Doppelgangers that select this talent learn to mimic the traits of other genders and ages. This reduces by 4 points the Disguise check penalty for attempting to impersonate a creature of a different age or gender.

2.1.3.1.2 Mimic Mannerisms (Ex)

A doppelganger that selects this talent learns to unconsciously mimic the mannerisms and body language of specific targets he wishes to impersonate. This reduces by 4 points the Spot check bonus granted to those familiar with the target when trying to pierce the disguise.

2.1.3.1.3 Mimic Voice (Ex)

A doppelganger that selects this talent learns how to perfectly mimic the voice of specific targets he wishes to impersonate. This reduces by 4 points the Spot check bonus granted to those familiar with the target when trying to pierce the disguise.

2.1.3.1.4 Rapid Sealing (Ex)

The doppelganger has learned to use his naturally shifting physiology to endure incredible damage that would kill most people. When recovering hit points through natural healing, the doppelganger recovers twice as many hit points as normal. Additionally, the doppelganger has a 25% chance of stabilizing when below 0 hp.

2.1.3.1.5 Emergency Stabilizing (Ex)

The doppelganger has trained its body to cling to life despite grievous wounds. The doppelganger dies when reaching –15 hit points, rather than –10. Additionally, the doppelganger has a 40% chance of stabilizing when below 0 hp. A character with the Diehard feat that chooses this transformation still falls unconscious at –10 hit points, however.

Prerequisites: Character level 6th, rapid sealing.

2.1.4 Doppelganger Racial Transformations

Doppelgangers may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the pre-requisites of the selected racial transformation, if any.

2.1.4.1.1 Monstrous Humanoid

When the doppelganger selects this racial transformation, his creature type changes from humanoid to monstrous humanoid.

Prerequisite: Character level 6+.

2.1.4.1.2 Darkvision

When the doppelganger selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 4+.

2.1.4.1.3 Detect Thoughts

A doppelganger can continuously use *detect thoughts* as the spell. The caster level is equal to the doppelganger's character level and the Will save DC is Charisma-based. The doppelganger can suppress or resume this ability as a free action.

Prerequisite: Character level 6+.

2.1.4.1.4 Unusual Physiology

When the doppelganger selects this racial transformation, he gains a 10% chance to negate any successful critical hit. This ability works exactly as if the doppelganger were wearing armor of fortification, and the ability stacks with such armor.

Special: This racial transformation can be selected multiple times. Each time it is selected, increase the chance of avoiding a critical hit by 10%.

2.1.4.1.5 Change Shape

A doppelganger that selects this racial transformation gains the ability to assume the form of any Small or Medium humanoid. The doppelganger can remain in this form for as often as it likes. A *true seeing* spell or ability reveals the doppelganger's true form. The doppelganger can use this ability once per day.

Special: This racial transformation can be selected multiple times. Each time it is selected, the doppelganger can use the ability one additional time per day.

Prerequisite: Character level 6+.

2.1.4.1.6 Natural Armor

When the doppelganger chooses this ability, his natural armor increases by +1. The doppelganger may only choose this transformation once.

Transformation Feats: When the doppelganger selects this racial transformation, he gains one of the following bonus feats: Dodge, Endurance, or Great Fortitude.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.1.4.1.7 Transformation Skills

When the doppelganger selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Disable Device, Hide, Jump, Move Silently, Open Lock, or Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.1.5 Age of Legend Doppelganger Racial Transformations

2.1.5.1 Doppelganger Racial Transformations: Child of Change

The core nature of a doppelganger is change. He cannot alter it. But he can embrace it, developing remarkable abilities along the way. These abilities allow him to use his body as both a tool and a weapon, making him sufficient to deal with whatever challenges the world may present.

2.1.5.1.1 Crafting with Blood (Su)

Doppelgangers retain some limited degree of control over their blood when it leaves their bodies. A doppelganger with this transformation has learned how to

construct seemingly solid objects out of his own blood, although these items do not last for long. He can use the improvised equipment talent to create improvised equipment without needing materials. Creating the equipment only requires a full-round action, instead of the normal 10 minutes, but doing so requires the doppelganger to self-inflict 5 points of damage. The item thus created melts back into a pool of blood after 1 minute.

Prerequisite: Improvised equipment

2.1.5.1.2 Shape of Dreams (Su)

Doppelgangers can transform so that viewers see what they wish to see. A number of times per day equal to his Charisma modifier, a doppelganger with this transformation can adapt his appearance to take advantage of a single viewer's positive feelings toward specific physical traits. He may select one humanoid target within 30 ft. That target must make a Will save (DC 10 + one-half the doppelganger's character level + his Charisma modifier) or be charmed (as the spell *charm person*). The target, whether he succeeds or fails, does not realize that he has been targeted by a charm effect.

Prerequisite: Detect thoughts.

2.1.5.1.3 Shape of Nightmare (Su)

Some doppelgangers have the ability to transform into their targets' worst nightmares, although it takes a bit of mind reading to get the details just right. A number of times per day equal to his Charisma modifier, a doppelganger with this transformation can adapt his appearance to take advantage of the viewer's fears. He may select one humanoid target within 30 ft. That target must make a Will save (DC 10 + one-half the doppelganger's character level + his Charisma modifier) or be shaken. The target, whether he succeeds or fails, does not realize that he has been targeted by a fear effect.

Prerequisite: Detect thoughts.

2.1.5.1.4 Steal Memories (Su)

Taking over someone's life demands more than just looking like them. The doppelganger must also learn their past, their thoughts, and their deepest desires. A doppelganger with this transformation can learn these things about his target, but only if it dies by his hand. First, the doppelganger must perform a coup de grace that kills the target. The next round, if he remains in physical contact with the target and uses his change shape ability to mimic the individual, he may gain instant awareness of some pieces of information known by the creature. The information gained is exactly like that gained by a *speak with dead* spell, except that the knowledge is gained instantly and telepathically.

The player of the doppelganger must still ask the specific questions that he wants answered, and the target still receives a saving throw. Save DC is equal to 13 + the Charisma modifier of the doppelganger. The caster level is equal to the doppelganger's character level.

Prerequisites: Detect thoughts, shape change.

2.2 Dwarf

- +2 Constitution, –2 Dexterity. Dwarves are stout and tough but lack coordination due to their strange body type.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarves' base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- +2 bonus on all Knowledge (engineering) checks and Craft checks related to machines. Dwarven culture uses and understands machines better than any other.
- Low-Light Vision: A dwarf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on all attack and damage rolls with axes and hammers.
- Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- Weapon Familiarity: Dwarves may treat dwarven exotic weapons as martial weapons.
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants.
- Automatic Languages: Common and Dwarven. Bonus Languages: Anderlar, Clan Speech, Giant, Goblin, Orc, Stone-speak, and Terran.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing. The dwarves learned to honor martial prowess from their endless wars with the giants.

2.2.1 Dwarf Racial Advancement Table

Racial Level	Special
1	Racial Talent, dwarf traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation

5	Racial Talent, +2 Str
6	Racial Transformation
7	Racial Talent, +2 Con
8	Racial Transformation
9	Racial Talent, +2 Wis
10	Racial Transformation

2.2.2 Dwarf Racial Talents

Dwarves may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.2.2.1 Arcane Mastery Racial Talent Tree

Dwarves feel the flow of divine magic through their veins more keenly than other races.

2.2.2.1.1 Divine Mastery

Each time this racial trait is selected, the dwarf gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his divine spells).

Prerequisite: Divine spellcaster level 1+

2.2.2.2 True Dwarf Racial Talent Tree

Dwarves have an ancestral heritage that makes them good with engineering as well as the crafting of all types of magic arms and armor.

2.2.2.2.1 Craft Magic Arms and Armor I

The dwarf gains the ability to create magic arms and armor without taking the Craft Magic Arms and Armor feat. He must still expend the gold, XP, and time costs as per the feat in order to create the weapon, and he must craft the masterwork item himself as part of the process. He may create any weapon, armor, or shield with a total bonus of +2 or less (including enhancement bonuses and special abilities).

Prerequisite: Identify Magic Arms and Armor.

2.2.2.2.2 Craft Magic Arms and Armor II

The dwarf's skill at crafting magic arms and armor improves. He can now create any weapon, armor, or shield with a total bonus of up to +5 (including enhancement bonuses and special abilities).

Prerequisite: Craft Magic Arms and Armor I, character level 7+.

2.2.2.2.3 Giant Fighter

Dwarves grow up learning the proper techniques to combat giants and other large humanoids. Each time a dwarf selects this racial talent, he gains a +1 talent bonus on all attack rolls against giants and humanoids of at least Large size.

2.2.2.2.4 Identify Magic Arms and Armor

By concentrating for 10 minutes on a magic weapon, suit of armor, or shield, the dwarf can identify all of its magic proper-ties (including enhancement bonuses, special abilities, and so on). A dwarf can identify whether or not a piece of armor or weapon has any magic properties at all as a free action.

2.2.2.2.5 Sabotage

Dwarves are masters of mechanical devices. As a result, a dwarf that chooses this racial talent gains Disable Device and Open Lock as class skills. If either of these is already a class skill for the dwarf, he gains a +2 talent bonus to that skill. The dwarf may disable magical traps as long as they have a mechanical component to them as well.

2.2.2.2.6 Talent Feats

When the dwarf selects this racial talent, he gains one of the following bonus feats: any item creation feat, Leadership, Martial Weapon Proficiency, Power Attack.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.2.2.2.7 Talent Skills

When the dwarf selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Appraise, Craft (any), Knowledge (arcana, architecture and engineering, dungeoneering, geography, local, nobility and royalty, religion), or Profession (any).

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.2.3 Age of Legend Dwarf Racial Talents

2.2.3.1.1 Subterranean Empathy (Ex)

The dwarves are tied to the earth and all the creatures that live within it. A dwarf that selects this racial talent gains the ability to calm, and even befriend, the things that slither and burn through the darkness.

This talent allows the dwarf to improve the attitude of an animal or magical beast that has an Intelligence score of 5 or lower and lives underground. In order to qualify, the creature must have “underground” listed as its environment or must have “any” listed and must be found living underground by the dwarf. The dwarf may improve the attitude of such creatures using the same rules as a Diplomacy check (see PHB, Chapter 4: Skills). The dwarf rolls 1d20 and adds his level and Charisma modifier to determine the subterranean empathy check result. A typical subterranean creature has a starting attitude of unfriendly.

To use subterranean empathy, the dwarf and the creature must be able to study each other, which means that they must be within 30 ft. of one another and visible using their main senses. Generally, influencing a creature in this way takes one minute but, as with influencing people, it might take more or less time.

2.2.3.1.2 Elemental Empathy (Ex)

There are stranger things living in the deep places than most mortals have ever seen. A dwarf that selects this racial talent gains the ability to commune with these creatures of earth and flame. This ability functions exactly like the subterranean empathy talent, except that it can also be used on creatures of the earth or fire subtypes, regardless of their creature type, that have Intelligence scores lower than 5 and live underground..

Prerequisite: Subterranean Empathy.

2.2.3.1.3 Underbeast Empathy (Ex)

If a dwarf spends enough time beneath the earth, he comes to see even the most bizarre subterranean creatures as kindred spirits and fellow travelers though the darkness. This talent functions exactly like the subterranean empathy talent, except that it can be used on any creature, regardless of creature type or subtype, that has an Intelligence score of 5 or lower and lives underground.

Prerequisite: Elemental Empathy.

2.2.3.1.4 Master of the Underbeasts (Ex)

Dwarves have learned to train and even domesticate the wild things that live in the earth. A dwarf that selects this racial talent receives a +5 bonus to Handle Animal checks when commanding or training animals that live underground. Additionally, the dwarf may make Handle Animal checks to command or train any creature that lives underground, regardless of its Intelligence or creature type, without the usual +5 penalty to DC.

2.2.3.1.5 Voice of Stone and Flame (Sp)

By speaking soothing words and emphasizing their common love for the deep places, dwarves can befriend the underbeasts that are too intelligent to be broken like animals. A dwarf that selects this racial talent may cast *charm monster* as a spell-like ability once per day, but may only affect creatures with the earth or fire subtype that live under-ground. Caster level equal to character level. The save DC is Charisma-based.

Prerequisite: Master of the Underbeasts.

Special: This racial talent can be selected multiple times. Each time it is selected, the dwarf may use the ability one additional time per day.

2.2.3.1.6 Stone Brother (Ex)

As fellow children of stone and flame, the dwarves are linked by their very natures to the subterranean creatures around them. Once they recognize this link, they can establish a deep rapport with these creatures, know them as friends, and even call them stone-brother.

By choosing this talent, a dwarf may take a subterranean creature (as explained below) as a companion. This talent functions exactly like the druid's animal companion ability, except that the dwarf's effective druid level is one-half his character level.

A potential companion must have an Intelligence score of 5 or lower, must live underground, and must have an attitude of indifferent or friendlier towards the dwarf. The dwarf must bond with the creature during a ceremony that requires 24 uninterrupted hours. If the dwarf succeeds at a DC 20 Handle Animal or subterranean empathy check at the end of those 24 hours, the creature may be chosen by that dwarf as his companion. If the dwarf dismisses the companion, or the companion is killed, he may bond to a new creature in the same way.

Prerequisite: Subterranean empathy or master of the underbeasts, character level 4th

2.2.4 Dwarf Racial Transformations

Dwarves may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.2.4.1.1 Damage Reduction:

Dwarves are incredibly tough and they can learn to ignore the pain of combat in order to become better fighters and champions. This damage reduction only protects a dwarf against physical attacks, not energy damage or spells.

The dwarf ignores one point of damage from all melee and ranged weapons, gaining DR 1/—. Each time he takes this ability, he gains one more point of damage reduction (DR 2/— after taking it twice and DR 3/— after taking it three times).

Special: This racial trait may not be selected twice in a row.

2.2.4.1.2 Darkvision

When the dwarf selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 4+.

2.2.4.1.3 Improved Climber

When the dwarf selects this racial transformation, he gains a climb speed of 10 feet. He gains a +8 racial bonus on all Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

2.2.4.1.4 Transformation Feats

When the dwarf selects this racial transformation, he gains one of the following bonus feats: Endurance, Great Fortitude, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.2.4.1.5 Transformation Skills

When the dwarf selects this transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Jump, and Concentration.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.2.5 Age of Legend Dwarf Racial Transformations

2.2.5.1.1 Fire Resistance (Ex)

Born of fire, dwarves pride themselves on their ability to shrug off heat. When the dwarf selects this racial transformation, he gains fire resistance equal to his character level at the time of choosing. Once chosen, the fire resistance does not increase. He is also naturally resistant to the upper extremes of temperature, and may act as if under the effects of a permanent endure elements (for purposes of hot environments only).

Special: If the dwarf selects this racial transformation more than once, his resistance to fire increases to his current character level. The two racial transformations do not stack.

2.2.5.1.2 Fast Healing (Ex)

Dwarves are legendary for the amount of punishment they can take before succumbing to their wounds. A dwarf that selects this racial transformation gains fast healing 1.

Prerequisite: Character level 6th.

Special: Each time the dwarf takes this ability, he gains one more point of fast healing. This racial transformation may not be selected twice in a row.

2.2.5.1.3 Tremorsense (Ex)

The dwarf's body becomes attuned to the earth around him. When the dwarf selects this racial transformation, he gains tremorsense to a range of 15 feet.

Prerequisite: Character level 6th.

Special: Each time the dwarf takes this ability, the range of his tremorsense extends by 5 feet.

2.3 Elf, Dawn Elf

- +2 Dexterity, –2 Constitution: Elves are graceful but frail. An elf’s grace makes her naturally better at stealth and archery.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells and effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Elves may treat elven exotic weapons as martial weapons.
- +1 racial bonus on all attack rolls with longbows (including composite longbows) and shortbows (including composite shortbows).
- +1 racial bonus on all Listen, Search, and Spot checks.
- Spell Immunity: Elf characters choose one arcane spell at 1st level. They are immune to the effects of the chosen spell.
- Automatic Languages: Common and Elven. Bonus Languages: Anderlar, Gnome, and Sylvan.
- Favored Class: Wizard. A dawn elf’s wizard class does not count when determining whether he suffers an experience point penalty for multiclassing. Mastery of the arcane comes naturally to the elves.

2.3.1 Dawn Elf Racial Advancement Table

Racial Level	Special
1	Racial Talent, dawn elf traits
2	Racial Transformation
3	Racial Talent, +2 Int
4	Racial Transformation
5	Racial Talent, +2 Dex
6	Racial Transformation
7	Racial Talent, +2 Cha
8	Racial Transformation
9	Racial Talent, +2 Dex

2.3.2 Dawn Elf Racial Talents

Dawn elves may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.3.2.1 True Elf Racial Talent Tree

Even dawn elves that do not choose the path of wizard or sorcerer have a natural affinity for arcane magic.

2.3.2.1.1 Lesser Spellcasting I

The dawn elf is able to cast a small selection of arcane spells. He may choose one 0-level and one 1st-level spell from the wizard's spell list. From this point forward, he may cast each of these spells once per day as a spell-like ability. The caster level for these abilities is equal to the elf's character level.

2.3.2.1.2 Lesser Spellcasting II

The dawn elf's arcane abilities grow more powerful. He may use all of the spells granted by Lesser Spellcasting I twice per day. In addition, he may choose an additional 1st-level spell and one 2nd-level spell that he may now cast once per day as spell-like abilities. The caster level for these abilities is equal to the elf's character level.

Prerequisite: Lesser Spellcasting I, character level 7+.

2.3.2.1.3 Voice of the Woodlands

When this racial talent is selected, the elf gains the ability to listen to the wind blow through the trees and gain knowledge about the surrounding terrain. This works exactly like the *commune with nature* spell as cast by a druid of the elf's level, except as follows. It only requires 5 rounds of concentration to gain the information desired, and the ability only works in forests. An elf may use this ability at will.

2.3.2.1.4 Woodland Fighting

Elves are used to fighting enemies among the trees of Sildanyr. When an elf selects this racial talent, he gains a +1 bonus on all attack rolls in woodland areas.

Prerequisite: Character level 3+.

Special: This racial talent may not be selected twice in a row.

2.3.2.2 Arcane Mastery Racial Talent Tree

Dawn elves feel the flow of magic through their veins more keenly than other races.

2.3.2.2.1 Arcane Mastery

Each time this racial trait is selected, the elf gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his arcane spells).

Prerequisite: Arcane spellcaster level 1+.

2.3.2.2.2 Talent Feats

When the elf selects this racial talent, he gains one of the following bonus feats: any metamagic feat, any item creation feat, Point Blank Shot, Quick Draw, or Spell Focus.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.3.2.2.3 Talent Skills

When the elf selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Handle Animal, Heal, Knowledge (arcana geography, local, nature, religion, the planes), Listen, Profession (any), Search, Spellcraft, Spot, and Survival.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.3.3 Age of Legend Dawn Elf Racial Talents

2.3.3.1 Dawn Elf Racial Talent Tree: Leader of the Lesser Races

The dawn elves consider themselves the natural leaders of all the other races. Whether this conceit proves true or not, they have developed a number of useful talents to help them on that path. These talents help to enhance the performance of others in battle, forcing the dawn elves to rely ever more on their allies.

2.3.3.1.1 Call to Battle (Su)

The clear voice of the dawn elf can sound as sweetly as any battle horn. This talent allows the dawn elf to call out to his allies with his beautiful voice, bringing them to battle no matter what their current state. As a standard action, the dawn elf can let out a bell-like cry that immediately awakens all naturally sleeping allies within a 30-ft. radius. Additionally, if those allies are dazed or sleeping due to magical effects, the dawn elf may make a caster level check as if

casting an area *dispel magic* that targets only those effects. Caster level equal to character level. This is a mind-affecting effect.

Prerequisite: Cha 13.

2.3.3.1.2 Spirit of Dawn (Su)

Dawn elves embody the glory of the morning sun. When a dawn elf selects this talent, he channels that glory in such a way as to lift the spirit of his comrades. Once per day as a move action, a dawn elf with this talent may focus his attention, causing his aura to flare with brilliant power. He radiates a soft glow like candlelight within a 30-ft. radius. Any good creatures within 30 ft. gain a +1 bonus to their attack rolls and AC for a number of rounds equal to the elf's Cha modifier. This is a mind-affecting effect.

Prerequisite: Cha 13.

2.3.3.1.3 Song of Glory (Su)

When dawn elves commit their voice to song, the soaring notes can lift up even the most fearful heart. Once per day as a standard action, a dawn elf that selects this talent may sing songs that lift the weight of fear from mortal hearts. Any of his allies within 30 ft. may reduce any fear status by one step (from panicked to frightened, frightened to shaken, or shaken to normal). An ally may only benefit from this talent once per day.

Prerequisites: Cha 13, call to battle.

Special: Each time the dawn elf selects this racial talent, he may use the ability an additional time per day.

2.3.3.1.4 Urging of the Light (Su)

The spiritual light a dawn elf radiates lifts up the spirits of other mortal creatures. Once per day as a move action, a dawn elf with this talent may focus his attention, causing his aura to flare with brilliant power. He radiates a soft glow like candlelight within a 30-ft. radius. Any good creatures within this area of effect receives a +1 bonus to their damage rolls and saving throws for a number of rounds equal to the elf's Charisma modifier. This is a mind-affecting effect.

Prerequisites: Cha 13, spirit of dawn, character level 6th.

2.3.3.1.5 Words of Exhortation (Su)

The clear voice of the dawn elves can incite even the most timid of creatures to rise up in defense of the light. As a full-round action, the elf can cry out the words that lift up hearts, calling to the creatures of the world for assistance. This

allows him to expend any arcane spell to spontaneously cast *summon nature's ally* of a level equal to one half the expended spell level (round up).

Prerequisites: Cha 13, song of glory, character level 6th.

2.3.3.2 Dawn Elf Racial Talent Tree: Graceful Warrior

The dawn elves, moreso than any other elven people, pride themselves on their skill with blade and bow. They have developed an entire set of arts to help teach these skills, incorporating their love of graceful motion with the practical needs of a people at war.

2.3.3.2.1 Dance of Shadows (Ex)

The dance of shadows can only be learned after the elf masters the measure of the twilight dance school. On a round in which the elf moves more than 30 ft., he gains concealment. This causes all attacks against him to suffer a 20% miss chance.

Prerequisites: Dex 13, twilight dance.

