



ALLURIA CAMPAIGN SETTING GUIDE



ROLE PLAYING GAME SUPPLEMENT
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ALLURIA CAMPAIGN SETTING GUIDE

PATHFINDER ROLEPLAYING GAME EDITION

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INTRODUCTION

Let's face it; the world of the Pathfinder Roleplaying Game is full of options. In the Advanced Races Guide alone, there are dozens playable races, and a myriad of class options to pair each with. Add third party choices, and things are already too crowded for most viable worlds. There is a limit to how much most campaign settings can realistically absorb.

The Alluria Campaign Setting Guide was designed for the eclectic Game Master, who loves his books and wants to use them all for his game. This supplement is not intended to be a complete campaign setting. It has no maps, no detailed governments, and no specific religions. This guide is a framework setting that has the potential of encompassing all the creative references in your library. This guide is not intended to replace your other campaign setting books, its purpose is to allow you to use their material together.

With the Alluria Campaign Setting, you can justify a hundred different races with a multitude of cultures, all with the potential of adventuring together in the same group. This guide provides the basis for a network of worlds; some familiar, and some quite alien. It supports all the main core books, as well as ALLURIA PUBLISHING'S REMARKABLE RACES PATHWAY TO ADVENTURE line: all 15 new and unique races. However, it also allows for many more to be added.

The focus of the setting is a world known as Alluria. This is a familiar planet with dangerous dragons, death-dealing dungeons, and all of the fantasy elements that you have come to adore. Best of all, it is brimming with variety. Players will have more options than ever.

However, you are not limited to Alluria alone. This guide outlines a dozen unique worlds that are also connected to Alluria, each with the potential for adventure. So come, expand your horizons, and read on.



Nothing is the same as it was, nor can I find anything familiar in the here and now. We made a mistake, a failure, a major blunder. We didn't know. I suppose this is what happens when mortals meddle in the domain of gods. We believed Time was ours to command. And we did. And we lost everything. It started so small...so insignificant; a wisp of persistent smoke. This is not the type of thing you expect from a tear in the fabric of reality. We expected a spectacular sign. We were prepared for this, and knew it was a possibility. We just expected more; a flash, a bang, something to tell us, "Yes, something has gone horribly wrong." But it was just a wisp of smoke and it happened now and then. None of us took much notice of it. We were at first concerned with changing the past; and we often did. A few of us probed the distant future in search of new discoveries—we found nothing...well...nothing useful. We found a grayish mist full of chaotic possibilities and terrible danger. It was easy enough to theorize that this is because it hasn't happened yet; there is no concrete future. This was the consensus, and it was summarily accepted. We had no idea. So we kept on.

It was about a century ago that I discovered the horrible truth. I had children once, though I am not sure if they exist anymore, nor their mother, nor the land they were born in. But I did have two sons; Gild and Mardo. I wanted to see what sort of men they would become. I followed their line for several generations, for 80 years through time. It was in my great-great grandson's time I saw it; a rolling mist—that terrible grey mist of nightmares. It consumed the land. It ate reality. It twisted everything in its path into the sum of its possibilities. And worse, it was consuming the world. I returned to my land and time to give warning to find it had fallen into a terrible war; as if I, simply witnessing the cataclysm, had upset the universe. Several factions figured it out around the same time; the chronomancers had torn holes in the universe—thousands of them. They worked like time bombs, waiting for some critical point, some unknown maximum threshold, to all simultaneously burst open. That time was set several decades into the future; what we chronomancers simply thought was the limit of our art. No faction was happy with us, and all had their own solution, and all felt they were right, and all desired the world to work with them on it. The chronomancers, understanding the situation better than the average practitioner of the arcane, also had a solution. The war that ensued made it impossible to carry it out. More than a few factions wanted to eradicate us entirely. We tried quick fixes here and there, and ended up tangling reality terribly. Most of our families and unions were erased, and the land became twisted into an unfamiliar world and reality itself split into a thousand different directions.

Some of these realities survived—and they did eventually find solutions. Many of those, which I have visited though the horrifying mist, are themselves quite awful. Necroria, a land devoid of sentient life, was the solution of a Lich king. Draconia was the result of the formation of a chromatic dragon High Council—a world enslaved by evil dragons. Malice and Tempest are realities that fused with evil astral worlds—hell and the elemental planes, respectively. Faehaven is a bit more peaceful, fused with the wild-lands of the elves and fey. However, the world I wish to rest my bones in is Alluria. I hear the chronomancers are responsible for saving that reality, and the world of men is still familiar. If only I could command this mist to take me there...but alas my command of reality is also a thing of the past. Soon so shall I be.



BACKGROUND

Two hundred and fifty years ago, a great war broke out. Undead, dragons, goodly humanoids, and all manner of sentient creatures rallied against each other. Most were also united against one particular group; the chronomancers. The chronomancers were a small group of wizards who mastered the art of using magic to travel through time. They were once considered heroes because they often led people to avoid catastrophe, and by their own account went back in time to fix many others. However, another horrible calamity was predicted; one that the chronomancers likely could not solve.

Worse, it was entirely the chronomancer's fault to begin with. Reality was destined to unravel; plunging the known world into an inky grey mist in which possibilities clashed in eternal chaos and madness. The most powerful groups of beings came up with even more powerful solutions; none of which matched the others. All believing they were right with reality itself at stake, none would back

down to the other. A bloody and terrible war railed on.

From this point on, opinion varies greatly on what happened when the war ended, and what the outcome really was. From the standpoint of Alluria, the focus of this guide, the war raged on for 9 decades. Just as the mists began to swirl out from hidden fissures, the remaining chronomancers appeared and summoned thousands of obelisks, now called mist-pillars. The mist was contained in vast rings of these structures...not entirely sealing off the breach, but preventing it from consuming the world.

Years of reparation followed. New races and people appeared from the mist since it began...all with very different accounts of what happened, different histories, and even new perspectives and powers. Sometimes terrible things come from the circles of greymist, wreaking havoc and wanton destruction. The chronomancers have not been seen since the raising of the mist-pillar barrier. In other worlds, the chronomancers disappeared much before this point.





