

Unliving

"Innocent victims of a mad warlock's wrath."

RACIAL TRAITS:

Average Height: 3'10" – 7'5"

Average Weight: 30 – 130 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Small, Medium or Large

Speed: 6

Vision: Normal

Language: Common & Choice of one other

Skill Bonus: +2 Arcana, +2 Intimidate

Unliving [Keyword]: Unliving are not living creatures; spells and effects that specifically target living creatures do not work against you.

- You are immortal and cannot die of old age (though your body can be destroyed).
- You don't need to eat, drink or breathe. This does not render you immune to any effect.
- You have resist necrotic damage 5 + ½ your level.
- When you create your character choose your size category, Small, Medium or Large.

Corps Aura – You have an aura that marks you as an undead. Simple minded undead creatures will ignore you if you do not provoke them. You gain total concealment from undead creatures with an intelligence score of 6 and below.

Long ago during the war between Bael Turath and Arkhosia, an elite Tiefling Infernal cursed his kingdom when he was overthrown. All the subjects of his land were cursed with unlife, unable to procreate or to expire naturally.

Play an unliving you want . . .

- to be immortal, decaying and at home in the darkest crypt.
- to be versatile in appearance and resistant to assaults targeting living creatures.
- to be a member of a race that favors the Fighter, Warlock or Wizard class.

Physical Qualities: Unliving can not easily hide their curse. They look and smell like corpses. It is easy to confuse a zombie with the unliving. They can be of any racial background, from Dragonborn to Tiefling, but the curse afflicting them forever changes their attributes to those of an unliving.

The skin of unliving is always pale, broken or missing in many cases. Their hair can be of any humanoid color from blonde to black, grey or green, eye colors are either blood red from hemorrhaging or sickly green if they haven't rotted out. The most common origin species of unliving is Dragonborn, Human and Tiefling.

Playing an Unliving: Afflicted with a curse millennia ago the unliving have made an existence of toiling dead crops and attempting to understand their plight. Though some have taken to the pursuit of power most try to live humble lives in their home of Nosgoth where they find life comfortable under the darkened sky and blighted land.

As immortal, unliving creatures there is no birth or death among them. The permanent communities in which they dwell have not culturally progressed since the days of the Tiefling and Dragonborn wars. To quiet the spiritual void within them some have taken to worship Orcus, the Raven Queen and Ioun. Rarely do they worship Pelor since they have not seen his glorious sun in thousands of years. They are most likely to worship Melora, praying that the goddess will restore them to their rightful lives.

Unliving Characteristics: Cold, depressed, haunted, vengeful.

Unliving Adventurers: Bethany is an intellectual who's arcane pursuits for an alchemical diagnosis and cure for her kind's condition has taken far away from her native home of Nosgoth. In her travels she has explored Tiefling crypts, libraries and holy places. On occasion she's had to face her own kind that doesn't want to be changed back into living creatures.

Brutus, of minotaur lineage, began studying the demon lord Baphomet for guidance. Long did he serve the horned lord's tenants until he was converted by priests of Orcus and formed a pact with the undead prince. For years now he has waged unceasing war against the demon prince's enemies.

Torskul has sworn to bring the gift of unlife to the entire world and thus end all conflict; for what is conflict but the struggle of life against death? He finds followers of the Raven Queen and Melora to be foolish sheep who are unwilling to challenge the status quo. He feels it is his duty to wipe out the cults of these goddesses wherever he finds them and eventually challenge the two goddesses themselves.

Heroic Tier Feats:

Empty Eye Sockets
Dead Flesh

Empty Eye Sockets – Prerequisite: Unliving

Your eyes have rotted away but you've gained enhanced senses.
Benefit: You have dark vision and +2 to Perception checks.

Dead Flesh – Prerequisites: Unliving

Your flesh has died and seldom supports illness or plague. You may still be a carrier but you will be unaffected by disease.

Benefit: You gain your Con modifier on saves versus disease.