2.3.3.2.2 Dance of Storm Winds (Ex)

The dance of storm winds can only be learned after the elf masters the stately steps of the dawn dance. This variation emphasizes great, sweeping movements that carry the elf past his target. When engaged in the dawn dance and moving both before and after his attack (e.g., using the Spring Attack feat), the elf gains a single extra attack at his highest attack bonus.

Prerequisites: Dex 13, dawn dance.

2.3.3.2.3 Dance of the Endless Journey (Ex)

The dance of the endless journey reflects the deeply held beliefs of the dawn dance school. It teaches the student to take long, easy strides to cover distance. While engaged in the dawn dance and wearing light or no armor and carrying no more than a light load, the elf gains a +10 ft. bonus to his base movement rate.

Prerequisites: Dex 13, dawn dance.

2.3.3.2.4 Dance of the Starlit River (Ex)

An elf can only learn the dance of the starlit river after learning the basics of the twilight dance. It teaches the dancer to move with a graceful fluidity that is almost impossible to follow. On a round in which the dawn elf moves at least 30 ft., he gains a +2 dodge bonus to AC and a +2 talent bonus to his Reflex saves. These bonuses super-seede those granted by the twilight dance.

Prerequisites: Dex 13, twilight dance.

2.3.3.2.5 Dawn Dance (Ex)

The dawn dance represents one of the two great schools of elven war dance. It emphasizes steady movement, graceful execution, and casual footwork. As a full-round action, a dawn elf with this talent may establish the patterns of the dance. Every round of the encounter thereafter, he gains a +1 dodge bonus to AC and may leave one threatened space each round without provoking an attack of opportunity. If the dawn elf loses his Dexterity bonus to AC for any reason during the encounter, he loses these benefits. He may spend another full-round action to reactivate the dance.

Prerequisite: Dex 13.

2.3.3.2.6 Twilight Dance (Ex)

The twilight dance represents the other great school of elven war dance. It teaches its disciples evasive movements, sudden changes in direction, and the art of moving without using momentum. On a round in which the dawn elf moves at least 20 ft., he gains a +1 dodge bonus to his AC and a +1 talent bonus to his Reflex saves.

Prerequisite: Dex 13.

2.3.4 Dawn Elf Racial Transformations

Dawn elves may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.3.4.1.1 Elfsight

Some dawn elves have the ability to see the living auras of all creatures, manifesting itself as a hazy white glow. An elf that selects this racial transformation gains a +4 bonus on Spot checks to detect hidden creatures, and the miss chance due to concealment for creatures affected by invisibility, displacement (but not blink or etherealness), and similar effects is halved.

2.3.4.1.2 Improved Spell Immunity

Each time the elf selects this racial transformation, he may choose an additional spell to which he becomes immune.

2.3.4.1.3 Wild Empathy

An elf that selects this racial transformation can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a giant lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see PHB, Chapter 4: Skills). The dawn elf rolls

1d20 and adds his character level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. A dawn elf shaman adds twice his class level to this check (as well as levels from other classes) to reflect his training as well as his innate connection with animals.

To use wild empathy, the elf and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

An elf can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a –4 penalty on the check.

2.3.4.1.4 Ageless

When this racial transformation is chosen, the elf no longer takes ability score penalties for aging (see Aging Effects, PHB) and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the elf still dies of old age when his time is up. The elves abandoned true immortality when they left Itheria.

2.3.4.1.5 Transformation Feats

When the elf selects this racial transformation, he gains one of the following bonus feats: Dodge, Lightning Reflexes, or Iron Will.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.3.4.1.6 Transformation Skills

When the elf selects this transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Concentration, Jump, or Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.3.5 Age of Legend Dawn Elf Racial Transformations

Clinging to the ancient ways has not made the dawn elves any less mortal. In truth, they seem to adopt more mortal aspects every day that they spend away from Itheria. These transformations weigh down their immortal spirits, but also give them unique insight into the terror of war that stalks the lands.

2.3.5.1.1 Burning Bright (Ex)

This elf's spirit burns so brilliantly, it can consume his body for fuel. The elf can use the strength of his body to fuel spontaneous magic. At any time, he may choose to suffer ability damage rather than using an available spell slot to power a spell that he knows. He takes a number of points of damage to his Constitution equal to the level of the spell cast. An elf may choose to incapacitate or kill himself using this ability, and the spell will still work. Constitution damage suffered in this way can only be healed naturally.

Prerequisite: Ability to cast 3rd-level arcane spells.

2.3.5.1.2 Bitter Harvest (Ex)

Being mortal brings with it an intimate knowledge of life and death unthinkable to an immortal spirit. An elf with this transformation has gained a benefit from this bittersweet condition. Any time he casts a cure spell, or is the target of such a spell, he may choose to age one year. If he does so, the spell becomes empowered as per the Empower Spell metamagic feat.

Prerequisite: Ability to cast 1st-level divine spells.

2.3.5.1.3 Touch of Frost (Ex)

Dawn elves fight against the decay caused by this world of mud and tears. Some have learned to still the process of decay, although it carries a high price. A dawn elf with this transformation removes his body from the organic cycle. He becomes immune to poison and no longer needs to breathe.

Special: An elf with the burning bright or blood runs hot transformations cannot choose touch of frost.

Prerequisite: Character level 10th, ageless.

2.3.5.1.4 Visions of the Spirit (Sp)

Dawn elves, being of Itheria, can tap into the primal spirit. An elf with this transformation can use this to sense life, or its absence, in the creatures around him. This works exactly like both the *detect plants and animals* spell and the *detect undead* spell, except that it requires twice the number of rounds searching an area to get each level of information. The elf may use this ability at will.

Prerequisite: Elfsight.

2.4 Elf, Ghost Elf (Age of Legend)

- +2 Dex, –2 Con: Ghost elves share the common fey lineage of agility and somewhat frail bodies.
- Medium: As Medium creatures ghost elves have no special bonuses or penalties due to their size.
- Ghost elf base land speed is 30 ft. They also have a climb speed of 15 ft.
- Cold Tolerance: Ghost elves bonded quickly with this world’s spirits of cold. They never suffer non-lethal damage from cold temperatures and conditions.
- Low-light Vision: A ghost elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Ghost elves may treat elven exotic weapons as martial weapons.
- +1 racial bonus on attack rolls with spears, slings, and bows.
- Automatic Languages: Elven. Bonus Languages: Giant, Goblin, Orc.
- Favored Class: Ranger. The ghost elves long ago blended their magical tradition with the arts of war.

2.4.1 Ghost Elf Racial Advancement Table

Racial Level	Special
1	Racial Talent, ghost elf traits
2	Racial Transformation
3	Racial Talent, +2 Dex
4	Racial Transformation
5	Racial Talent, +2 Con
6	Racial Transformation
7	Racial Talent, +2 Str
8	Racial Transformation
9	Racial Talent, +2 Wis
10	Racial Transformation

2.4.2 Ghost Elf Racial Talents

Ghost elves may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.4.2.1 Ghost Elf Racial Talent Tree: Spirit Warrior

2.4.2.1.1 Blessing of Life (Su)

Ghost elves fight on the side of all living things. The forces of life respect this choice, and provide assistance when they can. A ghost elf with this talent learns how to invoke this help in the form of a blessing. Once per day as a full-round action, he can imbue his spear, 10 arrows, or 20 sling bullets with a minor divine enchantment. This enchantment lasts for 1 hour per point of the ghost elf's Charisma modifier (minimum 1). It does not provide any bonuses, but the items count as magic weapons for the purpose of bypassing damage reduction.

2.4.2.1.2 Catch the Winds (Su)

A ghost elf with this talent has learned a trick for trapping the cold winds of the north into a fetish bag. When released as a standard action, these winds circle his body, deflecting arrows for a number of minutes per day equal to his character level. This provides him with protection equal to a *protection from arrows* spell. The duration of the effect need not be sequential. The fetish bag does not work for any other character.

Prerequisite: ability to cast 1st-level spells.

Special: If this talent is chosen more than once, the ghost elf gains an additional fetish bag.

2.4.2.1.3 Dance of the Return (Ex)

Like all elves, the ghost elves enjoy the dance. The dangers of their homeland make their dances more melancholy than those of their brethren. The dance of the return is no exception. Its steps express the ghost elves' desire to return to their fey homes. A ghost elf with this talent can tune his will to the spirit of the dance. As a full-round action, he can set the measure. For the rest of the encounter, he gains a +1 talent bonus to Will saves and a +2 talent bonus to saves against energy drain, negative energy effects, death effects, and ability score loss.

2.4.2.1.4 One Elf Alone (Ex)

The lonely land of the ghost elves often forces them to spend long times apart. A ghost elf that chooses this talent has learned the lessons that such silence

brings. He gains a +3 talent bonus to Hide and Move Silently checks when there are no allied characters within 60 ft.

2.4.2.1.5 Songs of the Mist (Sp)

When ghost elves gather, they sing the lonely melodies they dream up in the mists of their homeland. These haunting harmonies express their acceptance of their struggle, and their sorrow that they had to take it up. A ghost elf with this talent can express these feelings very clearly. As one use of his bardic music ability, he can cause all enemies within a 30-ft. radius to make a Will save (DC 10 + one-half his character level + his Charisma modifier) or be dazed for 1 round.

Prerequisite: Bardic music class ability.

2.4.2.1.6 Spear forged from Hope

Ghost elves sometimes find that their spears and sling bullets simply cannot harm the most dangerous creatures of the north. When faced with such foes, they create a weapon forged from hope. A ghost elf with this talent may spend a full day to infuse a sturdy wooden stick with mystical energy. This decorated stick is useless against corporeal creatures, but acts as a *ghost touch longspear +1* against incorporeal beings. The spear forged from hope does not work for anyone other than the ghost elf who created it, and he may only have one such weapon at a time.

Prerequisites: Ability to cast divine spells, blessing of life.

2.4.2.1.7 Talent Feats

Same as dawn elf.

2.4.2.1.8 Talent Skills

When the wood elf selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Hide, Listen, Knowledge (nature), Move Silently, Spot, and Survival.

Special: A skill may receive no more than a +3 talent bonus from this ability

2.4.3 Ghost Elf Racial Transformations

Ghost elves may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.4.3.1.1 Eye of the Storm (Ex)

Terrible storms often sweep the northern ends of the Sildanyr, the Pale Forest, and the Morningstar Mountains. Ghost elves seem to be able to ignore winds

and the energies of the storm, almost as if they were a part of them. The ghost elf suffers no penalty for using missile weapons in windy conditions and gains resistance to electricity 5.

2.4.3.1.2 Hands of Ice (Ex)

The frozen cold of the northern forests lodges in the ghost elf 's hands and weapons. Once per day, a ghost elf with this transformation may use a standard action to coat one melee weapon, one of his own natural weapons, or 5 arrows, bolts, or bullets with ice. They gain the *frost* special ability. The transformation lasts for one round per character level, and ceases functioning if anyone but the ghost elf uses the weapons.

Prerequisite: Character level 6th.

2.4.3.1.3 Heart of the Mists (Sp)

The frigid mists of the north lodge in the ghost elf's heart. Once per day as a standard action, he can release these mists into the world around him. This works exactly like the obscuring mist spell, except that the ghost elf can see through mists that he creates. Caster level equal to one-half character level.

Prerequisite: Character level 4th.

Special: Each time the ghost elf selects this racial transformation, he may use the ability an additional time per day.

2.4.3.1.4 Memories from Better Days

Ghost elves have developed the ability to remember the fey realm in dreams, even if they have never been there. These memories spark their minds and spirits. Each time this racial trait is selected, the ghost elf gains one additional known divine spell of any level he can cast (if he is a spontaneous caster) or one additional divine spell slot per day of any level he can cast (if he must prepare his divine spells).

Prerequisite: Divine spellcaster level 1+.

2.4.3.1.5 Mistwalker (Ex)

The chill northern fog holds no fear for the ghost elves. A ghost elf with this transformation may ignore concealment gained from any fog, smoke, or mist, whether natural or magical. Furthermore, he gains the ability to see clearly though natural fog, smoke, or mist out to a range of 60 ft.

2.4.3.1.6 Snowblooded (Ex)

The ghost elves live in harsh conditions that would crack the bones of other fey. Their alignment with the spiritual forces of the land helps shield them from the

worst of the dangers. A ghost elf with this transformation gains resistance to cold 5 as a result of this bond.

2.4.3.1.7 Transformation Feats

Same as dawn elf.

2.4.3.1.8 Transformation Skills

Same as dawn elf

2.5 Elf, Moon Elf (Age of Legend)

- +2 Cha, +2 Dex, –2 Con, –2 Wis: Moon elves are poetic and gregarious, but very distractible.
- Medium: As Medium creatures, moon elves have no special bonuses or penalties due to their size.
- Moon elf base land speed is 30 ft.
- Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells and effects.
- Low-light vision: A moon elf can see twice times as far as a human in starlight, moonlight, torch-light, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Four extra skill points at 1st level and one extra skill point at each additional level. These skill points must be spent on Knowledge skills. The moon elves are a studious people who revere knowledge.
- Weapon Familiarity: Moon elves may treat elven exotic weapons as martial weapons.
- Automatic Languages: Common and Elven; Bonus Languages: Anderlar, Gnome, and Sylvan
- Favored Class: Bard. Moon elves revere both knowledge and magical skill. They also have a finely developed artistic tradition that lends itself to poetry and music.

2.5.1 Moon Elf Racial Advancement Table

Racial Level	Special
1	Racial Talent, moon elf traits
2	Racial Transformation
3	Racial Talent, +2 Int
4	Racial Transformation
5	Racial Talent, +2 Cha
6	Racial Transformation
7	Racial Talent, +2 Int
8	Racial Transformation
9	Racial Talent, +2 Dex

2.5.2 Moon Elf Racial Talents

Moon elves may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.5.2.1 Moon Elf Racial Talent Tree: Truths of the Sky

2.5.2.1.1 Perfect Memory (Ex)

Moon elves are scholars first and foremost. They train their minds to remember the most minute details of everything they read or encounter. A moon elf with this talent may make an Intelligence check (DC 15 + 1 per month since the event or scene) to accurately recall details of any conversation, book, or scene he witnessed. This gives him a +2 bonus to bardic knowledge checks in addition to allowing him to recall specific details.

2.5.2.1.2 Stories of the Past (Ex)

The moon elves have a finely developed sense of history, based off of an astronomical calendar that only they understand. A moon elf with this talent gains a +2 bonus to his Knowledge (his-tory) skill checks and to bardic knowledge checks to uncover historical information.

2.5.2.1.3 Stories of the Future

Although they rarely speak of it, the moon elves know how to read the future in the stars. A moon elf with this talent may add the following spells to the bard, sorcerer, or wizard spell lists: *augury*, *commune*, *divination*, and *guidance*. In all cases, the character uses arcane understanding and the patterns of the stars, rather than divine resources, to gain his answers.

Prerequisite: Stories of the past.

2.5.2.1.4 Songs of the Sun (Su)

The moon elves know the songs that call forth the light of the sun. Once per day as a full-round action, a moon elf with this talent may initiate the song. For as long as he continues to sing as a full-round action, any undead within a 30-ft. radius are shaken.

Prerequisite: Songs of the stars, character level 4th.

2.5.2.1.5 Songs of the Moon (Su)

The moon elf knows the songs that exult in the light of the moon. Once per day as a full-round action, a moon elf with this talent may initiate the song. For as long as he continues to sing as a full-round action, any evil creature within a 30-ft. radius is shaken.

Prerequisite: Songs of the stars, character level 6th.

2.5.2.1.6 Songs of the Stars (Su)

All moon elves sing the songs of the stars, glorying in the joyous passage of time. Once per day as a full-round action, a moon elf with this talent may initiate the song. For as long as he continues to sing as a full-round action, all allies within a 30-ft. radius gain a +2 morale bonus to saving throws to resist harmful spells or spell-like effects.

2.5.2.1.7 Talent Feats

Same as dawn elf.

2.5.2.1.8 Talent Skills

Same as dawn elf.

2.5.3 Moon Elf Racial Transformations

Moon elves may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.5.3.1.1 Eyes of the Stars (Su)

Many moon elves have small sparks of light dancing in their eyes. This allows them to *fascinate* humanoids, monstrous humanoids, and giants. The moon elf must be within 15 ft. of the creature he wishes to fascinate, cannot be engaged in violent activity (e.g., combat), and must spend a full-round action trying to catch the target's eyes. The target may make a Will save (DC 10 + one-half the moon elf's character level + his Charisma modifier) to resist the effect. If the target succeeds, the moon elf may not attempt to *fascinate* the creature for 24 hours. If the target fails, he is considered *fascinated* as if by the bardic music ability for as long as the elf is willing to spend full-round actions maintaining the effect.

Prerequisites: Cha 13, Character level 4th.

2.5.3.1.2 Face of the Sun (Ex)

Moon elves are heartbreakingly beautiful, like the celestial bodies they so avidly study. This transformation enhances that beauty. The moon elf gains a +2 bonus to Bluff and Diplomacy checks.

2.5.3.1.3 Body of the Moon (Ex)

Moon elves can glow with a beauty that rivals their namesake. This transformation increases the DC to resist the moon elf 's enchantment spells by +1.

2.5.3.1.4 Weave Moonlight (Ex)

Some moon elves can weave silvery cloth out of moonlight. This ability allows them to perform as much work using Craft (weaving) in a night as another character could accomplish in a week. Cloth made of woven moonlight is always white, gray, or black. It is considered normal cloth for all practical purposes.

2.5.3.1.5 Weave Starlight (Ex)

After learning to weave moonlight, a handful of moon elves move on to weaving the wisps of starlight. This allows the moon elf to create cloth that can be easily enchanted, reducing the base price (and therefore the material cost and XP) required to create magic padded armor or clothing-type wondrous items by one-half. Additionally, adding starlight to the weave allows the moon elf to create cloth of any primary color.

Prerequisites: Weave moonlight, character level 6th.

2.5.3.1.6 Weave Sunlight (Ex)

A rare few moon elves, after mastering the arts of weaving moonlight and starlight, move on to weave the brilliant light of the sun. This cloth has all of the attributes of both woven moonlight and starlight. Additionally, clothing made of woven sunlight provides a deflection bonus of +3 against incorporeal creatures and +1 against other forms of physical attack.

Prerequisites: Weave moonlight, weave starlight, character level 8th.

2.5.3.1.7 Transformation Feats

Same as dawn elf.

2.5.3.1.8 Transformation Skills

Same as dawn elf

2.6 Elf, Night Elf

- +2 Dex, –2 Con: Night elves are graceful but frail. A night elf’s grace makes him naturally better at stealth and archery.
- Medium: As Medium creatures, night elves have no special bonuses or penalties due to their size.
- Night elf base land speed is 30 feet.
- Low-Light Vision: A night elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on all saves versus spells and spell-like abilities.
- Spell-Like Abilities: 1/day—*dancing lights*, *faerie fire*. Caster level is equal to character level.
- Spell Resistance: Night elves have an innate resistance to magic that grants them spell resistance equal to their character level.
- Automatic Languages: Common and Elven. Bonus Languages: Anderlar, Gnome, Sylvan, and Abyssal (disciples of Lathail only).
- Favored Class: Rogue. A night elf’s rogue class does not count when determining whether he suffers an experience point penalty for multiclassing. Night elves are naturally creatures of the darkness, and they have mastered the arts of stealth and surprise.

2.6.1 Night Elf Racial Advancement Table

Racial Level	Special
1	Racial Talent, night elf traits
2	Racial Transformation
3	Racial Talent, +2 Int
4	Racial Transformation
5	Racial Talent, +2 Dex
6	Racial Transformation
7	Racial Talent, +2 Cha
8	Racial Transformation
9	Racial Talent, +2 Dex
10	Racial Transformation

2.6.2 Night Elf Racial Talents

Night elves may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.6.2.1 Arcane Mastery Racial Talent Tree

Elves feel the flow of magic through their veins more keenly than other races.

2.6.2.1.1 Arcane Mastery

Each time this racial trait is selected, the night elf gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his arcane spells).

Prerequisite: Arcane spellcaster level 1+.

2.6.2.2 Daggers in the Dark Racial Talent Tree

The night elves have learned that stealth is their greatest ally against the arcane might of their dawn elf enemies.

2.6.2.2.1 Unusual Stealth (Ex)

A night elf that selects this racial talent may move up to his full speed while Hiding and Moving Silently at no penalty.

2.6.2.2.2 Spider's Bite (Su)

The night elf gains the ability to magically poison up to five arrows, bolts, or thrown weapons per day. Doing so is a move action, but the effect lasts for the entire day. Only piercing and slashing ammunition may be so affected.

Night elf poison; injury; Fortitude save (DC 14); initial damage nauseated for 1d4 rounds, secondary damage unconscious for 2d4 hours.

Prerequisite: Character level 5+.

2.6.2.2.3 Shadow Jump (Su)

The night elf can "jump" through shadows, granting him the ability to *dimension door* up to 40 feet per day. He can make multiple jumps as long as the total distance traveled per day does not exceed 40 feet. Each time the night elf uses this ability it counts as at least 10 feet, no matter if he jumps less than that.

Prerequisite: Character level 7+.

Special: This racial trait can be selected multiple times, each time adding 40 feet to the maximum daily limit.

2.6.2.2.4 Talent Feats

When the night elf selects this racial talent, he gains one of the following bonus feats: any metamagic feat, Rapid Reload, or Track.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.6.2.2.5 Talent Skills

When the night elf selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Bluff, Craft (any), Knowledge (dungeoneering, geography, local, nature, religion, the planes), Listen, Profession (any), Search, and Spot.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.6.3 Age of Legend Night Elf Racial Talents

2.6.3.1 Night Elf Racial Talent Tree: Divine Devotee of the Night Goddess

The would-be goddess Lathail demands much of her followers. Some of her more fanatical followers give her even more than she bargained for; the passions of newly made mortals run deeper than a purely spiritual being could dream.

2.6.3.1.1 Rites of Blood (Ex)

The rites of blood were first developed as a way of “appeasing the goddess’s hunger.” They invoke the goddess’s power at a cost of life essence. A night elf that selects this talent may cast any divine spell that has a casting time of 1 standard action as a full-round action. At the end of the action, she may apply any metamagic feats she knows to the spell, suffering a number of points of Constitution damage equal to the number of spell levels that would normally have been added to the spell. For example, applying Maximize Spell would deal 3 points of Constitution damage to the character. Ability damage suffered in this way may only be healed naturally.

