

- **Darkvision:** Wave mites can see in the dark up to 120 feet. Darkvision is black and white only, but is otherwise like normal sight. Voesti can function in no light at all.
- Wave mites are amphibious, able to survive on land or in water.
- **Water Freedom:** Wave mites take no penalties to movement, attacks, or melee or unarmed damage while underwater.
- While underwater, wave mites receive a +4 racial bonus to Survival checks.
- Wave mites have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.
- **Automatic Class Skills:** Survival and Swim are always class skills for wave mites.
- **Waterborn:** Wave mites are most comfortable when their skin is moist, hence they are vulnerable to dehydration and heat. They take +50% damage from fire or heat-based attacks on a failed saving throw. Furthermore, when making Survival checks to resist the effects of extreme heat and dehydration, they take a –5 racial penalty to the check.
- +2 racial bonus on Concentration checks when casting divine spells; water mites are attuned to their deity.
- **Automatic Languages:** Aquan and Goblin. **Bonus Languages:** Common, Draconic, Giant, Old Tongue, and Orc.
- **Favored Class:** Druid. A multiclass wave mite's druid class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- **Allowable Divine Heritage:** Demedreas and Shivanos.

Goblins, Witch Hill (Mad Smiths)

Witch Hill goblins' inquisitiveness always set them apart from their goblin kin, and it was this curiosity that the Witch Lord Sasha Drakonik cultivated and refined into an aptitude for all things technological. Although these so-called "mad smiths" explore all known aspects of the mysterious science of technology, weaponsmithing is the field they most enjoy and excel in.

Their forgeholds supplanted the tribal social structure Witch Hill goblins once followed. Forgeholds are extended, clan-like groupings centered on a particular craft to which the entire assembly devotes its time and effort.

Personality

Although not nearly as crass as their uncivilized goblin cousins, mad smiths are rude and blunt, especially when machines and black powder are involved. Among themselves, the Witch Hill goblins rarely socialize, for idle distractions can lead to accidents and miscalculations. Because they bury themselves in their work, other races view them as aloof and anti-social.

Physical Description

Witch Hill goblins are virtually indistinguishable from their primitive cousins. The only thing setting mad smiths apart, other than the smoke and grease usually covering them from head to toe, is the unexpected glint of keen intelligence in their eyes.

Relations

Most inhabitants of the Archduchy have not forgotten the mad smiths' sordid past. Still, so long as the goblins continue to provide weapons to the Archduchy of SpirosBlaak and not to its enemies, the contracts of peace between the cities of man and the mad smiths

shall remain intact. It is suspected, however, that Witch Hill has been selling weapons to the orcs and goblins of the Roaming Plains, but no proof has yet been found. As a provision of the Concord of Founding, the dwarves of Nolmedron are likewise restricted from taking violent action against the mad smiths, although covert skirmishes between the two races are not uncommon.

Alignment

This race treads a steady line between the chaos of inventiveness and the directed logic required to command the mysteries of technology. And although the Witch Hill goblins are no longer officially considered a threat by the Archduchy, they generally retain a cruel streak and penchant for violence showing itself in the vile genius of their creations and the hideous designs with which they decorate them.

Witch Hill Lands

Witch Hill, including the town of Monvas, is the sole province of the mad smiths. Few other races care to coexist with them, mostly out of fear of the mad smiths' creations.

Religion

Most Witch Hill goblins worship the creator of their craft, Sri Senn Sindh. Witch Hill goblins believe a blissful life of toil in the Great Smithy with their god awaits them upon death. Holy symbols of the Sibilant Moloch adorn all weapons, especially cannons, festooned endlessly with dragon imagery. Followers of other gods do exist among this race—reminders of a lost time—but such faiths are frowned upon, and their faithful are relegated to the status of second-class citizens, often facing harsh prejudice from their own people.

Divine Heritage

The Witch Hill goblins may have divine heritage from the following gods: Biddethomia, Dooned, Grijj, Jestale, Mikret, Poden-mol, Shivanos, Sri Senn Sindh, Tennefron, and Zackria.

Language

Draconic, the tongue of Sri Senn Sindh, is the chosen language of the Witch Hill goblins. They also speak Common and Goblin.



Names

Little has changed from the given names of their ancestors' time other than the odd accenting their switch to the Draconic language has bred. Just as the forgehold is central to their people, however, so too is his forgehold's name fundamental to a mad smith's sense of personal identity.

Male Names

Bik'nn, Fizez, Gizlowr, Nekh, Quin'ee, Tanke, and Xine are common male names.