THE GREYMIST

In Alluria, the greymist is contained within a ring of huge stone obelisks called mist-pillars. These structures, about 100 feet high and 30 feet in diameter at their base, form a large circle (varying in diameter from 1 mile to 30 miles). Each pillar is approximately 200 feet from the one on either side of it. Inside the circle, the greymist roils. Simply touching the greymist draws you hopelessly into it, and randomly away from an exit to it. Inside is a chaotic world where strange creatures and objects pop in and out of existence.

There are only three constants inside the greymist: the mist itself, a large amount of moisture that permeates everything, and the silver web. The silver web is made of inexplicable strands of indestructible silvery metal that go off in all directions at all angles, varying in thickness from one inch to 20 feet. These provide the only way to navigate in the mists—if the webs are getting increasingly thick and twisted, you are headed further into the greymist. At the “center” of the greymist is a tangled solid mass of the silver strands, completely impassable. If the web is thin and sparse, you are heading out of the greymist. The edge of the greymist itself is entirely unpredictable and always unexpected. Many describe it as being suddenly pushed off a cliff that you did not even know was there. Leaving the mist, one is teleported to another reality—quite randomly. This reality may be one of the “stables” or it might be some uncharted local, which is both unstable and likely quite alien.

Things that appear in the mist are not only from possible realities, some are from the distant past. Ancient temples, prehistoric behemoths, and even extinct races are occasionally spotted in or emerging from the mists. Creatures such as these are universally known as “mistlings.” Mistling has a negative connotation to it, much like “mutant” and “savage.”



THE STABLES

Stables are realities in which the greymist is contained in some way, and have managed to maintain a stable history for the last two centuries. However, culture, history, and surviving races all vary greatly. Aside from the accidental entries into the greymist, many races from these stables, known collectively as stablings, have also entered to escape something terrible; genocide, catastrophe, or some other desperate situation that would make willingly entering the greymist seem like a good idea. Some were lucky, and ended up in Alluria. Other known stables include Necroria, Draconia, Malice, Tempest, Faehaven, Undinia, Zelorkia, Hive, Procket and Paradise (in decreasing order of number of visitors, good and bad, from these worlds). They all share one thing in common—two centuries ago they were all the same world, known simply as “the Realm.” The known stables are described later.

Stables also have echo-worlds, of which are also stable, but in which events happened only slightly differently. Alluria itself has evidence of at least two-dozen echo-worlds—also called Alluria, in which the chronomancers erected the mist-pillars in much the same way. The odds are that once you enter the greymist, you will likely never see the same world ever again, even if you make it back to a land called Alluria. Echoids, or people from other versions of a similar reality, exist in Alluria as well, sometimes teaming-up with, or perhaps rallying against, their twin in this reality, if one does exist. In rare cases, several copies of the same individual, each slightly different, manage to mingle in the same reality.



ALLURIA

Alluria is a realm of kings and castles, dragons and dungeons, and sword and sorcery.

It is the classic fantasy setting; complete with faeries, unicorns, and mystery around every corner. This is not diminished by the influx of races and creatures from other realities. The land is far from populated; most of Alluria is covered in vast, unexplored wilderness and uncharted seas. Generally, good triumphs here over evil. It is an entire world, filled with many races and cultures of its own; thus one description does not necessary apply to all of Alluria. Still, there are several notable constants, many of which also exist in other stables.

First are the mist pillars. These structures are scattered across the world. They are dangerous places for several reasons; any who venture too close may be lost forever, and things come from the mists as well. Most civilizations near these pillars have set up some sort of border patrol, trained and funded by the largest city in the area.

Second are the pale blue sun and the two moons; Luna and Dinos. The sun is big and bright in the Allurian sky. Day cycles are exactly 24 hours long. The days are likewise numbered by the clockwork-perfect moons; Luna with a 28 day cycle, and Dinos with 7. The moons mark the months and weeks, and their convergences usually mark holidays and other noteworthy events. The sky is dotted with migrating land masses, some miles across, but most are small. It is thought that the moons are simply much larger versions of these land masses. The planet itself is flat; a huge floating island in the astral sea. The land to salty sea ratio is also quite high; 40% of the world is dry land.

There is a world's edge that not even the greymist will cross. Seasons are universal and extreme. The dead of summer is terribly hot, the thick of winter dreadfully cold. There are thirteen months in a year, which is precisely 364 days.





THE OTHER STABLES



Necroria: Also known as Lich-world, this is a terrible reality in which a very powerful lich by the name of Lord Varquil realized that time, fate, and the living were tied together. He reasoned that the only way to stop the coming apocalypse was to eliminate all sentient living beings from the world. He was marginally successful. At the end, only the shadelings and the obitu remained (see the REMARKABLE RACES: THE OBITU for more details). While the greymists did roll in, they were not strong enough to engulf the entire world, and left large chunks of land untouched. The greymists act strangely in Necroria; they wander around...slowly creeping across the land. While Varquil continues to be emperor of most of Necroria, other liches and powerful undead have taken up control of other areas. Their collective goal is to harvest the living from other realities. Many undead from this realm wander the greymist in search of fresh victims and new realities to attack. The obitu, dhampir and fetchling PC races originate from this realm.



Draconia: Also known as Tiamat's Throne, Draconia's greymists are contained behind huge alabaster walls. This is fortunate for those that wander to the walls from the greymist, as they are only passable by climbing or flying. However, for those in Draconia, this leaves a tumultuous escape. In Draconia's reality, an ancient red dragon named Limochtibus rallied other chromatic dragons together in a draconic high council. They sought to enslave all other creatures to help build the walls necessary to hold back the mists. They were very successful, and keep a tight rein on the surviving races to this day. The land of Draconia is violent, harsh, and devoid

of freedom for non-dragons. Evil dragons often leave Draconia through the greymist in search of less competition and more bountiful treasure hoards. The wyvaran PC race originates from this realm.



Malice: Some refer to this place as the "tenth plane of hell" or "hell on earth." In the original realm, witches were once few and far between, and those with true diabolic pacts even fewer. It was known to many factions that anchoring their reality to another plane of existence would bolster it and prevent the greymist from engulfing completely. However, in Malice, it was the devil bonded witches who struck first. A small order known as the Coven of the Ebon Flame summoned forth hell's legions and systematically opened scores of gateways to this dreadful Astral-based plane. The result was hell on earth. It was successful in containing the mists however, which still exist in far and secluded areas (as they do for all worlds that used the planer-tie solution). Malice of today is a despicable place, riddled with corruption and evil. The tiefling and gnoll PC race often originate from Malice.