When this ability is used in conjunction with spontaneous casting, the spell still has a casting time of 1 full-round action.

Prerequisite: Rite of darkness, ability to cast 3rd-level divine spells.

2.6.3.1.2 Rites of Darkness (Ex)

The rites of darkness were the first taught by Lathail to her worshipers. At night or when in complete darkness, the night elf may cast any divine spell with a

casting time of 1 standard action as a full-round action. This increases the night elf's effective caster level by +1.

2.6.3.1.3 Rites of Fury (Ex)

The rites of fury evolved out of the ever growing war between the dawn and night elves. Once per round when one of the night elf's enemies dies in combat within 30 ft., he may make a Spellcraft check as a free action with a DC equal to 10 + the CR of the enemy that died. If he succeeds, he gains a +1 talent bonus to his effective caster level for the next round.

Prerequisite: Evil alignment.

2.6.3.1.4 Rites of the Hunt (Ex)

The rites of the hunt came about as part of the regular worship of Lathail. Once per day, the night elf may spontaneously modify a spell with the Silent Spell or Still Spell metamagic feat without increasing the level of the spell slot required to cast it or increasing the casting time. Alternatively, both feats may be applied to the spell, but its casting time increases to a minimum of 1 round.

Prerequisite: Ability to cast 2nd-level divine spells, Still Spell or Silent Spell.

2.6.3.2 Night Elf Racial Talents: *To the Light*

Before the goddess whispered in their hearts, the night elves were the craftsmen of the fey people. They embodied the spirit of endeavor and a radiant hope for the future. A handful of surface-dwelling night elves cling to this noble tradition. This allows them to express their spirit in the old ways, proving that the shadow has not yet claimed them all.

2.6.3.2.1 Songs of Mending (Sp)

The night elves know the words that repair minor damage to objects. A night elf with this ability can cast *mending* as a spell-like ability at will.

2.6.3.2.2 Songs of Making (Ex)

Once he learns the songs of mending, a night elf can learn the songs of making. These songs allow him to repair objects at the rate of 1 hit point per round as a full-round action. The object must be within 30 ft. He may continue healing the object until he wishes to stop or the object reaches its maximum hit points. If parts of the object are missing or were destroyed, this song does not replace them.

Prerequisite: Songs of mending.

2.6.3.2.3 Songs of Bladecrafting (Ex)

In order to make up for their brethrens' treachery, some night elves have applied their skill at crafting to the dawn elves' weapons of war. A night elf that selects this talent may apply magical enhancements and special abilities to weapons for the XP and gold cost of a weapon with a modified bonus of one lower. For instance, a night elf crafting a *+2 frost longsword* would expend XP and gold as if crafting a +2 weapon, rather than a +3 weapon.

Prerequisites: Songs of mending, Craft Magic Arms and Armor, character level 8th.

2.6.3.2.4 Songs of Armorcrafting (Ex)

In order to make up for the danger their brethren represent, some night elves have applied their skill at crafting to protective gear for the dawn elves' soldiers. A night elf that selects this talent may apply magical enhancements and special abilities to armor and shields for the XP and gold cost of armor and shields with a modified bonus of one lower. For instance, a night elf crafting a suit of *+1 spell resistance (13) chainmail* would expend XP and gold as if crafting as if a +2 suit of armor, rather than a +3 suit of armor.

Prerequisites: Songs of mending, Craft Magic Arms and Armor, character level 6th.

2.6.4 Night Elf Racial Transformations

Night elves may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.6.4.1.1 Darkvision

When the night elf selects this racial transformation, he gains darkvision to a range of 60 feet.

2.6.4.1.2 Full Spell Resistance

The night elf begins to manifest the powerful resistance that allows his people to successfully battle their lighter cousins. The elf gains spell resistance equal to 15 plus his character level.

Prerequisite: Moderate spell resistance, character level 10.

2.6.4.1.3 Minor Spell Resistance

The night elf's natural resistance to magic grows stronger. His spell resistance is now equal to 5 plus his character level.

2.6.4.1.4 Moderate Spell Resistance

The night elf's spell resistance is now equal to 10 plus his character level.

Prerequisite: Minor Spell Resistance, character level 6+.

2.6.4.1.5 Transformation Feats

When the night elf selects this racial transformation, he gains one of the following bonus feats: Dodge, Improved Initiative, Lightning Reflexes, or Iron Will.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.6.4.1.6 Transformation Skills

When the night elf selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Escape Artist, Hide, and Move Silently.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.6.5 Age of Legend Night Elf Racial Transformations: Cave Dweller

Night elves have not been in the world long enough to completely shed their spiritual nature. Like the wood elves before them, many find that they change to better fit in with their new lifestyle. However, where the wood elves adapted to the deep forest spirit, the night elves find themselves adapting to the dark things that whisper in the roots of the mountains.

2.6.5.1.1 Bleed Black Waters (Ex)

Night elves that spend too much time underground discover that their blood becomes as thick as pitch. A night elf with this transformation does not suffer continuous damage from wounding effects, and has a 30% chance of stabilizing when below 0 hit points.

2.6.5.1.2 Dream of the Light (Ex)

Night elves that develop darkvision sometimes lose the ability to see in sunlight. A night elf with this transformation gains +30 ft. to his darkvision but can only see 30 ft. in any illumination more intense than low-light conditions.

Prerequisite: Darkvision.

2.6.5.1.3 Drink the Darkness (Ex)

Those night elves that live for a long period underground learn to drink in the darkness as a healing balm. When underground, they regain double the normal hit points through natural healing.

2.6.5.1.4 Hunter's Hope (Ex)

The night elves use senses other than sight to track. A night elf with this transformation learns to use all of his senses, including his magical ones. He gains a +4 transformation bonus to Survival checks when tracking, and never suffers penalties due to poor visibility when tracking.

2.6.5.1.5 Taste the Shadow (Ex)

Night elves that spend enough time underground may eventually draw sustenance from the magical energies inherent in the roots of the mountains. A night elf with this transformation does not need to eat or drink while underground.

Prerequisite: Drink the darkness.

2.7 Elf, Wood Elf (Age of Legend)

- +2 Dex, –2 Str: Wood elves are agile and healthy, but their small frames do not support significant musculature.
- Medium: As Medium creatures, wood elves have no special bonuses or penalties due to their size.
- Wood elf base land speed is 30 ft.
- Improved Low-light Vision: A wood elf can see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Forest Senses: Wood elves receive a +4 bonus to Spot, Listen, and Search skill checks.
- Automatic Languages: Elven, Sylvan; Bonus Languages: Night Elven, Common
- Favored Class: Shaman. Wood elf children traditionally bind their spirits with the soil. This gives them an innate connection with the powers of life, but also makes them adverse to senseless violence.

2.7.1 Wood Elf Racial Advancement Table

Racial Level	Special
1	Racial Talent, wood elf traits
2	Racial Transformation
3	Racial Talent, +2 Str
4	Racial Transformation
5	Racial Talent, +2 Dex
6	Racial Transformation
7	Racial Talent, +2 Wis
8	Racial Transformation
9	Racial Talent, +2 Dex
10	Racial Transformation

2.7.2 Wood Elf Racial Talents

Wood elves may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.7.2.1 Wood Elf Racial Talent Tree: Forest Dweller

2.7.2.1.1 Aim is True (Ex)

Wood elves know that nothing strikes harder than a well-placed arrow. As a full-round action, a wood elf with this talent may aim and fire a sling or bow (not including crossbows). If he hits, he may add his Dexterity bonus to the damage roll as well as any possible Strength bonus.

2.7.2.1.2 Bounty of the Forest (Ex)

There is magic everywhere in the world. A wood elf with this talent knows where and how to look for a small portion of it. By spending one hour in the wilderness and making a DC 20 Survival skill check, he can gather magical plants to create a healing balm that cures 1d4 points of damage when applied as a standard action. He may do this once per day. The balms last for one week before losing potency.

2.7.2.1.3 Dance of Falling Leaves (Ex)

Like most elves, the wood elves love to dance. The dance of falling leaves incorporates their love of life with their understanding that sometimes, conflict must be met with conflict. A wood elf with this talent may spend a full-round action to set the measure. For the rest of the encounter, he gains a +2 dodge bonus to AC against ranged attacks and a +2 bonus to saving throws against spells that directly target him. If the wood elf loses his Dexterity bonus to AC for any reason during the encounter, he loses these benefits. He may spend another full-round action to reactivate the dance.

2.7.2.1.4 Divine Mastery (Ex)

Each time this racial trait is selected, the wood elf gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his divine spells).

Prerequisite: Divine spellcaster level 1+.

2.7.2.1.5 Fey Gift I (Sp)

The wood elf is able to cast a small selection of divine spells, even if he does not have levels in a divine spellcasting class. He may choose one 0-level and one 1st-level spell from the druid's spell list. From this point forward, he may cast each

of these spells once per day as a spell-like ability. The caster level for these abilities is equal to the wood elf's character level.

2.7.2.1.6 Fey Gift II (Sp)

The wood elf's divine powers grow more powerful. He may use all of the spells granted by fey gift I twice per day. In addition, he may choose an additional 1st-level and one 2nd-level spell that he may now cast once per day as spell-like abilities. The caster level for these abilities is equal to the wood elf's character level.

Prerequisite: Fey gift I, character level 7th.

2.7.2.1.7 Guests of the Fey (Ex)

The wood elves live closer to other fey than most elves. When dealing with a fey creature, an elf that selects this talent may make a d20 check modified by his character level plus his Charisma modifier. If he beats a DC equal to 10 + the creature's HD + its Charisma modifier, that creature will be obligated not to harm or restrain him, and to offer him assistance if it is able. Whatever its inclination, it will not fight for him or leave its home area. The wood elf may only use this ability once per month on a specific fey. If he fails, he can never invoke the ability again on that target.

2.7.2.1.8 Talent Feats

Same as dawn elf.

2.7.2.1.9 Talent Skills

When the wood elf selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Hide, Listen, Knowledge (nature), Move Silently, Spot, and Survival.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.7.3 Wood Elf Racial Transformations

Wood elves may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.7.3.1.1 Feet of a Cat (Su)

Wood elves can move like hunting cats if they so choose. A wood elf with this transformation gains the ability to benefit from a *pass without trace* effect for a number of hours per day equal to his character level. This is a use-activated ability with a caster level equal to character level.

2.7.3.1.2 Ears of a Fox (Ex)

Rumors claim that a wood elf can hear a leaf dropping a mile away. Although not strictly true, some wood elves do in fact have extraordinary hearing. A wood elf with this transformation suffers a –1 penalty to Listen checks for every 40 ft. between him and his target, rather than a –1 penalty every 10 ft. He also gains a +3 transformation bonus to Listen checks.

2.7.3.1.3 Eyes of a Hawk (Ex)

Wood elves often display remarkable distance vision. A wood elf with this transformation suffers a –1 penalty to Spot checks for every 40 ft. between him and his target, rather than a –1 penalty every 10 ft. He also gains a +3 transformation bonus to Spot checks.

2.7.3.1.4 Heart of a Bear (Ex)

Wood elves that experience enough hardship often develop the sullen rage displayed by the more belligerent forest inhabitants. A wood elf with this transformation gains the ability to rage, as a barbarian, once per day. If the wood elf can already rage, he may rage an additional time per day.

Prerequisites: Con 13, character level 6th.

2.7.3.1.5 Transformation Feats

Same as dawn elf.

2.7.3.1.6 Transformation Skills

Same as dawn elf.

2.8 Gnome

- +2 Wisdom, +2 Cha, –2 Strength. Gnomes are wise in the ways of both natural and other peoples, but their small size makes them weaker than larger races.
- Small: As Small creatures, gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than humans use and their lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Handle Animal checks. Animals can sense a gnome's deep connection with the natural world.
- +2 racial bonus on Listen checks. Gnomes have keen ears.
- Weapon Familiarity: Gnomes may treat gnome exotic weapons as martial weapons.
- Gnomes do not need to eat or drink, though they sometimes do so for the pleasure of it. Gnomes are more closely related to their fey cousins than even the elves.
- +1 racial bonus to attack and damage rolls with bludgeoning weapons (including slings). Gnomes prefer such weapons, since they cause less grievous wounds than slashing or piercing weapons.
- Wild Empathy (Ex): A gnome can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a giant lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see PHB, Chapter 4: Skills). The gnome rolls 1d20 and adds his character level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. A gnome shaman adds twice his class level to this check (in addition to levels from other classes) to reflect his training as well as his innate connection with animals.

To use wild empathy, the gnome and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A gnome can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but he takes a –4 penalty on the check.

- Automatic Languages: Common and Gnome. Bonus Languages: Anderlar, Elven, and Sylvan.
- Favored Class: Shaman. A gnome’s shaman class does not count for determining whether he suffers an experience point penalty for multiclassing. Gnomes are innately bonded with the living things and primal forces of the natural world.

2.8.1 Gnome Racial Advancement Table

Racial Level	Special
1	Racial Talent, gnome traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Wis
6	Racial Transformation
7	Racial Talent, +2 Cha
8	Racial Transformation
9	Racial Talent, +2 Wis
10	Racial Transformation

2.8.2 Gnome Racial Talents

2.8.2.1 Magic Mastery Racial Talent Tree

Gnomes feel the flow of magic in the world and through their veins more keenly than other races, though not as powerfully as the elves.

2.8.2.1.1 Arcane Mastery

Each time this racial trait is selected, the gnome gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his arcane spells).

Prerequisite: Arcane spellcaster level 1+.

2.8.2.1.2 Divine Mastery

Each time this racial trait is selected, the gnome gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his divine spells).

Prerequisite: Divine spellcaster level 1+.

2.8.2.2 True Gnome Racial Talent Tree

Gnomes have a strong tie to the fey blood that flows within their veins.

2.8.2.2.1 Fey Gift I

The gnome is able to cast a small selection of arcane spells. He may choose one 0-level and one 1st-level spell from the druid's spell list. From this point forward, he may cast each of these spells once per day as a spell-like ability. The caster level for these abilities is equal to the gnome's character level.

2.8.2.2.2 Fey Gift II

The gnome's arcane abilities grow more powerful. He may use all of the spells granted by fey gift I twice per day. In addition, he may choose an additional 1st-level and one 2nd-level spell that he may now cast once per day as spell-like abilities. The caster level for these abilities is equal to the gnome's character level.

Prerequisite: Fey gift I, character level 7+.

2.8.2.2.3 Potion Mastery I

When the gnome selects this ability, he gains the ability to unfailingly identify magical potions and oils. In addition, all potions are considered to have a caster level one higher when drunk by the gnome. (So a standard potion of cure light wounds would heal 1d8+2 points of damage.)

2.8.2.2.4 Potion Mastery II

This ability grants a gnome the ability to brew potions even if he does not have the Brew Potion feat or the ability to cast spells. He must still expend the gold, XP, and time costs as per the feat. Each time this trait is selected, the gnome chooses three spells of up to 3rd level from the shaman or ranger spell lists. He may now create potions that mimic the effects of these spells, and the gnome's caster level is always considered the minimum necessary to cast the spell.

Prerequisite: Potion Mastery I.

2.8.2.2.5 Talent Feats

When the gnome selects this racial talent, he gains one of the following bonus feats: any metamagic feat, any item creation feat, Alertness, Improved Initiative, or Spell Focus.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.8.2.2.6 Talent Skills

When the gnome selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Handle Animal, Heal, Knowledge (arcana, geography, local, nature, religion, the planes), Listen, Profession (any), Sense Motive, Spellcraft, and Spot.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.8.3 Age of Legend Gnome Racial Talents

2.8.3.1 Gnome Racial Talent Tree: Natural Defenses

The gnomes understand the pragmatic realities of the mortal world. They know that the time will come when they must turn their knowledge to defense as well as creation. When that day comes, the gnomes will be prepared, having learned the lessons needed from the other children of the world.

2.8.3.1.1 Bend before the Wind (Ex)

Gnomes often display an unusually acute awareness of movement around them. A gnome with this talent turns this awareness to his tactical advantage. Once per round when he would normally be hit with a ranged weapon, the gnome may dodge it and take no damage. He must be aware of the attack and not flat-footed.

2.8.3.1.2 Deep Roots (Ex)

Gnomes are intimately attuned to the magic of the world. This talent allows the gnome to turn this attunement into a shield against damaging magical attacks. As a standard action, the gnome may grant himself an SR of 10 + his character level against damaging spells or spell-like effects that target him specifically (*magic missile*, *inflict spells*, *searing light*, etc.). This bonus lasts as long as the gnome continues to take standard actions to maintain it.

2.8.3.1.3 Flash of Thunder (Ex)

Everything that a gnome touches takes on some of his magic. Once per day, a gnome with this transformation may use a standard action to imbue the charge of his spirit in one melee weapon, one of his own natural weapons, or 5 arrows,

bolts, or bullets. They gain the *shocking* special ability. The transformation lasts for one round per character level, and ceases functioning if anyone but the gnome uses the weapons.

Prerequisite: Character level 4th.

2.8.3.1.4 Part like Water (Ex)

Gnomes embody the forces of the world, including the rapid flow of water. A gnome with this talent learns to use a limited form of evasion. The gnome selects one energy type (acid, cold, electricity, fire, sonic). Against attacks of that sort that would normally inflict half damage on a successful Reflex save, he takes no damage if he succeeds.

Prerequisites: Dex 13, Wis 13, character level 6th.

Special: Each time the character selects this talent, he may choose an additional energy type against which he may gain evasion. This racial transformation may not be selected twice in a row.

2.8.3.1.5 Roots Break the Mountain (Ex)

A gnome with the deep roots transformation may seek to further develop these skills into an offensive weapon. When an enemy fails to overcome the gnome's SR with a magical attack, the gnome may target a creature within 15 ft. The spell is redirected toward that creature from the gnome's direction; if the spell requires an attack roll, the gnome makes the roll and uses his own attack bonuses.

Prerequisites: Deep roots, character level 4th.

2.8.3.2 Gnome Racial Talent Tree: One with Nature

Gnomes do not just explore nature. They become a part of it. They can feel the rain in their blood and sense the growing leaves in their souls. This closeness with nature grants them remarkable abilities that even the elves cannot duplicate.

2.8.3.2.1 Call to Life (Ex)

Gnomes are, more so than any other race, respectful and devoted to nature. As such, even when they draw on the powers and creatures of the world for aid, they are committed to their protection. Any creature summoned by a gnome with this talent using a *summon nature's ally* spell gains a +2 talent bonus to Dexterity and +2 bonus to its natural armor.

2.8.3.2.2 Drink the Soil's Strength (Ex)

Many gnomes can feel the flow of magic in the land like others feel the wind and the water. A gnome with this talent may draw on this magic to strengthen himself. Once per day as a standard action, he may grant himself a +4 talent bonus to Strength and Constitution for a number of rounds equal to his Wisdom modifier.

Prerequisite: Wis 13.

2.8.3.2.3 Friend of the Land (Ex)

The gnome gains an animal companion as if he were a shaman with a level equal to half his character level. If the gnome already has or receives an animal companion from another ability, he gains a +2 bonus to his effective level for determining his companion's abilities.

Prerequisite: Wis 13, character level 4th.

2.8.3.2.4 Shroud of Leaves (Ex)

Gnomes have much in common with the plants that offer them shelter. A gnome with this talent uses this relationship to provide himself with additional protection. While in any sort of natural terrain with of plant life that reaches to waist-height on the gnome, he may take a full-round action to ask the plants for assistance. Thereafter, for as long as he does not move from that spot, he gains full concealment.

2.8.3.2.5 Voices on the Leaves (Sp)

All gnomes can hear the flow of magic in the world. A gnome with this talent learns to be more discerning in his listening. He can *detect magic* as a spell-like ability at will. This ability has a maximum range of 30 ft

2.8.4 Gnome Racial Transformations

Gnomes may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.8.4.1.1 Damage Reduction

A gnome's supernatural nature and strange anatomy makes him less susceptible to bludgeoning attacks (including slam attacks, falling damage, and so on). This damage reduction stacks with that gained from other sources (such as the barbarian's damage reduction).

The gnome ignores two points of bludgeoning damage from all melee and ranged weapons, gaining DR 2/piercing or slashing. Each time he takes this

ability, he gains two more points of damage reduction (for example, 4/piercing or slashing after taking it twice and 6/piercing or slashing after taking it three times).

Special: This racial transformation may not be selected twice in a row.

2.8.4.1.2 Ghosting

Many gnomes exhibit this strange trait, which allows them to live on both the Material Plane and the fey realm of Itheria simultaneously. Normally this has no effect except to give the gnome a slightly fuzzy look, as if his form is slightly blurred. On command, however, the gnome can *ghost*, phasing back and forth between the planes more rapidly than the mortal eye can follow. The effect is identical to the *blink* spell except that the gnome travels back and forth to Itheria rather than the Ethereal Plane. It requires a full-round action to activate this ability, and the gnome can only activate it once per day for a duration of up to one minute.

2.8.4.1.3 Fading

This ability is related to ghosting. On command, the gnome can *fade*. The effect is identical to the *ethereal jaunt* spell except that the gnome travels to Itheria rather than the Ethereal Plane. It requires a full-round action to activate this ability, and the gnome can only activate it once per day for a duration of up to one minute.

2.8.4.1.4 Improved Fading

The gnome has grown more comfortable shifting back and forth from Itheria to the Material Plane. He may now activate his fading ability as a free action and can do so up to three times per day for a duration of up to one minute each. A gnome that selects this ability becomes pale and ghostlike even when not using this ability.

2.8.4.1.5 Transformation Feats

When the gnome selects this racial transformation, he gains one of the following bonus feats: Dodge, Endurance, Great Fortitude, Iron Will, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.8.4.1.6 Transformation Skills

When the gnome selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Climb, Escape Artist, Jump, Move Silently, Ride, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.8.5 Age of Legend Gnome Racial Transformations

Like all fey, the gnomes slowly change their bodies over time based on the surrounding environment. As they bond more and more closely with particular forces, they seem less and less like creatures of the mortal world. The gnomes find pleasure in this irony, for only when they have fully bonded do gnomes truly partake of the world's essence.

2.8.5.1.1 Heart of Autumn (Ex)

A gnome with this transformation has touched the heart of autumn, aligning him-self with the forces that move though the world in the season of preparation. He gains a +2 talent bonus to Fortitude saves.

