

the caster of the divination must succeed on a DC 20 caster level check.

Peerless Camouflage (Ex): Starting at 3rd level, a skulk can move at full speed (and can even run) while hiding, taking no penalties on Hide checks due to movement.

TIEFLING

A tiefling is the descendant of a union between an infernal creature and a human. Shunned and maligned by the world at large, tieflings maintain a low profile and make their livings as spies, thieves, assassins, or smugglers. Few find the “legitimate” world very appealing, and instead they blossom in the seedier side of society.

Tieflings are diametrically opposed to aasimars (see page 92), and the two have found themselves innately at odds for untold generations. Some tieflings serve as mere soldiers for the dark powers, while others devise their own selfish goals, seeing cooperation with infernal beings for mutual benefit.

Personality: Tieflings have a well-deserved reputation for being conniving, sneaky, and underhanded. They are universally self-serving and only look out for number one. Some take their evil nature to an extreme and become champions of woe, despair, and violence. Most tieflings, however, prefer to skulk behind the scenes, using deceit and surprise as their primary weapons.

In rare instances, a tiefling fights her natural impulses toward evil and strives to do good (or at least not to cause harm). These repentant beings face persecution and mistrust from others of their kind.

Physical Description: Tieflings appear human at a glance, although they all possess at least one unnatural feature that reveals their infernal heritage. At the least, tieflings have a disturbing demeanor or carry a whiff of

brimstone about them, but most also possess small horns, red eyes, or needle-sharp teeth. In extreme cases, a tiefling may have a barbed tail or cloven feet. No two tieflings have the same appearance.

Relations: Tieflings are universally reviled by members of almost every other race, good or evil. Most are persecuted and cast out from society when their true nature is revealed. In such a case, the outcast takes to the wild,

dons a disguise, or, more commonly, works herself into a position of power and authority so that she can make her own rules. Tieflings find easier acceptance among evil races such as orcs, goblins, and gnolls, but only if they prove their own strength and power. As a result of this relentless rejection, tieflings view other races as nothing more than chattel or pawns in their convoluted schemes.

Alignment: Due to their infernal blood, almost all tieflings are evil. Whether rapacious and chaotic, self-serving and subtle, or adhering to a twisted and rigid sense of honor and lawfulness, few tieflings escape the taint in their blood that bids them toward evil.

Tiefling Lands: Like other planetouched creatures, tieflings are too few in number to claim their own lands. However, they can be found almost anywhere, particularly in evil and lawless lands

where their lack of scruples is an asset. Tieflings typically crave power, preferring to pull strings from the shadows rather than rise to overt positions of authority.

Religion: Most tieflings are too consumed by their own agenda to pay attention to religion. Those who choose to worship are devoutly dedicated to dark and infernal powers such as Hextor, Nerull, and Wee Jas.

Language: Like aasimars, tieflings are largely raised among humans and speak Common as their primary



A tiefling wizard can appear alluring and imposing at the same time

language. The Infernal tongue comes naturally to them; some parents of tieflings have been horrified when their child's first words sounded as if they had emerged from the Abyss. Tieflings learn several different languages during their wandering travels.

Names: Most tieflings have human names, although one may acquire an infernal-sounding name, especially if raised by parents who accepted the taint of their offspring. Some tieflings take on multiple names and switch aliases numerous times during their lives to help them from being hunted down.

Male Names: Gooruth, Kharkuk, Mexil, Takkak, Veximiron, Zarek.

Female Names: Cherrakia, Keberii, Seshra, Shalim, Nessim, Ventera.

Adventurers: Subtle and devious, tieflings are natural rogues, striking from the shadows and manipulating the weak minded. Tieflings devoted to a dark deity become clerics. Martial tieflings become fighters or rangers, choosing humans and other good races as their favored enemies. Their naturally poor Charisma hinders most tieflings in learning the bardic arts, though a few are attracted to the idea of entertaining and thereby manipulating others.

TIEFLING RACIAL TRAITS

- +2 Dexterity, +2 Intelligence, –2 Charisma: Tieflings' infernal heritage grants them quickness and cleverness, but others find their sinister aura unsettling.
- Outsider (native): Tieflings are outsiders who are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.
- Medium: As Medium creatures, tieflings have no special bonuses or penalties due to size.
- Tiefling base land speed is 30 feet.
- Darkvision: Tieflings can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and tieflings can function just fine with no light at all.
- +2 racial bonus on Bluff and Hide checks: Tieflings are deceptive and stealthy.
- Darkness (Sp): A tiefling can use *darkness* once per day as a 1st-level caster or a caster of her class level, whichever is higher.
- Automatic Languages: Common and Infernal. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.
- Favored Class: Rogue. A multiclass tiefling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.
- Level adjustment +1.

UNDERFOLK

The underfolk are descendants of bands of humans who chose—or were forced—to live in the caves and twisting passageways of the underground world. Over generations, these humans adapted to this strange world, filled with natural wonders and dangerous creatures. Some underfolk societies have not ventured to the surface in generations, and others have forgotten their true origins altogether. However, those who live close to the caves that give entry to the underground realms make occasional forays to the surface and even engage in limited trade with surface-dwelling humans.

Underfolk are a simple, clannish people dedicated to their homes and the safety of their race. Because of the multitude of evil and predatory races and creatures in the caves and tunnels they call home, underfolk have become quick, stealthy, and survival-oriented. Although rather primitive and rustic when it comes to technology, underfolk make up for this lack with a superior knowledge of how to survive beneath ground, although even they avoid the deepest depths of the subterranean realms.

Personality: Underfolk are insular and focused on their tribe's well-being. They can be mildly xenophobic and suspicious of strangers, although they become deeply loyal to those who are true to their word and prove their worth. While not as bound to their grudges as dwarves are, underfolk nevertheless take oaths very seriously and immediately sever ties with any being who lies or otherwise deceives them.

Underfolk maintain a deep spiritual connection with their home and have come to understand the subtle rhythms of its seasons. They delight in the natural beauty of underground caves, warrens, and grottos, and do their best to keep them from harm. Underfolk have a rich oral tradition and fill their speech with allegories, oaths, and hyperbolic statements. Unlike those of dwarves, who share a similar custom, underfolk stories are poetic and rather dreamlike in quality.

Singing is a favorite pastime among underfolk, and every individual knows a litany of tunes.

Physical Description: Underfolk are both short and slight, with builds similar to elves. They typically stand between 5 and 5-1/2 feet tall, weighing 100 to 150 pounds. Their eyes and ears are proportionally larger than those of humans, having evolved to enable underfolk to see in pitch blackness and make out the quietest sounds. Underfolk have thick body hair to keep them warm in the chill of their tunnels, and they wear their typically black or silvery-white tresses long.

Underfolk depend for survival on their ability to blend into the surrounding terrain. Their skin has evolved special pigmentation that can mimic the various rocky hues found in the underground, allowing them to seemingly disappear into a nearby wall.