

Fantasy Flight is pleased to present this free web enhancement for Mythic Races. It includes three additional races that could not be included in the book. The ittakkens were created by Justin Bacon and illustrated by Jesper Ejsing. The mahkim hail from Mennara, the world of FFG's best-selling Diskwars game. They were created by Darrell Hardy and illustrated by Eric Lofgren. Finally, the mannikins were created by Mark Chance and were also illustrated by Eric Lofgren.

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ITTAKKENS

ITTAKKENS

Ittakens are a race of giant, sentient insects. Their clans can be found inhabiting a wide variety of habitats. The combination of their natural intelligence and fortitude grant them the ability to adapt and thrive in just about any ecological niche.

Their utterly inhuman appearance and culture often causes them to be feared and shunned by the other races, but those who can accept the ittakens' presence will often benefit greatly from their strength, communal accomplishments, and unusual talents.

Personality: From the moment of their birth, ittakens possess a permanent, supernatural mental connection to their queen. Although the queen's mind may be elsewhere, she is never far from her people, and this connection shapes an ittakken's life and personality. In some ways, an ittakken and its queen are like two halves of the same person. Some ittakken compare this telepathic bond to a personal connection with a deity.

Despite this telepathic bond, ittakens are individuals. A wide range of personalities will be found within any given clan. In rare cases, a queen will attempt to quash all individuality, distorting the personalities of her people. Such clans are generally shunned by other ittakens

and sometimes violently opposed.

Of the ittakens who venture beyond the society of their clan, two types are most prominent. Those who are most likely to take up a life of adventuring are often calm and collected—in some ways even timid. This behavior is a result of the extreme care they must take in dealing with other races for fear of hurting them or damaging physical property. At the other extreme are ittakens who use their physical prowess to bully the “lesser races” around them. These ittakens are to be feared and are often the cause of the ittakens' poor reputation in many communities. Ittakens of this nature often become the targets of good-aligned adventuring parties, rather than their members.

Physical Description: Ittakken workers and warriors are, on average, 11 feet long at full extension. Ittakken scouts tend to be slightly shorter, averaging between eight and nine feet long. An ittakken's body is typically jet-black with a bluish sheen and is composed of three segments: the head, the thorax, and the abdomen (in that order, from front to back). An ittakken has six legs: two pairs on the abdomen and a third pair of thoracic legs.

A scout's wings are usually a translucent



purple, as long as the ittakken's body, and half as wide (with a gentle taper). The wings are located on the back of the thoracic region.

Ittakken can comfortably bend their bodies at a 90° angle between their thorax and abdomen, allowing them to raise their third pair of legs. The manipulators on the end of these limbs can then be easily used as hands. All six pairs of legs have manipulators. Some ittakken have learned to balance on their front two legs, while raising their abdomen in order to make four "arms" available.

Ittakken mature extremely rapidly, becoming fully functioning adults in a single year. This is possible primarily because of the mental connection to the queen.

Relations: Ittakken are, as a general rule, a reclusive race. Most ittakken are uncomfortable beyond the society of their clans, in no small part because they are not used to dealing with intelligent creatures with whom they do not share some sort of mental bond. This attitude is further enforced by the fear and distrust the ittakken are met with in many humanoid communities.

Of course, not all humanoids react with fear or prejudice toward the ittakken. Nor are all ittakken harmless martyrs: In many cases, ittakken clans have waged vicious war on humanoid neighbors.

Alignment: Ittakken society is, as one might expect, extremely orderly, and most ittakken tend to be either lawful or neutral. As for good and evil, the vast majority of ittakken will hold beliefs that are similar

(no more than one step removed) to their queen's.

Ittakken Lands: Ittakken can be found throughout the world. They are tunnelers, burrowing their way beneath the earth. They live in a number of different environments, ranging from the great ittakken hill dwellers of the plains, to the stone crawlers of the mountains, to the ice carvers who dwell within the glaciers of the north. Several ittakken communities even live in treetop villages in the deep jungles.

Most ittakken live in a community defined entirely by their clan. The clan is composed of all the ittakken who share a telepathic bond with a particular queen. Some ittakken communities are made up of multiple clans, and there are even rumors of clanless communities.

Ittakens of a clan are either clan sons (meaning they were born of the clan's queen) or clan brothers (meaning they were born of another queen and have since joined the clan). Clan brothers are exceedingly rare in most ittakken societies.

Ittakken queens give birth to all of the ittakens, who are individually sexless. The queens mate only with ittakken kings and almost never with kings of their own progeny, unless this is necessary due to isolation from other clans. While ittakken queens are immortal and new queens are extremely rare, ittakken kings live for only two years. At the end of a king's first year of life (when he is mature), he will leave the queen's nest and begin his journey—often accompanied by an honor guard—searching for a queen who will welcome him into her nest as a mating partner.

Ittakens are born into one of three castes: the worker caste, the warrior caste, or the scout caste. Though they do play some role in defining an ittakken's life (a member of the warrior caste, for example, is usually more physically adept at fighting than a worker or scout), they do not define an ittakken's existence. The only exceptions are certain extremely conservative ittakken societies—the societies individual ittakens are most likely to flee. In most communities, it is not uncommon to see a warrior ittakken working as a blacksmith's apprentice or to see a worker serving in the Queen's Guard.

Religion: For whatever reason, there are no gods of the ittakken race. As a result, many ittakens do not worship any god. Those ittakens who do follow a god are often members of a clan that has become religious through its queen. More commonly, however, individual ittakens find gods in their own ways. Ittakens who leave the clan society are more likely to worship a god than those who do not.

Language: The ittakken language is not meant to be spoken by humanoid tongues, and the reverse is also true. The ittakens have found a way around this problem through the use of their language pendants.

Names: Like their language, ittakken names are not truly pronounceable by humanoid tongues. Most ittakens who find themselves in the company of other races adopt new names.

Frequently these names will be the mental "taste" or "description" the queen has given the ittakken. This name can be extremely literal (Worker Nine, Southern Counter) or relatively fanciful (Red Delight, Black Madonna, Sweet Torrent), depending on both the queen and the ittakken in question. In other cases, the ittakken will simply choose a name that appeals to it, either one from the culture with which it is interacting or a random string of appealing syllables.

