

Amazing Ancestries

The Obitu



PATHFINDER[®]
COMPATIBLE



AMAZING ANCESTRIES: THE OBITU

(2ND EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2nd Edition Pathfinder® Roleplaying Game

Author
Emily Ember Kubisz

Interior Illustrators
Vasilis Zikos
Benjamin Barnes
Dean Spencer

Cover Artist
Vasilis Zikos

Editors
Steven O'Neal
Paul Klein

Layout & Design
Tim Adams

Special Thanks to:
Jean & Magnus Kubisz
Jim Clunie
Team Draconis

OBITU, REMARKABLE RACES, AMAZING ANCESTRIES © 2009-2019 Alluria Publishing. All rights reserved.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Second Edition Bestiary © 2019, Paizo Inc.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder to learn more about Pathfinder.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Alluria Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



Obitu ("Oh-Bee-Two," singular and plural) are neither dead nor undead. They are magically created living creatures that have undead origins. In ages past, a lich by the name of Varquil designed the obitu to be the ultimate weapon against the goodly clergy he so despised – a skeleton animated by positive life energy in place of dark, negative energy.

They were immediately successful; completely immune to turning and sharing none of the vulnerabilities of their creator. Thousands of obitu were created through a process that involved infecting true undead with obitu blood; slowly transforming the infected into mindless living skeletons. These were merely fledgling obitu, however.

A few short years later, the obitus' young psyches began to mature. During an extended campaign against a local temple dedicated to good, Varquil started to realize something was amiss. His plans were continually thwarted, as if the priests seem to have some inside knowledge of his operations. Falsely believing that the obitu could not possibly be spies, he turned his wrath towards the high ranking and free-willed undead in his legions. By the time Varquil realized what was happening, it was far too late; the now free-willed and intelligent obitu had joined the ranks of the good clergy against him. The defeat was total and the name Varquil soon became synonymous with self-consuming, idiotic evil.

Since the time of their creation, obitu only mingle with undead peacefully when they are fledglings, and then only for a short time. Even this would be a very rare occurrence; happening when a low-level undead is unknowingly infected with the vivification virus and then left behind in its lair.



OBITU

Obitu are often morose, sullen and generally pessimistic. Having arisen from death, negativity generally sets the tone for their entire life. Beginning their existence in the form of a monster with the mind of a child, they often see society as cruel and superficial. They despise being connected with undead and often avoid evil acts because of this. They also hate being manipulated and will fight for freedom at great cost.

Obitu strive for individuality, dressing or acting in their own unique way. In addition, many feel a sense of duty to their body's original owner — often going on great quests to find out whose bones they are walking around in.

If you want to play a character that has much to prove, has trouble fitting in, is quite unnerving, and is a mix of melencholy and macabre, then the obitu is right for you.

YOU MIGHT...

- Feel a strong need to prove that you are not as evil as you look.
- Have a strange connection to death and dying.
- Feel a strong hatred of the undead.

OTHERS PROBABLY...

- Immediately see you as a walking symbol of death, and may harbor a deep-seated fear of you.
- May reserve stubborn prejudices, perhaps even treating you as an object.
- Will, given time, warm up to you as a macabre champion of good.

PHYSICAL DESCRIPTION

At first and even second glance, an obitu appears to be the undead or animated skeleton of a deceased humanoid, most often human, but always of Medium size (the process of vivification fails if the subject is too small or too big, thus destroying the undead host, and

not yielding a viable obitu). They are, in fact, walking skeletons. Their form is also one of death; they wear the shell of a skeletal corpse.

Closer inspection reveals a few differences. Most observers first notice their eyes; vibrant pools of green luminescence. Obitu bones are warm to the touch; smooth, pulsing, and devoid of the dryness and wear that is common to undead skeletons. The bone color is almost always a deep beige. However, the most effective way to tell an obitu from an undead is by wounding one; if bright red living blood issues forth, it is likely an obitu. Some less noticeable differences include a thin membrane under the jawbone, pinkish tendons slightly visible at the joints, and if one listens closely, shallow respiration can be heard emanating from the obitu's skull.

