

CHRISTINA STILES PRESENTS RACES REVISED EMERGENCE OF THE AARDVOLK



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Many races have received short shrift over the years, while elves, dwarves, gnomes, halflings, half-elves, and half-orcs have hogged the player spotlight. Well no more! *Alternate Races* are meant to inspire you to consider what's interesting about an alternate race; whether it be traditionally evil or a non-player-character race, that's no reason for you or campaign to ignore it in your gaming experience.

All *Alternate Races* pdfs include the following sections:

GENERAL DESCRIPTION: A general description of each race begins the entry. This section includes a physical description, information on their society, relations with other encountered races, their alignment and religion, reasons they might go adventuring, and possible names for male or female characters.

RACIAL TRAITS: A sidebar containing standard type, size, vision, speed, and other common traits follows its general description. With the Game Master's permission, players may exchange standard racial traits for any of the alternate racial traits included herein.

ALTERNATE RACIAL TRAITS: This section provides optional rules for making your character unique by exchanging standard racial traits for others, or accepting a penalty to acquire another ability.

RACIAL SUBTYPES: Different subtypes for the race are presented in this section, and it lists optional traits for each of the subraces.

FAVORED CLASS OPTIONS: This option allows the character to have an optional reward for level attainment besides a hit point or a skill point. Characters gain the chosen reward on a level-by-level basis.

RACIAL ARCHETYPES: This section presents at least two new archetypes for the expanded race.

NEW RACIAL RULES: This line presents various new rules for things like equipment, feats, magic items, spells. Other races may often purchase the race-based items on the open market, though in the case of alchemical substances, they may have different effects on other races. Only members of the race may choose the listed feats. Although the magic items and spells in this section are used exclusively by members of the race, others could feasibly utilize them—each must be considered on a case-by-case basis in your campaign.

AARDVOLK

Aardvolk (singular and plural) are a newly discovered race of humanoids that managed to stay hidden in their wasteland territories, where they hunt monstrous vermin. The shy aardvolk rarely interact with other races, and prefer to avoid confrontations with them. Occasionally, their hunting grounds cross into gnoll territory, and gnolls have no problem taking the similar-looking aardvolk as slaves. This accounts for another reason aardvolk have gone unnoticed for so long: most races encountering gnolls assume that aardvolk slaves are merely part of the gnoll tribe, but knowledgeable observers realize that gnolls never take gnoll slaves. Eventually, following the liberation of several aardvolk, a grateful member of the race led its emancipators to its home and established

initial contact, introducing the aardvolk to the world at large. People encountering the aardvolk must overcome their prejudices against gnolls before they consider dealing favorably with aardvolk, but mutual disdain for vermin has helped with this process, especially once the aardvolk prove themselves as capable hunters.

PHYSICAL DESCRIPTION: Aardvolk greatly resemble anthropomorphized versions of their aardwolf ancestors, including coarse, striped fur. They stand 6 feet tall on average and weigh roughly 200 pounds, though outlying examples exist. Aardvolk have slender builds, allowing them to run quickly and dart in and out of their opponents' reach. They have the characteristic-for-canid high ankles, which give their legs a strange appearance—at least compared to other humanoids. Aardvolk hands and feet end in dull, yet powerful, non-retractable claws that allow them to dig into vermin mounds to attack their usual enemies. Their claws are powerful enough to give them a burrowing speed, but they are not tough enough to cause any real damage to foes. Aardvolk heads are set lower than their shoulders, giving them a weird hunched appearance, but this physiological trait appears not to diminish their physical strength or athleticism. Forward-facing ears sit atop aardvolk heads, and they can rotate their ears 90 degrees, which helps alert them to any approaching threats. As descendants of insectivorous creatures, aardvolk have

AARDVOLK RACIAL TRAITS

+2 DEXTERITY, +2 CONSTITUTION, -2 CHARISMA: Aardvolk are nimble and resilient, thanks to their continuous skirmishes with large vermin. They are shy around non-aardvolk.

AARDVOLK: Aardvolk are humanoids with the aardvolk subtype.

MEDIUM: Aardvolk are Medium creatures and receive no bonuses or penalties due to their size.

NORMAL SPEED: Aardvolk have a base speed of 30 feet and a burrow speed of 10 feet. They may only burrow through earth, sand, and similar materials (not rock or stone).

DARKVISION: Aardvolk can see in the dark up to 60 feet.

PREPARED: Aardvolk have a +1 racial bonus on Knowledge (nature) and Survival checks.

NOCTURNAL: Aardvolk gain a +2 racial bonus on Perception checks in dim light or darkness.

POISON RESISTANCE: Constant exposure to poison from a variety of vermin species have built up the aardvolk's resistance. Aardvolk gain a +2 racial bonus on saving throws against poison effects.

MUSK: Once per day, aardvolk can secrete a musk that affects all living creatures within a 15-foot radius. Creatures that fail a Fortitude save (DC equal to 10 + 1/2 aardvolk's Hit Dice + aardvolk's Constitution modifier) are sickened for 5 rounds. *Delay poison*, *neutralize poison*, or similar spells remove the sickened condition. This is a poison effect.

VERMIN HATRED: Aardvolk gain a +1 racial bonus on attack rolls against vermin due to their training against these hated foes.

WEAPON FAMILIARITY: Aardvolk treat flails and heavy flails as simple weapons, and scorpion whips, spiked chains, and whips as martial weapons.

LANGUAGES: Aardvolk begin play speaking Aardvolk. Aardvolk with a high Intelligence score can choose from the following: Common, Gnoll, Goblin, Orc, Undercommon.

relatively weak jaws and teeth, which are slightly less powerful than a human's. Their voices are normally low-pitched and growly but reach high registers, culminating in a shrill laughter, especially when they get excited or nervous. All aardvolk have a dark, bushy mane leading from behind their heads to a similarly bushy tail measuring between 9 and 12 inches long. This tail helps aardvolk easily maintain their balance.