Adventurers: Ittakens who follow the path to adventure are frequently those whose souls are drawn by an irresistible wanderlust; their place is not with the clans but in the world at large.

Some ittakken adventurers are clanless, those who have, through one misfortune or another, lost their queen and been unable (or unwilling) to gain a new one. To other ittakens, these unfortunates are like cripples who are effectively homeless outcasts.

ITTAKKEN RACIAL TRAITS

- +2 Strength, -2 Wisdom, -2 Charisma.
- Ittakken base speed is 40 feet when moving on four legs. When moving on six legs an ittakken's base speed is 80 feet. An ittakken cannot perform a charge on six legs unless performing an unarmed attack.
- Large: As Large creatures, ittakens gain a -1 size penalty to Armor Class, a -1 size penalty to attack rolls, and a -4 size penalty on Hide checks. However, they are able to use larger weapons than humans use, and their lifting and carrying limits are twice those of Medium-size characters.
- Telepathy: Ittakens have a permanent, supernatural mental connection to their queen. At a distance of up to 25 miles, the ittakken and queen are capable of any sort of mental exchange. At distances between 25 miles and 250 miles, the communication between the ittakken and queen is limited to messages that could have been sent verbally. Beyond 250 miles, no cogent communication is possible, although the ittakken is vaguely aware of the queen's presence in his mind, and vice versa. The queen would know, for example, the instant any of her ittakens were killed, even if they were more

than 250 miles away from her. Direct communication from one ittakken to another is impossible, although the queen can serve as a conduit for such communication. This link is not severed by planar boundaries unless those boundaries prevent interplanar magical effects. The bond is lost in areas where magic is suppressed or negated (such as an *antimagic field*).

If the mental connection between an ittakken and a queen is broken or suppressed for any reason, the ittakken must make a Will save or fall into a catatonic state for 2d10 minutes. At the end of that duration, the ittakken may make another saving throw to see if it can regain consciousness. A new saving throw to regain consciousness can also be made as soon as the connection is reestablished. An ittakken who is suffering from a broken connection to the queen must make a new saving throw every 10 minutes or slip into the catatonic state.

The DC for the Will save is as follows:

Distance	Saving Throw DC
<10 ft.	35
11–100 ft.	30
101 ft.–1 mile	25
1–25 miles	20
26–250 miles	15
251+ miles	10

An ittakken may attempt to voluntarily shut off the telepathic link. Doing so successfully requires a saving throw as if the link had been broken. A failure places the ittakken into a catatonic state for 2d10 minutes, and the link remains in place. An ittakken who has voluntarily broken its link must make a new Will save every day; failure indicates that the queen has reestablished the link.

If the queen wishes to shut off the link, only a single saving throw is needed. A failure indicates catatonia for 2d10 minutes, after which the link is broken. The queen can attempt to reestablish contact at any time, although the ittakken may choose to resist (prompting daily saving throws).

An ittakken whose link has been broken with one queen may be “adopted” by another queen. A queen can never force an ittakken who is not her own to link with her.

The link between queen and ittakken also grants the ittakken some limited access to the queen’s skills. Of course, if the queen is engaged in active communication with an individual ittakken, she can provide the results of whatever Knowledge skills she possesses. Even if the queen is not actively communicating with an ittakken, however, the ittakken still gains an advantage to its own skill checks based on the strength of the mental connection as shown in the following table:

Distance	Skill Check Bonus
0–25 miles	+2
26–250 miles	+1
251+ miles	+0*

* Although no bonus is given, the ittaken is still able to use a skill untrained, even if he would normally not be able to use that skill untrained.

- **Mental Strength:** Due to the telepathic bond with its queen, an ittakken gains a +2 racial bonus to Will saves against mind-affecting spells and effects.
- **Unusual Body Type:** Ittakken generally don’t wear armor, and those ittakkens who wish to wear it will usually have to have it specially made. Ittakken armor costs 5 times as much as normal armor of the same type.
- **Unusual Hands:** Ittakken manipulators are not the same as humanoid hands. Ittakken can use simple melee weapons and simple thrown weapons without penalty. Any attempt to use a non-thrown simple ranged weapon or any sort of martial weapon suffers a –4 penalty. This penalty can be overcome if the weapon was specifically designed for ittakkens (in which case it gives humanoids who attempt to use it a –4 penalty). The penalty can also be overcome if the ittakken takes the Exotic Weapon Proficiency feat for that weapon.
- **Intimidation:** Ittakken gain a +2 racial bonus on their Intimidate checks against humanoids.
- An ittakken character automatically starts with an ittakken language pendant.
- **Automatic Languages:** Common and Ittakken. **Bonus Languages:** Draconic,

Dwarven, Gnome, Terran, and Undercommon.

WARRIOR

- **Claws:** Ittakken warriors possess razor sharp claws on their manipulators. A warrior's unarmed strike damage is 1d6. Unlike normal unarmed strike damage, this damage is not subdual damage. An ittakken's Strength modifier is applied as usual to this damage. If ittakken warriors wish to make unarmed attacks for subdual damage, they must do so as if using a weapon that deals normal damage, suffering a -4 penalty on their attack roll.
- **Natural Armor:** Members of the warrior caste have a +6 natural bonus to their Armor Class.
- **Favored Class:** Fighter.

WORKER

- **Digging:** Ittakken workers are capable of burrowing with a speed of 10 feet. Workers cannot run or charge while burrowing.
- **Natural Armor:** Members of the worker caste have a +4 natural bonus to their Armor Class.
- **Favored Class:** Fighter.

SCOUTS

- **Flight:** An ittakken scout can fly 60 feet (good).
- **Natural Armor:** Members of the scout caste have a +2 natural bonus to their Armor Class.
- **Favored Class:** Rogue.

ITTAKKEN LANGUAGE PENDANT

Just as the humanoid tongue is not made to pronounce the language of the ittakkens, so the ittaken vocal instrumentation is not made to pronounce humanoid languages. In order to overcome this problem, an ingenious ittakken created language pendants. A language pendant is powered by the telepathic link with an ittakken's queen; essentially, the queen links the ittakken's mind to the pendant, allowing the ittakken to express itself through the pendant's unique magic. A pendant is usually given to the ittakken at a very young age.