Female Names

Biike, Cideena, Kka'agh, Lyddee'a, Nittis, and Yawne are common female names.

Forgehold Names

Kraeghdaed ("Anvil-Rider"), Distaen ("Sparkeater"), Logdoek'ai'kel ("Hammershine"), Szy'Pak ("Soultemperer"), and Zykzoky ("Flamebreather") are typical forgehold names.

Adventurers

Most Witch Hill goblin wanderers do so out of a curiosity concerning the technologies of other lands. While technologist is the most common Witch Hill goblin adventuring class, rogues, experts, and fighters are extremely common, as training in those classes requires little time away from their first love: technology. Such wandering mad smiths make their living by selling what technological odds and ends they can spare, all the while trying to acquire new ones to study.

Witch Hill Goblin (Mad Smith) Racial Traits

- -2 Strength, +2 Dexterity, +2 Intelligence, -2 Charisma. Deft and cunning, Witch Hill goblins learned to compensate for their lack of physical power by cultivating their minds and agility.
- Small: As small creatures, mad smiths gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. Witch Hill goblins use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Witch Hill goblin base speed is 30 feet; they are quick for Small creatures.
- Darkvision: Mad smiths can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Witch Hill goblins can function in no light at all.
- +4 racial bonus to any one Craft skill other than gunsmithing or artillery-making.
- Innate Gunsmith: +4 racial bonus to Craft (gunsmithing) and +2 to Craft (artillery-making) checks. When making a Craft check, it represents three days of work instead of a week. In addition, a check failed by 10 or less indicates the mad smith made no progress, and only checks failed by 11 or more result in ruining half of the materials.
- +1 racial bonus to all attack rolls with flintlock firearms.
- Automatic Languages: Draconic and Goblin. Bonus Languages: Dwarven, Giant, Infernal, Old Tongue, and Orc.
- Favored Class: Technologist. A multiclass mad smith's technologist class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Biddethomia, Dooned, Griijj, Jestale, Mikret, Poden-mol, Shivanos, Sri Senn Sindh, Tennefron, and Zackria.

Half-Elf

Much like elves, half-elves are rare in the Archduchy, and what few exist are of the typical sort. Half-elves tend to have a similar view of the lavayne as do full-blooded elves. Those half-elves who integrate into the Archduchy find prejudice and suspicion everywhere, and only the most charismatic overcome the animosity shown elves.

Half-Elven Racial Traits

Half-elves have all the half-elven racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: As elf or human.

Halflings

The halflings of the Archduchy reside in small communities comprised exclusively of their own kind, on the edges of the Roaming Plains and Fristian Grasslands. Although not an uncommon sight in the cities of man, members of this race remain a distinct minority. They have little interest in the machinations of SpirosBlaak's religious and secular politics.

Halfling Racial Traits

Halflings have all the halfling racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: Akrasia, Deledos, Eaovata, Gamia, Panathon, Phaetos, and Sycleese.

Half-Ogres

Beyond the securities of civilization is a world where the strong rule, doing as they please. They take for lovers the females or males of lesser races, using them until they grow weary of them, then discarding them to whatever fates await them in the barbaric wilderness. Occasionally from these unions a half-breed is born. And when ogres, the common brutes who engage in such sordid sport, take human or half-elf lovers, half-ogres are the result.

Half-ogres have a hard life, accepted by neither culture, forcing to strike out on their own. At heart, they feel a powerful desire to find their place in a world hostile to them, to prove their worth through great deeds of valor or make up for years of abuse by conquering the weak. In the end, half-ogres suffer for the acts of their wicked kin, being driven farther and farther away from the comforts of civilization.

Personality

Half-ogres are insensitive to social customs, doing what they please and giving no thought to the repercussions of their actions. For most, life teaches them combat is the best problem-solver. Much like their ogre parents, half-ogres revel in simple, barbaric pastimes, such as fighting, drinking, and gambling, all of which are usually done to excess.

Physical Description

Half-ogres tower over humans but are not as tall as ogres. They have bulky, muscular builds, suggesting an over-sized mockery of humanity and yet retaining the brown, gray, black, or dull yellow skin color of their ogre heritage. Their hair is almost always coarse and bushy with dark coloring. Still, if not for their size, slightly protruding teeth and long, angular jaw, half-ogres might be able to walk among humans without drawing too much attention.

Relations

Dwarves, elves, and lavayne meet half-ogres with violence, repulsing them before asking questions. Other races are suspicious, seeing half-ogres as contemptible beings, unsuited to civilization.