Aardvolk wear armor they find in the long-abandoned ruins they call home, though they also fashion armor out of carapaces belonging to the enormous vermin they defeat. They usually wield the ancient weapons they discover in their acquired homes, but, as with their armor, they also fashion weapons out of bested foes. Additionally, Aardvolk are not above scavenging armor and weapons from caravans waylaid by more aggressive creatures who only take the choicest items.

Other than protective loincloths, aardvolk wear very little clothing. Those residing in civilized settlements quickly adapt to social mores, the most typical being the value of covering oneself. Clothing-donning aardvolk usually choose drab brown or grey colors in an effort to remain unassuming. One bit of ostentatiousness that aardvolk retain regardless of their surroundings is the wearing of mandibles or other gruesome trophies formerly belonging to the vermin they vanquish. When social decorum dictates, aardvolk hide such adornments, but they rarely remove them.

SOCIETY: Aardvolk live in semi-nomadic groups in warm locations featuring very little in the way of civilization, ending up in blasted plains or dune-covered ruins. They find habitable places left behind by others, such as buried buildings or abandoned mines. Oftentimes, these places contain foul, mindless creatures the aardvolk must collectively eliminate before they can finally lay claim to their homes. However, they give a wide berth to locations they know harbor intelligent and malevolent monsters. Aardvolk live in widespread groups numbering 20 to 200 members (half of which are adults), where each adult pair lives separately from the others to raise their children. However, they band closely together when they migrate to a new area or hunt or drive out a colony of large vermin. In addition to the aardvolk, many tribes feature 5 to 10 aardwolves (see below) that wander from aardvolk pair to pair, staying with those from whom they receive the best treatment. The aardwolves typically accompany aardvolk hunting bands, acting as watch animals and trackers for the band. In areas where aardvolk face little adversity and food is plentiful, their groups can grow to up to 400 members, and the number of aardwolves doubles. Additionally, in some aardvolk territories, primitive plioverrops (see below) join the most charismatic aardvolk.

Aardvolk avoid other civilizations, and their chosen territory in virtually uninhabitable regions helps them maintain



little contact with others. If an area becomes popular enough to attract large groups of explorers, aardvolk in that region move to another, less contentious locale. When aardvolk cannot avoid a confrontation, they try to assess the abilities and intent of the other group, usually with an eye toward escaping altercation. Against powerful, organized creatures they know take slaves, such as gnolls or hobgoblins, aardvolk surrender, voluntarily offering themselves up as slaves. When dealing with other groups they cannot escape and that do not take slaves, aardvolk fight to delay the creatures, so a select few adults and all their children may escape. The widely distributed nature of their habitat ensures that the majority of aardvolk survive all but the most dedicated of attacks.

In civilized locations, where aardvolk typically arrive as former slaves, they attempt to fit in as well as possible, often clumsily adopting their new society's customs. As a relatively new race to civilization, very few aardvolk live in cities and other enclosed settlements. When aardvolk find other aardvolk or even rare civilized outcast gnolls, the aardvolk quickly forge friendships with the others. Aardvolk generally receive the same reaction as gnolls, but individuals who get to know the aardvolk can immediately recognize the differences between the two races. Aardvolk find acceptance in civilized areas much more quickly than other so-called feral races, as their blundering attempts to fit in usually endear them to other humanoids.

In times of peace, aardvolk have no need to band together, but they gather at equinoxes and solstices to celebrate their continued existence. During these moots, the aardvolk relate their deeds and choose leaders, a tribal leader and a small group of pack leaders, based on the strength of the individuals' respective deeds. While leadership is largely a ceremonial affair among aardvolk, during times of struggle, aardvolk look to their chosen leaders for direction. At the moot, artisans of varying skill sell extra armor, weapons, and elaborate jewelry crafted from slain vermin. Only rarely do aardvolk give the carapaces, mandibles, and other harvested body parts from their rightful kills to other aardvolk, but aardvolk with well-known exceptional ability command this honor. Additionally during these week-long gatherings, young adult aardvolk pair off with the expectation of starting their own families.

Aardvolk mate for life and raise their children independently of the rest of the aardvolk tribe, unless extenuating circumstances dictate otherwise. Aardvolk usually have litters of 3 to 6 children once a year, but the harsh conditions of their homes usually reduces the number of surviving children to 1 or 2. At age 8, aardvolk children accompany one or both parents on hunts; and, at age 10 or 11, when aardvolk reach adulthood, the parents send their children on their first solo hunt. Male and female aardvolk equally share hunting and

parenting responsibilities, especially since most of their parenting involves teaching children how to hunt, defend themselves, and effectively flee from predators.

Most aardvolk are illiterate, so oral traditions carry great importance for them, and they constantly relate stories of great heroes and pitched battles to their children. A current major triumph makes its way into aardvolk lore, usually by decree at one of their moots. However, a large-scale gathering of aardvolk to fight a common foe usually produces a number of tales that at least enter familial folklore.

Despite their intense hatred for the oversized, dangerous vermin they find in their territories, aardvolk prove adept at domesticating the more docile species into livestock. Their insectivorous appetites drive them to raise giant beetles or caterpillars, which feed entire aardvolk families for weeks. Aardvolk also cultivate ant and termite mounds to supplement their diets and to feed prized aardwolves travelling among aardvolk homes.

