

Cauldron-Born

Mysterious mutants with a yearning for secrets, feared yet respected for their supernatural powers

RACIAL TRAITS

Average Height: 5'6" – 6'2"

Average Weight: 135 – 220 lbs.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Witchespeak

Skill Bonuses: +2 Arcana, +2 Intimidate

Aura Sink: Whenever you enter an enemy's aura it shrinks so that it just barely encompasses you. If you are adjacent to an enemy with an aura, its aura becomes 1 square.

Disease Resistance: +5 Fortitude defense and Endurance checks against disease.

Whispers: You can use *unravel secrets* or *mystic wound* as an encounter power.



Unravel Secrets

Cauldron-Born Racial Power

You recall something seemingly impossible about the situation, as if a forgotten memory whispered in your ear.

Encounter

Minor Action, Personal

Effect: Re-roll a knowledge check and take the better of the two results.

Mystic Wound

Cauldron-Born Racial Power

Whispers tell you where to strike as arcane energy flows from you, allowing you to pierce a creature's resistances.

Encounter

Minor Action, Personal

Effect: Until the end of your next turn any attack you make against one specific creature type of your choice ignores one resistance the creature possesses.

During the time of the Witch Queens mothers started giving birth to albino children with strange powers in their blood. They were dubbed the "cauldron-born" because their origin myth traces back to an artifact called the Whispering Cauldron. Cauldron-born are consumed with discovering secrets such as the source of magic and the origins of their race. Their frightening insights and freakish appearance often make them a target of persecution; many cauldron-born keep up a creepy act to dissuade the mobs.

Play a cauldron-born if you want ...

- To gain an edge over supernatural opponents by piercing their defenses
- To play a haunted and mistrusted character with eerie powers
- To excel in any class you choose

Physical Qualities

Cauldron-born are albinos, having pale skin, silken white hair, and yellow, pink, or colorless eyes. At first glance, one could mistake a cauldron-born for a human (and whether they are a distinct race is debated), but upon approaching closer, something appears wrong about the cauldron-born. The proportion of their facial features is exaggerated slightly, with the eyes spaced slightly further apart, the nose slightly elongated and flattened, and the cheekbones sharply defined. And then there are the whispers – cauldron-born are surrounded by haunting barely audible whispers in the dead of night; some say these are the souls of cauldron-born passed on. Cauldron-born wear the same clothes as humans, but prefer concealing cloaks when traveling. They age at the same rate as humans, but are sterile. Cauldron-born births are a rare anomaly.

Playing a Cauldron-Born

Though none but the gods may know the truth of how the cauldron-born came to be, many sages agree that they were created by a foul ritual conducted in concert by the Foul Mistresses Three, a covey of hags whose demesnes once encompassed all of Ancerel. Most assume the ritual was a curse upon the human empire's children, so that even after beheaded the hags would have their victory.

It is the forgotten places that cauldron-born are drawn to, whether a ruined keep hidden in the mists or a ramshackle shop down a ghetto alley. Even those cauldron-born who are not drowned as children rarely have any ties with their family, who is quick to disown the child, murdered or driven away by mobs, or turns the child over to a secret society for training. Thus, cauldron-born are often loners.

Having survived the threat of death as an infant, prejudice from the mobs, and ravaging monsters which seems drawn to cauldron-born like moths to a flame, they often have high walls around them. Earning a cauldron-born's trust is unlikely because they expect betrayal at any moment – even long-time companions are watched with one eye while a cauldron-born sleeps. While they learn to rely on themselves, cauldron-born are consumed by questions, haunted by nightmares, and long to uncover the whole truth in its terrible majesty. Their path is one of conflict in a world of greys, where there are no heroes, just evil-doers and survivors.

With such a grim view, it's surprising that cauldron-born deeply care for their communities and often go out of their way to help allies when they could just walk away with their reward. In particular, cauldron-born have sympathies with gypsies, minority races, and all who have been persecuted. Despite how the world has treated them, they are willing to take a stand and fight for it.

Cauldron-Born Characteristics: Bitter, disquieting, fatalistic, haunted, incisive, intense, mysterious, perseverant, soft-spoken

Cauldron-Born Names: After a Cauldron-Born's birth, the child is rarely named to spare the parents misery, as the necessary purifications are made before the child is drowned or left in the woods. However, it is common for the parents or caretakers to adopt terms of endearment for the unfortunate soul. Such names are not based on gender, but rather on appearance. For example, Hooknose, Gooseskin, Sallow, Whitelocks, and so on. A changeling who is raised to adulthood adopts a name suiting the race of their caretakers.