2.8.5.1.2 Heart of Spring (Ex)

A gnome with this transformation connects to the joy of life that explodes in the springtime, leading to an abundance of new growth. He gains a +1 bonus to his effective caster level when invoking magic that targets or affects plants or plant creatures.

2.8.5.1.3 Heart of Summer (Ex)

A gnome with this transformation understands the dichotomy of summer, the heat of which both beats down life and ripens it for the long night of winter. He gains resistance to fire 3 and never suffers nonlethal damage from hot temperatures and conditions.

2.8.5.1.4 Heart of Winter (Ex)

A gnome with this transformation walks unafraid in the bitter cold of winter. He gains resistance to cold 3 and never suffers nonlethal damage from cold temperatures and conditions.

2.9 Halfling

- +2 Dex, +2 Cha, –2 Str, –2 Wis. Halfling’s are naturally deft and agile, and they are born performers and entertainers. But their small size makes them weaker than larger creatures and they are prone to impulsiveness and hasty judgments.
- Small: As Small creatures, halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than humans use and their lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on all Bluff, Perform, and Sleight of Hand checks. Halflings know how to work a crowd in more ways than one.
- extra feat at 1st level. Halflings are quick to master specialized tasks and varied in their talents.
- +1 racial attack bonus with all light weapons (including thrown weapons). Halflings prefer to use small, concealed weapons in combat rather than large, unwieldy ones.
- Weapon Familiarity: Halflings may treat Halfling exotic weapons as martial weapons.
- Automatic Languages: Common and Halfling. Bonus Languages: Anderlar, Clan Speech, King’s Tongue, Goblin, and Orc.
- Favored Class: Bard. A halfling’s bard class does not count for determining whether he suffers an experience point penalty for multiclassing. The Faring Folk travel the known lands, making their way with stories, songs, and profitable trade.

2.9.1 Halfling Racial Advancement Table

Racial Level	Special
1	Racial Talent, halfling traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Cha
6	Racial Transformation
7	Racial Talent, +2 Dex

8	Racial Transformation
9	Racial Talent, +2 Cha
10	Racial Transformation

2.9.2 Halfling Racial Talents

Halflings may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.9.2.1 Arcane Mastery Racial Talent Tree

Halflings feel the flow of magic through their veins more keenly than other races.

2.9.2.1.1 Arcane Mastery

Each time this racial trait is selected, the Halfling gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his arcane spells).

Prerequisite: Arcane spellcaster level 1+.

2.9.2.2 True Halfling Racial Talent Tree

Halflings are lucky and charismatic creatures that seem to always find a way out of trouble. They pick up a variety of skills during their travels, making them extremely versatile.

2.9.2.2.1 Fast Learner

When the halfling selects this racial talent, he may select any two skills that become class skills for him no matter what his class selection may be. If the halfling selects a skill that is already a class skill for him, he gains a +2 racial bonus to that skill.

2.9.2.2.2 Incredible Luck

Each time the halfling selects this racial talent he gains the ability to re-roll any single die roll once per day. The halfling must announce that he is using this ability before he learns the result of the roll, but he may choose to use the better of the two rolls.

2.9.2.2.3 Talent Feats

When the halfling selects this racial talent, he gains one of the following bonus feats: any metamagic feat, any item creation feat, Combat Expertise, or Rapid Reload.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.9.2.2.4 Talent Skills

When the halfling selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Appraise, Bluff, Craft (any), Decipher Script, Diplomacy, Disable Device, Disguise, Forgery, Gather Information, Knowledge (any), Open Lock, Perform, Profession (any), Sense Motive, Sleight of Hand, and Spellcraft.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.9.3 Age of Legend Halfling Racial Talents

2.9.3.1 Halfling Racial Talent Tree: Storyteller

Stories are more than just a pleasant way to pass the time. They inculcate the many lessons that halflings have learned over years of traveling. Stories form the lifeblood of their culture, transmit their traditions, and give them a connection with the past. Mastery of storytelling is therefore one of the greatest achievements that a halfling can demonstrate to his own people.

2.9.3.1.1 Captivating Patter (Ex)

One of the first steps in any story is to get the audience involved. As a standard action, a halfling that selects this talent may target a single intelligent creature within 30 ft. He may make a Bluff check against that target as if feinting in combat. If the target fails its special Sense Motive check (just as with feinting in combat, the target may add its base attack bonus to the roll along with any other applicable modifiers), it becomes dazed for 1 round. A creature may only be targeted by this effect once per day. This is a mind-affecting, language-dependent ability.

Prerequisite: Character level 4th.

2.9.3.1.2 Capture the Essence (Ex)

Halfling storytellers learn how to notice the small details that go into a coherent whole. This allows a halfling that selects this talent to make a Sense Motive check against any target within 30 ft., opposed by the target's Bluff check. If the Halfling wins, he learns one component of the target's alignment. The halfling

may only use this ability on a creature once, and may therefore never use it to guess a creature's total alignment.

2.9.3.1.3 Give a Smile (Ex)

Most halfling stories carry wry wisdom that comes out when the listener least expects it. A halfling that selects this talent learns to subtly bring this wisdom to the fore, causing the listener to smile long after hearing the tale. Once per day, a halfling who selects this talent may make a Perform (oratory) skill check while telling a tale to an ally. For every 5 points by which the check exceeds 10, he may choose one additional ally. Each ally chosen receives a +1 luck bonus that may be applied to any one roll within the next 24 hours.

2.9.3.1.4 The Heart of the Matter (Ex)

Almost all Halfling stories deal in some way with the core issues of life, or as they put it "food, family, and frolic." This appreciation for the simple things gives them a profound understanding of the life lived by common folk all over the world. A halfling that selects this talent receives a +4 talent bonus when making Bluff, Diplomacy, Gather Information, and Sense Motive checks targeting humanoids with commoner, expert, or warrior classes.

2.9.3.1.5 Stream of Words (Ex)

Few people can outtalk a halfling. They seem able to maintain a stream of words without breathing, allowing them to verbally run over less adept folk. A halfling that selects this transformation can maintain a continuous stream of words, allowing him to use his Bluff skill on a number of people at once equal to one-half his character level.

2.9.3.1.6 Weave the Threads (Ex)

Halfling storytellers long ago mastered the art of piecing together stories from fragments of information. A halfling that selects this talent gains a +2 talent bonus on bardic knowledge and Knowledge (local) checks.

2.9.4 Halfling Racial Transformations

Halflings may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.9.4.1.1 Animal Companion

A halfling who chooses this racial transformation magically bonds with an animal companion chosen from the following list: dire rat, dog, riding dog, eagle, hawk, pony, or wolf. This loyal companion follows all of the rules for a druid's animal companion (see PHB).

2.9.4.1.2 Good First Impression

A halfling that chooses this racial transformation learns to project his inner congeniality toward others, calming them and making them much more likely to greet the character as a friend. The first time a halfling makes a Diplomacy check to affect or determine the mood of an NPC, he automatically takes 20 on the die roll, regardless of the circumstances.

2.9.4.1.3 Quick Feet

Halflings are small, of course, but many are deceptively quick over short distances. A halfling who chooses this racial transformation gains a 5 ft. bonus to land speed. This movement bonus only counts for moves and double moves.

Special: This racial transformation cannot be chosen twice in a row.

2.9.4.1.4 Transformation Feats

When the halfling selects this racial transformation, he gains one of the following bonus feats: Dodge, Lightning Reflexes, or Run.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.9.4.1.5 Transformation Skills

When the halfling selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Ride, Tumble, and Use Rope.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.9.5 Age of Legend Halfling Racial Transformations

The halflings' lifestyle gives them ample opportunity to test their mettle. Although it surprises many settled folk, halflings routinely survive things that would make even the hearty dwarves blanch.

2.9.5.1.1 Joyous Heart (Ex)

Very little can get halflings' spirits down. If a halfling that selects this transformation fails a Fortitude save to resist ability damage, ability drain, or energy drain, he may immediately make a second saving throw against the same DC. If he succeeds at the second saving throw, he may ignore the effect.

2.9.5.1.2 Tough as Tree Roots (Ex)

Although they do not look it, many halflings can endure things that would make a dwarf groan. A halfling that selects this racial transformation gains a +4 bonus to saves to resist poison, disease, and environmental effects that would cause fatigue.

2.9.5.1.3 Unseen Strength (Ex)

Many dismiss tales of halfling feats of strength as exaggerations put forth by over excitable halflings. However, the truth is that some of them do display remarkable ability to lift and carry. A halfling that selects this transformation may not only ignore the normal $\frac{3}{4}$ penalty to carrying capacity for Small bipedal creatures, he can carry 25% more weight than a Medium bipedal creature of his Strength. This affects the weight limits at which he is considered encumbered, as well. For instance, a halfling with a 14 Strength would normally be able carry 43 lbs. (25% less than a human of equal Strength) as a light load, whereas a halfling that selects this transformation can carry 72 lbs. (25% more than a human of equal Strength) as a light load.

Prerequisite: Str 13.

2.10 Human, Highlander

- +2 Dex, –2 Int, –2 Cha: Highlanders are quick and agile, but they often prefer fighting to thinking or parleying.
- Medium: As Medium creatures, highlanders have no special bonuses or penalties due to their size.
- Highlander base land speed is 30 feet.
- 1 extra feat at 1st level. Highlanders can choose any armor or weapon proficiency, or any feat from the fighter’s list of bonus feats.
- 4 extra skill points at 1st level.
- +2 racial bonus on Will saves.
- Clan Honor Code: Characters from the high-lands come from one of the region’s many clans, and each warlord establishes an honor code that binds all who follow him. If a character acts against her clan’s honor code (as determined by the DM), she loses her bonus to Will saves, as the verity of purpose that she once knew is shaken.
- Automatic Languages: Common and Clan Speech. Bonus Languages: Anderlar, Giant, Goblin, Highland Runic, King’s Tongue, and Orc.
- Favored Class: Barbarian. A highlander’s barbarian class does not count for determining whether he suffers an experience point penalty for multiclassing. The highlanders place great emphasis on might and fierceness in battle.

2.10.1 Highlander Racial Advancement Table

Racial Level	Special
1	Racial Talent, highlander traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Dex
6	Racial Transformation
7	Racial Talent, +2 Wis
8	Racial Transformation
9	Racial Talent, +2 Dex
10	Racial Transformation

2.10.2 Highlander Racial Talents

Highlanders may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.10.2.1.1 Clan Favored Weapon

Each of the highlander clans has a favored weapon that its warriors are taught to use from an early age. When this ability is chosen, the highlander gains a +1 circumstance bonus on attack and damage rolls and a +1 circumstance bonus on initiative checks when he is using one of these favored weapons. If the highlander does not have his weapon drawn when initiative is rolled, he can still gain his initiative bonus by drawing and using his weapon on the first round of combat. The most common favored weapons in the highlands include: bastard sword, battleaxe, greatsword, longsword, shortbow, and spear.

2.10.2.1.2 Fast Learner

When the highlander selects this racial talent, he may select any two skills that become class skills for him no matter what his class selection may be. If the highlander selects a skill that is already a class skill for him, he gains a +2 talent bonus to that skill.

2.10.2.1.3 Talent Feats

When the highlander selects this racial talent, he gains one of the following bonus feats: Alertness, Endurance, Improved Initiative, Martial Weapon Proficiency, Track, or Weapon Finesse.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.10.2.1.4 Voice of the Highlands

When this racial talent is selected, the highlander gains the ability to put his ear to the ground and gain knowledge about the surrounding terrain. This works exactly like the commune with nature spell as cast by a druid of the highlander's level, except as follows. It only requires 5 rounds of concentration to gain the information desired, and the ability only works in the hills and highlands. The highlander can use this ability at will.

2.10.3 Age of Legend Racial Talents

2.10.3.1 Highlander Racial Talent Tree: Spirit Sense

The highlanders place great emphasis on physical fitness. They engage in all kinds of contests, events, and games designed to demonstrate their prowess to

one another. Any outsider who spends time in the highlands can tell tales of such things. What they do not see is the connection highlanders draw between physical and spiritual advancement. The games do not just pit body against body; they show the world how far the contestants have come in terms of spiritual development as well.

2.10.3.1.1 Drive the Body (Ex)

Highland spirit adepts learn early in life that their unique connection with the spirit gives them a physical edge. A highlander that selects this racial talent may channel spirit adept strength points directly into his Constitution as a standard action. For every point he spends, his Constitution increases by +1 for one minute. A highlander cannot spend more points in this way than he could spend on one of his spirit adept powers (1 at 1st, 5 at 6th, and 10 at 11th).

Prerequisite: Spirit adept, character level 4th.

2.10.3.1.2 Purity of Heart (Ex)

Highlanders who follow the way of the Spirit learn to find a still place deep inside their own hearts. From this still place, they can ignore most of the chaos that affects other people. A highlander spirit adept that selects this racial talent gains a +4 bonus to any saving throw to resist a mind-affecting effect so long as he has at least 10 unspent spirit adept points.

Prerequisite: Spirit adept.

2.10.3.1.3 Purity of Body (Ex)

The remarkable physical endurance of many highlanders traces back to the strength of their spirits. A highlander that selects this racial talent learns how to ignore the pain and suffering of his body in order to achieve his goals. So long as he has at least 10 unspent spirit adept points, he gains a +4 to any save to resist an affect that would cause him to be dazed, exhausted, or fatigued.

Prerequisite: Spirit adept.

2.10.3.1.4 Strength of Stone (Ex)

The incredible strength of the highlanders comes in part from their vigorous lifestyles. In some cases, it also comes from their ability to channel the raw spirit of life through their physical forms. A highlander that selects this racial talent may channel spirit adept strength points directly into his Strength as a standard action. For every point he spends, his Strength increases by +1 for one minute. A spirit adept cannot spend more points in this way than he could spend on one of his spirit adept powers (1 at 1st, 5 at 6th, and 10 at 11th).

Prerequisite: Spirit adept, character level 8th.

2.10.3.1.5 Surge of Will (Ex)

In the innumerable competitions that mark highland life, the highlander leans to transcend physical limits through force of will. Once per day as a free action, a highlander that selects this racial talent may add his Wisdom modifier to either his Strength, Dexterity, or Constitution modifier for a number of rounds equal to 3 + his Wisdom modifier. An increase in Constitution increases the highlander's hit points, but these hit points go away at the end of the surge when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) The highlander may prematurely end his surge. At the end of the surge, he loses the surge modifiers and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

2.10.3.1.6 Way of Spirit (Ex)

Highlanders may not have been the first spirit adepts, but it cannot be denied that their way of life breeds some of the strongest. A highlander with this talent gains a number of spirit adept strength points equal to his level.

Prerequisite: Spirit adept.

Special: This racial talent may not be chosen twice in a row

2.10.3.2 Highlander Racial Talent Tree: Clan Speaker

Without a doubt, the highlands count among the least organized nations in the world. The little clans argue and shift alliances with the wind. However, they also share a common heritage of heroism that binds them together. They can unite in an instant if they perceive the need.

2.10.3.2.1 Bonded (Su)

The clans share a common concept of honor that helps to bind them together. The most visible expression of this honor, the *anunti* broach, also presents a unique weakness. A highlander that selects this racial talent can exploit this weakness to his own advantage. If he gains possession of another highlander's *anunti*, he may *command* (as the spell) that highlander as a free action. The target highlander can only be affected by this talent once per day. The target may make a Will save (DC 10 + one-half the level of the commanding highlander + his Charisma modifier) to resist the effect.

2.10.3.2.2 Elder (Ex)

Highland clan spokesmen command great respect, although not necessarily obedience. When a highlander selects this talent, he becomes a clan

spokesman. This gives him a +4 bonus to his leadership score, but his cohorts and followers must all be highlanders.

Prerequisites: Character level 6th, must be selected by his clan.

2.10.3.2.3 Faith (Ex)

Highlanders live in a world where even a moment of doubt can lead to their death. As such, they give great respect to those who can maintain their faith even in difficult times. A highlander that selects this racial talent gains the effect of a permanent *sanctuary* spell when facing other highlanders. This effect ends for the duration of the encounter if he attacks any highlander. A hostile highlander can break this effect by making a Will save (DC 11 + the Charisma modifier of the protected highlander). Caster level is equal to character level.

Special: If the highlander has at least one level of disciple, increase the DC to break the effect by +2.

2.10.3.2.4 Hope (Ex)

Despite their current troubles, highlanders maintain great hope for the future. A highlander that selects this racial talent learns to appeal to that hope, restoring others' faith in themselves. As a standard action, he can target one ally within 30 ft. that suffers from a fear effect. By making a Perform (oratory) skill check and beating a DC equal to the save DC of the effect, the highlander can improve the ally's condition by one step (from panicked to frightened, frightened to shaken, or shaken to unaffected).

2.10.3.2.5 Steel (Ex)

When all else fails, highlanders place their trust in their swords. A highlander that selects this racial talent can inspire others with this faith. Any time he strikes down an opponent in battle, the highlander may make a Charisma check with a DC equal to 10 + the foe's CR – the highlander's level. If he succeeds, all allied characters within 30 ft. may choose to gain a +1 morale bonus to attack and damage rolls for the duration of the encounter. The highlander may use this ability multiple times in battle, and its effects stack. If the highlander later becomes disabled or unconscious during the battle, every character that received the bonus immediately loses it, and suffers a –1 morale penalty to attack and damage rolls until the end of the encounter.

2.10.4 Highlander Racial Transformations

Highlanders may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.10.4.1.1 Disciplined Mind

Each time this ability is chosen, the highlander gains the ability to focus his mind once per day, making him extremely deadly in combat. When he invokes this ability, the highlander temporarily gains a +4 bonus to Dexterity, a +2 morale bonus on Will saves, and the Combat Reflexes feat. In addition, the character cannot be flanked.

The character is able to focus his mind for a number of rounds equal to 5 + his Wisdom modifier. He may only enact a disciplined mind once per combat, and at the end of the duration he is considered fatigued until the end of the encounter from the mental strain of focusing so intensely.

2.10.4.1.2 Fast Movement

Clansmen roam the hills and highlands and learn to move with great speed across open ground. Whenever this racial transformation is chosen, the highlander adds 5 feet to his base land speed.

2.10.4.1.3 Transformation Feats

When the highlander selects this racial transformation, he gains one of the following bonus feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Run, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.10.4.1.4 Transformation Skills

When the highlander selects this transformation, he gains a total transformation bonus of +6 that may be distributed among the following skills: Balance, Jump, Ride, Swim, or Tumble.

Special: A skill may receive no more than a +3 transformation bonus from this ability

2.10.5 Age of Legend Highlander Racial Transformations

Growing up in the fiercely competitive clans shapes the highlander 's body and mind. This constant pressure continues to act upon him during his adulthood. As he adapts, his body changes to aid him in the challenges he faces.

2.10.5.1.1 Healthy (Ex)

Highlanders never seem to fall sick. A highlander with this racial transformation takes this gift to extremes. He gains a +4 transformation bonus to any saving throw to resist poisons and diseases.

2.10.5.1.2 Lucky (Ex)

Although they keep quiet about it, many highlanders believe that fortune favors them over all other people. Lucky highlanders help to prove the point. When a highlander selects this racial transformation, he gains a luck bonus equal to his highest ability modifier. Once per day, before rolling, he may assign the bonus to a d20 roll. The bonus does not increase later.

2.10.5.1.3 Stable (Ex)

Highlanders like to wrestle. In fact, they will wrestle with anything, up to and including giants. A highlander with this racial transformation develops physical attributes that help him carry on this obsession. His arms grow thicker, his legs bow slightly, and his bones become remarkably dense. These changes give him a +2 transformation bonus to grapple checks.

2.10.5.1.4 Skywalker (Ex)

Many legends abound about the men who participate in the highland games. One tale claims that some highlanders seem to pause in midair during a jump, exerting some magical or spiritual influence to then leap even higher into the sky. After making a Jump check, a highlander that selects this racial transformation may end the round in a square without visible support (i.e., in the air, halfway up a wall). On the next round, he may make another Jump check to extend the jump even further. If he does not make a second Jump check, or if the results of the second Jump check do not result in the highlander landing on a solid surface, he falls as normal.

Prerequisite: Character level 4th.

2.10.5.1.5 Thoughtful (Ex)

It often surprises outsiders to learn just how contemplative highlanders can become, a trait they acquire during the long dark nights of their winters. The mind of a highlander that selects this racial transformation has been honed, granting him a +1 transformation bonus to all Intelligence-based skills.

Heroic Jump skill here.

2.11 Human, Lowlander

- Lowlanders gain a +2 bonus to one ability score of the player's choice and suffer a –2 penalty on one other ability score of the player's choice. Humans are a diverse race no matter which region of Ambria they come from and demonstrate a wide range of physical and mental strengths and weaknesses.
- Medium: As Medium creatures, lowlanders have no special bonuses or penalties due to their size.
- Lowlander base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level.
- +2 racial bonus on all Bluff and Diplomacy checks made to influence a transaction or trade.
- Automatic Languages: Common and Anderlar. Bonus Languages: Any, including Druidic (but not other secret languages).
- Favored Class: Any. A lowlander's highest level class does not count when determining whether he takes an experience point penalty for multiclassing. Lowlanders are a diverse and versatile race

2.11.1 Highlander Racial Advancement Table

Racial Level	Special
1	Racial Talent, highlander traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Str
6	Racial Transformation
7	Racial Talent, +2 Wis
8	Racial Transformation
9	Racial Talent, +2 Con
10	Racial Transformation

2.11.2 Lowlander Racial Talents

Lowlanders may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.11.2.1 Magic Mastery Racial Talent Tree

Lowlanders from the farming communities of Anderland are generally uninterested in arcane magic, but occasionally they make faithful disciples. The merchant princes of Ebernath and their sycophants, however, applaud anyone with the talent and dedication to study arcane magic, which they see as better for entertainment purposes than war.

2.11.2.1.1 Arcane Mastery

Each time this racial trait is selected, the lowlander gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his arcane spells).

Prerequisite: Arcane spellcaster level 1+.

2.11.2.1.2 Divine Mastery

Each time this racial trait is selected, the lowlander gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his divine spells).

Prerequisite: Divine spellcaster level 1+.

2.11.2.2 True Lowlander Racial Talent Tree

Most lowlanders are agrarian people who stick together in times of trouble.