RELATIONS: Aardvolk, who superficially resemble gnolls, find suspicion and prejudice whenever they initially interact with other humanoids. After a little conversation, most people realize that the shy aardvolk are completely unlike gnolls. The aardvolk's shyness makes it difficult for them to form long-lasting friendships, and, considering they rarely spend extended periods of time

with their own kin (other than with a mate and their children), their uncomfortableness increases with other races. However, aardvolk are pragmatic enough to realize that in a bustling settlement, they must adapt to the new environment, so they blunderingly attempt to conform. Typically, someone takes it upon himself to teach a newcomer aardvolk about laws, rules, and customs, and most aardvolk learn quickly. Aardvolk diets present the largest barrier to acceptance, but skilled aardvolk chefs have introduced dishes regarded as delicacies to people who previously had never considered "eating bugs."

Aardvolk enjoy the company of halflings and gnomes, even though the smaller humanoids ask a lot of questions and sometimes exhaust the aardvolk's patience. Still, in most settlements, halflings and gnomes are the most readily accepting of aardvolk, which the aardvolk appreciate. They hold most representatives of other races at arms' length, but manage to establish friendships with humans and half-elves. Dwarven craftsmanship impresses aardvolk, and they often approach dwarves to discover better methods for armor- and weaponsmithing with the vermin parts they harvest. Aardvolk have the most difficulty gaining acceptance from elves, who generally cannot get past their gnomelike appearance, and aardvolk distrust half-orcs, who remind the aardvolk of orcish competitors for territory. As more aardvolk

move to settlements populated by other humanoids, they have proven they are nothing like the gnolls they superficially resemble. Likewise, aardvolk have come to respect races for which they formerly had an inherent distrust.

ALIGNMENT AND RELIGION: Aardvolk do not possess any particular beneficence, other than with respect to their families and tribes, but nor do they deal with others spitefully—with the exception of dangerous vermin. This marks them as neutral along the good-evil axis, but individual aardvolk have shown the capacity for extremes along this axis. Despite a lack of codified laws among aardvolk in the wild, they seek to comply with rules, whether the spoken rules of their tribe or written laws of an adopted



civilization. Aardvolk tend towards lawful behavior, but plenty of examples of neutral or chaotic aardvolk exist.

Aardvolk pray to deities that give them aid and comfort in the harsh environments they inhabit, and transplanted aardvolk continue to revere these deities in civilized settlements. Aardvolk mythology contains legends about an ancient split between aardvolk and gnolls, wherein the combined tribe confronted a spider demon that demanded half the tribe as a sacrifice. The larger, stronger members of the combined tribe, who eventually became gnolls, bullied the smaller proto-aardvolk into relenting. A great hero, still spoken of during aardvolk moots, rose to defeat the spider demon, and since then the aardvolk have considered themselves enemies to powerful and dangerous vermin. To this day, they especially hate aranea.

ADVENTURERS: As wanderers, aardvolk find a great deal of allure in the adventuring life, though their timidity often keeps them from exploring such a life. When an aardvolk commits to becoming a member of an adventuring party, regardless of the adventuring party's composition, an aardvolk attempts to fit in and maximize her value to the party. Most aardvolk become rangers, usually with vermin as their first choice of favored enemies, but they heed favored enemy suggestions from their fellow adventurers. As for other martial roles, they also make good barbarians and fighters, and their ability to work well with others suits them well as cavaliers. Their lithe bodies also make them naturally effective rogues. Aardvolk

have minor shamanic traditions, so many choose divine caster roles as druids, clerics, or oracles. As for arcane magic, aardvolk show the least aptitude, but they gravitate towards witch and, to a lesser extent, wizard classes.

MALE NAMES: Abbik, Berrig, Garran, Gillik, Jinnak, Purrip, Yonnar.

FEMALE NAMES: Belliis, Goorda, Keeta, Melliun, Nodaar, Reelaan, Zeeg.

AGE, HEIGHT, AND WEIGHT STATISTICS

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
11 years	+1d6	+2d4	+2d6

(1)Includes barbarians, oracles, rogues, and sorcerers.

(2)Includes cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

(3)Includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Middle Age ¹	Old ²	Venerable ³	Max Age
25 years	37 years	50 years	50 + 1d20 years

(1)At middle age, -1 to Str, Dex, and Con, and +1 to Int, Wis, and Cha.

(2)At old age, -2 to Str, Dex, and Con, and +1 to Int, Wis, and Cha.

(3)At venerable age, -3 to Str, Dex, and Con, and +1 to Int, Wis, and Cha.

Gender	Base Hgt	Base Wgt	Mod ¹	Wgt Mod ²
Male	5 ft. 4 in.	150 lbs.	2d8	x5 lbs.
Female	5 ft. 2 in.	130 lbs.	2d8	x5 lbs.

(1)Add the modifier result, in inches, to the base height.

(2)Multiply the modifier result by this value and add the result to the base weight.

ALTERNATE RACIAL RULES

The following racial traits are available in lieu of existing aardvolk traits, or they include a balancing effect if no replacement trait is listed.

ALTERNATE RACIAL TRAITS

ANIMAL ADEPT: Aardvolk with this racial trait have uncovered a natural rapport not only with their favored aardwolves, but with all animals. Once per day, aardvolk with this racial trait and a Charisma score of 11 or higher gain the following spell-like abilities once per day: *charm animal* and *speak with animals* (DC equal to 10 + spell level + aardvolk's Charisma modifier). This racial trait replaces weapon familiarity.

CAMOUFLAGED: In desert wasteland habitats, aardvolk fur color helps them blend in fairly well with the bleak backgrounds. Aardvolk with this racial trait have learned to take advantage of this, gaining a +4 Stealth bonus in desert and plains environments, and always treating Stealth as a class skill. This racial trait replaces prepared.

CLAWS: Aardvolk with this trait have adapted their claws for combat rather than digging out insect mounds. An aardvolk with this trait gains two claw attacks that deal 1d4 points of damage each. These are primary attacks if the aardvolk makes no other attack for the round, otherwise they are secondary attacks. (An aardfolk can

make a bite as a primary and claws as a secondary, or claws as a primary and bite as a secondary, if no other attacks are made.) This racial trait replaces the aardvolk's burrow speed.