Tempest: Similar to the solution found in Malice, Tempest is tied to other planes of existence—these being the four elemental planes. Tempest was formed from one very potent wish solicited from a very powerful Efreeti. A small, unknown group summoned the creature via an ancient artifact and simultaneously compelled it to grant one wish: to prevent the greymist from overtaking the land. The Efreeti used the most convenient solution in his power; he lashed the world to each of the four elemental planes. Of course it worked, but it tied the world to a seething elemental mish-mash that led to the extinction of several species, and the creation of several new and wonderful hybrids.



While most races in Tempest are more amicable than those summarized above, the world itself is not. Tempest is riddled with terrible and devastating storms, volcanic eruptions, earthquakes, and other natural disasters. The genai, squoles, and xax PC race comes from this world.



Faehaven: The gathlain take credit for this world; using ancient rites to bond the world with the realm of Fey. Here, the gathlain, elves, and other fey-folk reign supreme and

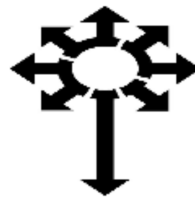
magic is everywhere. While not entirely as wild and chaotic as the Fey realm itself, it is quite similar. A large number of non-fey creatures and humans have survived there as well, and many of them thrive. Faehaven is one of the few stables where most people wouldn't mind ending up if they happened into the greymist. However, odds seem to be fairly low of getting there; as Alluria has noted only two echo-worlds for Faehaven. Many gathlain, elves, and half-elves come to Alluria from Faehaven, though most are accidental. Before the cataclysm, gathlain were quite rare in Alluria, perhaps even going extinct, but now they are common. The oaklings, gnomes, and taddols also originate from this world.



Undinia: The greymist has some very unusual properties, one of which is that it doesn't cross certain barriers; instead coalescing around them as if waiting for

someone to step out of bounds. Many diviners and fortune-tellers prophesized that the greymist could not go underwater. They were right, and this prompted many underwater denizens to "turn on the tap"—using various magical means to increase the volume of water in an attempt to flood the world, and therefore save it from being engulfed by the greymist. In most realities, this caused only a gradually

advancing shoreline, but in Undinia, the great flood took all but the highest mountain tops. The greymist still roils where sea meets sky, but the underwater world is now a vast and borderless realm. The sea-folk propagated proportionately. An unwary land folk splashing down in Undinia from the greymist may find themselves suddenly sinking into fathomless depths. Mogogols and most catfolk originate from this world.



Zelorkia: Zelorkia and its extremely varied echo-worlds seem to exist as an amalgamation of the stables listed above. All features are present, including some mist-

pillars common to Alluria. The proportions of these features seem to waver from echo-world to echo-world. The history vaguely follows the same path as well. The evil lich Varquil employed many living evil races, deciding that





he could do away with them in the end. The chromatic dragons went along with the idea, figuring out Varquil's true motive, and deciding to enact a double-cross well beforehand. They enslaved more than they killed, and set them to work in secret on the walls needed to contain the greymists (of which there would be less, because the population of the living was still taking a major hit). Witches still made their pact to enlist hell on earth, but were less united because they were pulled in between the evil lich and a new and very powerful draconic council. An Efreeti was still summoned, and the gathlain performed rites at about the same time causing a six-way tug of war between the the realm of Fey, the elemental planes, and Hell. This caused the entire world to shake and shatter, which happened in the nick of time to divert a tidal wave enlisted by the legions of sea-folk. Chronomancers appeared at the last minute and sealed off any remaining temporal breaches. The result? – an extremely devastated world that suffered the extinction of most good (PC) races, and left the evil races in a perpetual war. It is not a friendly place, by any means. Boggles and skinwalkers originate from this world.



Hive: By all accounts, the Hive worlds existed as some other stable for a short time. They were invaded by hordes of giant insects from the greymist, of many forms, sizes, and intellects.

Of their history, even they seemed unaware of any before entering the land—as if spawned by the greymist itself. Now, the hive-worlds are inhospitable lands crawling and creeping with insect and arachnid life; a horrible destination to those not accustomed to such a place (which is likely anyone except its natural denizens, and perhaps a few drow). What exactly provoked the infestation, no one has fathomed. Most just hope it never happens to their world. The entobian PC race comes from the Hive worlds.



Procket: Procket is the second rarest and most unstable of the stables, as more echo-worlds of Procket have succumbed to the mist in recent years than are known to still be around. In Procket, most attempts to quell

the greymist met less-than-marginal success, and the mists continued to tumble slowly on. However, human ingenuity eventually won out. Magic and technology were propelled towards unnatural advancements. The catastrophe dawned a time of spectacular invention. One of the inventions was the Mist-Dome. This gigantic, stadium-sized dome not only contains the greymist, but absorbs it—thus shrinking it to one hundredth of its normal radius. This is very much necessary in Procket, as the mists advanced much further than they did in other worlds. This spirit of invention continued, ushering in an age of steam and magic. The human race grew strong and elitist. Some countries even resorted to genocide to eliminate other “impure” races. The world is considered highly unfriendly to non-humans. Even their own inventions—the androids—have begun to wear out their welcome due to an increasing fear and prejudice. Unfortunately the golden age of Procket is over, giving in to a societal decline. This is most unfortunate for Procket, as less and less people feel a responsibility to maintain the Mist-Domes. When the Mist-Domes go, so does their reality. The android PC race hails from Procket.



Paradise: The rarest stable by far is paradise. If it were not for the handful of aasimars that claim to come from this realm, Allurians would have never heard of it. According to the aasimars, in the history of the Paradise worlds, the gods heard the call of the mortals and took pity. They gathered up the world and attached to their own Astral domain, thus making it part of their version of



Heaven. The greymist was nearly eradicated; existing in only the most remote areas and the smallest quantities. Consequently, the chances of actually getting to Paradise is extremely slim. Many aasimars work towards incredible means to either convert Alluria into a Paradise world, or to find a sure-fire way to return to Paradise.