2.11.2.2.1 Connected

Lowlanders thrive thanks in some part to their loyalty to their own. As a result, any time a lowlander that has chosen this racial talent is in need he can look to his fellows to provide him with whatever aid they can reasonably give.

Once per day the lowlander can make a level check (1d20 + character level) to which he adds his Charisma modifier. The DM sets the DC based on the aid being requested and the circumstances involved. The DC ranges from 10 for a simple request to as high as 25 for highly dangerous, expensive, or illegal requests. The lowlander cannot take 10 or take 20 on this check, nor can he retry the check for the same request. Note that these requests should help advance the plot of an adventure. A request that would allow the lowlander and his companions to circumvent an important plotline should always be unavailable to the character, regardless of the result of the check. The DM

should always monitor the lowlander's use of this ability and disallow any request that could be disruptive to the game.

A lowlander can only request a favor from any particular NPC once per week, and any particular community a number of times per month equal to his level.

Note that only other lowlanders will grant this type of favor as it represents loyalty to one's own, and PCs are never under any compulsion to grant favor requests to other lowlanders.

2.11.2.2.2 Fast Learner

When the lowlander selects this racial talent, he may select any two skills that become class skills for him no matter what his class selection may be. If the lowlander selects a skill that is already a class skill for him, he gains a +2 talent bonus to that skill.

2.11.2.2.3 Group Fighter

Lowlanders practice group fighting techniques for the rare occasion on which they must defend their homes. Each time the lowlander chooses this racial talent, he gains a +1 talent bonus on attack rolls made when attacking a creature that is threatened by one of his allies.

Special: This racial talent may not be selected twice in a row.

2.11.2.2.4 Talent Feats

When the lowlander selects this racial talent, he gains one of the following bonus feats: any metamagic feat, Leadership, or Track.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.11.2.2.5 Talent Skills

When the lowlander selects this racial talent, he gains a total talent bonus of +6 that may be distributed among the following skills: Appraise, Craft (any), Diplomacy, Heal, Intimidate, Knowledge (any), Perform, Profession (any), and Sense Motive.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.11.3 Age of Legend Lowlander Racial Talents

2.11.3.1 Lowlander Racial Talent Tree: The Seven Cities

The Seven Cities of Anderland are not the only civilization in the region, but they do form the anchor-points around which the web of civilization is spun. They

appear in song and poetry, and have shaped the spirit of the most populated region in the world.

2.11.3.1.1 Elnaria

Elnarians need to know the lay of the land in order to strike good bargains and come out on top. A lowlander that selects this racial talent gains Knowledge (geography) and one other Knowledge skill of his choice as class skills. Additionally, he gains a +2 talent bonus to checks with either skill.

2.11.3.1.2 Larakis

The city of Larakis sees more sea traffic in a week than most ports see in a year. In that bustling market, the lowlander learns to live on water. A lowlander that selects this racial talent gains a +1 talent bonus to attack and damage rolls when in an aquatic environment or on a ship.

2.11.3.1.3 Ironwall

Alone among the lowlanders, the people of Ironwall have prepared for the coming storm. They train daily with weapons, form militias, and lay in stocks of supplies. A lowlander that selects this racial talent has taken some of that discipline on himself. He may select two simple weapons and one martial weapon with which he is already proficient. He gains a +1 talent bonus to attack rolls when using those weapons.

2.11.3.1.4 Riversend

From time out of mind, heroes have used the town of Riversend as a base of operations. This legacy of heroic deeds fires the hearts of the city's inhabitants. Once per day, a lowlander that selects this racial talent can draw on that flame to add a +2 talent bonus to one d20 roll that he just made, before the DM declares whether the roll results in success or failure.

2.11.3.1.5 Seaward

The people of Seaward live in the greatest city in the wealthiest nation in the world. The pride they draw from it is enough to raise the head of the humblest beggar. A lowlander that selects this racial talent forges his pride into an iron-hard shield, gaining a +2 talent bonus to Will saving throws.

2.11.3.1.6 Saranor

No other place in the world can match the fertility of the fields of Saranor. Nowhere else do the children grow so strong or the animals so fat and docile. A lowlander that selects this racial talent has learned exercises and living habits that give him a piece of this remarkable vitality. He gains a +2 talent bonus to Fortitude saving throws.

2.11.3.1.7 Stormhaven

While not dangerous, Stormhaven is rife with corruption and bribery. A lowlander that selects this racial talent thrives in such an environment. He gains Decipher Script and Forgery as class skills, and gains a +2 talent bonus to checks with either skill

2.11.4 Lowlander Racial Transformations

Lowlanders may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.11.4.1.1 Fast Movement

Lowlanders are known as long-legged folk, and footraces are an important part of most Anderlar festivals. Whenever this racial transformation is chosen, the lowlander adds 5 feet to his base land speed.

Prerequisite: Character level 4+.

Special: This racial transformation may not be selected twice in a row.

2.11.4.1.2 Great Swimmer

A lowlander that selects this racial transformation can always take 10 on Swim checks and can hold his breath for a number of rounds equal to three times his Constitution score.

2.11.4.1.3 Strength of Body, Mind, and Spirit

Each time the lowlander chooses this racial transformation, he gains a +1 bonus to all saving throws.

2.11.4.1.4 Transformation Feats

When the lowlander selects this racial transformation, he gains one of the following bonus feats: Diehard, Dodge, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.11.4.1.5 Transformation Skills

When the lowlander selects this racial transformation, he gains a total transformation bonus of +6 that may be distributed among the following skills: Climb, Concentration, Jump, Ride, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.11.5 Age of Legend Lowlander Racial Transformations.

Lowlanders love the land. They love the smell of good, tilled earth. They find joy in the sight of growing things. This all-encompassing joy with the beauty of life slowly changes them, giving them even deeper connections to that which they love.

2.11.5.1.1 Black-Eyed

Some say that black-eyed Anderlanders partake in a mystical bond with the land that gives them the right to command. The eyes of a lowlander that selects this racial transformation darken, and he gains the ability to cast *command* twice per day as a spell-like ability. The save DC is equal to 11 + the lowlander's Charisma modifier. Caster level is equal to character level.

2.11.5.1.2 Gold-Blooded

Constant drinking of water from the Goldspring Sea causes some lowlanders' eyes to turn dark gold. This occurs to the lowlander that selects this racial transformation, and he gains resistance to acid 1, cold 1, fire 1, and electricity 1.

2.11.5.1.3 Green Man's Chosen

The fabled Green Man of lowlander myth occasionally reaches out to touch the hearts of his people. A lowlander that selects this racial transformation gains shaman as a favored class, in addition to his current favored class. Furthermore, his shaman level is considered to be two levels higher for the purposes of caster level checks.

2.11.5.1.4 Flowers on the Brow

No one has ever met the legendary Lady of Flowers. Yet it seems that sometimes her hand touches the brow of selected youths, giving them beauty and wisdom beyond mortal understanding. A lowlander that selects this racial transformation becomes very attractive to potential mates, gaining a +1 bonus to all Charisma-based skill checks against members of the appropriate gender. Furthermore, his shaper level is considered to be two levels higher for the purposes of caster level checks.

2.11.5.1.5 Harvester's Chosen

The grim reaper stalks the fertile soil of Anderland during the fall harvests. He demands a sacrifice of blood, usually symbolic, in return for the land's bounty. Sometimes he touches a child in the womb as well, knowing that in time it will grow to defend the rich land of its birth. A lowlander that selects this racial

transformation gains ranger as a favored class, in addition to his current favored class. Furthermore, if he is already a ranger, his bonus against all current favored enemies increases by +1.

2.11.5.1.6 Hero's Son

The legacies of unsung heroes run strong in Anderlander blood. A lowlander that selects this racial transformation inherits those qualities. Once per day, his drive and his courage allow him to take 10 on an attack roll or saving throw.

2.11.5.1.7 Roots in the Soil

The lush plains of Anderland call its children home, no matter how far away they go. A lowlander that selects this racial transformation always knows how far away from his home village he is, what direction it lies in, and how long it might take him to get back. This knowledge gives him a +4 to Survival checks to avoid getting lost. Furthermore, he gains a +2 transformation bonus to attack and damage rolls when in Anderland.

2.12 Human, Saltblood

- +2 Dexterity, –2 Str: Saltbloods are dexterous and agile, but they are smaller and less physically powerful than other humans.
- Medium: As Medium creatures, saltbloods have no special bonuses or penalties due to their size.
- Saltblood base land speed is 30 feet.
- 1 extra feat at 1st level. Saltbloods are quick to master specialized tasks and varied in their talents.
- 4 extra skill points at 1st level.
- +4 racial bonus on all Swim checks and a +2 racial bonus on all Use Rope checks.
- +1 circumstance bonus to AC when using a buckler. This bonus stacks with the buckler’s shield bonus. In addition, a saltblood’s shield does not impair his ability to swim. He does not count its weight when attempting a Swim check. Saltbloods train extensively with bucklers, which are small enough to be useful aboard ships and not too restrictive to their movement while swimming.
- Automatic Languages: Common and Dorlian. Bonus Languages: Any (except secret languages, such as Druidic).
- Favored Class: Any. A saltblood’s highest level class does not count when determining whether he suffers an experience point penalty for multiclassing. Most saltbloods favor a life at sea, but they are a versatile people that does not favor one path over all others.

2.12.1 Saltblood Racial Advancement Table

Racial Level	Special
1	Racial Talent, saltblood traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Str
6	Racial Transformation
7	Racial Talent, +2 Dex
8	Racial Transformation
9	Racial Talent, +2 Con

2.12.2 Saltblood Racial Talents

Saltbloods may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.12.2.1.1 Fast Learner

When the saltblood selects this racial talent, he may select any two skills that become class skills for him no matter what his class selection may be. If the saltblood selects a skill that is already a class skill for him, he gains a +2 talent bonus to that skill.

2.12.2.2 True Saltblood Racial Talent Tree

Saltbloods have quickened souls that are ready for combat and danger at any time.

2.12.2.2.1 Danger Sense

Saltbloods are a hard and ready people, not easily taken by surprise. When this talent is selected, the saltblood gains a +4 racial bonus on all initiative checks.

Special: This racial talent may not be selected twice in a row.

2.12.2.2.2 Ignore Pain

Because of the saltblood's inherent toughness, all non-lethal damage suffered by the character is reduced by half.

2.12.2.2.3 Talent Feats

When the saltblood selects this racial talent, he gains one of the following bonus feats: any metamagic feat, Leadership, Quick Draw, or Rapid Reload.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.12.2.2.4 Talent Skills

When the saltblood selects this racial talent, he gains a total talent bonus of +6 that may be distributed among the following skills: Bluff, Craft (any), Gather Information, Intimidate, Knowledge (any), Profession (any), Sense Motive, Survival, and Spot.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.12.3 Age of Legend Saltblood Racial Talents

The people of the Dreaming Isles have the leisure to grow in a nurturing environment. They have wealth, an abundance of food, and friendly neighbors. This allows them to explore their own innate talents without fear, leading to some truly remarkable discoveries.

2.12.3.1.1 Boisterous

Saltbloods master the art of having a roaring good time. A saltblood that selects this racial talent gains a +4 talent bonus to all Charisma-based skills when carousing or participating in celebrations. Further, he never suffers ill effects from too much drink.

2.12.3.1.2 Clever

Saltbloods proclaim that no other people can match their cleverness; one with this racial talent takes pride in proving it. When a saltblood that selects this racial talent makes a successful skill check for an Intelligence or Dexterity-based skill, he gains a +4 talent bonus to his next skill check of any type. This bonus disappears if not used within one minute.

2.12.3.1.3 Enterprising

Failure is not something that salt-bloods take lightly. A saltblood that selects this racial talent has learned to focus his frustration from failure into positive action. Any time he fails a skill check or attack roll, he gains a +1 bonus to the next skill check or attack roll that he makes. This bonus disappears if not used within one minute.

2.12.3.1.4 Intrepid

Saltbloods did not become the world's greatest explorers by living easy lives. Under their soft lifestyle lies a core of iron that could make a barbaric highlander envious. When a saltblood that selects this racial talent succeeds at a Will save against a malicious effect, he gains a +1 bonus to attack rolls, damage rolls, and skill checks for one minute. The bonuses from multiple successful Will saves stack.

2.12.3.1.5 Precise

Absolute precision marks the difference between a true explorer and someone who will end up decorating the spikes in a pit trap. A saltblood that selects this racial talent can take 10 or 20 in half the normal amount of time.

2.12.4 Saltblood Racial Transformations

Saltbloods may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.12.4.1.1 Hold Breath

The saltblood gains the ability to hold his breath for up to one hour once per day.

Prerequisite: Perfect Swimmer.

2.12.4.1.2 Damage Reduction

Saltbloods learn to brawl at an early age, and the ability to take a punch is essential to their growth into respectable adults. This damage reduction only protects a saltblood against physical attacks, not energy damage or spells.

When selected, the saltblood ignores one point of damage from all melee and ranged weapons, gaining DR 1/—.

Prerequisite: Character level 6+.

Special: This racial transformation may not be selected twice in a row.

2.12.4.1.3 Natural Swimmer

Saltbloods grow up in and around water and some develop incredible swimming skills. When this racial transformation is chosen, the saltblood gains a swim speed of 10 feet. This grants the saltblood a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. In addition, he can always take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Prerequisite: Character level 4+.

2.12.4.1.4 Perfect Swimmer

When this ability is chosen, the saltblood's Swim speed increases by 10 feet.

Prerequisite: Natural Swimmer.

2.12.4.1.5 Transformation Feats

When the saltblood selects this racial transformation, he gains one of the following bonus feats: Dodge, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.12.4.1.6 Transformation Skills

When the saltblood selects this racial transformation, he gains a total transformation bonus of +6 that may be distributed among the following skills: Balance, Climb, Escape Artist, Jump, Swim, Tumble, and Use Rope.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.12.5 Age of Legend Saltblood Racial Transformations

While they live among plenty, saltbloods have the courage and will to become hardened adventurers. Thought becomes reality as they leave their homes to explore some of the most dangerous parts of the world. These travels slowly transform them.

2.12.5.1.1 Agile

A saltblood that selects this racial transformation has trained his body to use balance in place of brute strength, practicing above a ship in its riggings and below it in the waves. He may use Dexterity rather than Strength as the key ability for Climb, Jump, and Swim. Furthermore, he can use the jumping down action of the Jump skill to negate falling damage from any height, although each 10 ft. after the first adds +5 to the DC.

2.12.5.1.2 Determined

Once saltbloods get started on something, it is almost impossible to deter them. Once per day for one roll, a saltblood that selects this racial transformation may add his best base save bonus (not including ability modifiers) to his base attack bonus.

2.12.5.1.3 Frugal

Saltbloods claim to be able to endure any-thing. A saltblood that selects this racial transformation reduces his need for food, water, and sleep by one-half. Note that a wizard that selects this racial transformation still needs to rest for eight hours in order to recover spells.

2.12.5.1.4 Gambler

Fortune favors the foolish and the brave. So say the saltbloods, and a saltblood that selects this racial transformation stands ready to prove it. Once per day, he may reroll any natural 1 on an attack roll or saving throw. However, he must

take the results of the second roll; if it is a failure, he fails in some spectacular and probably dangerous fashion. At the very least, he suffers a -4 circumstance penalty to all rolls for the rest of the encounter.

2.13 Human, Trueborn

- +2 Wis, +2 Cha, –2 Dex: As a people, the trueborn are wise and noble but their large frames are less agile than other races.
- Medium: As Medium creatures, trueborn humans have no special bonuses or penalties due to their size.
- Trueborn base land speed is 30 feet.
- 1 extra feat at 1st level. Trueborn humans can choose any armor or weapon proficiency, or any feat from the fighter’s list of bonus feats.
- 4 extra skill points at 1st level.
- +2 racial bonus on Handle Animal and Ride checks with horses.
- Automatic Languages: Common and King’s Tongue. Bonus Languages: Anderlar, Celestial, Clan Speech, and Valhedrin.
- Favored Class: Any. A trueborn’s highest level class does not count when determining whether he takes an experience point penalty for multiclassing. Like other humans, the trueborn are diverse and versatile.

2.13.1 Trueborn Racial Advancement Table

Racial Level	Special
1	Racial Talent, trueborn traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Wis
6	Racial Transformation
7	Racial Talent, +2 Cha
8	Racial Transformation
9	Racial Talent, +2 Str
10	Racial Transformation

2.13.2 Trueborn Racial Talents

Trueborn may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.13.2.1 Celestial Racial Talent Tree

Due to their celestial heritage, trueborn humans are able to better harness the divine energies of the world.

2.13.2.1.1 Divine Mastery

Each time this racial trait is selected, the trueborn gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his divine spells).

Prerequisite: Divine spellcaster level 1+.

2.13.2.1.2 Lesser Spellcasting I

The trueborn is able to cast a small selection of divine spells. He may choose one 0-level and one 1st-level spell from the paladin's spell list. From this point forward, he may cast each of these spells once per day as a spell-like ability. The caster level for these abilities is equal to the trueborn's character level.

2.13.2.1.3 Lesser Spellcasting II

The trueborn's spellcasting abilities grow more powerful. He may use all of the spells granted by Lesser Spellcasting I twice per day. In addition, he may choose an additional 1st-level and one 2nd-level spell that he may now cast once per day as spell-like abilities. The caster level for these abilities is equal to the trueborn's character level.

Prerequisite: Lesser Spellcasting I, level 7+.

2.13.2.1.4 Talent Feats

When the trueborn selects this racial talent, he gains one of the following bonus feats: any metamagic feat, any item creation feat, any Exotic Weapon Proficiency, Leadership, or Spell Focus.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.13.2.1.5 Talent Skills

When the trueborn selects this racial talent, he gains a total talent bonus of +6 that may be distributed among the following skills: Craft (any), Diplomacy, Handle Animal, Knowledge (arcana, dungeoneering, geography, history, local, nobility and royalty, religion, the planes), and Profession (any).

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.13.3 Trueborn Racial Talent Tree

The trueborn are the masters of mounted combat and have a close affinity to the plains on which they are raised.

2.13.3.1.1 Horse Shield

Each time he selects this racial talent, the trueborn gains a +2 cover bonus to AC when riding his horse thanks to his ability to duck while riding and put his horse between him and danger. If his horse is hit while providing cover in this way, the trueborn can still use a Ride check to negate the damage.

Special: This racial talent may not be selected twice in a row.

2.13.3.1.2 Natural Rider

A trueborn that selects this racial talent can use his full Ride skill no matter what type of creature he is riding.

2.13.3.1.3 Mounted Warrior

A trueborn that selects this racial talent gains a +1 circumstance bonus on attack and weapon damage rolls when mounted in combat.

2.13.3.1.4 Talent Feats

When the trueborn selects this racial talent, he gains one of the following bonus feats: any metamagic feat, any item creation feat, Mounted Combat, Quick Draw, Trample.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.13.3.1.5 Talent Skills

When the Kingsmarch trueborn selects this racial talent, he gains a total talent bonus of +6 that may be distributed among the following skills: Intimidate, Listen, Search, Sense Motive, and Spot.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.13.4 Age of Legend Trueborn Racial Talents

2.13.4.1 Trueborn Racial Talent Tree: The Kingdoms

2.13.4.1.1 Hard Worker

The people of Deluin are renowned for their stamina, standing long watches on the border in heavy armor, even on the hottest days of summer. When this racial talent is selected, the character may choose one of the following feats: Athletic, Endurance, Great Fortitude, or Toughness.

2.13.4.1.2 Bowman (Ex)

The Andlemerans are renowned for their bowmen. They can ready their bows in the blink of an eye, or just as quickly stow them in order to fall back. A character that selects this talent has trained with their forces, and may draw and ready, or stow, any kind of bow (except crossbows) as a free action.

2.13.4.1.3 Fleet-Footed (Ex)

The trueborn who selects this talent has the reflexes of a Riestan, dancing through combat with seemingly effortless ease. A character that selects this talent gets a +2 talent bonus to all Tumble checks and, should he provoke an attack of opportunity by moving through a threatened space, gets a +2 bonus to AC to avoid the attack. This bonus stacks with that provided by the Mobility feat.

2.13.4.1.4 Strong Faith (Ex)

The Irlgainans are conscious of their religious beliefs in everything they do, and during every waking moment. Their faith protects them from the harmful intentions of any divine caster whose immortal's alignment opposes their own immortal's. If targeted by a spell cast by such a caster, the character gets a +2 talent bonus on his saving throw (if any) to resist the spell. For purposes of this ability, the immortals' alignments are opposing if either of their alignment qualities (law vs. chaos, good vs. evil) fall on opposite ends of a spectrum.

2.13.4.1.5 Silver-Tongued (Ex)

When in a tight spot, most trueborn fight their way out. Riestans, while capable combatants, are more likely use a few charming words and a smile in an attempt to walk away unscathed. A character that selects this racial talent gets a +2 talent bonus to Bluff checks and a +2 talent bonus on saving throws against charm effects.

2.13.4.1.6 Horse Trainer (Ex)

A trueborn with this racial talent, like some of the barbarous plains riders of Taloria, has so bonded with the mounts that he rides that he may use the wild empathy ability with horses, ponies, and other mundane mounts. The character uses his total character level and his Charisma modifier to determine the check result.

2.13.4.1.7 Horse Talker (Su)

Time and again throughout their history, the trueborns' loyal steeds have been essential to their victories against the Valhedar Dominion. A trueborn that

selects this talent may communicate with horses, ponies, and other mundane mounts as if permanently under the effect of a *Speak with Animals* spell.

Prerequisite: Horse trainer.

2.13.4.1.8 Ironclad (Ex)

Trueborn are accustomed to wearing armor, and find themselves less encumbered than others by metallic casings. A character that selects this talent may consider the maximum Dexterity bonus of any heavy armor he wears to be increased by 1.

2.13.5 Trueborn Racial Transformations

Trueborn may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.13.5.1.1 Outsider

When the trueborn selects this racial transformation, his creature type changes from humanoid to outsider.

Prerequisite: Character level 6+.

2.13.5.1.2 Aura of Good

When the trueborn chooses this ability, he gains a +2 transformation bonus on all saves versus evil spells and the spell-like and supernatural abilities of evil creatures.

Special: The trueborn may only choose this transformation once.

2.13.5.1.3 Natural Armor

When the trueborn chooses this ability, his natural armor increases by +1.