FERAL: Aardvolk spend much of their time away from civilization and have thus eschewed the need for intellectual pursuits. Aardvolk with this racial trait have +2 Dexterity, +2 Constitution, and -2 Intelligence. This modifies the aardvolk racial ability score trait.

FRIGHTENING: Aardvolk with this trait have tapped into an inner rage that comes to the fore when something provokes them. An aardvolk with this racial trait gains a +2 racial bonus on Intimidate checks. This racial trait replaces prepared.

IMPROVED IMMUNE SYSTEM: Aardvolk in large settlements have adapted to the stench of so many people, as well as the virulent outbreaks of disease that commonly ravage their new homes. An aardvolk with this racial trait gains a +2 racial bonus on saving throws against disease and effects causing them to become nauseated or sickened. This racial trait replaces musk.

NATURAL-BORN LEADER: Rare aardvolk with incredible capacity to lead their people crop up throughout aardvolk history, and these aardvolk mark themselves as worthy of introduction to aardvolk oral tradition. An aardvolk with this racial trait has +2 Dexterity and +2 Charisma, which modifies the aardvolk racial ability score trait.

NIMBLE: Aardvolk with this trait embrace their natural athleticism and gain a +1 racial bonus on Acrobatics and Stealth checks. The racial trait replaces prepared.

OBSERVANT: Aardvolk living in humanoid settlements have grown accustomed to the day-night cycle there. While this eliminated their need to perceive their surroundings in darkness, it did nothing to dull their overall perceptiveness. Aardvolk with this racial trait have a +3 racial bonus on Perception checks. This racial trait changes the aardfolk's darkvision to low-light vision and replaces nocturnal.

SOCIABLE: Aardvolk forced to deal with others have transformed their desire to fit in to an ability to interact comfortably with non-aardvolk. Aardvolk with this racial trait gain a +1 racial bonus on Diplomacy and Sense Motive checks. This racial trait replaces prepared.

WASTELAND SAVANT: Aardvolk are exposed to terrible temperatures in their native homes, and they regard an aardvolk that can reduce the temperature's impact as deity-touched. An aardvolk with this racial trait gains 3/day—*endure elements* as a spell-like ability. This racial trait replaces the vermin hatred.

RACIAL SUBTYPES

You can combine various alternate racial traits to create aardvolk subraces or variant races, such as the following.

GENTRIFIED: Aardvolk who have spent most of their lives around other races have adapted tremendously to the change, becoming more outgoing and assured. Acclimated aardvolk have the natural-born leader and sociable racial traits.

GNOLL-BORN: Certain aardvolk tribes reassert their distant hyaenidae heritage and become more gnoll-like. Other aardvolk usually shun these tribes, whose members sometimes find acceptance in gnoll packs. Gnoll-born aardvolk have the feral and frightening racial traits.

SHAMANIC: Aardvolk with innate magical abilities are extremely rare, but highly valued by an aardvolk tribe. Shamanic aardvolk have the animal adept and wasteland savant racial traits.

URBANIZED: Aardvolk who spend their time in cities have acclimated readily to their new environment. Urbanized aardvolk have the improved immune system and observant racial traits.

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, aardvolk have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to aardvolk who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

ALCHEMIST: Add +5 minutes to the duration of the alchemist's mutagens.

BARBARIAN: Add +1 to the barbarian's base speed. In combat, this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

BARD: Add a +1/2 bonus on Stealth checks.

CAVALIER: Add +1 foot to the cavalier's mount's base speed. This option must be taken 5 times (or increments of 5) to be effective. If the cavalier ever replaces his mount, the new mount gains this base speed bonus.

CLERIC: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. Add +1/2 to the number of uses per day of that domain power.

DRUID: Add +1/2 to the druid's wild empathy bonus.

FIGHTER: Add +1 to the fighter's CMD when resisting a grapple or trip attempt.

GUNSLINGER: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +2) or +1/4 to the AC bonus gained when using the gunslinger's dodge deed.

INQUISITOR: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

MONK: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement feature and applies under the same conditions as that feature.

MAGUS: Add a +1/2 bonus on concentration checks made to cast defensively.

ORACLE: Add +1/2 to the oracle's level for the purposes of determining the effects of the oracle's curse ability.

PALADIN: Add +1/5 to the paladin's effective level for purposes of her divine bond with a mount only. The paladin can select this bonus at earlier levels than 5th, when she gains the divine bond ability.

RANGER: Add a +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

ROGUE: Add a +1/2 bonus on Perception checks.

SORCERER: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

SUMMONER: Add +1/4 natural armor bonus to the eidolon's Armor Class.

WITCH: The witch gains 1/6 of a new hex.

WIZARD: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

RACIAL ARCHETYPES

The following racial archetypes are available to aardvolk.

FOCUSED HUNTER (RANGER)

A focused hunter chooses one type of opponent and devotes all her energy to capturing or dispatching those creatures. Many aardvolk choose this archetype to channel their hatred towards vermin.

FAVORED ENEMY: At 1st level, a focused hunter selects a creature type from the ranger favored enemies table. She gains a +2 bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. A focused hunter may make Knowledge skill checks untrained when attempting to identify these creatures. At 5th level and every five levels thereafter, the focused hunter increases her bonuses against this selected enemy by +3. She does not select another favored enemy at any of these levels. This ability modifies favored enemy.

BANE (SU): At 7th level, a focused hunter can imbue one of her weapons with the *bane* (creature type/subtype chosen as favored enemy) weapon special ability as a swift action. She may select a different weapon to gain this ability as a move action. This ability lasts for a number of rounds per day equal to the focused hunter's level. These rounds need not be consecutive. This ability replaces woodland stride.