The Underdeep: The Underdeep is not a true stable, but an actual remnant of the original realm. It was universally cut-off from the surface during the time-war, and the greymist did not pass deep into the earth. Instead it festers at a depth of about 2 miles, leaving the middle and deep Underdeep largely unaffected. For all known realities, going to a depth of more than two-miles will universally lead to the same Underdeep, with the greymist suddenly appearing directly above them in an unexpected way. When entering the greymist from the Underdeep, one is teleported to a random place in the mist just as anyone else is who touches the mist at any other location. It is unknown whether the greymist can take you to the Underdeep, as nobody yet has reported such a trek. The Underdeep of today contains a much larger diversity than the Underdeep of two centuries ago, though three main races still reign supreme; the drow, mind slayers, and eye tyrants. The Drow PC race originates from the Underdeep.

THE OTHER PLANES OF EXISTENCE

The inner planes (Shadow, Fey, Elemental, etc.) have likewise split into corresponding realities, though the only thing that seems to be different is their memories of what has happened in the Realm. Otherwise, they seem the same regardless of what stable a person enters from.

The outer planes (in the astral sea) were completely unaltered, though they see the Realm as a new world called Flicker. Flicker seems to be rapidly changing between several realities at once. As soon as one steps foot on Flicker...it stops flickering for that entity and that random reality (much like leaving the mist) is the only reality one can get to from the astral plane. Entering the greymist resets this feature.



Mnol: A relatively well hidden realm of the astral sea which is akin to the multiverse's largest shopping mall. It is populated by a merchant race called the Numistian, a variable heighted, metallic-skinned people who live only to buy and sell. Mnol is detailed in Alluria Publishings REMARKABLE RACES: THE NUMISTIAN.





CLASSES IN ALLURIA

Just as the racial diversity in Alluria is tremendously varied, players can choose from nearly any class and be well justified. The gunslinger can fight alongside the barbarian, the druid next to the alchemist, and the monk can be at home with the cavalier. Diversity is the point of the campaign setting, and therefore it is fairly easy to rationalize parties with classes from seemingly different settings. The greymist brings more than a multitude of races together, it mingles cultures and ideas that previously had difficulty mixing.

PC RACES OF ALLURIA

Presented below are all the popular PC races that can be found in Alluria, along with a brief history explaining their current role and history in the world. This list is not meant to be exhaustive, however. The Game Master may feel free to add many other races. These races can be originals or echoids (races that originated in Alluria or an echoworld of Alluria), stablings (races that originate from one of the known stables), mistlings (races that originate from the greymist; either transported from a different time or a different plane of reality entirely), and outsiders who originate from another plane of existence.

The races below are presented in order of decreasing population. They are further divided by origin. The histories presented are the consensus of the majority, and may vary slightly from echoworld to echoworld. It is also entirely possible for any of these races to originate from a reality with a very different historical record, or from a completely different point in history.

REFERENCES

The racial statistics and write-ups for the races below are from a variety of sources. The information below is intended to add to those sources, and not modify or alter the original material in any way. Many times, these races will be detailed in several sources at once, including popular online magazines and campaign setting books. If the Game Master prefers, these alternate sources can and should be used.

For ease of reference, many of the races will have a superscript icon immediately after its name. If it does not have one, then the race can be found in the *PATHFINDER ROLEPLAYING GAME COREBOOK*.

∴: *PATHFINDER ROLEPLAYING GAME*
ADVANCED RACE GUIDE

♂: *PATHFINDER ROLEPLAYING GAME BESTIARY 2*

✱: *ALLURIA PUBLISHING'S REMARKABLE RACES*
PATHWAY TO ADVENTURE EDITION

℞: Other popular resources or setting guides, referenced at the end of the description, and in the licensing credits.

ORIGINAL AND ECHOIDS

Alluria is home to many interesting races, listed below are a few of these. Races under the same heading generally share the same historical record.



Human: Humans are the most prolific and successful species in the land; they are everywhere. Still, they make up only about 30% of the world population, which is much less than most worlds. Humans come in all varieties that are seen on Earth, with the same diverse mix; the time-war mingled cultures that would not normally have seen each other.



Elf: Elves are the second most popular species here, often inhabiting the endless forests of the realm. Most Allurian elves have vibrant green eyes and blue or black hair; lacking the diversity seen on other worlds.



Dwarf: The mountains of Alluria are teeming with dwarven clans. Dwarves are the third most powerful race on Alluria. Most Allurian dwarves have bushy red hair and ruddy complexions. Their hair color fades to a stark white in old age.



Half-elf: With such a high ratio of elves to humans, it isn't hard to understand why there are so many half-elves about. They are so common in Alluria that they often do not carry the stigma that they do in other worlds.



Half-orc: No longer common, the Allurian half-orc has become much rarer since most of the orc race has attempted to migrate to Zelorkia. However, populations have recently been bolstered by half-orc refugees from Zelorkia. Half-orcs are remarkably well accepted compared to other realms.



Drow[∇]: The greymist has cut off entire houses of Drow from their original Underdeep homes. While the upper Underdeep still exists, many drow had to fend for themselves on the surface. With these new circumstances, some drow took the opportunity to turn away from the spider goddess, and have integrated themselves into regular society. Many people are still a bit wary of them, however.



Gathlain[∇]: Since the time-war, gathlain have raised from obscurity to a common sight, though still a great minority. Some areas have much greater concentrations of gathlain than

others, creating the illusion that there are more gathlain on the world than there actually are. (The same can be said of the races below.) Gathlain tend to gravitate to places that have strong connections to the realm of Fey, or near large unexplored forests. Those from Faehaven are usually in Alluria by accident, though a few have been exiled for various reasons.



Anumus^{*}: The Allurians' thirst for exploration uncovered many new and interesting finds. Among these findings was the anumi fruit– a magical vegetable that, with the right recipe, can turn an animal into an intelligent humanoid. While the potential for anumi exists in most of the stables, they truly thrive in Alluria, where nearly everyone has a favorite pet.



Relluk^{*}: The combination of a drive to explore and the addition of the mogogol race led to the discovery of the relluks. The relluks find kinship with the androids. Although the androids are a much newer race, they have much more experience in the world of men than their primitive cousins. In other stables, the relluks have not yet been discovered. This has led some archeopatroni (relluk racial guardians) to venture into the mist to recover undiscovered soul crystals.



Halfling: Once a common sight, halflings now seem to be going extinct. They took some major blows during the time-war, and only a few communities remain. Another contributing factor to a diminishing population is that many halflings seem to find the greymist to be extremely fascinating. This leads large amounts of halflings to disappear yearly. Those that remain keep a large distance between themselves and the greymist so they are not tempted.