Special: The trueborn may only choose this transformation once.

2.13.5.1.4 Spell Resistance

When the trueborn chooses this racial transformation, he gains spell resistance equal to 5 + his character level against evil spells and the spell-like abilities of evil outsiders.

Prerequisite: Aura of good, character level 6+.

2.13.5.1.5 Angel Wings

When this racial transformation is selected, the trueborn is able to fly as the spell three times per day. Caster level is equal to the trueborn's character level.

When this ability is used, softly glowing, translucent wings sprout from the trueborn's back.

Prerequisite: Character level 8+.

2.13.5.1.6 Darkvision

When the trueborn selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 4+.

2.13.5.1.7 Transformation Feats

When the trueborn selects this racial transformation, he gains one of the following bonus feats: Great Fortitude, Iron Will, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.13.5.1.8 Transformation Skills

When the trueborn selects this racial transformation, he gains a total transformation bonus of +6 that may be distributed among the following skills: Concentration, Jump, and Ride.

Special: A skill may receive no more than a +3 transformation bonus from this ability

2.13.6 Age of Legend Trueborn Racial Transformations

2.13.6.1.1 Defending Soldier (Ex)

Trueborn can spend their entire lives fighting in the endless skirmishes between the nations of the Kingsmarch or on the Emerlyn Peninsula, and in the process become very good at staying alive. When a trueborn that selects this transformation uses the Dodge feat, he gains an additional +1 dodge bonus to AC against attacks from that opponent.

Prerequisite: Dodge.

2.13.6.1.2 Strength of Conquest (Su)

When wielding a lance and performing a mounted charge, a trueborn that selects this transformation gains the favor of the powers of good. His lance is considered to be under the effect of a *bless weapon* spell during the charge. This effect does not apply to any attacks after the first (such as with the Cleave feat). Caster level is equal to character level.

2.13.6.1.3 Holy Light (Sp)

A trueborn that selects this racial transformation can evoke the celestial power in his blood to cast *light* as a spell-like ability at will.

2.13.6.1.4 Divine Health (Ex)

Due to their celestial heritage, some trueborn are unusually resistant to illness. A true-born that selects this transformation is immune to all mundane diseases, and gains a +4 transformation bonus on all saves to resist supernatural and magical diseases.

2.13.6.1.5 Divine Heritage (Ex)

On occasion, the celestial blood of a trueborn lies dormant, only to reveal itself later in life. A trueborn that selects this transformation discovers that he possesses a bloodline that is up to one-quarter celestial. The character's skin takes on a slightly metallic sheen, and he will have no difficulties passing blood purity tests (such as those given in Irilgaine). He gains a +4 transformation bonus on all Charisma-based skill checks against other trueborn, but suffers a –2 to all Disguise checks to hide his celestial nature.

2.13.6.1.6 Followthrough (Ex)

A trueborn's strength and reflexes allow him to make effective secondary attacks. A character that selects this transformation gains a +1 transformation bonus to attack and damage rolls on the second melee attack made in a round, whether granted through use of the Cleave feat, a high base attack bonus, or other effects.

Prerequisite: Base attack bonus +6.

2.13.6.1.7 Staunch (Ex)

The primitive determination, staunch endurance, and fight-or-flight reflexes of their rough barbarian pasts lie just beneath the surface of many trueborns' personalities, particularly those from Taloria. A trueborn that selects this transformation gains a +1 transformation bonus to two saving throws of his choice.

2.14 Lizardfolk

- +2 Str, –2 Int, –2 Cha: Lizardfolk develop powerful muscles, but their lack of civilization affects their mental and social development.
- Medium: As Medium creatures, lizardfolk have no special bonuses or penalties due to their size.
- Lizardfolk base land speed is 30 feet. Lizardfolk base swim speed is 40 feet. This grants the lizardfolk a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. In addition, they can always take 10 on a Swim check, even if distracted or endangered. Lizardfolk can use the run action while swimming, provided they swim in a straight line.
- +2 racial bonus on all Knowledge (nature) and Survival checks. Lizardfolk have never known the comforts of civilized society.
- +1 natural bonus to Armor Class. Lizardfolk have tough hides that can turn away arrows and blades.
- Lizardfolk can hold their breath for a number of rounds equal to three times their Constitution score.
- Lizardfolk can never gain proficiency with heavy armor, even if it is granted as a class ability. Their strange physiology makes the weight of heavy armor unbalancing no matter how well the armor is crafted.
- Automatic Languages: Common and Draconic. Bonus Languages: Any (except secret lan-guages, such as Druidic).
- Favored Class: Barbarian. A lizardfolk’s barbarian class does not count when determining whether he takes an experience point penalty for multiclassing. The lizardfolk’s society is somewhat primitive, and many lizardfolk are fierce warriors.

2.14.1 Lizardfolk Racial Advancement Table

Racial Level	Special
1	Racial Talent, lizardfolk traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Wis
6	Racial Transformation
7	Racial Talent, +2 Dex

8	Racial Transformation
9	Racial Talent, +2 Str
10	Racial Transformation

2.14.2 Lizardfolk Racial Talents

Lizardfolk may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.14.2.1.1 Natural Weapon Mastery I

When the lizardfolk selects this racial talent, he gains the ability to effectively use his natural weapons in combat. He gains two claw attacks at his highest base attack bonus that deal 1d4 points of damage plus Strength modifier. When using the full-attack action with a one-handed weapon, he may choose to also use a claw attack instead of any iterative attacks he may gain with his weapon. In this case the claw attack suffers a –5 penalty on the attack roll.

2.14.2.1.2 Natural Weapon Mastery II

When the lizardfolk selects this racial talent, he gains the ability to make a single bite attack at his highest base attack bonus that deal s 1d6 point s of damage plus Strength modifier. When using the full-attack option, the lizardfolk can use two claws and a bite, in which case the bite suffers a –5 penalty on the attack roll and deals 1d6 points of damage plus one-half Strength modifier.

Prerequisite: Natural Weapon Mastery I.

2.14.2.1.3 Natural Weapon Mastery III

When the lizardfolk selects this racial talent, he gains the ability to make a single tail sweep attack at his highest base attack bonus that deals 2d4 points of damage plus one and a half times his Strength modifier. When using the full-attack option, the lizardfolk can use two claws, a bite, and a tail sweep, in which case the bite and tail sweep suffer a –5 penalty on the attack roll and deal 1d6 points of damage plus one-half Strength modifier and 2d4 points of damage plus Strength modifier, respectively.

Prerequisite: Natural Weapon Mastery II.

2.14.2.1.4 Primitive Weapon Mastery

Lizardfolk are trained to fight with stone weapons, and so can use them more effectively than others. Each time this racial talent is selected, the lizardfolk adds a +1 talent bonus to all attack and damage rolls with stone weapons.

Special: This racial talent may not be selected twice in a row.

2.14.2.1.5 Talent Feats

When the lizardfolk selects this talent, he gains one of these bonus feats: any metamagic feat, Eschew Materials, Greater Weapon Focus (claw, bite, or tail), Weapon Focus (claw, bite, or tail).

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.14.2.1.6 Talent Skills

When the lizardfolk selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Heal, Knowledge (dungeoneering, geography, history, local, nature), Listen, Profession (any), Sense Motive, Spot, and Survival.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.14.3 Age of Legend Lizardfolk Racial Talents

2.14.3.1 Lizardfolk Racial Talent Tree: The Chosen

Lizardfolk live close to the ongoing creation of the world. They see beyond the gloom of regularity into the fires that burn just outside civilized imagination. This perception allows them to do things that others cannot, for they know that the world is not as stable as it appears to be.

Fire from Stones (Sp)

All lizardfolk know that stones hold the heat from creation in their hearts. One who selects this talent learns how to take advantage of this fact. A number of times per day equal to half his class level, he can pick up a handful of pebbles and breathe them into flame. This effectively allows him to cast *produce fire* as a spell-like ability. Caster level equal to one-half character level.

Light in Shadow (Ex)

Lizardfolk wisdom states that in the furthest reaches of one thing, you can find its opposite. One with this talent learns how to exploit this idea. When making a melee attack, the character may reroll a miss caused by concealment in darkness or shadows.

Retrieve Spear (Su)

The shamans say that everything is connected to everything else in a great web of life. Although not all lizardfolk believe this, a few have put the airy words to practical use. If a lizardfolk with this talent misses a target within 30 ft. with a

thrown weapon, he may command the weapon to return to his hand as a move action.

River Racer (Ex)

Many tales claim that the lizardfolk originally lived in the great waters of the world. A lizardfolk with this talent takes to the waters early, as if to prove the old claims. He gains a +10 ft. bonus to his swim speed when not carrying a medium or heavy load.

Speak though Silence (Sp)

The lizardfolk have a bone-deep attunement with the forces of life and magic. As a full-round action, a lizardfolk that selects this talent can determine if any person or object within 30 ft. touches divine power. Divine casters (as well as spirit adepts) register, as do items enchanted with divine magic or effects created by divine spells. In the case of the former, the lizardfolk may detect HD as if using *detect good* or *detect evil*. In the case of objects and spell effects, the lizardfolk may determine power, but not school, as if casting *detect magic*.

2.14.4 Lizardfolk Racial Transformations

Lizardfolk may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.14.4.1.1 Breathe Water

The lizardfolk gains the ability to breathe water for up to one hour per day.

2.14.4.1.2 Natural Armor

Each time the lizardfolk chooses this ability, his natural armor increases by +1.

2.14.4.1.3 Scent

When a lizardfolk chooses this ability, he can detect opponents within 10 feet (double that if the scent is upwind, one-half if downwind) and may take a move action to determine the direction of a scent. If an odor source is within 5 feet, the lizardfolk can pinpoint that source. A lizardfolk can use scent to track an enemy.

2.14.4.1.4 Darkvision

When the lizardfolk selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 6+.

2.14.4.1.5 Transformation Feats

When the lizardfolk selects this racial transformation, he gains one of the following bonus feats: Dodge, Endurance, Great Fortitude, Lightning Reflexes, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.14.4.1.6 Transformation Skills

When the lizardfolk selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Jump, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.14.5 Age of Legend Lizardfolk Racial Transformations

2.14.5.1 Lizardfolk Racial Transformation: Thunder Walkers

Lizardfolk legends speak of great proto-dragons, born in the first moments, which quickly died out before the onslaught of the dragon lords. They call these creatures the thunder walkers. Some stories go on to claim that lizardfolk are the last children of those great creatures. Whether true or not, some lizardfolk do develop abilities that make them seem larger and even more powerful.

2.14.5.1.1 Ancestor's Claws

Not all lizardfolk have stubby claws. The claws of a lizardfolk that selects this transformation grow into long, razor-sharp talons at the ends of his fingers. These talons give him a –2 penalty to any skill that requires him to use fine motor control (e.g., Open Locks and Sleight of Hand), but each claw does 1d6 damage instead of 1d4.

Prerequisite: Natural weapon mastery I.

2.14.5.1.2 Pounce (Ex)

All lizardfolk have the dormant instincts of an ambush predator. If a lizardfolk that selects this transformation charges, he may attack with each of his natural weapons.

Prerequisite: Natural weapon mastery II.

2.14.5.1.3 Rend (Ex)

Lizardfolk have extremely strong arms and remarkably dexterous claws. When a lizardfolk that selects this transformation successfully strikes with both claw attacks, he automatically deals additional damage equal to 2d6 + one and one-half times his Strength modifier.

Prerequisite: Ancestor's claws.

2.14.5.1.4 Thunder Shout (Ex)

Somewhere in the heart of every lizardfolk there dwells the spirit of a terrible predator. As a standard action, a lizardfolk that selects this transformation may utter a mighty roar once per day plus one additional time for every 5 character levels. All animals within 60 ft. of the lizardfolk must make a Will save (DC 10 + one-half the lizardfolk's character level + his Charisma modifier) or be panicked for 2d4 rounds.

2.15 Minotaur

- +2 Str, +2 Con, –2 Dex, –2 Int, –2 Wis: Minotaurs are strong and tough, making them excellent fighters. They are less intelligent than most other races, however, and their large, heavy frames lack agility.
- Medium: As Medium creatures, minotaurs have no special bonuses or penalties due to their size.
- Minotaur base land speed is 30 feet. When a minotaur charges, it may move 2.5 times its base land speed.
- Low-Light Vision: A minotaur can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +2 bonus on all Spot checks. Minotaurs have keen eyesight.
- Natural Cunning: A minotaur can never be lost, is never flat-footed, and is immune to *maze* spells.
- Automatic Languages: Common and Giant. Bonus Languages: Anderlar, Clan Speech, Dwarven, Goblin, and Orc.
- Favored Class: Fighter. A minotaur's fighter class does not count when determining whether he takes an experience point penalty for multiclassing. There is a strong warrior's tradition among the surviving minotaurs of Ambria, and most have learned to defend themselves in order to survive.

2.15.1 Minotaur Racial Advancement Table

Racial Level	Special
1	Racial Talent, minotaur traits
2	Racial Transformation
3	Racial Talent, +2 Str
4	Racial Transformation
5	Racial Talent, +2 Con
6	Racial Transformation
7	Racial Talent, +2 Str
8	Racial Transformation
9	Racial Talent, +2 Wis

2.15.2 Minotaur Racial Talents

Minotaurs may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.15.2.1 True Minotaur Racial Talent Tree

Minotaurs are cunning and brutal, but their honor keeps them from marauding across Ambria in a swath of bloody destruction.

2.15.2.1.1 Gore

The minotaur gains a gore attack at his highest base attack bonus that deals 1d8 points of damage plus half his Strength modifier. When using the full-attack action with a one- or two-handed weapon, he may choose to also use the gore attack, though the gore attack suffers a –5 penalty on the attack roll.

2.15.2.1.2 Powerful Charge

The minotaur gains the powerful charge natural attack. When the minotaur charges, he may use his horns to deliver an attack at his highest base attack bonus (+2 for the charge) that deals 4d6 points of damage plus one and a half times his Strength modifier.

Prerequisite: Gore.

2.15.2.1.3 Talent Feats

When the minotaur selects this racial talent, he gains one of the following bonus feats: any item creation feat, Blind-Fight, Exotic Weapon Proficiency, Greater Weapon Focus (gore), Leadership, or Weapon Focus (gore).

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.15.2.1.4 Talent Skills

When the minotaur selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Intimidate, Knowledge (architecture and engineering, dungeoneering, geography, local), Profession (any), and Spot.

Special: A skill may receive no more than a +3 bonus from this ability.

2.15.2.2 Unbreakable Racial Talent Tree

Minotaurs are among the toughest of the races.

2.15.3 Robust

The minotaur gains a number of hit points equal to his character level when he selects this racial trait. Thereafter, the minotaur gains +1 hit point per level.

Special: This racial talent may only be selected once.

2.15.4 Second Wind

Once per day as a free action, the minotaur draws upon his body's reserves to gain a second wind. When he uses this ability, the minotaur recovers a number of hit points equal to his character level. This racial trait does not increase his hit points beyond his full normal total.

2.15.5 Stamina

The minotaur recovers twice as fast as normal and gains more than the normal amount of healing from healing spells. The minotaur gains two additional points of healing per spell level when targeted by a cure spell. He recovers two hit points per character level per evening of rest, two points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

2.15.6 Age of Legend Minotaur Racial Talents

2.15.6.1 Minotaur Racial Talent Tree: Honorable

Minotaurs understand more about honor and duty at birth than most other races will ever learn. When properly nurtured, this understanding bears heady fruit.

2.15.6.1.1 Approach the Line

Minotaurs know how to stand their ground and what to do when others try to do the same. When a minotaur with approach the line charges, he does not take double damage from a set weapon and may ignore the –2 penalty to AC from charging.

2.15.6.1.2 Bellowing Challenge

The minotaur learns to let forth a great bellow. Other minotaurs recognize this as a targeted challenge to personal combat. Everyone else sees the mighty minotaur draw himself up to his full height and unleash a massive shout. When making an Intimidate check, the minotaur may select one additional target to be affected, plus one for each point of Charisma bonus (for a minimum of two total targets if he has no Charisma modifier).

2.15.6.1.3 Draw the Line

The minotaur's innate understanding of full committal combat gives him an edge when others charge. He can set himself to receive a charge regardless of what weapon he holds, automatically inflicting double damage on a charging opponent if he hits. Setting to receive a charge uses a ready action.

2.15.6.1.4 Lawful Vengeance

The minotaur despises underhanded behavior and tactics. When making a melee attack against an opponent who can execute a sneak attack, he gains a bonus to his damage rolls equal to the number of dice of sneak attack damage the target deals. Thus, when targeting an opponent who can deal 4d6 sneak attack damage, the minotaur receives a +4 bonus to damage rolls.

2.15.6.1.5 Slap the Line

When the minotaur successfully hits a charging opponent after setting to receive a charge, he automatically makes a free trip attack against that opponent, and may not be tripped in return. This free attack is made at his full base attack bonus.

Prerequisite: Draw the line.

2.15.6.1.6 Punish the Wicked

The minotaur's righteous fury at dishonorable tactics inspires him to incredible feats. Whenever the minotaur's party is outnumbered, he gains a +2 talent bonus to attack rolls. Conversely, he suffers a -1 penalty to attack rolls when his party out-numbers the opposition.

2.15.7 Minotaur Racial Transformations

Minotaurs may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.15.7.1.1 Monstrous Humanoid

When the minotaur selects this racial transformation, his creature type changes from humanoid to monstrous humanoid.

Prerequisite: Character level 6+.

2.15.7.1.2 Darkvision

When the minotaur selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 6+.

2.15.7.1.3 Natural Armor

Each time the minotaur chooses this ability, his natural armor increases by +1.

Prerequisite: Character level 2+.

Special: This racial transformation may not be selected twice in a row.

2.15.7.1.4 Large Size

The minotaur has learned to use his size to better advantage in combat, although the new techniques have disadvantages as well. When he selects this racial transformation, the minotaur's natural reach extends to 10 feet. He suffers a –1 size penalty on all attack rolls and to AC. He may now wield large weapons one-handed or use Huge weapons two-handed.

Prerequisite: Character level 6+.

2.15.7.1.5 Scent

When a minotaur chooses this ability, he has learned to utilize his natural sense of smell to its fullest potential. He can detect opponents within 10 feet (double that if the scent is upwind, one-half if down-wind) and may take a move action to determine the direction of a scent. If an odor source, such as an opponent, is within 5 feet, the minotaur can pinpoint that source. A minotaur can use scent to track an enemy.

2.15.7.1.6 Transformation Feats

When the minotaur selects this racial transformation, he gains one of the following bonus feats: Diehard, Dodge, Endurance, Great Fortitude, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.15.7.1.7 Transformation Skills

When the minotaur selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Jump, and Swim. *Special:* A skill may receive no more than a +3 bonus from this ability.

2.15.8 Age of Legend Minotaur Racial Transformations

For the first time in history, minotaurs have begun to wander Ambria. This sudden freedom, along with their exposure to the wild magic inherent in the

land, causes them to transform in new and surprising ways. Their sense of self has so far prevented any truly unstable alterations. Instead, each new change points the way towards a racial destiny that is, as yet, unrealized.

2.15.8.1.1 Eye of the Maze

The minotaur gains a gaze attack for a number of rounds per day equal to his Wisdom modifier (if any). Activating this ability is a free action. Any target within 30 ft. of the minotaur that meets his gaze must make a Will save (DC 10 + one-half his character level + his Charisma modifier). Those that fail are dazed for one round as per the *daze monster* spell, but with no HD limit. A target can only be affected by this ability once in a 24-hour period. As a standard action, the minotaur may direct his gaze attack against a foe that is not meeting his gaze.

2.15.8.1.2 Guardian Will

When a minotaur selects this transformation, he gains the ability to pledge himself to an ally with a lower Strength score each morning. Until the next sunrise, the minotaur receives a +2 bonus to attack and damage rolls against creatures that he has seen attack his pledged ally.

2.15.8.1.3 Mighty Spring

The minotaur's unusual leg structure allows him to leap great distances. As a move action and without requiring a Jump check, he can leap a number of 5-ft. squares in any direction equal to his Strength modifier. The minotaur may choose to make a Jump check as normal to extend the distance. Using this ability with a running jump requires a full-round action.

2.15.8.1.4 Word of Honor

What a minotaur says he will do, he will do. Once per day as a full-round action, the minotaur may take an oath to perform a dangerous task. Until the next sunrise or sunset, while performing tasks related to this action, he receives a +1 morale bonus to skill checks and attack rolls. If he completes the task within that time, the bonus extends until the next sunrise or sunset. If he fails in the task, he suffers a -2 morale penalty to skill checks and attack rolls for a 24-hour period and cannot give his word of honor again for one week

2.16 Ogre

- +4 Str, –2 Dex, –2 Int, –2 Cha: Ogres have incredible strength, but their minds are underdeveloped and they have trouble moving quickly and adeptly.
- Medium: As Medium creatures, ogres have no special bonuses or penalties due to their size.
- Ogre base land speed is 40 feet.
- Low-Light Vision: An ogre can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Automatic Languages: Common and Giant. Bonus Languages: Anderlar, Clan Speech, Dwarven, Goblin, and Orc.
- Favored Class: Fighter (Stormfells) or Barbarian (wild). An ogre’s fighter or barbarian class does not count when determining whether he suffers an experience point penalty for multiclassing. The giants of the Stormfells frequently train their ogre thralls in the arts of war, while wild ogres tend to be frenzied and undisciplined warriors

2.16.1 Ogre Racial Advancement Table

Racial Level	Special
1	Racial Talent, ogre traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Con
6	Racial Transformation
7	Racial Talent, +2 Str
8	Racial Transformation
9	Racial Talent, +2 Wis
10	Racial Transformation

2.16.2 Ogre Racial Talents

Ogres may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.16.2.1 True Ogre Racial Talent Tree

Ogres are bestial and strong, but occasionally one is born that can deal with the civilized races of the world.

2.16.2.1.1 Favored Weapons

An ogre's traditional weapons include many types of spear and javelin. Each time this ability is selected, the ogre gains a +1 talent bonus on attack rolls with piercing melee and thrown weapons.

Special: This racial talent may not be selected twice in a row.

2.16.2.1.2 Feat of Strength

When the ogre character selects this racial talent, he gains the ability to perform a feat of strength. Once per day the character can make a Strength check as if he had rolled a 20 and with a +10 bonus to the result. Thus, an ogre with an 18 Strength would have an automatic result of 34 on his check.