Paragon Tier Feat:
Necrotic Feeding

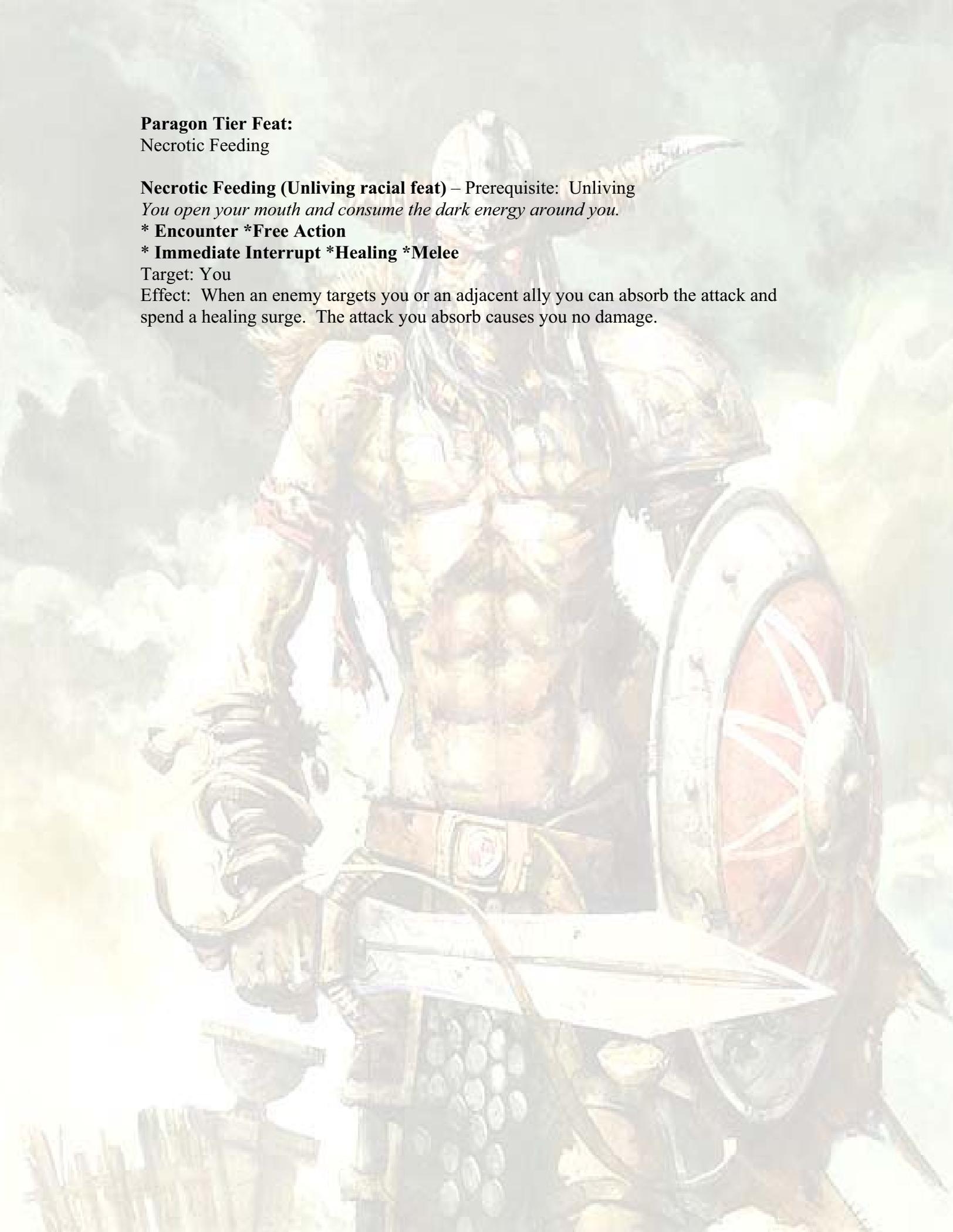
Necrotic Feeding (Unliving racial feat) – Prerequisite: Unliving
You open your mouth and consume the dark energy around you.

* **Encounter** * **Free Action**

* **Immediate Interrupt** * **Healing** * **Melee**

Target: You

Effect: When an enemy targets you or an adjacent ally you can absorb the attack and spend a healing surge. The attack you absorb causes you no damage.



Promethean (aka: the Humanoid Chimera)

"Unique creatures created by powerful ancient rituals."

RACIAL TRAITS:

Average Height: 5'2" – 6'4"

Average Weight: 311 – 170 lb.