 **Kitsune**^Y: These shape shifters have always been part of the realm, and can be found in nearly every stable. While not commonly known for their benevolence, a few key individuals of this race have become heroes, especially in the field of espionage.

STABLINGS

Listed below are the races that can be found in Alluria that originate from other stable realities. Many have set up permanent residence in this realm. Some have even been here for generations.

 **Allurian Wyvaran**^Y: Hailing from Draconia, the now Allurian wyvaran are slightly different than those found in other realms, but in color and form only. At the player's option, the character may forgo the tail attack in favor of Draconic Aspect feat (ADVANCED RACE GUIDE) at character creation. Those that do, will also qualify for the Draconic Breath feat later on. Most wyvarans (regardless of color) have fled into the greymist to avoid slavery by the evil dragons that designed them. They are the most common stabling race in Alluria.

 **Gnome**: Gnomes were once extremely rare in Alluria, but with the addition of the greymist and the reality of Faehaven, their population blossomed. Most gnomes call Faehaven home, though technically they can originate from any stable, or even the Fey realm itself. Much like halflings, gnomes find the greymist particularly fascinating. Unlike halflings, however, they do not feel unnaturally drawn to it.



Genai^{Y*}: Genai is a generic term for “elemental born” and encompass the sylph, oread, ifrit, and undine races. In Tempest, the genai population boomed, as many humans sought to strengthen their progeny by introducing elemental blood, both through arcane means, and by mingling with genie-kind. Most genai in Alluria are refugees, or descents of refugees, from Tempest. They have come in vast numbers in search of a more secure world. The people of Alluria found the genai quite enthralling and they were well received... as many had a romanticized notion of the elemental planes (places of unending adventure and wonder—popularized by tales of heroes who had ventured there.)



Tiefling^Y: In Malice, tieflings outnumber humans and not all have a taste for diabolical evil. Many willingly enter the greymist to escape. Some are lucky enough to end up in Alluria. Allurians originally received the tieflings (which were exceedingly rare or unheard of in Alluria before the time-war) very poorly. Over time however, they have learned to tolerate and even respect them.



Boggle^{*}: The boggle exodus was long and adventurous. After fleeing their oni creators in Zelorkia, they spent many years hiding in the greymist, and eventually emerged in Procket where they befriended the androids. They helped the androids to uproot one of their creation forges, and led them into the greymist. After a brief stint in Tempest, they came to rest in Alluria. It was the largest exodus ever through the mists, adding over twenty thousand to Alluria's sentient population.



Android[™]: Androids were persecuted in their own world, Procket, by humans who have deemed them “works of evil” during a general movement away from magic to a growing industry in science. They fled with the aid of the boggles through the greymist to Alluria. The boggles managed to help them modify a creation forge into a mobile factory, using many of the same designs intended to be used by their original oni masters. In Alluria, many more mobile factories now exist, and the android race has not only flourished, it serves as protectors to the boggle race, to which they feel indebted.

The Android PC Race is detailed in
PATHFINDER CAMPAIGN SETTING: INNER SEA
BESTIARY © 2012, Paizo Publishing, LLC.



Catfolk[™]: Many of the adventuring catfolk of Alluria come from the most unlikely stable—Undinia. In other realms, the catfolk instinctively climbed to higher elevations when the greymists arrived, leaving their kin relatively untouched. In Undinia, however, the rising waters pushed the greymists upward, transporting entire prides to far away realms. The lucky ones (most of them, thanks to their uncanny luck) ended up in Faehaven or Alluria, where they now thrive.



Obitu[™]: Developed in Necroria before the fall of the living, the obitu were designed by the lich Varquil as the ultimate weapon against the humanoid priests that lingered—a skeleton animated by life energy in place of negative energy. Of course, once free-will set in they were no longer desirable. That, mixed with their infectious nature to undead, made them the greatest blunder that Necroria had ever seen. Obitu were ruthlessly hunted, and many fled to the greymist, where a large population remains. A fair amount migrated to Alluria decades ago. Most new obitu in Alluria today were created from Allurian undead. It is

rumored that many obitu still exist in both the greymist and Necroria.



Mogogol[™]: The mogogol family curse began before the time-war, and on Alluria, their descendants faded into obscurity. In Undinia, however, the great flood is what sparked the vast diversity of the race, and a huge population boom. Being the only ship-using amphibians, they were unceasingly called on by others of their ilk for help: boggards, sif toads, and grippli. Some lesser frog races, previously unheard of, also surfaced at this time. It is unknown whether interbreeding or some sort of infectious process eventually merged all of these species into one: the mogogols. A respected race in Undinia, mogogols are now the only ship farers in their homeland. Their close proximity to the greymist (which hovers from 10 to 200 feet about the waterline in Undinia) saw many mogogols stranded in other worlds, Alluria included. They seemed unaffected by this change in scenery, and were quickly accepted as a beneficial race of the realm.



Skinwalker[™]: Like many terrible creatures in Zelorkia, lycanthropes began to multiply unchecked. The surviving humans often had little choice but to mingle with more nefarious races to survive. Consequently, the population of skinwalkers also began to rise. As Zelorkia’s alignment continued to shift towards evil, many skinwalkers sought the greymists for greener pastures. In Alluria, they are accepted, and seen as “just another race with human blood.” Having human ancestry in Alluria is a definite bonus, as while humans have the highest population, they are still outnumbered by those with no human ancestry at all.

The skinwalker PC race is detailed in
PATHFINDER PLAYER COMPANION: BLOOD OF THE
MOON © 2013, Paizo Publishing, LLC.



Gnoll[™]: The gnoll race has been around for centuries, though was always known for despicable evil. In malice, they were extremely prolific. Perhaps it was this that led to a growing population of gnolls that turned away from evil gods and desired a more peaceful existence. Turning away from their demonic heritage, and towards their family centered lifestyle was not possible in Malice, where constant political intrigue used gnolls as convenient pawns. Many migrated through the greymist to Alluria, where they exist as roving barbarian tribes (which they refer to as packs). A strong sense of honor keeps them away from evil, and worship of an evil deity is punishable by a swift death. The world trend towards unfamiliar races is toward acceptance; while prejudice still exists, it is looked down upon on both sides.