Special: Each time the character chooses this racial talent, he gains one more use of the ability each day.

2.16.2.1.3 Intellectual Curiosity

Many of the ogre thralls that live in the Storm King's domain learn to read and develop other skills during their servitude. An ogre that chooses this racial talent treats his Intelligence as if it were two points higher in regards to skills. Thus, an ogre fighter with an 8 Intelligence would gain 2 skill points per level (2 for class, +0 for Intelligence) rather than 1, and Intelligence-based skills would have a +0 modifier rather than -1.

Special: This racial talent may only be selected once.

2.16.2.1.4 Keep the Distance

Ogres use their extreme strength and size to great effect in combat with smaller creatures. Any time an ogre with this ability makes a successful attack of opportunity against an opponent, he may force the opponent back 5 feet in any direction.

Prerequisite: Large size.

2.16.2.1.5 Talent Feats

When the ogre selects this racial talent, he gains one of the following bonus feats: Blind Fight, Improved Unarmed Strike, Power Attack.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.16.2.1.6 Talent Skills

When the ogre selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Intimidate, Knowledge (architecture and engineering, dungeoneering, geography, local), Listen, Profession (any), Speak Language.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.16.3 Age of Legend Ogre Racial Talents

2.16.3.1 Ogre Racial Talent Tree: Survival

Ogres endure. No matter what catastrophe befalls the giants, the ogres always seem to be right there to pick up the broken pottery. This tenacious endurance leads some to call them “rat giants.” The ogres just grunt at such insults and keep to their work.

2.16.3.1.1 Endure (Ex)

An ogre that selects this racial talent may, once per day, choose to remove a fatigued condition, or reduce an exhausted condition to fatigued. This ability also resets the DC of forced march attempts. Using this ability is a free action.

2.16.3.1.2 Giant’s Arm (Ex)

The ogre develops the ability to throw rocks like a giant. He receives a +1 racial bonus when throwing rocks. He can hurl rocks weighing 40 to 50 pounds each up to five range increments. Rocks thrown by the ogre do 2d6 points of damage and have a range increment of 120 feet.

Prerequisite: Size Large.

2.16.3.1.3 Giant’s Hand (Ex)

The ogre develops the ability to catch rocks like a giant. He may catch Small, Medium, or Large rocks. Once per round, an ogre that would normally be hit by a rock may make a Reflex save as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The ogre may not catch rocks while flat-footed.

Prerequisite: Size Large.

2.16.3.1.4 Ox Back (Ex)

An ogre with ox back can carry heavy loads without complaint. He increases his already prodigious carrying capacity by 50%.

2.16.3.1.5 Servant's Manner (Ex)

An ogre who develops servant's manner learns to deflect the attention of his angry masters. Bluff and Hide become class skills for him, and he may take 10 when attempting to create a diversion to hide or when feinting in combat.

2.16.3.1.6 Stony Face (Ex)

An ogre with a stony face does not let his emotions come to the surface, and learns to read others who can do the same. He gains a +2 talent bonus on Bluff and Sense Motive checks, and gains a +2 talent bonus on saves vs. compulsion and fear effects.

2.16.3.1.7 Unblinking Gaze (Ex)

Ogres with an unblinking gaze cannot be intimidated, and ignore any effect that would cause them to become shaken.

2.16.4 Ogre Racial Transformations

Ogres may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.16.4.1.1 Darkvision

When the ogre selects this racial transformation, he gains darkvision to a range of 60 feet.

2.16.4.1.2 Large Size

The ogre has learned to use his size to better advantage in combat, although the new techniques have disadvantages as well. When he selects this racial transformation, the ogre's natural reach extends to 10 feet. He suffers a –1 size penalty to all attack rolls and to AC. He may now wield Large weapons one-handed or use Huge weapons two-handed.

Prerequisite: Character level 6+.

2.16.4.1.3 Giant

When the ogre selects this racial transformation, his creature type changes from humanoid to giant.

Prerequisite: Large size, character level 8+.

2.16.4.1.4 Natural Armor

Each time the ogre chooses this ability, his natural armor increases by +1.

Prerequisite: Character level 4+.

Special: This racial transformation may not be selected twice in a row.

2.16.4.1.5 Transformation Feats

When the ogre selects this racial transformation, he gains one of the following bonus feats: Diehard, Endurance, Great Fortitude, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.16.4.1.6 Transformation Skills

When the ogre selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Climb, Jump, Ride, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.16.5 Age of Legend Ogre Racial Transformations

Ogres change with the demands of their environment. If their masters need them to become charming, they become charming. If they need to evolve into warriors, they do. If they have no masters, they continue to change in wild, undirected ways, eventually becoming completely unmanageable.

2.16.5.1.1 Aquatic (Ex)

The ogre has completely adapted to his master's environment. He may now breathe water as easily as air.

Prerequisite: Swimmer.

2.16.5.1.2 Awakening Magic (Sp)

The ogre develops minor spell-like abilities as the magic in his blood awakens. He may cast one spell from the following list once per day, with a caster level equal to his character level. The save DCs are Charisma-based. Available spells include: *charm person*, *darkness*, *invisibility*, or *sleep*.

Special: The ogre may select this racial transformation more than once. Each time, he gains the ability to cast a new spell from the list once per day.

2.16.5.1.3 Body to Mind (Ex)

The ogre may convert two points of Strength, Dexterity, or Constitution into two points of Intelligence.

2.16.5.1.4 Body to Will (Ex)

The ogre may convert two points of Strength, Dexterity, or Constitution into two points of Wisdom.

2.16.5.1.5 Body to Spirit (Ex)

The ogre may convert two points of Strength, Dexterity, or Constitution into two points of Charisma.

2.16.5.1.6 Flight (Su)

The ogre gains a fly speed of 40 ft. (good maneuverability) as a supernatural ability.

Prerequisite: The ogre must have selected the awakening magic racial transformation four times.

2.16.5.1.7 Swimmer (Ex)

The ogre has developed the ability to move underwater. This transformation commonly occurs among those who serve storm giants in underwater castles. The ogre gains a swim speed equal to his base speed.

2.16.5.1.8 Unbound Spirit (Ex)

The ogre throws off the shackles of his race. He becomes immune to compulsion effects.

Special: The ogre must not have a giant master and must be of chaotic alignment.

2.17 Orc

- +2 Str, –2 Int, –2 Cha: Orcs have great strength, but they are slow-witted and do not mix well with other races.
- Medium: As Medium creatures, orcs have no special bonuses or penalties due to their size.
- Orc base land speed is 40 feet. Orcs have learned to move more quickly across the frigid plains of their homeland.
- Low-Light Vision: An orc can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Cold tolerance: Orcs are used to the cold steppes in the north and never suffer non-lethal damage from cold temperatures and conditions.
- +2 bonus on all Fortitude saves. Orcs are tough and hearty.
- Automatic Languages: Common and Orc. Bonus Languages: Anderlar, Clan Speech, Dwarven, Giant, and Goblin.
- Favored Class: Barbarian. An orc’s barbarian class does not count when determining whether he takes an experience point penalty for multiclassing. Orcs are by nature fierce and wild warriors

2.17.1 Orc Racial Advancement Table

Racial Level	Special
1	Racial Talent, orc traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Wis
6	Racial Transformation
7	Racial Talent, +2 Str
8	Racial Transformation
9	Racial Talent, +2 Con
10	Racial Transformation

2.17.2 Orc Racial Talents

Orcs may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.17.2.1.1 Feat of Strength

When the orc character selects this racial talent, he gains the ability to perform a feat of strength. Once per day the character can make a Strength check as if he had rolled a 20 and with a +10 talent bonus to the result. Thus, an orc with an 18 Strength would have an automatic result of 34 on his check.

Special: Each time the character chooses this racial talent, he gains one more use of the ability.

2.17.2.2 True Orc Racial Talent Tree

Orcs are vicious in combat and enjoy nothing more than the smell of blood and the fury of battle.

2.17.2.2.1 The Bigger the Wound the Better

Orcs enjoy using large weapons that inflict grievous wounds on their opponents when they hit. As a result, every time an orc selects this racial talent he gains a +1 talent bonus on all attack rolls with two-handed melee weapons.

Special: This racial talent may not be selected twice in a row.

2.17.2.2.2 Orcish Rage

When an orc selects this racial talent, he gains the ability to rage once per day as the barbarian's rage ability.

If he already gets the rage ability (such as by having a level of barbarian), then he gains one extra use of his rage ability per day and gains rage abilities as if he were two levels higher in the class that grants him the rage. In addition, his Constitution score is considered to be four points higher when determining the duration of his rage (this does not stack if the ability is selected multiple times). Thus, if a 2nd-level orc barbarian with a 16 Constitution selected this talent, he would be able to rage three times per day and each rage would last for 10 rounds. If he selected this ability again at 8th level, he would be able to rage 4 times per day and would gain the greater rage ability. The orc's greater rages would last 11 rounds.

Special: An orc that gains the rage ability through this talent may not select it again. If he already had the rage ability prior to selecting this talent (or if he gains it at the same level), then he may select it again, increasing his rage ability by an additional two levels. This racial talent may not be selected twice in a row.

2.17.2.2.3 Talent Feats

When the orc selects this racial talent, he gains one of the following bonus feats: Brew Potion, Craft Magic Arms & Armor, Exotic Weapon Proficiency, Iron Will, or Power Attack.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.17.2.2.4 Talent Skills

When the orc selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Intimidate, Knowledge (dungeoneering, geography, local, nature), Profession (any), Survival.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.17.3 Age of Legend Orc Racial Talents

2.17.3.1 Orc Racial Talent Tree: Explorer

While many orcs turn their thoughts to war, some still believe that exploration will yield more than bloodshed. These orcs strive to understand not only the technology of the other races, but also the magic and wonder of the world around them. Should the brutal way prove more effective, the pragmatic orcs will let this open approach die out before it truly has a chance to take root.

2.17.3.1.1 Assess (Ex)

Once per round, as a free action, the orc may select a target within 60 ft. The orc and his target make opposed rolls, the orc using his Sense Motive skill and the target using his Bluff skill or his HD, whichever is higher. If the orc succeeds, he may learn any three pieces of information about the target, including: a skill rank, base attack bonus, class, level, special ability, or ability score.

2.17.3.1.2 Ready Grip (Ex)

The orc finally masters the difficult art of hanging onto something without breaking it. He may double his Strength bonus for Climb checks and opposed disarm and grapple checks, and his Dexterity bonus for Sleight of Hand checks.

2.17.3.1.3 Sharp Eyes (Ex)

Constant searching teaches the orc to keep his eyes sharply attuned to anything that might interest him. He may automatically make a Search check when passing within 5 ft. of concealed doors or objects.

2.17.3.1.4 Sure Feet (Ex)

Long years of marching finally teach the orc how to keep his feet. He gains a +4 bonus to resist overrun, trip, bull rush, or trample attempts. Furthermore, he can always take 10 on Balance checks.

Prerequisite: Character level 4th.

2.17.3.1.5 Trusting Ears (Ex)

Years of experience teach the orc to rely on senses other than sight. He gains one of the following feats: Alertness, Blind-Fight, Combat Reflexes, or Lightning Reflexes.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.17.3.1.6 Awakened Mind (Ex)

Something in the environment has awakened the orc's mind. He gains a number of bonus skill points equal to his character level. The orc also gains a permanent bonus of +1 skill point per level for all subsequent levels.

Prerequisite: Int 13.

Special: This talent may only be taken once.

2.17.4 Orc Racial Transformations

Orcs may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.17.4.1.1 Damage Reduction

Orcs learn to ignore the pain of blows and lingering injuries so that they might survive in the dangerous northern environment. This damage reduction only protects an orc against physical attacks, not energy damage or spells.

The orc ignores one point of damage from all melee and ranged weapons, gaining DR 1/—. Each time he takes this ability, he gains one more point of damage reduction (DR 2/— after taking it twice and DR 3/— after taking it three times).

Special: This racial trait may not be selected twice in a row.

2.17.4.1.2 Darkvision

When the orc selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 4+.

2.17.4.1.3 Transformation Feats

When the orc selects this racial transformation, he gains one of the following bonus feats: Diehard, Dodge, Endurance, Great Fortitude, Run, or Toughness.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.17.4.1.4 Transformation Skills

When the orc selects this racial talent, he gains a total transformation bonus of +5 that may be distributed among the following skills: Climb, Jump, Ride, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.17.5 Age of Legend Orc Racial Transformations

In the misty ages of prehistory, the orcs adapted to the cold northern wastes. These adaptations serve them well, both at home and in the warmer southern climates they must now become accustomed to.

2.17.5.1.1 Wolf Run (Ex)

When running in light or no armor and carrying no more than a light load, the orc moves five times his normal speed and retains his Dexterity bonus to AC. Additionally, he may double his Strength bonus on Jump checks made with a running start.

Special: An orc with wolf run may also select the Run feat. If he does so, he runs at six times his normal speed when wearing light or no armor and carrying no more than a light load. If wearing heavier armor or encumbered, he instead moves at five times his normal speed.

2.17.5.1.2 Blood of Ice (Ex)

Some say that orcs' veins burn with ice stolen from the farthest north. Some orcs certainly display greater resistance to cold than others. An orc that selects this transformation gains resistance to cold 5.

Prerequisite: Character level 6th.

2.17.5.1.3 Cave Crawler (Ex)

The orc and his ancestors spent a great deal of time underground. There they adapted to the narrow living conditions and climbing life of an underground

dweller. The orc gains a climb speed equal to half his base land speed, including the ability to take 10 on Climb checks under any conditions and gaining a +8 racial bonus to Climb checks.

Prerequisite: Character level 4th.

2.17.5.1.4 Fire's Friend (Ex)

The orc's body responds dramatically to exposure to a warmer environment. His native resistance to cold expands to include other elements. He gains resistance to fire 5.

Prerequisite: Con 13.

2.17.5.1.5 Frostborn (Ex)

Some orcs cannot abide the heat of the southern climates. They are comfortable only in the deepest frozen tundra or on the highest mountain peaks. The orc gains the cold subtype. He gains immunity to cold, but takes half again as much (+50%) damage as normal from fire attacks.

Prerequisites: Character level 8th, blood of ice.

Special: May not also select the fire's friend transformation.

2.17.5.1.6 Wait like Rock (Ex)

In their far northern homes, orcs must go through months of deprivation at a time. Many learn to hibernate, conserving resources for the brief warm months. An orc that selects this transformation can choose to hibernate for one month per point of his Constitution modifier. During this time, he does not need food or water, although he does require air and will die if exposed to extreme environmental conditions. A hibernating orc awakens instantly if attacked, but is otherwise oblivious to his surroundings. After coming out of one month or more of hibernation, the orc remains active for up to seven days without sleep. After this period, he returns to a normal sleep cycle. The orc must wait for at least one month between hibernation cycles.

2.18 Orc, Forest Wight (Age of Legend)

- +2 Str, +2 Con, –2 Wis, –4 Cha: The stone has improved the forest wights’ orcish strengths, but has sapped them of their will and individuality.
- Medium: As Medium creatures, forest wights have no special bonuses or penalties due to their size.
- Forest wight base land speed is 40 feet.
- Darkvision: Forest wights see perfectly, in even the deepest darkness, up to 60 ft.
- Cold tolerance: Like their orcish ancestors forest wights are not bothered by extremes of cold. They never suffer non-lethal damage from cold temperatures and conditions.
- +2 racial bonus to Hide and Move Silently checks. Hide and Move Silently are always considered class skills for forest wights. The forest wights’ connection to darkness makes them unusually adept at sneaking.
- +2 to saves vs. energy drain. The forces of darkness find the forest wights’ souls difficult to steal, as they are already claimed.
- Light sensitivity (Ex): Forest wights are dazzled if exposed to even dim daylight or when within the radius of a *daylight* spell, and are sickened when exposed to bright sunlight.
- Favored Class: Ranger. A multiclass forest wight’s ranger class does not count when determining whether he takes an experience point penalty.

2.18.1 Forest Wight Racial Advancement Table

Racial Level	Special
1	Racial Talent, forest wight traits
2	Racial Transformation
3	Racial Talent, +2 Dex
4	Racial Transformation
5	Racial Talent, +2 Str
6	Racial Transformation
7	Racial Talent, +2 Int
8	Racial Transformation
9	Racial Talent, +2 Str

2.18.2 Forest Wight Racial Talents

Forest wights may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.18.2.1.1 Forest Fade (Ex)

The forest wights' newfound mastery of darkness and shadow combines well with their long cultural heritage of hunting prowess. The synergy between the two led to the development of the forest fade, a trick that allows the forest wight to use the Hide skill in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Prerequisite: Character level 6th.

2.18.2.1.2 Hawk Swoop (Ex)

The hawk swoop represents the adaptation of the forest wights' hunting techniques to warfare. When the forest wight falls at least 10 ft. before hitting a target with a melee attack, he gains a +2 bonus to his damage roll for every 5 ft. fallen. This damage is not applied if the forest wight's fall was slowed in any way (by a slow fall ability, *feather fall* spell, etc.), but can still be applied if the forest wight used the Jump or Tumble skill to lessen the damage of the fall.

2.18.2.1.3 Shadow in Darkness (Ex)

The forest wight learns how to maximize his concealment in shadows. He gains a +2 talent bonus to Hide checks in any low-light or dark environment. The miss chance to hit him in darkness is also increased +10%.

2.18.2.1.4 Shadow Mastery (Ex)

The forest wight's innate connection with darkness gives him unusual power over illusions. He gains +1 to his effective caster level when casting any spell from the illusion school.

2.18.2.1.5 Talent Feats

When the forest wight selects this racial talent, he gains one of the following bonus feats: Exotic Weapon Proficiency, Improved Precise Shot, Point Blank Shot, Precise Shot, Self-Sufficient, Stealthy, Track, or Weapon Focus.

Special: The character must still meet the prerequisites for any feat selected with this talent. This racial talent may not be selected twice in a row.

2.18.2.1.6 Talent Skills

When the forest wight selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Bluff, Craft (armorer or weaponsmith), Hide, Knowledge (nature), Move Silently, Survival, and Tumble.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.18.3 Forest Wight Racial Transformations

Forest wights may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.18.3.1.1 Blood of Shadows (Ex)

When cut, this forest wight oozes black blood. In low-light or darkness, this blood instantly seals the wight's wounds, stabilizing him if he drops below 0 hit points. When in darkness, he regains double the normal hit points through natural healing.

2.18.3.1.2 Child of Darkness (Sp)

The forest wight becomes one with the darkness. Once per day, he may cast *invisibility* as a spell-like ability.

Prerequisite: Character level 6th.

Special: Each time the forest wight selects this racial transformation, he gains the ability to cast *invisibility* an additional time per day. This racial transformation may not be selected twice in a row.

2.18.3.1.3 Faded Spirit (Ex)

The spirit of the stone has drained the orc's life essence. He becomes immune to critical hits, sneak attacks, and poison. There is a price to paid, however: he now becomes sickened when exposed to dim daylight or the daylight spell, and is nauseated when exposed to bright sunlight. Additionally, he counts as an undead creature when subjected to *searing light* or another spell that does additional damage to undead creatures.

Prerequisite: Character level 8th.

2.18.3.1.4 Icy Breath (Su)

Bitter cold from the deepest ice caves lodges in the forest wight's breast. Once per day, he may exhale this cold as a breath weapon. The breath starts in a space adjacent to the forest wight and extends in a direction of his choice. The attack is a half circle of cold that extends in a 10-ft. radius and inflicts 1d4 points of cold damage per character level (maximum 10d4). Anyone caught in the area

of effect may make a Reflex save (DC 10 + one-half the forest wight's character level + his Constitution modifier) for half damage. When the forest wight executes this attack, he suffers 1 point of cold damage per die of damage inflicted.

Prerequisite: Character level 6th.

2.18.3.1.5 Trackless Step (Ex)

Forest wights seem to float just above the surface of any soil they walk on, almost as if they were made of shadows rather than flesh. This transformation enhances that effect. The forest wight moves as if affected by a *pass without trace* spell.

Special: Characters who already gain or already have the ability to *pass without trace* (either from a spell or from a class ability) may pass over a 5 ft. gap without making a Jump check.

2.18.3.1.6 Transformation Feats

When the forest wight selects this racial transformation, he gains one of the following bonus feats: Acrobatic, Great Fortitude, Lightning Reflexes, or Stealthy.

Special: Character level 4th, The character must still meet the prerequisites for any feat selected with this talent. This racial talent may not be selected twice in a row.

2.18.3.1.7 Transformation Skills

When the forest wight selects this racial transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Balance, Climb, Jump, Listen, and Spot.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.19 Tiefling

- +2 Dex, +2 Int, +2 Cha, –2 Str, –2 Con: The tieflings’ fiery blood makes them quick of both mind and body, but they tend to be more slight of build than other races of similar size.
- Medium: As Medium creatures, tieflings have no special bonuses or penalties due to their size.
- Tiefling base land speed is 30 feet.
- +2 racial bonus on Bluff and Diplomacy checks. Tieflings must hone these skills to deal with the outsiders they summon and the distrustful foreigners they encounter on their travels.
- Low-Light Vision: A tiefling can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Automatic Languages: Common and Valhedrin. Bonus Languages: Anderlar, Infernal, King’s Tongue, and Sothren.
- Favored Class: Wizard. A tiefling’s wizard class does not count when determining whether he suffers an experience point penalty for multiclassing. The arcane arts come naturally to the tieflings.

2.19.1 Tiefling Racial Advancement Table

Racial Level	Special
1	Racial Talent, tiefling traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Int
6	Racial Transformation
7	Racial Talent, +2 Str
8	Racial Transformation
9	Racial Talent, +2 Cha
10	Racial Transformation

2.19.2 Tiefling Racial Talents

Tieflings may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.19.2.1 Arcane Mastery Racial Talent Tree

Tieflings feel the flow of magic through their veins more keenly than other races, though not as powerfully as the elves.

2.19.2.1.1 Arcane Mastery

Each time this racial trait is selected, the tiefling gains one additional known spell of any level he can cast (if he is a spontaneous caster) or one additional spell slot per day of any level he can cast (if he must prepare his arcane spells).

Prerequisite: Arcane spellcaster level 1+.