Ability Scores: +2 any One

Size: Small or Medium

Speed: 6

Vision: Low Light

Language: Common & choice of one other

Skill Bonus: +2 to any two skills

Hybrid Physiology: You gain racial powers and feats related to your component racial backgrounds.

- Chose one Racial Power from table 1-1.
- Choose one Racial Feature from two different categories than your racial Power race on table 1-1.
- You can choose Feats with racial prerequisites from your three heritage races.

Created from three living creatures to produce one unique species no two prometheans are ever exactly alike. Legend has it that a Sehanne cult of wizards devised the promethean creation ritual to help the gods fight the primordials at the dawn of time.

Play a promethean if you want . . .

- to be a uniquely rare creature destined to be alone forever.
- to choose a mix of racial powers, features and feats.
- to be a member of a race that favors any class and multi-classing.

Physical Qualities: Like snowflakes prometheans don't conform to any uniform appearance. They can have dragonborn scales, a dwarf's bushy beard and the lithe frame of an elf. Many are ashamed of their appearance and go to great lengths to cover their gruesome looks. Some revel in the fear or awe they inspire in others. Prometheans inherit the longest life span of their heritage races; this makes eladrin especially desirable candidates when selecting subjects for the ritual. Prometheans are sterile or barren and cannot produce offspring.

Playing a Promethean: Prometheans are usually servants of very powerful wizards, clerics, demons or even dragons and gods. Some have earned their freedom through pleasing their masters others through open rebellion against them. As beings born into servitude they usually adopt one of two feelings towards authority figures: the first is a feeling of acceptance and fidelity, the other is enslavement and a will to rebel.

An unfortunate result of the prometheans genesis is that here individuals are merged into one creature; sometimes resulting in unbalanced minds. The three divergent personalities

may result in psychosis, true multiple personality disorder or not function in any cohesive way.

Promethean Characteristics: Arrogant, confident, loyal, lost, proud, rebellious.

Promethean Adventurers: Sierra, Image of the Gods, believes she was hand crafted by all of the gods in perfect cooperation. A mixing of human, orc and earthsoul genes she roams the land seeking to prove her divine heritage through great deeds.

Nash, hailing from dragonborn, dwarf and human origin, sees all other creatures as his inferior. For the good of the world he will subjugate them and rule the world the way he sees fit.

Lockjaw escaped his cruel masters who used him to assassinate rival wizard guild members. The hybrid gnoll, eladrin and warforged creature is undecided on how he will take his revenge on them. In the meantime he knows he has a long time to live and find the way how, while scratching out an existence as a bandit leader.

Table 1-1

Promethean Racial Powers/Features	Powers	Optional Promethean Racial Powers/Features	Powers
Dragonborn	Dragon Breath	Bugbear	Predatory Eye
Dwarf	Dwarven Resilience	Doppelganger	Change Shape
Eladrin	Fey Step	Githyanki	Telekinetic Leap
Elf	Elven Accuracy	Githzeri	Iron Mind
Half-Elf	Dilettante	Gnoll	Ferocious Charge
Halfling	Second Chance	Gnome	Fade Away
Human	Bonus At-Will Power	Goblin	Goblin Tactics
Tiefling	Infernal Wrath	Hobgoblin	Hobgoblin Resilience
	Features	Kobold	Shifty
Dragonborn	Dragonborn Fury	Minotaur	Goring Charge
	Draconic Heritage	Orc	Warrior Surge
Dwarf	Cast-Iron Stomach	Shakdar-di	Shadow Jaunt
	Encumbered Speed	Shifter	Longtooth Shifting
	Dwarven W.P.		Razorclaw Shifting
	Stand Your Ground	Warforged	Warforged Resolve
Eladrin	Eladrin Education		Features
	Eladrin W.P.	Bugbear	Over-sized
	Eladrin Will	Doppelganger	Mental Defense
	Fey Origin	Githyanki	Danger Sense
	Trance		Githyanki Willpower
Elf	Elven W.P.	Githzeri	Danger Sense
	Fey Origin	Gnoll	Blood Fury
	Group Awareness	Gnome	Reactive Stealth
	Wild Step	Goblin	Goblin Reflexes
Half-Elf	Dual Heritage	Hobgoblin	Battle Ready
	Group Diplomacy	Kobold	Trap Sense
Halfling	Bold	Minotaur	Ferocity
	Nimble Reaction		Over-sized
	Small Size*	Orc	Running Charge
Human	Bonus Feat	Shakdar-di	Winterkin
	Bonus Skill	Warforged	Living Construct
	Human Defense		
Tiefling	Bloodhunt		
	Fire Resistance		

Table 1-2

THRI-KREEN

Primal hunters, who use poison and quick reflexes.