An ittakken without a pendant is incapable of communicating in any language other than Ittakken (even if the character has learned other languages). If an ittakken's connection to the queen is broken—voluntarily or otherwise—the pendant becomes inert. An ittakken wearing a language pendant can speak any language it knows.

Some ittakken clans eschew the pendants, either deliberately (holding that contact with non-ittakken races is a corruption of the ittakken) or simply because they have not encountered the pendants before. *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *comprehend languages*; *Market Price:* 500 gp; *Weight:* 1 lb.

ITTAKKEN HANDS

Some ittakkens have learned to balance on their front two legs, raising their abdomen in order to make four "arms" available for use.

Prerequisite: Must be an ittakken.

Benefit: You have four hands. As a move-equivalent action, you can balance on your thoracic legs, raising your abdomen in order to make four "arms" available for use. When using this ability to attack with four weapons, you are considered to have one "primary" hand and three "off" hands.

Normal: Without this feat, an ittakken character is limited to using only its thoracic limbs.

Special: If the ittakken possesses the Ambidexterity feat in addition to this feat, they are considered to have two "primary" hands and two "off" hands, in addition to the other benefits of the Ambidexterity feat.

MAHKIM

Mahkim are a race of humanoid, four-armed swamp-dwellers. The cold-blooded race somewhat resembles amphibians (similar to frogs), but their biology is actually closer to that of reptiles. Mahkim are a deeply spiritual people who are nevertheless willing to wage bloody war in defense of their homes and families. Enemies who see them merely as simple, nature-loving swamp folk live just long enough to regret making that mistake.

Personality: To understand mahkim, one must understand the *nashan*. Put simply, a mahkim's *nashan* is his clan or extended family unit. But unlike true family clans, into which a member must be born or married, *nashans* are open to all. Any mahkim may join any *nashan*, but this is never done lightly. For in mahkim society, nothing is more important than the safety and well being of one's *nashan*.

As a member of a *nashan*, a mahkim is expected to do whatever is necessary to protect and improve the lives of every other member of the *nashan*. This is the focus of the mahkim's life; he will fight and die to protect his *nashan*.

Members of one *nashan* may "adopt" another *nashan*. In doing so, the mahkim dedicate themselves to protecting and serving *both* *nashans*. This is a heavy responsibility, but

it brings honor to the mahkim taking on the responsibility.

The practice of adopting additional *nashans* originated as a way to ensure peace between rival *nashans*. Today, it still serves this purpose, but adventurous young mahkim are leaving their homes to adopt *nashans* outside of mahkim society. The elders encourage the practice, as it brings new allies and resources into their culture.

Physical Description: Mahkim are about the size and shape of humans but have four arms instead of two. Mahkim heads are also wider than those of humans, with wide-set eyes, small noses, no external ears, and oversized mouths that give them a frog- or turtlelike appearance. The skin of a mahkim is smooth and hairless, with colors ranging from dark brown to light green. A mahkim's skin is usually a mottled mix of two or more shades. Skin patterns (such as stripes and spots) are common but usually centralized on the back, chest, or shoulder area. Specific skin patterns are hereditary. Mahkim fingers and toes are webbed, though not to the point where it interferes with their balance or dexterity. While among their own kind, mahkim wear little or no clothing save for belts and sashes with compartments for holding their possessions.

Mahkim reach maturity around 20 years of age and often live another 80. They range in height from five to six feet tall and weigh between 120 and 200 pounds.

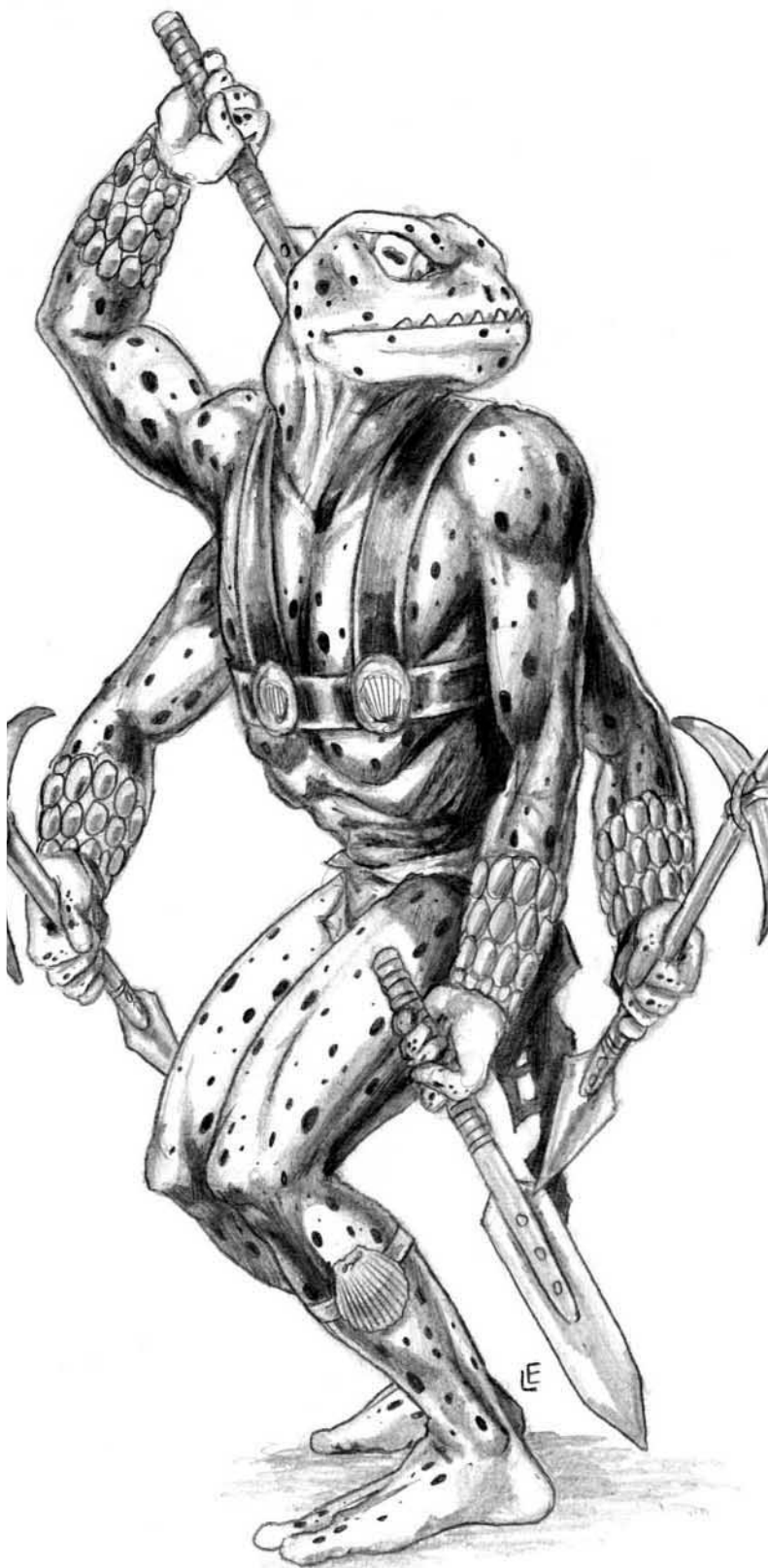
Relations: Most mahkim prefer to live in the company of their own kind, forming small villages in swampy areas. Nevertheless, they are good neighbors to those around them (regardless of race). If provoked, however, they can be terrifying enemies.