STALKER (EX): At 9th level, a focused hunter applies her bonuses from her favored enemy ability to Intimidate and Stealth checks. This ability replaces evasion.

GREATER BANE (SU): At 12th level, the focused hunter increases the amount of damage dealt to 4d6 when she uses her bane ability. This ability replaces camouflage.

SILENT DEATH (EX): At 16th level, a focused hunter can use the Stealth skill against her favored enemy even while a favored enemy observes her. This does not apply to creatures that are not favored enemies, but selectively applies to a favored enemy in a mix of creatures. This ability replaces improved evasion.

SUPREME BANE (SU): At 17th level, the focused hunter increases the amount of damage dealt to 6d6 when she uses her bane ability. Additionally, once per day, she can automatically confirm a critical threat against a favored enemy. This ability replaces hide in plain sight.

SKULK (ROGUE)

Some aardvolk never quite overcome their natural shyness, but they turn this to their advantage by discovering mundane and magical ways to stay hidden. These aardvolk become expert spies and saboteurs who can infiltrate nearly any location by remaining unseen and undetected.

IMPERCEPTIBLE (Ex): At 1st level, the skulk gains Skill Focus (Stealth) as a bonus feat. This ability replaces trapfinding.

DEFLECT SUSPICION (Ex): At 3rd level, a skulk gains a +1 competence bonus on Bluff checks to create a diversion to hide and saving throws against divination spells. This bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces trap sense.

VEILED PRESENCE (Sp): At 6th level, a skulk gains *3/day-vanish* as a spell-like ability. This ability replaces uncanny dodge.

UNDETECTABLE (Sp): At 8th level, a skulk benefits from *nondetection* as a constant spell-like ability. If *nondetection* is dispelled, the skulk can restart it as a free action. This ability replaces improved uncanny dodge.

ROGUE TALENTS: The following rogue talents complement the skulk archetype: camouflage, canny observer, fast getaway, fast stealth, follow clues, and surprise attack.

ADVANCED TALENTS: The following advanced rogue talents complement the skulk archetype: another day, slippery mind, and stealthy sniper.

NEW RACIAL RULES

The following options are available to aardvolk. At the GM's discretion, other appropriate races may use some of these new rules.

AARDVOLK EQUIPMENT

The following items are useful for aardvolk.

ALARM MUSK: This alchemically treated, concentrated aardvolk musk alerts aardvolk when an intruder breaches an area treated with the musk, and the powerful musk may incapacitate the intruder. The musk stays dormant until a creature walks over it or brushes past it (DC 20 Perception check to notice the musk; DC 20 Disable Device or Survival check to bypass it), at which point the musk releases a potent odor that nauseates the creature for 1 round (DC 15 Fortitude save negates). The musk has no negative effect on aardvolk, but they notice the smell with a DC 0 Perception check (modified by distance and other applicable conditions, with the exception that the DC is unmodified for sleeping aardvolk). One application of alarm musk covers a 20-foot-square area, which can be broken up into individual 5-foot squares

CARAPACE SOFTENER: An aardvolk concoction, the recipe for which aardvolk have passed from generation to generation, carapace softener partially dissolves



chitinous armor present on most vermin. The softener is stored in a flask, which the user throws similarly to a flask of acid or alchemist's fire, requiring only a touch attack to affect the target. If the material strikes an appropriate creature, it reduces the target's natural armor bonus by -2 for 10 minutes. Against creatures without natural armor, the caustic substance deals 1 point of acid damage.

CONCEALING DYE: Aardvolk developed this alchemical dye they apply to their fur, which helps them blend in with their surroundings. Typically, this dye is green or brown to match their desert and plains environments, but aardvolk who have travelled from their normal habitats have adapted the dye to other terrains. After applying the dye, the wearer immediately gains a +4 alchemical bonus to Stealth checks. This bonus persists for 4 hours, or until the dye is washed off with one gallon of alcohol.

GNOLL INFILTRATION KIT: Aardvolk regularly encountering gnolls created this kit to allow them to fit in. The kit includes dyes used to change fur coloration and chemicals to fluff up fur to make an aardvolk seem larger. An aardvolk using this kit gains a +3 equipment bonus on Disguise checks to appear as a gnoll.

LOCKJAW STAFF: An unusual aardvolk weapon, the lockjaw staff is a grooved staff in two sections, joined together at the middle along with a geared contraption and a leather strap that remains taut when the staff is fully intact. By grasping the strap and flicking the staff using the strap, the wielder unlocks the two sections,

the ends of which deal normal damage. If at least one end hits, the staff then "locks" around its target, allowing the wielder to perform a sunder combat maneuver on the target's armor, if any, without provoking an attack of opportunity. If the sunder fails, the target may perform a disarm combat maneuver to wrest the lockjaw staff from the wielder's grasp.

THRUMMER: This strange device looks like a small drum with a thick band of pliable material sitting on the drum's head. By twisting the band of material, an action that takes a full round, and then releasing it, the band strikes the drum's head in

rapid succession, creating a subsonic tapping that most creatures cannot hear. However, the drum's frequency proves a repellent to vermin within a 15-foot radius of the drum; these creatures must succeed at a DC 15 Fortitude save to avoid becoming frightened, as the sound operates on their autonomous brain functions.

AARDVOLK EQUIPMENT TABLE

ITEM	COST	WEIGHT	CRAFT DC
Alarm Musk	50 gp	1/2 lb.	20
Carapace Softener	30 gp	1 lb.	25
Concealing Dye	75 gp	1 lb.	20
Gnoll Infiltration Kit	100 gp	1 lb.	—
Thrummer	80 gp	2 lbs.	—

AARDVOLK WEAPONS TABLE

EXOTIC TWO-HANDED MELEE WEAPON	COST	DMG (S)	DMG (M)	CRIT	WGT	T	SPECIAL
Lockjaw Staff	60 gp	1d4/1d4	1d6/1d6	x2	6 lbs.	B	Sunder

AARDVOLK FEATS

Aardvolk have access to Ironguts, Keen Scent, Light Step, and the following feats.