The gnoll PC race is detailed in CHRISTINA STILES PRESENTS: RACES REVISED - CACKLE OF THE GNOLLS, ©2013 Super Genius Games.



Xax[®]: The close proximity of Tempest to the elemental planes caused Tempest to be the first landing zone for the xax. Seeking the balance they crave, they continued their emigration into the greymist, where many found their way to Alluria. Distrusted in most other stables, they found what they consider to be a welcoming home. Zifs are the only race that seems to collectively distrust the xax, primarily because of its racial ties to the tapestry between the stars.



Oakling[®]: Oaklings come from Faehaven, where they exited from the deepest forests in mass about 70 years ago. At first mistaken for a lost dryad subspecies, the gathlain of the realm welcomed them with open arms and gave them large amounts of new territory. However, they were not dryads, and had little interest in the preservation of the world

forest—a project that is popular among the races of Faehaven. Instead, the oaklings clear-cut several acres that were allotted to them, built towering structures, and began several large-scale campaigns against any perceived threats in the realm. Their popularity diminished, and they were often asked to go back where they came from. Having no memory of their origin, they instead began an exodus through the greymist, and with much exploration, eventually ended up in Alluria. While they must now compete with other industrious races, they at least have the opportunity to be industrious.



Fetchling[™]: It may be hard to fathom that any race might actually want to migrate to Necroria. However, the fetchlings willingly sought out this realm. Attracted by the pervasive death and the thinning veil that holds back the shadow realm, this dark race began to flourish where all other life was failing. However, their peace did not last long. When all other life was extinguished, the lich-kings turned their bony fingers towards the fetchlings. The easiest retreat was the greymist, and this brought many fetchlings to Alluria.



Kval[®]: Kvals would be much more common if it were not for their propensity to seek out evil. The realms of Draconia, Necroria, Malice, and Zelorkia are especially teaming with these little creatures. When the time-war first began, the world itself responded by gobbling up entire cities—containing the evil that they harbored in isolated pocket worlds. Eventually, however, this defense failed. Centuries later, millions of kval are being dumped into the world that their dimension originated from. Most of the kvals in Alluria are here by accident; unwittingly contacting the greymist. This happens most frequently in Necroria, where the greymist is known to roam unpredictably.



Entobian*: Entobians hail from the hive worlds. While well suited and generally unmolested in the Hive worlds, entobians find it increasingly difficult to fit in with the rigid structure of the other insect races. In some ways, entobians are not part of the hive worlds at all, having originated from the contamination of normal wildlife of the area by a particularly reclusive race of insects that made up part of the initial invasion. Entobians prefer the freer realms, and often actively seek out Alluria or Faehaven. In Malice, however, they are considered a delicacy—definitely not a place any entobian would like to end up.



Squole*: The elemental planes have several exits for the squoles to ooze out of, though none are so big as those that exist in Tempest. In Tempest, squoles are a common sight. They work well in the highly unpredictable environment, and some are even known to be great heroes of the realm. On Alluria, however, they are much rarer. While not openly ridiculed, other Allurians are somewhat hesitant to accept the squole race.



Asterion[™]: Asterions have filtered in from many other worlds, especially from Malice and Zelorkia where they are considered a slave race. Like the gnolls, some have banded together in loose barbarian tribes. However, many more have incorporated themselves into society as mercenaries and sell-swords. An asterion bodyguard has become a status symbol among certain merchant circles. Consequently, numistians have grown increasingly fond of these creatures, and can often be found in the company of several.

The asterion PC race is detailed in THE GENIUS GUIDE TO: RACES OF HOOF AND HORN. © 2010, Super Genius Games.



Tengu[™]: Much like the crows that the tengu emulate, these opportunistic scavengers did very well in realms such as Zelorkia and Tempest. While most tengu are stablings, it is also likely that a few clandestine Allurian-born flocks lurk on the outskirts of some cities.



Taddol*: In Alluria's history, the Taddol's island volcano erupted, destroying the entire race. In Undinia, they were flooded into extinction. In Draconia, they were besieged by red dragons and eradicated. And while none know their fate in most other realms, they were discovered and rescued in Faehaven. Hailed as long-lost cousins, the two-headed taddols blossomed in their new environment. Many taddol sought the greymist in hopes to liberate their brethren in other stables. Unfortunately, they have yet to find any surviving taddols in other worlds. Many gave up the quest and settled in Alluria, where they are looked upon curiously, but with an open mind.



Aasimar[∇]: As the only representatives from the stable known as Paradise, the aasimars are regularly besieged by sages and historians wanting answers. Most aasimars in Alluria are missionaries, or descendants of missionaries, from Paradise. Their mission was to save the other realities from the greymists, and convert them into Paradise worlds. So far, their quest has been unsuccessful, and met with a heavy resistance that seems to be trying to help the greymists—the wicked chronomids (detailed later).



Dhampir[✕]: Dhampirs occur in many realms, especially realms in which the vampires frequent the night, such as Necroria. While never documented as natives to Alluria, it is possible. A famous Allurian legend tells of a dhampir teaming up with an obitu whose bones were once belonged to the dhampir's vampiric father to vanquish a ghoulish lord.

MISTLINGS

Unfettered from time, the mistling races escaped the distant past and now reside in their fractured future through a little help from the greymist.



Mahrog^{*}: In Alluria's history, Mahra, the goddess of the mahrogs, was far less patient. With her deific perspective, she was able to detect and exploit the time rift that would happen tens of thousands of years in the future. She hid her people in a secluded alley at first, while she secretly experimented with the rift. Eventually she opened up a path to the greymist, and led the Mahrogs through. In the distant future, she was able to actively dissuade her people from progress, while allowing them to mingle with civilized races.



Saurian^{∇*}: Hailing from a forgotten time, the saurians of Alluria were swept into the greymist by the unfathomable forces of time itself. While often mistaken for both wyvarans and lizard folk, the saurian continue to carve out their niche amidst the stable realms.

The saurian PC race is detailed in TOME OF SECRETS, ©2009, Adamant Entertainment, Inc.