Trade is common between mahkim and their neighbors, and mahkim will do anything they can to help their allies in times of trouble.

Alignment: Mahkim alignment varies from one region to another, but tends toward good. Evil mahkim are not unheard of, though they are uncommon. Individual mahkim turn towards evil for the same reasons that any one else will do so (greed, powerlust, etc.), while entire villages occasionally turn evil as a result of constant warfare with their enemies.

Mahkim Lands: While individual mahkim can be found practically anywhere, their villages are mostly in swamps, the more tropical the better. Due to their partly amphibious nature, mahkim prefer to live near water. A village is usually made up of two to six nashans.

Religion: Mahkim have no patron diety. Instead, they hold an animistic belief that there are spirits in every living thing. Mahkim can make their lives easier by respecting these spirits and carrying out their wishes. The spirits, and the mahkim themselves, are connected through a mystical bond the shamans call "the mist." It is through the mist that the shamans can work magic.



Only the shamans (called “keepers of the mist”) and their acolytes (called “servants of the mist”) can communicate directly with the spirits. The mist speakers request favors from the spirits on behalf of the other mahkim and perform whatever tasks the spirits ask in return.

Language: The mahkim language is a gentle one, full of soft vowels and mild consonants. This probably has something to do with their wide mouths and long tongues. At any rate, the language is no more difficult to learn than any other humanoid language.

Names: Mahkim are given one name at birth and a second after establishing their place in society. This second name is usually more of a title than just an identifier: Names like Stonemaster, Farseeker, and Warleader are common. Common first names include Aipham, Lephram, Rhaq, and Mathan.

Adventurers: The most likely mahkim adventurer is one looking to adopt a nashan outside of mahkim society. Traditionally, this mahkim seeks out a group of people (such as an adventuring party) with values similar to his own. After spending time with them, if he feels they would be a worthy addition, he informs them that they are his new nashan. On one hand, this is good for the party, as the mahkim’s loyalty and courage cannot be questioned. On the other, the mahkim will expect the same loyalty and courage from the party and will be enraged if it is denied.

Other mahkim adventurers include couriers delivering goods and information from one swamp settlement to another, warriors tracking down an enemy of their nashan, and mist speakers carrying out the spirits’ strange demands.

MAHKIM RACIAL TRAITS

- +2 Constitution, –2 Wisdom: Mahkim are resilient and tend to view situations from a broader perspective.
- Medium-size: As Medium-size creatures, mahkim have no special bonuses or penalties due to their size.
- Mahkim base speed is 40 feet.
- Low-light Vision: A mahkim can see

twice as far as a human in starlight, moonlight, torchlight, and other conditions of poor illumination. They retain the ability to distinguish detail and color under these conditions.

- +4 racial bonus on Search, Spot, and Listen checks in swamp or marshy settings: No one knows the swamp better than the mahkim.
- Exotic Weapons: Mahkim receive the Exotic Weapon Proficiency feat for their racial weapons for free.
- Two-Weapon Fighting: Mahkim receive this feat for free.
- Ambidextrous: Mahkim receive this feat for free.
- Automatic Languages: Common and Mahkim.
- Favored Class: Fighter. A multiclass mahkim’s fighter class does not count when determining whether or not he suffers an XP penalty for multiclassing.
- Level Equivalent: Class levels +2.

MIST SPEAKER

Among the mahkim, there are none more highly respected than the mist speakers. These shamans have a druid-like connection to the swamp, to nature, and to the spirits of the earth, and they are dedicated to understanding the mist and to maintaining the balance of nature.

Mist speakers are usually found in the swamps, though it is not uncommon for them to venture into the land to right wrongs or to ensure the balance of nature. Rangers and druids are most commonly mist speakers.

Hit Die: d8.

REQUIREMENTS

To qualify to become a mist speaker, a character must fulfill all the following criteria.

Race: Mahkim.

Animal Empathy: 4 ranks.

Wilderness Lore: 9 ranks.

Knowledge (nature): 9 ranks.

Spellcasting: Ability to cast 1st-level divine spells.

CLASS SKILLS

The mist speaker's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mahkim mist speaker prestige class.

Weapon and Armor Proficiency: A mist speaker is proficient with all simple and mahkim exotic weapons. Mist speakers are proficient with light armor, but not shields.

Spells per Day: A mist speaker continues to cast divine spells as if he were a spellcaster of his total character level. When a new mist speaker level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one spellcasting class before he became a mist speaker, he must decide to which class he adds each level of mist speaker for purposes of determining spells per day when he adds the new level.

Eyes of the Swamp: With this spell-like ability, a mist speaker who is in a swamp may see and hear what is happening in any other part of the swamp. Eyes of the Swamp works just like the clairaudience/clairvoyance spell, except the mist speaker is considered to be familiar with the entire swamp. A mist speaker may use this ability once per day per class level. His caster level is equal to his character level.

Marsh Beast Companion: Upon becoming a mist speaker, the character gains an animal companion (as a druid of the same character level), but it must be native to marsh terrain.

