

MYTHIC RACES

Mythic Races is the essential **d20 System** resource for new character races and prestige classes. This beautifully illustrated sourcebook presents more than two dozen fully detailed and original races. Entries include information on physical description, personality, religion, relations with other races, unique racial traits, a racial prestige class, and much more.

Whether you're a player or DM, *Mythic Races* offers a wide range of challenging new possibilities for your campaign, from the familiar to the exotic to the downright bizarre.

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Adventure has a new face . . .



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LEGENDS & LAIRS



MYTHIC RACES



CHARACTER RACE
COMPENDIUM

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MYTHIC RACES

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WELCOME!

Fantasy Flight Games is pleased to present *Mythic Races*, the second volume in our **Legends & Lairs** line of sourcebooks for the d20 System. *Mythic Races* is the definitive source for new character races, cultures, and civilizations.

The d20 System core rules offer a good selection of traditional fantasy races to choose from. These are the staples of most fantasy campaign settings and roleplayers have been enjoying them for almost three decades.

Mythic Races provides a wealth of information for those players who are looking for something new. The character races in this book offer new abilities, strengths, weaknesses, and roleplaying possibilities that should challenge and inspire even the most veteran gamers.

Mythic Races is also a very useful tool for DMs. If you're planning to create a new campaign setting—or add new material to an existing one—the original cultures and civilizations in this book will help you to create a truly unique world. The races can be used as-is, of course, and the sheer variety of them will no doubt inspire your own creations.

HOW TO USE THIS BOOK

If you're a player looking for a new race for your next character, you'll find a wide range of exciting options in *Mythic Races*. The races in this book range from the familiar, to the exotic, to the downright bizarre. Remember that you should get your DM's approval before choosing one of these races. The races that exist in a game world have a tremendous effect on the makeup of the setting, and the DM always gets the final call to insure cohesion and continuity.

If you're a DM, you should find that it's a relatively simple task to integrate these races into most fantasy campaign settings. We've taken care to avoid campaign-specific details in the descriptions of the races. Where such details are offered, consider them optional. They're there to add depth and new possibilities to your campaign world, but they should never interfere with your own vision.

For the most part, the races presented here are minor and often isolated cultures. This makes it easy to introduce a new race in the form of a traveler, envoy, or adventurer from faraway, unknown lands. Even a minor NPC of an exotic race can lend your campaign depth and realism. Characters (and players!) who thought they knew all there is to know about your world will realize they've only scratched the surface.

Be sure to check out the official *Mythic Races* web enhancement at Fantasy Flight Games' website: www.fantasyflightgames.com. This free download offers three additional character races to enrich your campaign.

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AALEEAR

AALEEAR

Gentle and genteel, the aaleear dwell in harmony with nature and natural creatures. Inquisitive by nature, aaleear are often wanderers, traveling the lands in search of a new pleasure or rare experience. Above all, the aaleear love song, and their haunting, powerful lyrics are famous throughout the world.

But do not be fooled. The aaleear are not pacifists. War too is an art painted in bloody strokes both bold and cunning. In their distant past, the aaleear fought a series of terrible battles against evil humanoids to secure the borders of their forest kingdom. The memories of these conflicts are preserved in song, poetry, and art.

Personality: The aaleear tend toward polite extroversion. They are endlessly curious and highly creative. Aaleear settlements, though seldom sized for visitors, often welcome travelers nonetheless, assuming these guests mind their manners. It would be wrong to say aaleear do not value wealth, but they are more likely to favor works of art or antiquities to coins and gems. A profound respect for the cathartic power of art, theater, and music is central to aaleear thought and culture. This leads many aaleear to be sensitive and expressive. Others become so enamored of the arts they lose touch with the needs and worries of the real world, becoming aloof and somewhat condescending.

Physical Description: The aaleear are a diminutive but often plump people standing on average only two feet high and weighing 20 to 30 pounds. Despite their characteristically rounded faces and bellies, aaleear have thin arms and legs, delicate, artistic hands, and long, narrow feet. Aaleear are almost without exception fair skinned and graced with fine yellow or golden hair. Males often have neatly trimmed beards while the females grow their hair long and weave it into elaborate braids. Aaleear love fine needlework, and their clothes are often richly embroidered, usually at great expense. They are a long-lived people, reaching maturity at about age 30 and living three centuries on average.

Relations: Aaleear love most of all elves and other sylvan folk who share their passion for music. Relations are often cordial with halflings. Dwarves are looked down upon in much the same way the well educated sometimes pity the uneducated, for aaleear widely believe dwarves cannot appreciate the fine arts. Gnomes, with their penchant for jokes, are usually seen as bothersome while half-orcs are barely tolerated. Humans who share the aaleears' passion for music and nature can find acceptance.

Alignment: Artistic and mercurial,