SOCIETY

Obitu have no true gender, despite the gender of the bone donor. Their voices are universally similar — a hollow, harsh whisper that actually radiates from inside the skull. In actuality, most of the biological functions of an obitu take place within its skull. A small, wormlike feeding tube extends into its mouth cavity when it eats. Regardless of its appearance, obitu eat, drink, and breathe much like other

living beings, consuming as much as a creature of Small size. An obitu has no heart, relying on muscular contractions inside its bones to circulate blood. They have an unnaturally long lifespan, comparable to an elf.



While obitu do not reproduce naturally, they do have means of making others of their kind. The secret, referred to by the obitu as “vivification”, is in their blood; an infectious organism that activates when exposed to sustainable amounts of negative energy, such as inside the body of an undead creature. This is a disease that affects undead regardless of their immunity to disease and infects undead exclusively. Being blood-borne, the undead must ingest the blood, be injected with it, or be in contact with large amounts of it. Afterwards, the magical infection works much like a disease does for the living .

At the demise of the undead creature, provided that it is Medium-sized and basically humanoid in shape and composition, all remaining flesh on the subject drops off, and the corpse reanimates. At this stage, the creature is nearly indistinguishable from an undead skeleton, and lacking sufficient blood, a brain, and other organs to truly be called a living thing.

Fledgling obitu behave much the same as skeletal undead; mindlessly obeying commands and following orders. However, this is an obitu in its infancy. In just three short months, sentience sets in. The brain and organs develop, and the remaining necrotic energy is consumed by the infection. The green orbs of light appear in the eye sockets about the time that the obitu gains true consciousness. For several years the obitu is still considered a fledgling, learning how to fully communicate and defend itself. While still a bit naïve, an obitu is considered mature around 5 years of age.

ALIGNMENT & RELIGION

Obitu usually abhor evil, and will actively hunt down and destroy any other obitu purported to be evil. All obitu struggle with a bad reputation, and none want this standing worsened by a disreputable member of their race.

Obitu worship most good deities, especially those with a special abhorrence towards undead. While initially skeptical, most clergies will allow obitu simply based on their willingness for total repentance and dedication to their cause.

NAMES

Obitu are often initially named by those around them, and consequently start with funny sounding nicknames like “Johnny Longbones” or “Skinny.” However, as time goes on and they realize the jest, they try to come up with unique and ostentatious names such as “Plaxtarius the Good” or “Vardullisto the Death Slayer.” As the obitu matures, however, these names get shortened. Some obitu, if they are fortunate enough to find their mortal origins, will re-name themselves in honor of their bone donor, especially if their donor was noble and good.

OBITU HERITAGES

An obitu’s bones can come from a variety of sources, creating a variety of unique obitu “heritages.” Choose one of the following obitu heritages at 1st level.

BESTIAL OBITU

Your skeleton is from a bestial race. You gain a claw and a jaws unarmed attack that deals 1d6 slashing damage and 1d10 piercing damage respectively. Both of these attacks are in the brawling group and have the finesse and unarmed traits.

BLOODY OBITU

Your bones are particularly bloody, retaining some of the biology that they had before undeath. You gain 12 Hit Points from your ancestry instead of 8. In addition, you gain a +2 circumstance bonus to Acrobatics checks to Escape or to Squeeze.

Hit Points

8

Size

Medium

Speed

30 feet

Ability Boosts

Strength

Dexterity

Free

Ability Flaw

Charisma

Languages

Common

Necril

Additional languages equal to your Intelligence modifier (if it’s positive). Choose from Dwarven, Elvish, Gnomish, Goblin, Orcish, Shadowtongue, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Obitu

Humanoid

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

GRAVETOUCH OBITU

You originate from an area with a high concentration of undead. You gain negative energy resistance equal to half your level (minimum 1) and a +1 status bonus to saves against necromancy effects.

PLAGUE-BORN OBITU

You originate from an area plagued by disease. You gain a +2 circumstance bonus to saving throws against disease. Each time you succeed at a Fortitude save against an ongoing disease, you reduce its stage by 2, or by 1 against a virulent disease. Each critical success you achieve against an ongoing disease reduces its stage by 3, or by 2 against a virulent disease.

VAMPIRIC OBITU

You originate from a vampire or other similarly vampiric undead. You gain a fangs unarmed attack that deals 1d10 piercing damage. Fangs is in the brawling group and has the grappling and unarmed traits. In addition, when you score a critical success with this attack, the target takes 1d6 persistent bleed damage as an additional effect.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an obitu, you select from among the following ancestry feats.