Speak with Animals and Plants: At 1st level, a mist speaker may cast *speak with animals* and *speak with plants* once per day. As the mist speaker advances in levels, he may cast these spells a number of times per day equal to his



class level. The mist speaker's caster level is equal to his character level.

Commune with Nature: Beginning at 2nd level, a mist speaker may cast commune with nature once per day for every three levels of mist speaker.

Grub Link: At 7th level, a mist speaker gains the ability to telepathically communicate with any shotham mind grubs within one mile. If a mind grub has burrowed inside a creature, the mist speaker may use it to control the mind of that creature. This control is just like *dominate monster* as cast by a wizard equal to the mist speaker's class level, with one exception: Because the commands are telepathic, there is no need for verbal communication. Controlling a creature in this fashion consumes the grub: it dies at the end of the control duration and does not lay its eggs.

MAHKIM WEAPONS

Over years of defending their homes, the mahkim have developed several unique weapons rarely seen other than in the

THE MAHKIM MIST SPEAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Eyes of the swamp, marsh beast companion, speak with plants and animals	+1 level of existing class
2	+1	+3	+0	+3	Commune with nature	+1 level of existing class
3	+2	+3	+1	+3		+1 level of existing class
4	+3	+4	+1	+4		+1 level of existing class
5	+3	+4	+1	+4		+1 level of existing class
6	+4	+5	+2	+5		+1 level of existing class
7	+5	+5	+2	+5	Grub link	+1 level of existing class
8	+6	+6	+2	+6		+1 level of existing class
9	+6	+6	+3	+6		+1 level of existing class
10	+7	+7	+3	+7		+1 level of existing class

hands of their warriors. The weapons below are all considered exotic weapons. They have no cost, as they cannot be purchased through normal means.

Doloch: A doloch is a weapon specifically designed to make the most of a mahkim's four-armed nature. Two-armed characters trying to use a doloch suffer a -4 on all their attack rolls. Furthermore, using the doloch requires the Two Weapon Fighting feat.

Individually crafted, each doloch consists of four to eight hard wooden rods connected by leather straps and rotating knobs. Masters of the doloch wield the weapon by its wooden knobs, spinning it around in a blur.

Doloch wielders can use the weapon to disarm their enemies. When using a doloch, you gain a +2 circumstance bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail the disarm). The doloch can also be used as a whirling shield, providing its user with a +1 shield bonus if the user spends a defensive full action.

Rochas: The rochas is a triple slingshot consisting of a single grip and three separate yokes: two branching from the top of the grip and one from the bottom. Elastic swamp roots connect the yokes to leather pouches, which are filled with sling bullets. A mahkim fires a rochas as you would a slingshot, but holds the grip in one hand and pulls back and releases three pouches' worth of bullets with his other three hands.

The roots essential to the rochas must be soaked in water every three days in order to maintain their elasticity. Without it, there is a 20% chance that one of the roots will snap when the weapon is used. This chance increases by 20% for each day after the fourth that the roots are not soaked.

Notach: A notach is a pair of long, serrated daggers with a long strip of leather connecting the bases of their hilts. Originally a hunting weapon, the notach was used by the mahkim to skewer their prey at range, then slowly reel it in. Today, warriors use the notach to stab their opponents with one blade, pull them in close, then finish them off with the other blade.

When throwing a notach blade at an enemy, there is a chance that the blade will get stuck in the opponent. If the weapon hits and the target fails a Reflex save (DC 10), he is impaled on the blade's serrated edge. If the blade is pulled from the target (either by the target or the notach wielder), it does an extra 1d4 points of damage. This is a free action. While the target is impaled on the blade, the wielder may use a standard action and make an opposed Dex check to pull the target off-balance.

Traditionally, the mahkim hold the two blades of the notach in their top two hands and use their bottom pair to hold the length of leather cord. Characters without four arms can use the notach, but have a -2 penalty to their attack rolls. Using a notach requires the Two Weapon Fighting feat.

EXOTIC WEAPONS—MELEE

Weapon	Size	Damage	Critical	Range Increment	Weight	Type
Doloch	Medium	1d6	x2/20	10 ft	2 lb.	Bludgeoning

EXOTIC WEAPONS—RANGED

Weapon	Size	Damage	Critical	Range Increment	Weight	Type
Rochas	Medium	3d4	x2	50 ft	0 lb.	Bludgeoning
Notach	Medium	2d4*	x2	15 ft	2 lb.	Piercing

* 1d4 damage per blade.

AMPHIBIAN OR REPTILE?

Mahkim are neither amphibians nor reptiles, though they have some features of both. Like reptiles, they lay eggs with hard shells (in clutches of 1d6). Their young hatch as tiny, helpless mahkim and not as tadpoles.

Like amphibians, mahkim can breathe underwater through recessed gills, and their skin can dry out if it isn't immersed in water every three days. For every day past the third that a mahkim has not immersed its skin, the mahkim must make a Fortitude save (DC 15) or lose one point of Constitution. These points of Constitution return at a rate of one per day that the mahkim spends at least one hour immersing its skin.

Mahkim are cold-blooded. They are slow and sluggish in cold weather or climates, though they do not hibernate.

SHOTHAM MIND GRUB

TINY BEAST

Hit Dice: 1/2d6+1 (2 hp)
Initiative: +4 (Dex)
Speed: 10 ft., swim 5 ft.
AC: 16 (+2 size, +4 Dex)
Attacks: Bite +1 melee
Damage: Bite 1d4-3
Face/Reach: 1/2 in. by 3 in.
Special Attack: Burrow, Toxin
Saves: Fort +2, Ref +6, Will +1
Abilities: Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills: Hide +14
Climate/Terrain: Temperate, warm, and tropical marsh and forest
Organization: Swarm (5-8)
Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: —

Shotham mind grubs are tiny worms with huge, fang-filled mouths. Grubs can typically be found floating on the surface of murky swamp water or dangling from low-hanging tree limbs. Once they successfully bite their prey, they burrow beneath its skin and secrete toxins that override the victim's nervous system. Experienced mist speakers may use a telepathic connection to the grub to manipulate these toxins and control the victim's mind. Some mist speakers even carry a supply of grubs around with them (being certain never to be bit) and throw them at their enemies. (Throwing grubs is a standard ranged attack. If the attack succeeds, make separate attacks for each grub.)