RACIAL TRAITS:

Average Height: 5'6" – 6'2"

Average Weight: 130 – 170 lb.

Ability Scores: +2 Dexterity, +2 Wisdom

Size: Medium

Speed: 6

Vision: Normal

Language: Common & Thri-kreen

Skill Bonus: +2 Acrobatics, +2 Nature

Create Chatkchka: You have an instinctual urge to create a crystalline throwing wedge, or chatkchka, from your poison resin glands. Creation of a chatkchka requires a full-extended rest. You may only have one chatkchka created at one time.

Hunter's Determination (Trance): Thri-kreen have no need to sleep, however, they do need time to rest and enter a meditative state that lasts for 6 hours or longer. This condition does not render the thri-kreen unconscious, and they do not suffer any penalty to their perception checks while in their meditative state, due to sensory input from their antennae. If you spend your time making a chatkchka, you do not gain the benefit of an extended rest.

Poison Bite: You can use the thri-kreen racial power *Poison Bite* as an encounter power.

Thri-kreen Weapon Proficiency: You gain proficiency with the polearm called a Gythka (Dam: 2D4) and the crystalline throwing wedge called a Chatkchka (Dam: 2D4; Range: 6/12; Properties: Light thrown, returns at the end of your turn on a miss).

Thri-kreen Agility: You ignore difficult terrain when you shift. This ability works even when using abilities that allow you to shift more than one square.

Poison Bite (Thri-kreen racial power)

One bite is usually enough to slow a mantis warrior's prey long enough to deliver the final blow.

* **Encounter** ***Poison** ***Reliable**

* **Minor Action** ***Melee**

Target: One creature

Attack: DEX +2 vs. AC

Hit: 1D4 + Con Modifier Poison Damage and the target is slowed until the end of your next turn. Increase to +4 bonus and 2d4 + Con modifier damage at 11th level; and to +6 bonus and 3d4 + Con modifier damage at 21st level.

“Mantis men” as they’ve become known make their homes in arid or scrublands hunting prey. Their biological prerogative to hunt drives their every action.

Play a thri-kreen if you want . . .

- · to be a primal hunter.
- · to look completely alien to other races and have a reputation for eating sentient races.
- · to be a member of a race that favors the cleric, ranger or rogue class.

Physical Qualities: The thri-kreen, often called mantis-warriors, are intelligent humanoids with insect-like features. They most closely resemble a bipedal praying mantis. A thin, supportive exoskeleton covers the entirety of the adult's body, but due to the unique features of the thri-kreen's anatomy, provides no natural penalties for wearing armor that would fit another humanoid of a similar size. All thri-kreen have six limbs on their midsection, two are powerful legs designed for leaping long distances, and four arms end in four fingered hands at the midsection of the torso. A mantis warrior's head has two large multi-faceted compound eyes, usually green, blue and/or crimson colored, two small antennae and a complex jaw that includes a pair of wicked mandibles.

The thri-kreen as a race, mature very quickly, reaching full growth in just two years. They live for about 40 years and remain fully active until they die.

Playing a Thri-Kreen: Hunting dominates every aspect of a thri-kreen's life. Members of other races often wonder if the thri-kreen are capable of thinking of anything else. As a nomadic race, few permanent thri-kreen communities exist; instead, lone hunters or packs range widely over their own territories, foraging and hunting for daily sustenance.

Mantis-warriors have an undeserved reputation for hunting sentient races. While on occasion, lone hunters will wander into an area inhabited by humanoid races, hunt, kill and eat a weak member of the species; this is the exception, not the norm. In days long-past, packs of thri-kreen actively hunted elves and became fond of the taste of elf flesh. This practice was eventually abandoned. The long-lived elves however, have not forgotten; while, on the other hand, the relatively short-lived thri-kreen no longer remembers. As a rule, thri-kreen wonder why elves hate them without cause.