Zif^{*}: The zifs were the first to notice the temporal tear. Their mystics peering millions of years into the future could see it. Perceiving it as a possible threat, a large group of zif began breeding snillorgs in order to investigate. With great magics, they opened a portal to the greymist, and eventually filtered into the stable worlds. In Alluria, they found that their race had degenerated during the countless eons; the zif had become solitary and nearly non-sentient. By tapping into the collective unconscious of this race, the ancient zif sparked a revolution which led to a sudden transformation that led to the common zifs everyone knows today. It is rumored that the zifs in Undinia have adopted the bodies of colossal kraken, and are attempting to gain control of the other races. The Allurian zifs, however, dismiss this rumor, expressing that zifs care little for power over lesser races.

OUTSIDERS

While the temporal cataclysm affected the realm, some races were on the outside looking in. Attracted to Alluria's unique nature, they have become welcomed residents in world where racial tolerance is taking on a whole new meaning.



 **Numistian**^{*}: From the vantage point of Mnol, the realm of Alluria is known as Flicker because it is constantly changing between realities. To the Numistians, this is seen as a rare opportunity; a world that offers potentially unlimited commerce with little fear of stepping on another numistian's toes. Where there was once one world complete with all its treasures, now there seems to be countless. This has attracted numerous numistians to Alluria, as well as nearly all other stables. Only the hive worlds are considered unprofitable, and therefore off-limits. They will bravely sell their wares to liches in Necroria, dragons in Draconia, and may even be found peddling trinkets in the greymist itself. Despite their propensity to set up shop just about anywhere, they are especially fond of Alluria. It has unbounded profit potential, and the residents are far less likely to devour those that do not give them a fair deal.

 **Muse**^{*}: The muse began fleeing the demiplane of dreams less than a century ago, much after the time-war and the appearance of the greymists. Most came directly to Alluria, as they felt they could be most beneficial in a land that favored the brave adventurer and bold explorer. According to the aasimar, a fair number of muses also fled to the Paradise stables.

 **Suli**[∇]: While suli consider many genai to be close cousins, they do not typically hail from Tempest, and their familial ties often date back to before the greymists. In Tempest and Zelorkia, when the powerful efreeti was captured, most genie-folk retreated deep within the elemental planes along with their suli children and relatives. Most suli in Alluria still have close ties to the inner planes.

 **Svartalfar**[∇]: The svartalfar are the shadow plane's equivalent to the suli. Much like suli and genai consider themselves family, the svartalfar and the fetchlings share a similar kinship. The similarities continue in that the fetchlings can trace their origins to the circumstance surrounding the Time War, while the svartalfar not only predate the conflict, but avoided it altogether by retreating further into another plane of existence. Most Allurian svartalfar are more likely to have entered Alluria from the plane of shadow than they are from the greymists.

The svartalfar PC race is detailed in WAYFINDER #2. © 2010, Paizo Fans United.

OTHER RACES OF NOTE

Some races are much better suited to villainy than the life of an adventurer. These races are noted below. While many of these can be played as PC races, they are much less well-received than those listed above.

 **Goblins**[∇]: Goblins, hobgoblins, and bugbears are the biggest sentient pests of Alluria. They are encountered frequently, and often cause a lot of problems. They breed quickly and worship noxious deities. They harbor a deep hatred towards boggles, which they view as traitors to their own kind. Boggles simply view goblins as misfortunate and primitive nuisances. Goblins, hobgoblins, and bugbears could possibly be played as a PC race. PC goblins may pretend to be boggles to be better received by other races.

 **Lizardfolk**[∇]: The population of lizardfolk has greatly increased in recent years, and they are becoming a much more common threat than ever before. There are frequent clashes between established lizardfolk tribes and new mogogol communities.



 **Orcs**^Y: About fifty years ago, a large troop of orcs came over from Zelorkia and motivated large numbers of Allurian orcs to leave with them and help them find a way back to Zelorkia, where they are more respected. Consequently, the orc population has dropped dramatically. Many join the exodus yearly, and their race is expected to leave Alluria completely within the next few decades. Player character orcs are a possibility.

 **Gripli**^Y: Griplis in Alluria were never absorbed into the mogogol race as they were in Undinia. Gripli still exist in small populations, prowling the treetops of lonely swamps. Allurian griplis are absolutely terrified of mogogols, and fear catching the mogogol curse. Whether or not this phobia is justified has yet to be seen. Griplis can be played as PC races as well, and may masquerade as mogogols in order to fit in.

 **Kobolds**^Y: Kobolds are still a menace everywhere. In Draconia, however, they have replaced goblins as the most popular nuisance. Kobolds as player characters are possible, though not often favored.

 **Chronomids**^{*}: Chronomids are a new menace to Alluria, and seem to be increasing in number. Grotesque aberrations, these creepy creatures seem bent on destroying Alluria's mist-pillars, and plunging all Stables irrevocably into the greymist. Chronomids are detailed on the next page.

 **Duergars**^Y: Though much rarer than drow, duergar dwarves also occasionally surface from the underdeep. In Alluria, most duergar try desperately to return home. In extremely rare circumstances, they will take up the role of an adventurer. Duergar are so rare that usually only dwarves and drow ever recognize what they are.



CHRONOMID



Languages Common (understand only), Chronomid
ECOLOGY

Environment any (Greymist)

Treasure Standard

SPECIAL ABILITIES

Poison (Ex) The bite attack of all chronomids (regardless of type) is poisonous.

Bite—injury; **save** Fort DC 12; **frequency** 1/round for 6 rounds; **effect** 1d2 Wis damage; **cure** 1 save.

Chronomids are bizarre creatures that seem connected to the greymist. While they vary greatly in form, they all have snakelike mouths on top of their heads, bright orange eyes on the center of their bodies, and thin, three-toed limbs. Their wrinkly and hairless skin has the ability to change color, though they appear to prefer bright colors to any sort of camouflage. They seem to lack the ability to speak or make sound. Chronomids communicate with each other by rapidly changing color. The color each individual carries some sort of meaning to other chronomids.

Chronomids have proven themselves to be despicable creatures that seem to live only to cause destruction. Their connection to the greymist is their most frightening aspect; as they willingly destroy any barrier that keeps the greymist at bay. They are also very intelligent creatures, capable of designing and executing complex plans, understanding language, and adapting quickly to their surroundings.

COLLECTOR

CR 1

XP 400

NE Small outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +2

Immune elemental traits, sonic attacks

OFFENSE

Speed 40 ft.