1ST LEVEL

CHILLING TOUCH

FEAT 1

OBITU

Your connection to the undead grants you an innate spell. You can cast *chill touch* as an occult innate spell at will. This cantrip is heightened to a spell level equal to half your level rounded up.

LOATHE UNDEAD

FEAT 1

OBITU

You have a deep, seething hatred of undead. You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against creatures with the undead trait. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

In addition, if a creature critically succeeds at an attack against you and deals damage to you, you gain your bonus to damage against that creature for 1 minute regardless of whether it is undead.

MONSTROUS PEACEMAKER

FEAT 1

OBITU

Your ghoulish nature has given you a unique perspective, allowing you to bridge the gap between humans and the many intelligent creatures in the world that humans consider monsters. You gain a +1 circumstance bonus to Diplomacy checks against non-humanoid intelligent creatures and against humanoids that are marginalized in human society (at the GM's discretion, but typically at least including giants, goblins, kobolds, and orcs). You also gain this bonus on Perception checks to Sense the Motives of such creatures.

PRETERNATURALLY NIMBLE

FEAT 1

OBITU

You learned to take advantage of your unique anatomy. You gain the trained proficiency rank in Acrobatics. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. In addition, you gain a +1 circumstance bonus to both Acrobatics checks and Reflex saves.

QUICK AS THE DEAD

FEAT 1

OBITU

When uninjured, you are supernaturally aware of your surroundings. When you are at full Hit Points, you gain a +2 status bonus to initiative rolls.

VIVIFICATION VIRUS

FEAT 1

OBITU

You combatively touch a target creature with the undead trait to afflict it with the vivification virus, infesting it with life and a steadily increasing connection to positive energy; the target must attempt a Fortitude save versus your class DC.

Critical Success The target is unaffected.

Success The target is unaffected.

Failure The target is afflicted with the virus at stage 1.

Critical Failure The target is afflicted at stage 2.

Vivification Virus (disease); Level 3; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 1d8 positive damage and the creature regains half as many Hit Points from all healing or regeneration effects (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d8 positive damage and the creature gains no benefit from healing or regeneration effects (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** the creature dies and rises as a fledgling obitu at dawn on the next day if it is Medium-sized with the humanoid trait.

Special The vivification virus bypasses a corporeal undead's normal immunity to disease. In addition, this disease has no effect whatsoever on creatures without the undead trait. Furthermore, this disease does not affect undead with the incorporeal trait. Most vestiges related to the type of undead, as well as any damage to the skeleton itself, disappear by the time the obitu reaches basic sentience (at about 6 months old). This disease cannot be cured by magical means.

5TH LEVEL

BOON OF BONES

FEAT 5

OBITU

Slashing and piercing weapons easily slip harmlessly between your bones. You gain piercing and slashing resistance equal to half your level (minimum 1).

NO STRANGER TO DEATH

FEAT 5

OBITU

You gain a +4 circumstance bonus to all saves against death effects.

9TH LEVEL

CONDUIT OF DEATH

FEAT 9

OBITU

Prerequisites Chilling Touch

Frequency once per day (each)

Over time your necromantic link has grown stronger. You gain *death knell* and *false life* as 2nd-level occult innate spells. You can cast each of these occult innate spells once per day.

HASTY HEALER

FEAT 9

OBITU

Your connection to the positive energy that created you has grown, and flows into you rapidly. If you rest for 10 minutes, you gain Hit Points equal to your Constitution modifier × half your level. This is cumulative with any healing you receive from Treat Wounds.