After the first few months of life the mantis men develop their poison glands and instinct drives them to create a throwing wedge, a chatkcha, or a short pole-arm, called a gythka. They will constantly work to craft, stylize and customize their own personal chatkcha or gythka. If lost, stolen or destroyed the mantis man will create a new one. An adult thri-kreen can create a chatkcha or gythka in as little as six hours. They will spend the rest of their lives improving their throwing wedge or blade.

Thri-kreen Characteristics: Agile, alien, drifter, hunter, primal, wild.

Thri-kreen Adventurers: An aging ranger, who appointed the mantis warrior his successor, adopted Tik'Tak. When a sorcerer, whose magic consumed the very plant life around him, entered Tik'Tak's domain, the mantis man was forced to find brave adventurers to aid him in stopping the mad wizard.

Clik'Kluk'Tic wandered into a human settlement when he was young. As he aged he learned to prize something called "money". As a rogue, he now stalks the streets, hunting for as much "money" as he can get.

Sister Karter encountered worshipers of Melora while hunting. She had an instant attraction to the nature goddess, seeing much of herself in the deity. Assuming a new name with her ordination she seeks to find followers who will help her destroy the church of Erathis. She sees them as the antithesis of her divinely appointed position and believes a holy war is imminent between the two religions.

Thri-kreen Weapons:

Name	Prof	Damage	Price/Range	Wt	Group	Properties
Gythka	+2	2D4	25gp	8lb	Polearm	Heavy Blade/Reach
Chatkchka	+3	1D4	6/12	1lb	Lt Blade	Light Throw

*Chatkcha returns at the end of your turn on a miss.

Heroic Tier Feats:

Mantis Grace

Prerequisite: Thri-kreen, Dex 13

You can dodge incoming missiles with a grace unseen in other humanoid races.

Benefit: +2 to Reflex Def.

Compound Eye - Prerequisite: Thri-kreen

You've trained your alien eyes to detect your prey's movement in the dark.

Benefit: Grants Low-Light Vision.

Sensitive Antenna - Prerequisite: Thri-kreen

You've developed your senses to be in tune with your antenna. You can smell, hear, feel and taste with them.

Benefit: Grants +2 to Perception.

Multi-Dexterity - (Four Arms) Prerequisite: Thri-kreen, Dex 18.

You can have 1 two handed weapon and 2 one-handed weapons (or a shield) ready. You can alternate between weapons but can only gain the benefit from one set at a time.

Paragon Tier Feats:

Thri-kreen Leap

Prerequisite: Thri-kreen, trained in Athletics

Your insect-like legs were designed to jump and you've become an expert at leaping.

Benefit: +2 to your Athletics check when you leap. You always leap as if you had a running start. If you spend an action point you gain a +10 bonus to your check.

Paralyzing bite

Prerequisite: Thri-kreen

You lose your Poison Bite as racial encounter power. Your racial encounter power changes as your poison grows stronger. You can use Paralyzing Bite now.

Paralyzing Bite (Thri-kreen racial power)

One bite is usually enough to stop a mantis warrior's prey long enough to deliver the final blow.

* **Encounter** ***Poison** ***Reliable**

* **Minor Action** ***Melee**

Target: One creature

Attack: Dex +2 vs. AC

Hit: 1D4 + Con Modifier Poison Damage and the target is immobilized until the end of your next turn. Increase to +4 bonus and 2d4 + Con modifier damage at 11th level and to +6 bonus and 3d4 + Con modifier damage at 21st level.

Poison Chatkchka (Thri-kreen racial encounter power)

With a fast move, you grab your chatkchka, soak it with your saliva and throw the poisoned weapon at your surprised enemy.

* **Encounter** ***Martial** ***Weapon** ***Poison**

* **Standard Action** ***Ranged Weapon**

Requirement: You must wield a chatkchka to use this power.

Target: One creature

Attack: Dex vs. AC

Hit: 1D4 + Con Modifier Poison Damage and the target is slowed until the end of your next turn. If you have the Paralyzing Bite racial feat the target is immobilized until the end of your next turn instead.

Effect: The use of Poison Chatkchka counts as a use of Poison Bite / Paralyzing Bite.

You can not use either until after a short rest. If you already used your Poison Bite / Paralyzing Bite racial encounter power in this encounter, you are not able to use this encounter power until after a short rest.