ATTENUATED VOCAL CORDS

You have trained your vocal cords to hit high registers that only other canids can hear.

PREREQUISITES: Aardvolk.

BENEFIT: Your voice is unusually high-pitched, but others can understand you when you speak normally. However, you can shift your voice to a frequency that only dogs and related creatures can hear. This allows you to speak with them in a way that makes you otherwise silent; likewise, a spellcaster with attenuated vocal cords can cast spells at this high frequency and go virtually unheard. This ability still does not if you cannot speak or are in an area of magical *silence*.

BREAKS IN THE ARMOR (COMBAT)

You have become skilled at finding weaknesses in a vermin's chitinous armor, but you can also apply that skill to other foes' armor.

PREREQUISITES: Weapon Focus or Weapon Finesse, aardvolk.

BENEFIT: If you attack an opponent with a weapon that benefits from your Weapon Focus or Weapon Finesse feats, you ignore up to 2 points of the foe's AC gained from armor and/or natural armor bonuses.

BURROWING STEALTH

You have learned how to cloak your presence while you are burrowing.

PREREQUISITES: Aardvolk, burrow speed.

BENEFIT: While you are underground and move using your burrow speed, you take no penalty to Stealth checks if you move less than half your burrow speed. If you move at your full burrow speed, you incur a -5 penalty on your Stealth check.

NORMAL: You take a -5 penalty on Stealth checks when moving greater than half, but less than, your normal speed, and a -10 penalty when moving at normal speed.

CANID FRIEND

Your empathy towards aardwolves and other dog-like creatures allows you to befriend and communicate with them.

PREREQUISITES: Handle animal 1 rank, aardvolk.

BENEFIT: You gain a +2 bonus on Handle Animal and Knowledge (nature) checks with dogs, wolves, and aardwolves, including dire versions of any of these animals. If you have one of the above as an animal companion, it gains an additional bonus trick. Finally, if you can cast 1st-level spells and have *charm animal* and *speak with animals* in your spell list, you may cast each of these spells once per day.

PINPOINT HEARING

Your rotating ears pick up sounds well before any of your other senses register the source of those sounds.

PREREQUISITES: Aardvolk.

BENEFIT: You gain a +2 racial bonus on Perception checks involving hearing. Additionally, as long as nothing impairs your hearing, your miss chance from concealment is halved for all attacks within a 30-foot range.

SCROUNGER

Your ability to find food and shelter in even the most desolate locales greatly helps your adventuring mates.

PREREQUISITES: Survival 1 rank, aardvolk.

BENEFIT: When you make a Survival check to get along in the wild, you can provide food and water for one other person for every point by which your result exceeds 10. You also gain a +4 Perception bonus when determining whether an apparently abandoned shelter hosts any creatures.

NORMAL: You can provide food and water for one additional person for every 2 points by which your result exceeds 10.

SWARM SLASHER (COMBAT)

Your many battles with swarming insects or spiders make you adept at dealing damage to them with many weapons.

PREREQUISITES: +1 base attack bonus, aardvolk.

BENEFIT: When you attack a swarm composed of Tiny creatures with a slashing or piercing weapon, you deal full damage. When you wield a slashing or piercing weapon, you deal half damage to swarms made up of Fine creatures. You still deal no damage with these weapons to swarms of Diminutive creatures.

NORMAL: Slashing and piercing weapons deal half damage to swarms of Tiny creatures and deal no damage to swarms of Fine creatures.

SWARM SMASHER (COMBAT)

Your attacks with bludgeoning weapons are effective against swarms.

PREREQUISITES: +1 base attack bonus, aardvolk.

BENEFIT: When you hit a swarm composed of Tiny creatures with a bludgeoning weapon with which you have proficiency, you deal 50% more damage. Additionally, you deal normal damage and half damage with a bludgeoning weapon against Diminutive and Fine swarms respectively.

NORMAL: A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

SPECIAL: This feat provides no benefit when you strike a swarm with a weapon with which you are not proficient.

TAIL SWEEPER (COMBAT)

You have learned how to use your tail to sweep opponents off their feet.

PREREQUISITES: +1 base attack bonus, aardvolk.

BENEFIT: You can perform a trip combat maneuver with your tail, which does not provoke an attack of opportunity. If you fail to trip your opponent, it cannot attempt to trip you in return.

UNDERFOOT TRIPPER (COMBAT)

You burrow under your opponents and pull them down as you come up from beneath them.

PREREQUISITES: Aardvolk, burrow speed.

BENEFIT: If you begin your turn underground and no more than your burrow speed away from your opponent, you may make a trip attempt against that opponent after you move in to position, without provoking an attack of opportunity. If you succeed at a Stealth check against your opponent, you gain a +4 circumstance bonus on your trip attempt.

VERMIN TERRORIZER

Your constant battles with dangerous vermin have taught you how to affect their otherwise impenetrable minds.

PREREQUISITES: Int 13 or Wis 13, caster level 1st, aardvolk, vermin hatred racial trait.

BENEFIT: You can target vermin with mind-affecting fear effects and spells. Vermin gain a +4 circumstance bonus on Will saves against these spells and effects.

NORMAL: Vermin are mindless and cannot be subject to any mind-affecting effects or spells.



AARDVOLK MAGIC ITEMS

Aardvolk have access to the following weapon special abilities and magic items.