13TH LEVEL

PILE O' BONES

FEAT 13

OBITU

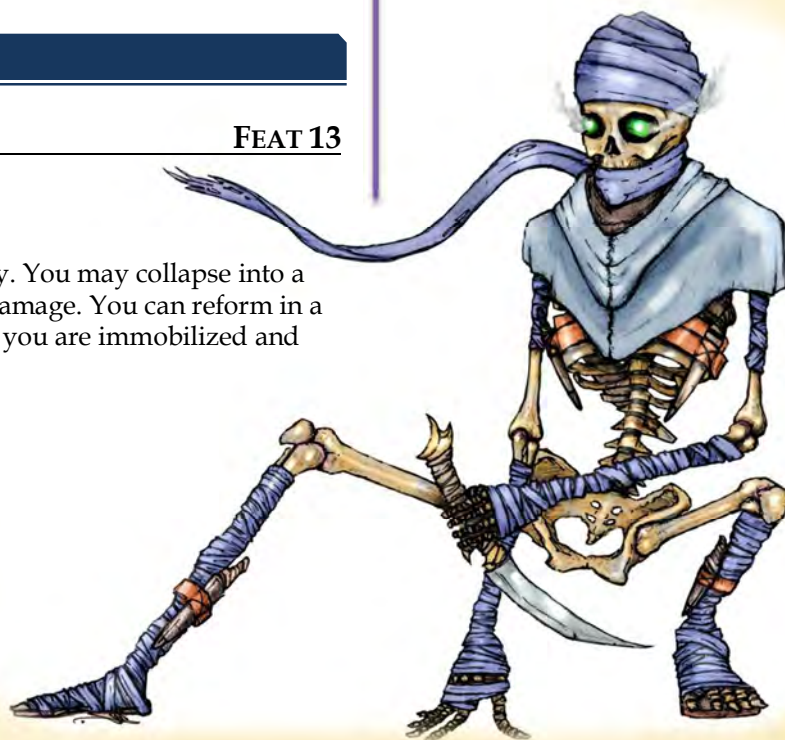
Prerequisites Boon of Bones

Trigger You are critically hit.

You are an expert at using your strange anatomy. You may collapse into a pile of bones and the attack deals only normal damage. You can reform in a standing position as an action, but until you do, you are immobilized and flat-footed.

OBITU ADVENTURERS

While the obitus' nature tends to gravitate towards antisocial, untrusting, and introverted, they feel a need to prove themselves. Consequently, they will thrust themselves into social situations, inferiority complex intact, especially if they can prove they are not evil undead creatures. Likewise, a mission revolving around uprooting tyranny, evil, or oppression will also see the obitu working well with others. Obitu adventurers often share these motivations.



HEART STONES

Unavailable to most creatures, heart stones are traditionally only useful for the undead – creatures with a large empty chest cavity. In essence, they fill a special wear-location available to creatures who meet these requirements – the heart. They were typically crafted by liches for their minions or even themselves. Heart stones are known to affect negative or positive energy, often converting this energy to a polarity that is most beneficial to the wearer. Whether this was intentional or a fluke of design is debatable.

Heart stones are usually 5 to 10-inch crystals mounted on several bindings that affix the item securely inside the ribcage, in place of the heart. When secured, the item pulses with light in a rhythm similar to a beating heart. It takes as much time to secure and remove a heart stone as it does light armor, due to complicated latching mechanisms and multiple fasteners. This means it is usually done outside of combat.

While most living things cannot survive without a real heart beating in their chest, obitu are the exception. Obitu can wear and benefit from these items.

BLACK HEART

ITEM 11

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 1,250 gp

Usage worn heart; **Bulk** L

This spiky blue-black obsidian ball is seven inches in diameter and fastened with a dozen black leather cords. This item reverses the polarity of negative and positive energy with regards to the wearer only. The obitu wearing this item can be considered to have the undead trait for the purposes of spells and effects that deal with negative or positive energy. If worn by an undead, it functions the same, though treating the undead as if it did not have the undead trait, allowing an undead to benefit from normal healing and positive energy.

BLEEDING HEART

ITEM 10

UNCOMMON CONJURATION INVESTED MAGICAL

Price 950 gp

Usage worn heart; **Bulk** L

This smooth red ovoid crystal is about six inches long and suspended on four gold chains. When worn, it increases the effect that healing magic has on you. For every 5 hit points that you heal from a single magical source in one round, you heal an additional 2 hit points. This works regardless of the polarity that heals you. Undead may also benefit from this item.

DARK HEART

ITEM 9

UNCOMMON INVESTED MAGICAL NECROMANCY

Price 650 gp

Usage worn heart; **Bulk** L

This chiseled grey crystal sphere is about five inches in diameter and secured with six steel chains. The wearer gains a +4 item bonus to all saves against negative energy damage if the wearer does not have the undead trait. If the wearer does have the undead trait, this bonus is granted towards saves against positive energy damage. In addition, the Dark Heart conveys the following power.

Activate ♦ Interact; **Frequency** once per day; **Effect** You touch the heart to gain temporary Hit Points equal equal to your Constitution modifier (minimum 1) times your level. This effects last for 1 hour.