Changeling

Stolen at birth by faeries, returned changed by fey magic, they are unable to go home ... nor would they wish to

RACIAL TRAITS

Average Height: 5'6" – 6'2"

Average Weight: 135 – 220 lbs.

Ability Scores: +2 Charisma, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Wyrding

Skill Bonuses: +2 Arcana, +2 Bluff

Bedazzling Feint: You may use Bluff to feint in combat as a minor action, and your feint targets a number of opponents equal to your Charisma modifier.

Changeling's Heart: +5 saving throws against fear.

Fey Seeming: You can use *deceptive veil* or *twilight beauty* as an encounter power.



Deceptive Veil

Changeling Racial Power

Your seeming changes to who your target most desires.

Encounter ♦ Illusion

Minor Action, Personal

Attack: Bluff +5 vs. Insight

Hit: You appear as a specific humanoid the target has intense feelings toward, whether love or hate. No matter what their companions say, they are convinced for the rest of the encounter.

Twilight Beauty

Changeling Racial Power

For a moment you appear as beautiful as a faerie lord.

Encounter ♦ Illusion

Immediate Interrupt, when targeted by melee attack

Attack: Level + Charisma modifier vs. Will

Target: Attacking creature

Hit: The attacker must target a different creature or end its attack.

Where does a babe go when the faeries steal it from its cradle? Some stories say the mother finds an enchanted twig which she believes is her child, others that one of the fey stays behind in the guise of an infant. Taken to the Feywild, the child grew up among fey who coveted it for its innocence, a blank slate to play with. The lucky ones escape, are miraculously rescued, exiled for angering a fey lord, or simply are left at a crossroads when the fickle faeries tire of its presence. Years have gone by, and the kin they knew have changed ... as have they.

Play a changeling if you want ...

- To be manipulative and alluring
- To infiltrate your enemies
- To play a bard, cleric, paladin, or warlock

Physical Qualities

Changelings appear as humans do, but they are just too beautiful, the shadow on their faces too long, their eyes too intense. The colors of their skin, eyes, or hair may change slightly with the seasons, a faint tinkling of bells may be heard when they laugh, or they may make odd references to events that occurred long ago. There is an otherworldliness about them that makes mortals fearful, and a boldness about them that makes fey uneasy (though sometimes changelings are mistaken for faerie cousins). Some changelings become so involved in their personas that they lose a gender identity, and they are quick to get caught up in illusions of romance or grandeur. They prefer fashionable clothing in dark earth tones. Changelings live about as long as humans do, though they rarely show signs of aging.

Playing a Changeling

For as long as mortals have coexisted with faeries, human children have disappeared. While most fey monarchs forbid such actions, the temptation often proves to be too great, especially among the more capricious fey. Whether it was the eating of faerie fruits, a slow brainwashing, or a formal rite of passage, the child became a changeling, their soul stuck in between the Known World and the Feywild.

When they return home, often more time has passed than they think, such is the way of faeries. Even then, their communities often turn on them, claiming that they are disguised fey or no longer human. Thus, changelings are forced to make their way, which they do with style from royal courts to underworld gangs. Their natural charisma helps them adapt to their new surroundings.

Unfortunately, changelings often treat others as they themselves were treated at the hands of faerie captors – that is, as playthings to be manipulated. While changelings certainly can know true affection, they must fight against their fickle nature. Often changelings feel a deep sense of longing for a life they never had and a family they never knew, yet sabotage themselves by playing mind games with those closest to them. Despite these shortcomings, changelings value dreams and wild hopes above all else, and are willing to tread where others fear to see those dreams fulfilled.

It is a matter of course for changelings to lead double lives, and many a lord or lady unwittingly has a changeling on retainer, or perhaps a “long lost child.” They can keep such ruses going for a surprisingly long time, but when they are discovered changelings simply take to the road, pursuing other ventures. Maybe they will never belong, but, as an old changeling proverb says “anything worth dreaming is worth living for.”