COMBAT

A shothan mind grub attacks by jumping at or dropping onto their victims and finding vulnerable spots to bite. They are known to latch onto clothing and armor, effectively hitching a ride until a vulnerability presents itself.

Burrow (Ex): If a grub hits with its bite attack, it begins to wriggle beneath the target's skin. Burrowing into the skin takes a full round, and the grub's AC is 12 while it burrows.

Toxin (Ex): Once under the skin of its target, the grub secretes a toxin that overrides the target's nervous system. If the target fails a Fortitude save (DC 17), he falls unconscious for 1d6 hours. While the target sleeps, the grub lays 1d10 eggs inside the victim, then dies. The eggs hatch shortly before the victim awakens. The infant grubs eat their way out of the victim, doing 1d4-2 points of damage each.

MANNIKINS

The mannikins are a race of self-replicating, intelligent constructs. Created in ages past by a long lost race of wizards, the mannikins at first were servants, soldiers, and laborers for their sorcerous creators and masters. Slowly, over many decades, the intelligence of the mannikins grew until they were able to organize and throw off the shackles of their rulers. The creatures turned on the creators, and that once great race of wizards plunged into oblivion.

Today, the mannikins reside in the twin cities of Hinge and Foursquare: one built in the mountains, the other on the plains below. Under the governance of the Replicators, a quasi-religious council that jealously controls the secrets of creating new mannikins, the constructs build their armies and defenses, intent on never being subjugated again. Hinge, in the lofty mountains, is off-limits to all but the mannikins except by special dispensation granted by the Replicators. Foursquare is an open city and something of a sanctuary. So strong do the mannikins love freedom that they offer asylum to those trying to escape foreign oppression. Of course, those granted sanctuary had best abide by mannikin law or else lose the greatest freedom of all: life itself.

Personality: Despite their wooden appearance and lack of facial expressions, man-

nikins can be quite personable. Much of what flesh and blood creatures enjoy is alien to them. Mannikins cannot appreciate fine cuisine, perfumes and aromas, or sex. They can and do, however, appreciate freedom: The ability to do and say and think whatever they want. Since their self-emancipation, the mannikins have tried to create a libertarian utopia where all free and rational creatures respect the rights of other free, rational creatures.

Of course, this idealism is a pipe dream, but the mannikins do their best. Many are so concerned with respecting the freedom of others that they fail to hold any strong opinions about anything of importance. Other mannikins have so elevated the idea of tolerance that they have become ruthlessly oppressive of those who they feel violate supposedly inalienable freedoms. It is widely quipped that many a mannikin could teach courses in self-righteousness.

Physical Description: Tall and slender and made entirely out of wood and metal, mannikins look like humanoid, clockwork people. Their arms, legs, hands, and other body parts are marvels of engineering. Though relatively clumsy, a mannikin's four-fingered, articulated hands are capable of doing whatever a human's can do.

Due to a noticeable uniformity in appearance, mannikins take steps to individualize themselves from their fellows. Most have their name or initials carved into their foreheads. Some wear wigs. Those who can afford it have filigreed designs inlaid on their cheeks and forearms. Some mannikins even go so far as to paint “realistic” details on their faces: lipstick, eye shadow, and so on. Of course, each tries to develop a unique sense of fashion as well, blending different styles of clothing in noticeable, if not flamboyant, colors.

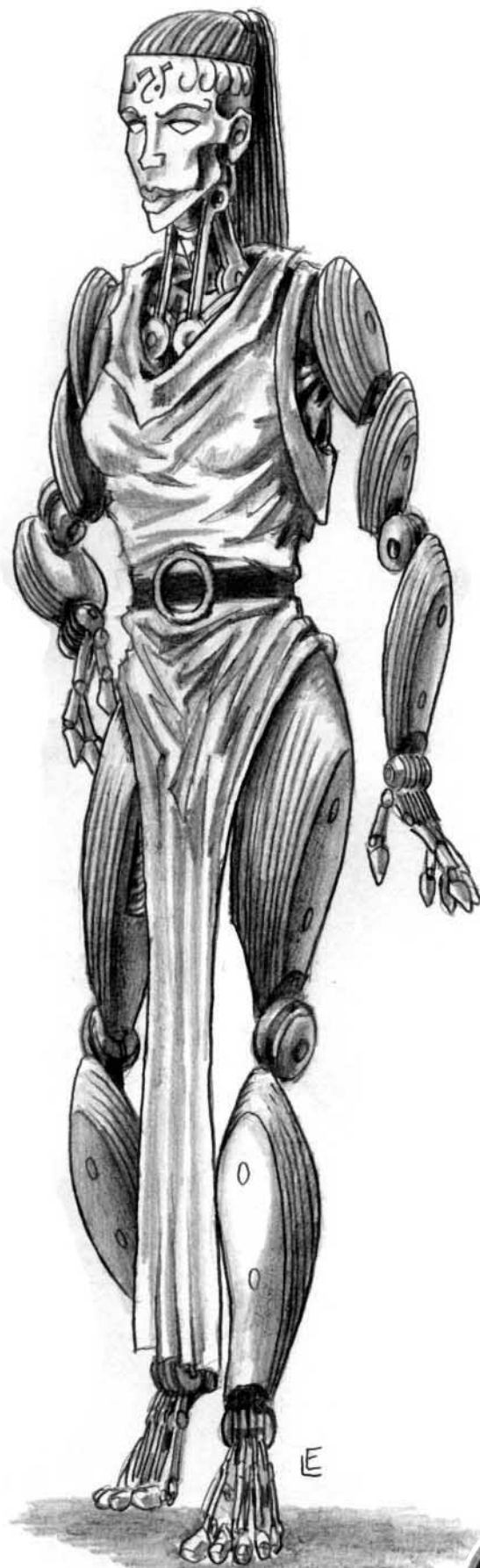
The Replicators produce a quota of “newborn” mannikins every month. Each new mannikin is gifted to a preselected family, which is then responsible for the mannikin’s upbringing. Though created at a full adult size, a young mannikin has an immature mind that must be gradually shaped and taught, as is the case with any child. A young mannikin learns quickly, reaching mental maturity in about 15 years. Thereafter, a mannikin can live as long 450 years in most cases before his life energies are used up.