BLENDING (ARMOR SPECIAL ABILITY)

This armor property allows its wearer to blend in with her surroundings. The armor requires 1 minute to attune to new backgrounds, but once it has done so, the armor grants its wearer a +10 competence bonus on Stealth checks. Additionally, attuned *blending* armor allows its wearer to make Stealth checks while a creature observes her.

CONSTRUCTION

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *greater invisibility*; Price +2 bonus.

COMFORT (ARMOR SPECIAL ABILITY)

Aardvolk normally eschew armor since it restricts their movement, and the hostile environments they inhabit renders armor counterproductive at best. Developed by aardvolk mages, armor with the *comfort* special ability allows its wearer to ignore the dangers of cold weather and very hot conditions. In conditions of severe cold or severe heat, the wearer is only required to make a Fortitude saving throw every hour and gains a +4 enhancement bonus to Fortitude saves. Additionally, sleeping in medium *comfort* armor does not cause

fatigue. Finally, the armor check penalty from *comfort* armor is reduced by 1 (over and above the reduction provided by masterwork armor, to a minimum of 0), and the Maximum Dex Bonus allowed by the armor increases by +2. A nonproficient wearer does not take the armor check penalty on attack rolls, but the armor does not grant its armor check penalty reduction for a nonproficient wearer. This property can only be added to light or medium armor.

CONSTRUCTION

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *endure elements*, *freedom of movement*; Price +1 bonus.

DESERT BOOTS

Aura: faint abjuration and transmutation; CL 5th; **Slot** feet; **Price** 9,000 gp; **Weight** 1 lb.

DESCRIPTION

These sandy brown boots allow the wearer to travel across desert terrain at his normal speed while leaving no tracks. The wearer also ignores difficult terrain created by shifting sand or natural rubble in the desert. Finally, the boots keep the wearer protected from the temperature extremes present in the desert per the *endure elements* spell.

CONSTRUCTION

REQUIREMENTS: Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; **Cost** 4,500 gp

MANDIBLE HELM

Aura: faint abjuration, necromancy, and transmutation; CL 7th; **Slot** head; **Price** 26,000 gp; **Weight** 3 lbs.

DESCRIPTION

This chitin helm has a pair of mandibles that sit just below the wearer's jaw. The mandibles provide a bite attack that deals 1d6 points of damage for Medium wearers (1d4 points of damage for Small wearers) and counts as a magic weapon for the purposes of bypassing damage reduction. The wearer may use the bite as a primary attack if it is the only attack he makes in a round, otherwise it is a secondary attack.

The wearer also gains darkvision and a +2 resistance bonus on saving throws against mind-affecting effects while wearing the helm. In addition, vermin will not attack the *mandible helm's* wearer, unless it succeeds at a DC 16 Will save.

CONSTRUCTION

REQUIREMENTS: Craft Wondrous Item, *repel vermin*, *vermin shape I*; **Cost** 13,000 gp

RESPONSIVE TAIL WHIP

Aura: moderate transmutation; **CL** 9th;
Slot none; **Price** 12,001 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *adamantine whip* is as flexible as a normal whip, but it can deal lethal damage to creatures regardless of armor or natural armor bonuses. Additionally, the whip can be fitted to a proficient wielder's tail, which grants the wielder an additional secondary attack when the wielder takes a full attack.

CONSTRUCTION

REQUIREMENTS: Craft Magic Arms and Armor, *telekinesis*; **Cost** 7,501 gp

AARDVOLK DRUID ANIMAL AND TERRAIN DOMAINS

Aardvolk druids that choose a domain for their nature's bond ability choose Earth, Fire, Weather, or terrain domains such as Desert or Plains. The Aardwolf and Wasteland domains add further options for aardvolk druids.

AARDWOLF DOMAIN

GRANTED POWERS: You exemplify the quiet, but opportunistic, nature of the aardwolf, as well as the creature's enmity for vermin. Stealth is a class skill.

STEALTHY (Ex): As a free action, you may add a competence bonus equal to half you druid level (minimum of +1) on a Stealth check. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

UNSEEN OPPORTUNIST (Su): At 6th level, you can move at full speed using the Stealth skill without penalty. Additionally, if you are invisible, you do not lose your invisibility if you attack with a ranged weapon.

DOMAIN SPELLS: 1st—*vanish*^{APG}, 2nd—*blur*, 3rd—*repel vermin*, 4th—*greater invisibility*, 5th—*true seeing*, 6th—*dust form*^{UC}, 7th—*deflection*^{APG}, 8th—*mind blank*, 9th—*create demiplane*^{UM}.

WASTELAND DOMAIN

GRANTED POWERS: The secrets of the blasted earth, uninhabited for centuries, are yours to command.

RAY OF FATIGUE (Su): You summon forth the sapping energy of the wasted land and direct it at your target. If you succeed on a ranged touch attack, with a maximum range of 30 feet, your target becomes fatigued for 1 round/level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

WASTELAND WANDERER (Ex): At 6th level, you learn to traverse the broken terrain present in the wastes, and you gain Nimble Moves as a bonus feat. At 9th level, you gain Acrobatic Steps as a bonus feat. At 12th level, you gain Light Step as a bonus feat. You do not have to meet any of the feats' prerequisites to gain their benefits.

DOMAIN SPELLS: 1st—*cause fear*, 2nd—*dust of twilight*^{APG}, 3rd—*bestow curse*, 4th—*black tentacles*, 5th—*cloudkill*, 6th—*sirocco*^{APG}, 7th—*scouring winds*^{UM}, 8th—*horrid wilting*, 9th—*weird*.

AARDVOLK SPELLS

Aardvolk rangers add *vanish*^{APG} to their ranger spell list as a 1st-level spell. Aardvolk also have access to the following spells.