STONE HEART

ITEM 7

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 360 gp

Usage worn heart; **Bulk** L

This clear green crystal point is carved with arcane runes and is about ten inches long. It is secured inside the ribcage with two mithral bars (one attaches to your sternum, the other to your spine). The wearer's maximum hit points increase by 10.



The Obitu

OBITU KNIGHT

It is no secret that the image of a walking skeleton conjures feelings of chilling dread. However, mixed in with frigid apprehension, this armored knight also rouses an air of noble sanctity.

OBITU KNIGHT

CREATURE 1

LG MEDIUM HUMANOID OBITU

Perception +7; darkvision

Languages Common, Necril

Skills Athletics +6, Stealth +6

Str +3, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** -1

Items Breastplate armor, spear, shortbow (10 arrows), wooden shield (Hardness 3, HP 12, BT 6)

AC 19 (21 with shield raised); **Fort** +5, **Ref** +5, **Will** +5
HP 20

Attack of Opportunity ⤵

Shield Block ⤵

Gravetouched The obitu knight has negative energy resistance 1 and a +1 status bonus to saves against necromancy effects.

Speed 25 feet

Melee ♦spear +8, **Damage** 1d6+3 piercing

Ranged ♦shortbow +8 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

OBITU, FLEDGLING

Fledgling obitu are unintelligent living skeletons. Many still have some of the vestiges of undeath: sharp teeth, claws and so on. They will not learn to speak or think for themselves for several months.

FLEDGLING OBITU

CREATURE 3

N MEDIUM HUMANOID OBITU

Perception +10; darkvision

Skills Acrobatics +11, Intimidation +9, Stealth +6

Str +4, **Dex** +1, **Con** +4, **Int** -5, **Wis** +3, **Cha** +2

AC 18; **Fort** +11, **Ref** +6, **Will** +10

HP 54; **Immunities** death effects

Slippery Blood The fledgling is covered in slick blood and gains a +2 circumstance bonus to Acrobatics checks to Escape or to Squeeze.

Speed 25 feet

Melee ♦claw +12, **Damage** 1d6+4 slashing



OBITU IN YOUR GAME

The obitu in this document are presented as a fairly new ancestry to the world. As a newly developed life form, they are still struggling to find their place in an already well-established social ecosystem. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

One downside to this “newness” is that they lack tradition, language and history common to other PC races. This has several ramifications, including no racial legacy, and no special items tailored specifically for this race. However, there are many boons as well. Obitu player characters can be bold pioneers, inventing their own paths, their own history, and their own unique traditions.

Of course, there are some challenges to playing a skeletal PC. These challenges can be mild to extreme, based on the campaign setting. If your campaign sees a plethora of strange creatures in every town, then the obitu might fit in without too much prejudice. However, if your campaign is used to the standard core races only, the obitu may have to go about dressed in ominous robes, gloves, and a mask just to get by on the streets. After all, the obitu is a walking symbol of death, and is not likely to be well received by the uninitiated. The level of acceptance should be determined by the Game Master before the new ancestry is added. Extra training in the Deception skill may even be necessary to blend in with the public or impersonate the living.

Optionally, the Game Master can create a more detailed back story for the obitu. Perhaps the lich creator was using an old recipe from a fallen empire, not knowing the full consequences. It is even possible that other powerful creatures stumbled upon the obitu formula, and the ancestry has been thriving for centuries. Yet another possibility is that the obitu infection arose naturally in an environment that was terribly infested with undead; thus turning the tide towards the forces of good.

The obitu will make a welcome addition to any game as the spookiest member of the adventuring party, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those who revel in the absurdity of the macabre.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Remarkable Races. Copyright 2009-19, Alluria Publishing; Author: Emily E. Kubisz

Add New Life to Your Game

The Amazing Ancestries series are colorfully illustrated PDF books, 100% compatible with the Second Edition Pathfinder Roleplaying Game that give rules for playing new and unusual PC ancestries. Each book contains all you need to play a character with new ancestry options & more! Ancestries were designed to fit into nearly any campaign. With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Whether you are Game Master looking for new options, or a player seeking something different, the "Amazing Ancestries" line by Alluria Publishing will breathe new life into your game!

Based on Remarkable Races (1st Edition)



PATHFINDER®
COMPATIBLE