2.19.2.1.2 Infernal Gift I

The tiefling is able to cast a small selection of arcane spells. He may choose one 0-level and one 1st-level spell from the wizard's spell list. From this point forward, he may cast each of these spells once per day as a spell-like ability. The caster level for these abilities is equal to the tiefling's character level.

2.19.2.1.3 Infernal Gift II

The tiefling's arcane abilities grow more powerful. He may use all of the spells granted by infernal gift I twice per day. In addition, he may choose an additional 1st-level and one 2nd-level spell from the wizard's list that he may now cast once per day as spell-like abilities. The caster level for these abilities is equal to the tiefling's character level.

Prerequisite: Infernal Gift I, character level 7+.

2.19.2.2 True Tiefling Racial Talent Tree

Tieflings have a special bond with outsiders from both the Abyss and the Nine Hells thanks to their culture of fiendish worship and the frequency with which they interact with these evil outsiders.

2.19.2.2.1 Demonic Familiar

When he selects this racial trait, the tiefling gains either an imp or a quasit as a familiar. If he already has a familiar, the ritual he performs causes the new familiar to burst forth from the old one's living flesh.

2.19.2.2.2 Infernal Resistance

When this racial talent is selected, the tiefling immediately gains a +4 bonus on all saving throws against the spells, special abilities, and special attacks of evil outsiders.

2.19.2.2.3 Talent Feats

When the tiefling selects this racial talent, he gains one of the following bonus feats: any metamagic feat, Augment Summoning, or Spell Focus (conjunction).

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.19.2.2.4 Talent Skills

When the tiefling selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Diplomacy, Intimidate, Knowledge (any), Profession (any), and Speak Language.

Special: A skill may receive no more than a +3 talent bonus from this ability

2.19.3 Age of Legend Tiefling Racial Talents

2.19.3.1 Tiefling Racial Talent Tree: Dissident

There are some tieflings whose corrupted nature drives them to bring down whatever society is around them, even if it's their own.

2.19.3.1.1 Covert Casting

Long-lived tiefling spellcasters know that there is a time for the flashy summonings of the pits, and a time for spellcasting that can be done with as little outward demonstration as possible. Selecting this racial talent allows the tiefling to choose a bonus feat from among the following: Eschew Materials, Silent Spell, Still Spell, Quicken Spell.

Prerequisite: Character level 4th.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.19.3.1.2 Poisoner (Ex)

There are those in the Dominion who choose to do their dirty work using poison, and they either learn to avoid poisoning themselves... or fall prey to their own weapons. A tiefling that selects this racial talent can never accidentally expose himself to poison when readying it for use. Additionally, if he rolls a natural 1 on an attack roll with a poisoned weapon, he gains a +4 talent bonus on the Reflex save to avoid poisoning himself

2.19.3.2 Tiefling Racial Talent Tree: Knowledge is Power

Knowledge is power. Nowhere in the world is the adage more true than in the Valhedar Dominion. Many tieflings recognize this truth, and while others practice swordsmanship, they spend hours in search of ancient secrets and dark truths.

Generalist (Ex)

Some prefer breadth of knowledge to depth. When a tiefling selects this racial talent, he gains a total talent bonus of +5 that may be distributed among any Knowledge skills.

Special: No one Knowledge skill may be given more than a +3 bonus.

Linguist (Ex)

Some secrets are hidden not behind locked doors, but simply behind the walls of an unknown language. A tiefling that selects this racial talent immediately learns to speak and write two languages.

Local Specialist (Ex)

A tiefling that selects this racial talent gains a single specialized Knowledge (local) skill, such as Knowledge (Deluin) or Knowledge (Valhedar Island). Additionally, he gets a +4 talent bonus to checks made with that skill.

Prophetic Instinct (Sp)

While many base their quest for knowledge on fact and deduction, others have learned to rely on intuition to guide them to their goals. A tiefling that selects this racial talent may cast *augury*, *guidance*, and *true strike* each once per day as spell-like abilities.

Special: Each time this racial talent is selected, the tiefling may cast each spell one additional time per day. This racial talent may not be selected twice in a row.

2.19.3.3 Tiefling Talent Tree: Legionnaire

Far from the infighting of Valhedar lie the battle-fields of the Emerlyn Peninsula. There, any talents that don't help keep a warrior alive are seen as a waste of time.

2.19.3.3.1 Combat Maneuvers

When the tiefling selects this racial talent, he gains one of the following bonus feats: Improved Disarm, Improved Feint, Improved Grapple, Improved Sunder, or Improved Trip.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.19.3.3.2 Fiendish Frenzy (Ex)

On the battlefield, some tieflings fight as though possessed by the same crazed bloodlust as the fiends among their number. A tiefling that selects this racial talent gains the ability to rage once per day as the barbarian's rage ability. If he already gets the rage ability (such as by having a level of barbarian), then he gains one extra use of his rage ability per day.

Prerequisite: Character level 6th.

Special: The tiefling may only choose this racial transformation once.

2.19.3.3.3 Martial Training

Every weapon a legionnaire learns to use is another weapon he can pick up off the battlefield and use to kill an enemy. When the tiefling selects this racial talent, he gains one of the following bonus feats: Simple Weapon Proficiency, Martial Weapon Proficiency, Exotic Weapon Proficiency, or Shield Proficiency.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.19.3.3.4 Trip and Stab (Ex)

A favored tactic of tiefling legionnaires is to trip an opponent with the whip in their off hands, then bear down on the fallen foe with their primary weapons. A tiefling that selects this racial talent is treated as having the Two-Weapon Fighting feat when using a melee weapon in one hand and a whip in the other.

Prerequisite: Dex 15, whip fighting.

2.19.3.3.5 Whip Fighting (Ex)

Tieflings appreciate whips, not only for their ability to hamper a foe, but also for their usefulness in torture and interrogations after the battle. A tiefling that selects this talent does not provoke attacks of opportunity when using a whip in combat.

Prerequisite: Dex 13, Weapon Focus (whip).

2.19.4 Tiefling Racial Transformations

Tieflings may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.19.4.1.1 Outsider

When the tiefling selects this racial transformation, his creature type changes from humanoid to outsider.

Prerequisite: Character level 6+.

2.19.4.1.2 Fire Resistance

When the tiefling selects this racial transformation, he gains fire resistance 5.

Special: The second time this racial transformation is taken, the tiefling's fire resistance increases to 10. The third time it is taken, the tiefling gains immunity to fire.

2.19.4.1.3 Darkvision

When the tiefling selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 4+.

2.19.4.1.4 Infernal Presence

Each time a tiefling chooses this racial transformation, he gains the ability to manifest the power of his fiendish blood. His eyes glow, his skin ripples, and his force of personality intensifies. This effect acts as the fear spell against all creatures that can see the tiefling, although companions and comrades are unaffected by the display. The Will save DC against this ability is 14 + the tiefling's Charisma modifier.

2.19.4.1.5 Natural Armor

When the tiefling chooses this ability, his natural armor increases by +1.

Prerequisite: Character level 4+.

Special: The tiefling may only choose this transformation once.

2.19.4.1.6 Transformation Feats

When the tiefling selects this racial transformation, he gains one of the following bonus feats: Dodge, Improved Initiative, or Lightning Reflexes.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.19.4.1.7 Transformation Skills

When the tiefling selects this transformation, he gains a transformation bonus of +5 that may be distributed among the following skills: Balance, Escape Artist, Move Silently, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.19.5 Age of Legend Tiefling Racial Transformations

2.19.5.1.1 Claws

A tiefling that selects this racial transformation grows sharp, three-inch claws. He gains two claw attacks at his highest base attack bonus that deal 1d3 points of damage plus Strength modifier, and have a critical threat range of 19–20. When using the full attack action, the tiefling may use other weapons and still make the claw attack, in which case the claw attack suffers a –5 penalty to the attack roll.

Special: If this racial transformation is selected twice, the claws grow by another inch, deal 1d4 points of damage, and have a critical threat range of 18–20. However, the tiefling now suffers a –2 penalty to all weapon attack rolls and other actions requiring fine motor coordination (e.g., Open Locks and Sleight of Hand checks).

2.19.5.1.2 Fiendish Form (Ex)

When this racial transformation is selected, the tiefling takes on more of the physical features of his patrons. He gains a +4 transformation bonus to Hide checks as his skin becomes dark and shadowy, he gains a +2 bonus to grapple checks as spikes grow from his flesh, and the smell of brimstone constantly accompanies him, causing mundane animals to refuse to track him by scent. However, his presence now unnerves animals, giving him a –4 to all Handle Animal, Ride, and wild empathy checks.

Prerequisite: Outsider.

2.19.5.1.3 Inured to Good (Ex)

The demonic power that runs through some tieflings' veins is shielded from prolonged exposure to holy power. A tiefling of evil alignment that selects this racial transformation is not considered evil for purposes of wielding holy weapons or suffering additional damage from holy weapons.

2.19.5.1.4 Tail

When this racial transformation is selected, the tiefling grows a tail similar to that possessed by many of his infernal patrons. This grants the tiefling an additional ring item slot, and the added balance provided by the tail grants him a +2 transformation bonus on Balance checks.

Special: If this racial transformation is selected twice, the tiefling's tail becomes prehensile and grants the tiefling the ability to make a single grapple, disarm, or trip attack with the tail at his highest base attack bonus. When using the full attack action, the tiefling may use other weapons and still make the tail attack, in which case the tail attack suffers a –5 penalty on the attack roll.

2.19.5.1.5 Wings

When this racial transformation is selected, the tiefling grows a pair of bat-like wings. This grants the tiefling a fly speed of 30 ft. (average).

Prerequisite: Fiendish form, outsider.

2.20 Thinblood

- +2 Int, +2 Wis, –2 Str: Thinbloods have keen minds and superior senses but less physical might than some other races.
- Medium: As Medium creatures, thinbloods have no special bonuses or penalties due to their size.
- Thinblood base land speed is 30 feet.
- +2 bonus on all Diplomacy and Sense Motive checks.
- Low-Light Vision: A thinblood can see twice as far as a human in starlight, moonlight, torch-light, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Automatic Languages: Common and Thinblood. Bonus Languages: Abyssal, Draconic, and Valhedrin.
- Favored Class: Psion. A thinblood's psion class does not count when determining whether he suffers an experience point penalty for multiclassing. The powers of the mind come naturally to all thinbloods.

2.20.1 Thinblood Racial Advancement Table

Racial Level	Special
1	Racial Talent, thinblood traits
2	Racial Transformation
3	Racial Talent, +2 Con
4	Racial Transformation
5	Racial Talent, +2 Wis
6	Racial Transformation
7	Racial Talent, +2 Int
8	Racial Transformation
9	Racial Talent, +2 Cha
10	Racial Transformation

2.20.2 Thinblood Racial Talents

Thinbloods may choose one racial talent at 1st level and every odd level thereafter (3rd, 5th, 7th, and 9th). The character must meet all the prerequisites of the selected racial talent, if any.

2.20.2.1 True Thinblood Racial Talent Tree

While not as powerful as their highborn cousins, the thinbloods still have many of the abilities and powers of purebloods and halfbloods that rule their empire in the jungles of Zangala.

2.20.2.1.1 Bite Attack

The thinblood gains the ability to deliver a powerful bite attack in addition to his normal melee attacks. The attack is made with a –5 penalty and deals 1d6 points of damage plus half the character’s Strength modifier. If the bite is the character’s only attack for the round, it does not suffer this penalty and it deals 1d6 points of damage plus his full Strength modifier.

2.20.2.1.2 Poison Bite

The thinblood’s bite becomes even more deadly, injecting poison into its victim. In addition, the penalty for making a bite attack in conjunction with other attacks is reduced to –2.

Thinblood poison; bite; Fortitude save (DC 13); initial and secondary damage 1d6 Constitution.

Prerequisite: Bite attack.

2.20.2.1.3 Lesser Psionics I

The thinblood is able to manifest some of the abilities of its more powerful cousins, albeit in a much more limited fashion.

1/day—*chameleon power, detect poison, produce acid.*

2.20.2.1.4 Lesser Psionics II

The thinblood’s psionics grow more powerful. He may use all of the abilities granted by Psionics I twice per day. In addition, he gains the following power.

1/day—*alternate form, aversion.*

Prerequisite: Lesser Psionics 1, character level 5+.

2.20.2.1.5 Psionic Mastery

Each time this racial trait is selected, the thinblood gains one additional discovered power of the highest level he can cast.

2.20.2.1.6 Invisible Psionics

The thinblood learns to conceal his strange powers, even while they are in use. Once chosen, the thinblood’s psionic powers no longer have any visible effects other than external effects created by the power itself (knocking a door down

with *telekinesis*, flying, and so on). Powers with obvious physical manifestations, such as *finger of fire* or *ectoplasmic armor* cannot be made invisible using this ability.

Prerequisite: Lesser Psionics II.

2.20.2.1.7 Talent Feats

When the thinblood selects this racial talent, he gains one of the following bonus feats: any metapsionic feat, any psionic item creation feat, or Psionic Focus.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial talent may not be selected twice in a row.

2.20.2.1.8 Talent Skills

When the thinblood selects this racial talent, he gains a total talent bonus of +5 that may be distributed among the following skills: Craft (any), Decipher Script, Diplomacy, Knowledge (any), Profession (any), and Sense Motive.

Special: A skill may receive no more than a +3 talent bonus from this ability.

2.20.2.1.9 Identify Psionic Item

By concentrating for 10 minutes on a psionic item, the thinblood can identify all of its psionic properties. A thinblood can identify whether or not an item has any psionic properties at all as a free action.

2.20.2.1.10 Craft Power Stone

This ability grants a thin-blood the ability to craft a power stone even if he does not have the Encode Stone feat or the ability to use psionics. He must still expend the gold, XP, and time costs as per the feat. Each time this trait is selected, the thinblood chooses three psionic powers of up to 3rd level from the psion or psychic warrior's lists. He may now create power stones that mimic the effects of these powers, and the thinblood's caster level is always considered the minimum necessary to cast the spell.

Prerequisite: Identify Psionic Item.

2.20.3 Age of Legend Thinblood Racial Talents

2.20.3.1 Thinblood Racial Talent Tree: Forked Tongue

While other snakefolk may scorn the thinbloods, they must admit their lesser cousins serve a vital function as emissaries to the world outside Zangala. Because of their tainted, more human-like appearance, thinbloods are often

called upon to speak for snakefolk —and some of them become almost supernaturally proficient at it.

2.20.3.1.1 Friendly Advice (Sp)

Once the thinblood has his target's full attention, he can offer his wisest counsel with the confidence that it will not be wasted. Once per day, the thinblood may cast *suggestion* as a spell-like ability. The thinblood must have his target's attention, so this ability may not be used in combat.

Prerequisite: Rapport.

Special: Each time this racial talent is selected, the thinblood may use the ability an additional time per day. This racial talent may not be selected twice in a row.

2.20.3.1.2 Mesmerizing Motions (Sp)

By matching his words to his subtle, serpentine movements, a thinblood can put others into a trance, making them more receptive to what he has to say. Once per day, the thinblood may cast *hypnotism* as a spell-like ability as if using the Still Spell and Silent Spell feats. The thinblood must have his targets' attention, so this ability may not be used in combat.

Prerequisite: Soothing words.

Special: Each time this racial talent is selected, the thinblood may use the ability an additional time per day.

2.20.3.1.3 Rapport (Sp)

After slithering his way past someone's mental defenses, the thinblood can speak directly to his target's unconscious mind. Once per day, the thinblood may cast *charm person* as a spell-like ability as if using the Still Spell and Silent Spell feats. The thinblood must have his target's attention, so this ability may not be used in combat.

Prerequisite: Mesmerizing motions.

Special: Each time this racial talent is selected, the thinblood may use the ability an additional time per day. This racial talent may not be selected twice in a row.

2.20.3.1.4 Soothing Words (Ex)

Between dealing with his cruel snakefolk masters and speaking to foreigners who fear and despise him, the thinblood has become quite adept at speaking to those who may not want to hear what he has to say. He can tell what others want to hear, and can skillfully weave his words so they fit comfortably in the ears of those who hear them. The thinblood may take 10 on Bluff, Diplomacy,

and Sense Motive skills, even if stress and distractions would normally prevent him from doing so.

2.20.3.2 *Thinblood Racial Talent Tree: Shadow Serpent*

Many of the thinbloods allegedly sent from Zangala as emissaries are actually working as spies and assassins. Snakefolk agents are renowned for their stealth, and some are willing to sell their services to those outside the empire. Thinblood agents are almost always open to outside offers—especially those that take them far away from Zangala.

2.20.3.2.1 *Silent Slither (Ex)*

A thinblood who chooses this talent may move up to his full speed while Hiding and Moving Silently at no penalty.

2.20.3.2.2 *Unseen Stillness (Ex)*

Thinbloods can condition themselves to hold perfectly still, turning themselves to virtual statues while hiding. While using this ability, they can even keep from breathing, if necessary, for up to 2 minutes per character level. The thinblood with this talent gains a +5 talent bonus on all Hide checks as long as he remains immobile, and may attempt to hide even without cover (though he may still not attempt to hide if someone is looking at him).

Prerequisite: Silent slither.

2.20.3.2.3 *Wall Walking (Sp)*

Thinblood spies have found that the best places to hide are on the ceiling or high up on the walls. Even without cover, these make great observation posts. Once per day, the thinblood may cast *spider climb* as a spell-like ability.

Special: Each time this racial talent is selected, the thinblood may use the ability an additional time per day. This racial talent may not be selected twice in a row.

2.20.4 *Thinblood Racial Transformations*

Thinbloods may choose one racial transformation at 2nd level and every even level thereafter (4th, 6th, 8th, and 10th). The character must meet all the prerequisites of the selected racial transformation, if any.

2.20.4.1.1 *Darkvision*

When the thinblood selects this racial transformation, he gains darkvision to a range of 60 feet.

Prerequisite: Character level 6+.

No relationship between Snake Form I, II, and III? I could see it going either way.

2.20.4.1.2 Natural Armor

When the thinblood chooses this ability, his natural armor increases by +1. The thinblood may only choose this transformation once.

2.20.4.1.3 Snake Form I

When this ability is selected, the thinblood gains the ability to *polymorph* into the form of a Medium constrictor snake once per day. This works just like the spell except that the thinblood can only take this specific form and he does not heal damage when he changes forms. The caster level is equal to the thinblood's character level.

2.20.4.1.4 Snake Form II

When this ability is selected, the thin-blood gains the ability to *polymorph* into the form of a Tiny viper once per day. This works just like the spell except that the thin-blood can only take this specific form (as well as any previous forms gained through this transformation) and he does not heal damage when he changes form. The caster level is equal to the thinblood's character level.

2.20.4.1.5 Snake Form III

When this ability is selected, the thinblood gains the ability to *polymorph* into the form of a Huge viper once per day. This works just like the spell except that the thinblood can only take this specific form (as well as any previous forms gained through this transformation) and he does not heal damage when he changes form. The caster level is equal to the thinblood's character level.

2.20.4.1.6 Transformation Feats

When the thinblood selects this racial transformation, he gains one of the following bonus feats: Dodge, Improved Initiative, Iron Will, Lightning Reflexes.

Prerequisite: Character level 4+.

Special: The character must still meet the prerequisites for any feat selected with this ability. Also, this racial transformation may not be selected twice in a row.

2.20.4.1.7 Transformation Skills

When the thinblood selects this transformation, he gains a total transformation bonus of +5 that may be distributed among the following skills: Escape Artist, Move Silently, and Swim.

Special: A skill may receive no more than a +3 transformation bonus from this ability.

2.20.5 Age of Legend Thinblood Racial Transformations

2.20.5.1.1 Embracing the Taint

Other snakefolk consider the thinbloods to be tainted with the blood of lesser species, and despise them for their corruption. Some thinbloods cultivate this taint in order to better pass as a race other than snakefolk. When this ability is selected, the thinblood's eyes, skin, and other features become softer and less reptilian—though his tongue and speech remain unaffected. The thinblood receives a +4 transformation bonus to all Disguise checks made to try to pass as a human, tiefling, or elf.

2.20.5.1.2 Becoming the Taint (Ex)

When this ability is selected, the thinblood's features (including his tongue and speech) are practically indistinguishable from those of an elf, human, or tiefling (the thinblood must choose one of these races). The thinblood may pass for a member of this race without making a Disguise check unless subjected to intense or magical scrutiny.

Special: This ability may not be chosen if the thinblood has selected any of the following racial talents or transformations: bite attack, natural armor, balancing tail. If any of those talents or transformations are ever chosen, the thinblood loses the benefits of the becoming the taint racial transformation.

2.20.5.1.3 Improved Grab (Ex)

The thinblood develops his neck and jaws so that, once he bites his target, he can lock down and pull the target towards him. Alternatively, he may choose to select his tail as the attack with which he may use this ability. If the thinblood hits with the chosen attack, he may immediately attempt to start a grapple as a free action without provoking attacks of opportunity.

Prerequisite: Bite attack or lashing tail.

2.20.5.1.4 Balancing Tail (Ex)

The thinblood develops a short tail that he can use to help keep his balance. A thinblood that selects this racial transformation may always take 10 on Balance checks, even when distractions and stress would prevent him from doing so, and gains a +1 transformation bonus to Reflex saves.

2.20.5.1.5 Lashing Tail (Ex)

The thinblood's tail is now too long to be easily concealed, but is long enough to use in combat. A thinblood that selects this racial transformation gains a tail attack at his highest base attack bonus that deals 1d6 points of damage plus his Strength modifier. When using the full attack action, the thinblood may use

Should this have Embracing the Taint as a prerequisite?

other weapons and still make the tail attack, in which case the tail attack suffers a –5 penalty to the attack roll. However, the thinblood receives a –10 penalty on Disguise checks when attempting to hide the tail.

Prerequisite: Balancing tail.

2.20.5.1.6 Constricting Tail (Ex)

The thinblood's tail is long, strong, and can constrict. If the thinblood successfully starts a grapple, he can constrict for an additional 1d6 points of damage.

Prerequisite: Lashing tail

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4 Templates

4.1 Template

Tier	Effect
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Basic	
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Expert	
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Heroic	
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Master	
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Champion	
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Legendary	
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4.2 Template (Spell Knowledge)

Tier	Effect	Spell Knowledge
Basic		
Expert		
Heroic		
Master		
Champion		
Legendary		