Melee 3 bites +6 (1d4+1 plus trip and poison)

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved Initiative^B, Iron Will, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Climb +17, Knowledge (planes) +1, Perception +4, Stealth +11

A chronomid collector relies solely on its three vicious maws to attack with. While somewhat intelligent, collectors often will not make descions before consulting an examiner or a director. The only exception is as its name implies; the collector collects things. Much like a kleptomaniac, a collector feels compelled to pick up random objects and shove them into a kangaroo-type pouch on its abdomen to be sorted through at a later time.

EXAMINER

CR 3

XP 800

NE Medium outsider (extraplanar)

Init +9; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +3

Immune elemental traits, sonic attacks

OFFENSE

Speed 60 ft

Melee 2 bites +9 (1d6+3 plus poison)

Special Attacks rend (2 bites, 1d6+3)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative^B, Iron Will, Weapon Finesse^B

Skills Acrobatics +9, Escape Artist +9, Climb +17, Knowledge (planes) +5, Perception +7, Stealth +10

SPECIAL ABILITIES

Arcane Sight (Su) Examiners can detect magical auras in a 120-foot radius, as per the arcane sight spell cast by a sorcerer at 6th level. This ability can be dispelled, but the examiner can restart it as a free action on its next turn. Using this ability, the examiner can instantly locate any spellcaster or magic item within range.



A chronomid examiner will bite, poison, and rend opponents as often as possible. They frequently target those who exhibit spell casting abilities or who have the most magical equipment. They covet magical objects, but not for longterm ownership; the examiner will attempt to destroy the item as soon as it is out of a combat situation. They seem to take great pleasure in this endeavor, and other examiners may occasionally gather around to watch. In addition, examiners will regularly “shake down” collectors and take whatever items of magic they may have scavenged.

DIRECTOR CR 5

XP 1,600

NE Large outsider (extraplanar)

Init +11; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +11

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +4

DR 5/—; **Immune** sonic, elemental traits

OFFENSE

Speed 20 ft

Melee bite +14 (1d8+4 plus poison)

Special Attacks mind blast, spit poison

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 16, **Wis**

11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Improved Initiative^B, Mobility, Iron Will, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Climb +21, Knowledge (planes) +15, Perception +11, Stealth +11

SPECIAL ABILITIES

Mind Blast (Sp) Once per day, a director can use a mind blast in a 60-foot cone. Any creature caught in the cone must succeed on a DC 14 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based and includes a +2 racial bonus.

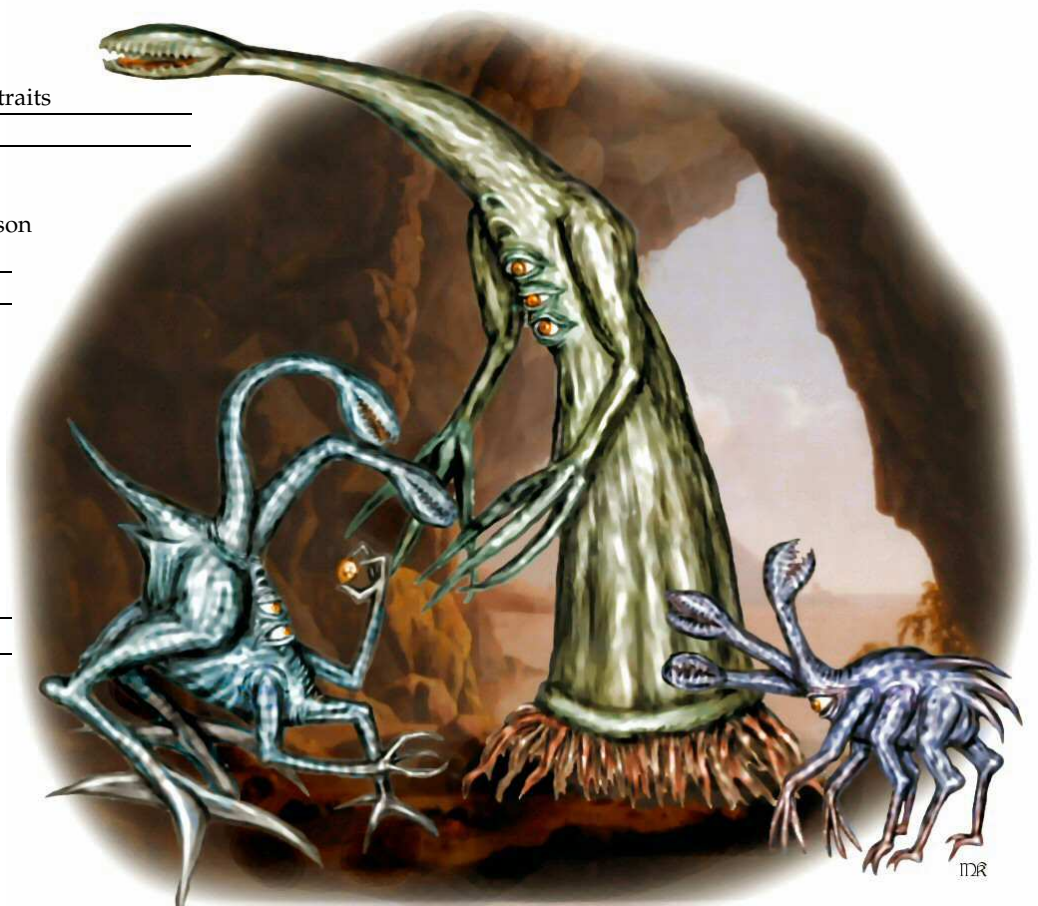
Spit Poison (Ex) Once every 1d4 rounds, a director can spit a line of chronomid poison from its

mouth to a range of 30 feet. Upon successful attack, the poison works as if the director made a successful bite attack.

Sprint(Ex) Once per hour, a director can move at 5 times its normal speed (100 feet) for one round, by running on its hands.

A chronomid director avoids melee, instead directing other types of chronomids around in battle. When enemies get too close, it uses a mind blast to protect itself. Other chronomids follow directors without hesitation and will eagerly give their lives to protect them.

Unlike other chronomids, directors lack standard legs. Instead they glide along on thick, rootlike tendrils. Much like a snail, this allows them to climb vertical surfaces and even hang upside-down from craggy surfaces. In large stone chambers, it is not uncommon to encounter a director surveying the area while suspended from the ceiling in this manner.



(Left to right) chronomid examiner, chronomid director, and chronomid collector

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