DESTRUCTIVE MIDFREQUENCY NOISE SCHOOL transmutation; **LEVEL** bard 2, sorcerer/wizard 2

CASTING TIME 1 round

COMPONENTS V, S

RANGE medium (100 ft. + 10 ft./level)

AREA 30-ft.-radius emanation centered on a point in space

DURATION 1 round/level

SAVING THROW none; **SPELL RESISTANCE** yes

You generate a burst of destructive sound that effectively disrupts all sound in the normal human hearing range. This renders conversation impossible, disrupts spells with verbal components, and prevents sound from entering or leaving the area. However, sound at levels outside human hearing range, such as from dog whistles or subsonic effects, still penetrate this destructive zone. Creatures in an area of this spell are immune to sonic or language-based attack, spells, and effects, unless the effect occurs at a frequency outside the human hearing range.

DISPERSE SWARM

SCHOOL abjuration; **LEVEL** druid 2, ranger 2, sorcerer/wizard 2

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE close (25 ft. + 5 ft./2 levels)

TARGETS one swarm

DURATION 1d4 rounds

SAVING THROW Fortitude negates and see text; **SPELL RESISTANCE** yes

When you cast this spell, you target a single swarm with subsonic vibrations that force the swarm to disperse. If the swarm fails its save, it cannot deal damage with its swarm attack, nor can it use its distraction ability or other abilities that require it to deal damage. If you cast *disperse swarm* again on a swarm dispersed by a previous casting of the spell, it receives no saving throw, and the duration adds to the previous spell's duration.

INVIGORATING GRUBS

SCHOOL transmutation; **LEVEL** druid 1, ranger 1

CASTING TIME 1 standard action

COMPONENTS V, S, DF

RANGE touch

TARGETS 1 grub + 1 grub/level

DURATION 1 hour/level

SAVING THROW none; **SPELL RESISTANCE** yes

You enrich the nourishment provided by the enchanted grubs, which also energize those who eat them. Each grub provides enough sustenance to act as a normal meal for a Medium creature. Additionally, the grub grants a +10-foot morale bonus to base speed when eaten.

SAND CLOUD

SCHOOL conjuration (creation); **LEVEL** druid 3, sorcerer/wizard 3

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE medium (100 ft. + 10 ft./level)

EFFECT cloud of sand spreads in a 20-ft. radius

DURATION 10 min./level

SAVING THROW Fortitude partial (see text);

SPELL RESISTANCE no

This spell brings forth a stinging cloud of sand at the point you designate. The swirling sand obscures sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment, while creatures farther away have total concealment. Additionally, any creatures in the sand cloud must succeed at a Fortitude save to avoid sand getting in its eyes. If a creature fails the save, it incurs a -4 penalty on Perception checks and a -2 penalty on attack rolls until it washes the sand out of its eyes (requiring a quart of water). Creatures with blindsight and blindsense are unaffected by these penalties.

A moderate wind disperses the sand in 5 rounds, and a strong wind disperses the sand in 2 rounds.

The spell functions underwater, but the duration diminishes to 1 min./level.

SUBSONIC BLAST

SCHOOL evocation [sonic]; **LEVEL** bard 5, sorcerer/wizard 6

CASTING TIME 1 standard action

COMPONENTS V

RANGE close (25 ft. + 5 ft./2 levels)

AREA 30-ft.-radius spread

DURATION instantaneous

SAVING THROW Fortitude half; **SPELL**

RESISTANCE yes

Your low-pitched hum projects to a nearby location, whereupon it bursts in a cascade of destructive subsonic vibrations, which penetrate to the very core of targets in their path. Any creature within the area takes sonic damage equal to 1d6/level (maximum 20d6). Vermin take damage equal to 1d8/level (no maximum) as the subsonic waves bounce around inside their chitinous bodies.

AARDVOLK-RELATED ANIMALS

Both the aardwolf and plioviverrops (dire aardwolf) are typically seen in the company of aardvolk.

AARDWOLF

CR 1/2

XP 200

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 size, +1 natural)

hp 6 (1d8+2)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft., burrow 10 ft.

Melee 2 claws +1 (1d3)

STATISTICS

Str 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 14, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Stealth)



Skills Fly +5, Perception +6, Stealth +10 (+14 in desert); **Racial Modifiers** +4 Stealth in the desert

ECOLOGY

Environment warm desert

Organization solitary, pair, or pack (3–12)

Treasure none

Aardwolves are shy, nocturnal animals that hole up in abandoned dens. They are insectivores, so their jaws lack the power found in most other canids, but they have powerful claws that allow them to get at termite and ant mounds. Aardwolves are solitary hunters, but they will form a pack to drive out a threat. An aardwolf is not much larger than a normal dog.

AARDWOLF COMPANIONS

STARTING STATISTICS: **Size** Small; **Speed** 40 ft., burrow 10 ft.; **AC** +1 natural armor; **Attack** 2 claws (1d3); **Ability Scores** Str 10, Dex 17, Con 15, Int 2, Wis 13, Cha 9; **Special Qualities** low-light vision, scent.

4TH-LEVEL ADVANCEMENT: **AC** +2 natural armor; **Attack** 2 claws (1d4) **Ability Scores** Dex +2, Con +2.

PLIOVIVERROPS

CR 2

XP 600

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +4 (1d6+2 plus trip) and 2 claws +4 (1d4+2)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Improved Initiative, Skill Focus (Stealth)

Skills Perception +7, Stealth +10 (+14 in desert); **Racial Modifiers** +4 Stealth in the desert

ECOLOGY

Environment warm deserts

Organization solitary, pair, or pack (3–8)

Treasure none

Plioviverrops, or dire aardwolves, are somewhat more powerful than their aardwolf descendants. As pack hunters that eat meat, their jaws retain some strength, but they also have powerful claws for digging. Plioviverrops stand 3 feet tall, are 5 feet in length, and weigh 250 pounds.

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