Changeling Characteristics: adaptable, amorous, audacious, beguiling, childlike, devious, scheming, vivacious, wistful

Changeling Names: Changelings take human names, either embracing their given name or adopting a new identity (or several). Elder changelings often forget their original name altogether.

Faun

Demure enticing guides to the mysterious wilds with a lust for life

RACIAL TRAITS

Average Height: 4'8" – 5'6"

Average Weight: 90 – 140 lbs.

Ability Scores: +2 Dexterity, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Bluff, +2 Nature

Enticing Trickery: You can use either *goad* or *lure* as an encounter power.

Faun's Cunning: You gain +5 on Insight checks to recognize an effect as illusory.

Fey Origin: You are considered a fey creature for effects relating to creature origin.

Revelry's Muse: Once per turn, an ally of your choice can take your minor or move action on your initiative. If they do so, that ally loses an equivalent action to you on their next turn.



Lure

Faun Racial Power

You lure an enemy into a dangerous situation.

Encounter ♦ Charm

Minor Action, Ranged 10

Target: One creature

Effect: Pull target 1 + Charisma modifier squares; save ends.

Sustain Minor: You can sustain this power until the target makes its save.

Goad

Faun Racial Power

You goad an enemy into overexerting themselves.

Encounter ♦ Charm

Immediate Reaction, Ranged 10

Target: One creature

Effect: Target cannot recharge powers; save ends.

A coy race of fey wanderers, fauns gave up immortality for love of the mortal races, leaving behind the selfish ways of their satyr kin. Fauns delight in their mortal lives, competing vigorously in contests of song and dance, roving the wilds chasing nymphs, and making fools of tyrants. Considered capricious and vain, they are never fully trusted save by the most loyal allies; to such friends a faun is a steadfast if mischievous companion.

Play a faun if you want...

- To play an amoral fey character both beneficent and beguiling
- To trick your enemies into bringing about their own undoing
- To play a bard, ranger, rogue, or warlock

Physical Qualities

Fauns are spry fey beings, taller yet more delicate than dwarves, yet shorter and hairier than elves. Their lower legs resemble a goat, with coarse golden flax to black sable fur, and they have goat-like horns extending above their eyebrows. They share the same range of complexions as humans. Male fauns rarely have beards, and having one is considered a mark of being influenced by wicked satyrs. Female fauns enjoy braiding their hair with blossoms, though never poisonous ones. Faun clothing is minimal, a diaphanous tunic or leather vest at most. Fauns age more slowly than humans and seem eternally child-like; most fauns remain healthy past 100, and some live to 150.

Playing a Faun

If faun minstrels are to be believed, their race divided from the satyrs when fauns chose to put others before their own appetites. This choice, commonly depicted as liberating captive mortals through a secret passage, echoes in faun culture today. The price of this choice was mortality and banishment from the Feywild.

Making a home for themselves in the wild places, fauns live in tight clans where adoption is common; lost fey and the occasional enchanted human may be raised among fauns. At the heart of any faun village or encampment is the fire pit, a place for telling stories, music, contests of wit, and revelry.

Fauns value personal liberty above all else. They detest slavery and servitude, deriving great pleasure in upturning social hierarchies and expectations. While they can be muses, elevating those around them to greater heights of expression, fauns also can be tempters, leading the virtuous to self-destruction. Rarely is a faun malicious; as fey beings they can be amoral, and don't realize that their carefree way of living is anathema to mortals races seeking stability and structure. Such an unconstrained view of liberty has earned fauns a reputation as irresponsible and rebellious.

If liberty is the faun's virtue, vanity is their vice. Competitive creatures, fauns crave attention, praise, and recognition. Every faun is an accomplished musician and they gather in yearly contests of song and dance. While such competition can be fierce, ignominy is the worst fate imaginable to a faun, and a humiliated or disregarded faun will orchestrate sweet revenge over the course of years.

Faun Characteristics: Coy, naïve, elusive, romantic, inquisitive, witty, ingratiating, mischievous, capricious, vain

Female Names: Cassia, Crescenda, Flechata, Laelia, Severina, Tula, Varinia

Male Names: Caeus, Fidelis, Liberius, Othus, Spurius, Tacitus, Vespasianus

Some young fauns, seeking to make their own music in the world, choose their own name.

Modern Names: Whisperchord, Tremelo, Harpstring, Tambor, Percussio, Windchime