Relations: Most races aren’t quite sure what to make of the mannikins. Dwarves, with their rigid social structures and conservative nature, tend to find mannikins extremely annoying. Elves and many gnomes are sympathetic to the mannikins’ love of freedom. Humans and half-orcs are perhaps the most likely to view mannikins as potential allies or even friends.

The mannikins, with their emphasis on freedom and tolerance, claim to treat all races equally, but this is seldom the case in actual practice. The strong chaotic bent of the mannikins tends to make them value their own freedom and toleration more so than those of others. Insisting that a mannikin go along to get along is likely to elicit cries of unfairness. On the other hand, not agreeing with a mannikin’s pet viewpoints is likely to earn the dissident scorn or even abuse.

Alignment: Above all, mannikins tend toward chaos. Most are either neutral or good. Evil mannikins, even those that are chaotic, are not likely to find acceptance amongst their own kind.

Mannikin Lands: There are only two places that mannikins call home: the free cities of Hinge and Foursquare. Aside from the



Replicators, whose unique sphere of control makes them exceedingly influential, there are countless shifting power centers in both cities. Guilds, associations, and federations form and disintegrate with great rapidity. Most of the more stable power groups maintain their own private police forces that work to ensure that their employers' rights are more tolerated than the rights of others. In Hinge and Foursquare, all residents are equal, but some are more equal than others.

Both cities are governed by a single parliament. The various power centers ally and break apart on a regular basis, making the parliament unstable and often ineffective. A Prime Minister, chosen from the majority coalition's ranks, is the nominal head of the government, but he serves only as long as his coalition can hold the majority position. Various committees within parliament have power to draft legislation affecting most matters civil and military. Due to a constitutional provision, the Replicators have guaranteed majority control over population issues.

Public corruption is widespread, especially among the magistrates. Justice in Hinge especially is not so blind that she cannot count the number of gold coins in a well-placed bribe. Many magistrates are wealthy enough to employ a court police force. These bailiffs help increase court revenues by making frequent arrests for crimes punishable by fine. Some of the bolder bailiffs even assess immediate fines that can be paid in order to avoid arrest. Visitors to Hinge are particularly favored targets of bailiffs, and ignorance of mannikin law is no excuse.

Social groups among mannikins are chaotic as well. Marriages are typically viewed as legal contracts and subject to dissolution if and when the contract is no longer satisfactory to one or both partners. Magistrates are often called upon to arbitrate resulting disputes over property, wealth, and custody of immature mannikins. Initial gifting of a new mannikin to a family is usually celebrated with some sort of semi-public affair that often seeks the blessing of Tek the Liberator. There is an active system of guild apprenticeships to help parents with the burdens of educating their children.

Death in mannikin lands is a somewhat ghoulish affair. Mannikins are not subject to

decay the way a normal living creature is. Natural death occurs when a mannikin depletes his store of animating life energy. When this occurs, what is left is basically a statue and the remains are usually treated as such. There are no graveyards in Hinge or Foursquare. Instead, there are "death gardens" in which deceased mannikins are posed, locked into position, and placed on display for friends and family members to visit.

Visitors to Hinge can find themselves in for a wild time. Technically, all are welcome, but guests must exercise care. Neighborhoods are often under the sway of a particular guild or association, many of which engage in fierce competition with other neighborhoods. Manufactured goods are usually marked with a guild or association logo, and characters wandering into the wrong neighborhood with the wrong logo are subject to harassment or worse. When the controlling interests in a given section of the city also have their own police forces, competition between neighborhoods can result in street brawls and hooliganism.

Mannikins in human lands are almost always adventurers. Rarely, a small enclave of mannikins can be found in a larger human city, busily engaged in nearly any sort of trade or activity.

Religion: The patron deity of Hinge and Foursquare is Tek the Liberator, a minor god of freedom and commerce. The cult of Tek is one of those more stable power groups mentioned above. Priests and agents of Tek work actively to ensure that the chaotic arena of mannikin politics remains chaotic. Being closely allied with the Replicators, the priests of Tek enjoy substantial influence in parliament. Keeping the parliamentary situation fluid helps keep the cult of Tek near the top of the political food chain.

The Replicators themselves endorse adherence to the Source, a sort of mystical, philosophical system of beliefs that revolve around the supposed origins of mannikins' animating life energies. Most disciples of the Source are clerics; the laity is a small group. The doctrines of the Source are exceedingly esoteric, and few lay people have the time to master them.

Religious freedom is encouraged in Hinge and Foursquare. There are many foreign cults

active in mannikin lands, and even a few evil ones operate openly, albeit under watchful scrutiny. A cult with a sufficiently large following can find its way into parliament as a power center.

Deity	Alignment	Domains
Tek the Liberator	Chaotic neutral	Chaos, Luck, Travel
The Source	Any	Any two

Language: Mannikins speak their own tongue, a clacking language distantly related to Abyssal. Histories indicate that the mannikin tongue is derived from the language of their original creators, indicating that the long-lost ancient race of wizards may have very sinister origins indeed. Written Mannikin is based on a relatively complicated runic alphabet, the characters of which bear a faint resemblance to Infernal.

Names: Devotees of freedom, there are no conventions regarding names. The Replicators, who produce a quota of new mannikins every month, decide on each mannikin's birth name. Given the comparatively small number of Replicators, there is sometimes a crisis of imagination when it comes to new names. It also seems that some Replicators delight in absurd names. Many mannikins have been named after common household items.

Male Names: Cog, Basin, Corrin, Yintalkine.

Female Names: Mantalbusiel, Barrelina, Ocarina, Lantern.

Adventurers: Most mannikins that adventure do so to better express their freedom and individuality. In Hinge or Foursquare, it is difficult to stand out from the crowd. Many mannikins travel to tyrannical regimes in order to act as freedom fighters and partisans.

MANNIKIN RACIAL TRAITS

- +2 Strength, +2 Constitution, -4 Dexterity: Mannikins are quite strong and hardy, but are seldom graceful.
- Medium-size: As Medium-size creatures, mannikins have no special bonuses or penalties due to their size.
- Mannikin base speed is 30 feet.



- Impaired Senses: While a mannikin's senses of touch, sight, and hearing are equivalent to those of a human, they do not have the senses of smell or taste.
- +4 natural bonus to AC.
- Mannikins are rather buoyant and gain a +10 racial bonus to Swim checks.
- Automatic Languages: Common and Mannikin. Bonus Languages: Abyssal, Dwarf, Giant, Gnome, Goblin, and Orc.
- Living Construct: Mannikins are immune to disease, poison, and petrification. They are not subject to critical hits, subdual damage, or death from massive damage. Mannikins have a hardness of 5. Attacks based on acid, fire, and lightning ignore a mannikin's hardness, as do attacks judged especially effective against wood. Mannikins do not eat, drink, or breathe. They are immune to extremes in temperature due to weather.
- Spell Immunity: Mannikins cannot be affected by spells such as *charm per-*



son that require a humanoid target. Most spells that require a living target affect mannikins normally. Mannikins are subject to spells such as *repel wood* and *repel metal or stone* but cannot be affected by *chill* or *heat metal, iron wood, or warp wood*. *Animate dead* cannot affect mannikin corpses.

- **Monstrous Race:** A mannikin without a character class has 2d10 Hit Dice. A 1st level mannikin character of any class, therefore, has an additional 2d10 worth of hit points (including any bonuses due to Constitution).
- **Natural Weaponry:** A mannikin can cause 1d6 points of damage with a punch instead of the normal 1d3 points of subdual damage. Using its natural weaponry does not provoke attacks of opportunity, as if it possessed the Improved Unarmed Combat feat.
- **Favored Class:** Fighter. A multiclass mannikin's fighter class does not count when determining whether or not it suffers an XP penalty.
- **Level Equivalent:** Class levels +4.

MANNIKIN JUGGERNAUT

A mannikin juggernaut is more than just a warrior. It is a mighty force, driving deep into enemy ranks, crashing through defensive formations as it presses inexorably toward some tactical goal. Most juggernauts are fighters, although a few are rangers. Mannikin paladins are rare indeed, and thus a paladin juggernaut is virtually a thing of legend.

In *Hinge* and *Foursquare*, the juggernauts usually form independent cohorts who then sell their services to the power group they feel most sympathetic toward. Others work alone as champions or just hired muscle, as personal preference dictates. A mannikin juggernaut in human lands can often command a stiff salary as part of some lord or lady's retinue.

Hit Die: d12.

REQUIREMENTS

To qualify to become a mannikin juggernaut, a character must fulfill all the following criteria.

Race: Mannikin.

Base Attack Bonus: +6.

Feats: Dodge, Mobility, Improved Bull Rush.

CLASS SKILLS

The juggernaut's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mannikin juggernaut prestige class.

Weapon and Armor Proficiency: A juggernaut is proficient with all simple and martial weapons. He can use all types of armor and shields.

Battle Sense: Starting at 2nd level, the character becomes exceptionally attuned to the chaos of battle and preternaturally alert to danger. At 2nd level and above, the juggernaut retains his Dexterity (if any) regardless of being caught flat-footed or struck by an invisible attacker. This ability is still negated if the juggernaut is immobilized.

THE MANNIKIN JUGGERNAUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Irresistible force 1/day
2	+2	+3	+0	+0	Battle sense (Dex bonus to AC)
3	+3	+3	+1	+1	Irresistible force 2/day, +1 improved mobility
4	+4	+4	+1	+1	Battle sense (can't be flanked)
5	+5	+4	+1	+1	Irresistible force 3/day
6	+6	+5	+2	+2	+2 Improved mobility, battle sense (+1 vs. traps)
7	+7	+5	+2	+2	Irresistible force 4/day
8	+8	+6	+2	+2	Battle sense (+1 dodge bonus)
9	+9	+6	+3	+3	Irresistible force 5/day, +3 improved mobility
10	+10	+7	+3	+3	Battle sense (+2 vs. traps)

At 4th level, the juggernaut cannot be flanked as he has learned to react to multiple attackers as easily as a single opponent. A rogue is denied the ability to sneak attack from the flank unless the rogue is at least four levels higher than the juggernaut. In this case, the defense against flank attacks is negated for the rogue, and the juggernaut is subject to sneak attacks.

Upon reaching 6th level, the juggernaut gains an intuitive sense of danger that grants a +1 bonus to Reflex saves made to avoid traps. The bonus increases to +2 at 10th level. A juggernaut tends to move a great deal during combat, and his danger sense is useful for avoiding nasty surprises such as defensive pit traps.

At 8th level and above, the juggernaut gains an additional +1 dodge bonus to AC. This stacks with the bonus acquired from the Dodge feat and must be used against the same opponent that the Dodge feat's AC bonus is applied toward.

Battle sense is cumulative with uncanny dodge. If the juggernaut has another class that grants the uncanny dodge ability, add the levels of the classes that grant these two abilities to determine the character's battle sense ability.

Improved Mobility: For every three full levels achieved as a juggernaut, the character gains a +1 dodge bonus to AC against attacks of opportunity caused by moving out of or within a threatened area.

Irresistible Force: When moving at least 10 feet before his attack, a juggernaut gains the

following bonuses:

- +4 Strength.
- +2 bonus on attack rolls.
- Treated as one size category larger for determining the effects of a bull rush. In part, this means a mannikin can bull rush creatures of size Huge or smaller. Furthermore, the juggernaut is treated as if charging for determining the effects of a bull rush but suffers none of the penalties associated with charging. If the juggernaut actually charges, bonuses from this ability do not stack with normal charge bonuses.
- Immunity to spells or magical effects that impede movement such as *hold person*, *paralysis*, *solid fog*, *slow*, and *web*.

Of course, a moving juggernaut provokes attacks of opportunity as normal but does gain his dodge bonus to Armor Class due to Mobility. A juggernaut can continue to move and attack as an irresistible force for a number of rounds equal to 5 plus the character's Constitution modifier. After this time, all of the bonuses for irresistible force vanish, and the juggernaut is winded, suffering a -2 penalty to Strength for a like number of rounds. Furthermore, a juggernaut can only become an irresistible force a certain number of times per day, as shown on the table below. Becoming an irresistible force takes no time itself, but the juggernaut can only do so on his action.