

RACES OF OBSIDIAN APOCALYPSE



LPJ9278



STANDARD RACES

DWARVES

AKA: THE LOST, THE LORN, THE DOOMED-FOLK.

The vaults and tunnels of the dwarves were all but annihilated during the cataclysm. The earth was shattered and reformed by the impact, and the vaulted cities that lay beneath got the worst of it. What should have been safe shelters from the impact were split asunder as the ground cracked. Ancient and dormant volcanoes blew, taking the dwarven forts with them. Built close to the living, liquid rock, other dwarven settlements were flooded with searing lava, their populace burned alive and buried in the liquid stone.

Those few dwarves who survived, the surface dwellers, and the scattering that made it out of the cities weren't spared. As a long-lived species full of life-energy, they somehow caught the worst of the plagues of the Pandemic of Ash. Huge numbers of the survivors perished, the remainder rendered sterile by the terrible disease as it tore its course through their bodies.

The very youngest dwarves are a hundred years old, and no more have been born since the meteor fell. The dwarves are a scattered, broken people existing in small bands, hopeless and resigned to their fate as a dwindling people. They wander in squat, armored wagons, trading their crafting skills, taking trustworthy mortal apprentices to preserve their skills, or squandering their lives in battle by seeking a "good death."

PERSONALITY

Dwarves have become dour and fatalistic, melancholy and serious. Everything they try to do has a hint of pointlessness to it since there are no children to carry on. Some kill themselves; some wander to find some hope in the world; others lash out blindly at the universe. Some few still cling to the hope that a cure can be found and that their race can be restored.

PHYSICAL DESCRIPTION

Dwarves are short and stocky, about a foot shorter than most humans, with burly bodies that are broad yet compact. Dwarves are universally bald, having shorn their hair in mourning for their lost people, a ritual observed in all but the most dire of circumstances. Many have also woven bone beads into their beards to mark companions and family who have died since the cataclysm; female dwarves do the same, only with earrings. The death-sworn dwarves seeking a glorious demise have gone a step further by shaving their beards to signal their madness and pain.

RELATIONS

Dwarves are a beaten people, but they share that sense of loss with most other races of Abaddon, giving them a common bond. The dwarves consider the humans to be their natural successors and who they have struggled to pass their secrets on to, though they are frequently disappointed by them.

ALIGNMENT

With the demise of the dwarven people, their viewpoint has been shattered into a million pieces. In putting themselves back together, the survivors have rebuilt their psyches in many different ways. Dwarves are found across all alignments and change their alignment relatively frequently.

DWARVEN LANDS

The dwarven kingdoms are gone, consumed by rock and fire—though rumors persist that Nazgrand survives, trapped beneath the earth. Even so, the dwarven people have nowhere to call home. Forced onto the surface, many dwarves now call their caravans home; if not, then the free human settlements or even the newly dug vaults of the osirians.

RELIGION

Unusually for a people so badly treated by seemingly supernatural events, the dwarves still honor the old gods. Even more than that, they worship their ancestors and swear oaths upon their names. With so many dead, this worship is more abstract than done to honor specific, heroic ancestors, with "by the dead" being the most common dwarven oath and prayer.

NAMES

Dwarves have harsh-sounding first names that use many consonants and z's. Their last names usually describe some notable trait about them and often change throughout their long lives.

Male Names: Azar, Kalgon, Bran, Tzanda, Hjorn, Garash, Zalin

Female Names: Agath, Bryny, Zarianne, Kyat, Trysta, Gazara

Worn Names: Rockbreaker, Forgehammer, Redbeard, Broadbeam, Gutbelly, Proudnose

ADVENTURERS:

Dwarven adventurers are those searching for something, whether it is fatalistic—seeking a good death, or optimistic—seeking Nazgrand or a cure for their condition. Either way, the dwarves have little left to lose and are far more willing than most to entertain "crazy schemes."

DWARF TRAITS

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2 and your Wisdom score increases by 1.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment. With the demise of the dwarven people, their viewpoint has been shattered into a million pieces. In putting themselves back together, the survivors have rebuilt their psyches in many different ways. Dwarves are found across all alignments and change their alignment relatively frequently.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Wary Appraiser. You gain proficiency on Wisdom (Insight) checks, as you've had to learn how to quickly assess people and whether they are trustworthy.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

To provide you with more options for your character, this sourcebook includes several alternate traits for each race. During character creation, you can choose an alternate trait by swapping it for the standard trait that it replaces.

ELVES

AKA: THE BROKEN, DEADWOODS, THE ROTTEN-PEOPLE.

The elves were spared some of the worst of the initial cataclysm. Their lands were some of the furthest from the impact point, though—of course—many great forests were flattened by the impact and the shockwave. What really affected the elves was not the meteor itself, but rather the Cold Black Winter that followed. Ash fell, the sky turned dark, and without sunlight the forests began to yellow and die. Where the dwarves were all but destroyed in a single catastrophe, the elves had to endure watching and feeling their world starve and die.

Still, some clung on, maintaining their groves through great sacrifices of magic and through sheer tenacity and hope. However, it was not enough once the Pandemic of Ash took hold and the undead armies began to march. The elves were left with nothing of their old lives, and they began to change.

The elves of the plains became the ash elves. They wandered the frozen deserts in loose tribal bands, doing what they had to in order to survive, becoming cold and barren like the wastes themselves.

In the rotting forests the surviving elves began to bond with the only life flourishing after the cataclysm, the mushrooms and toadstools. From the rotting remains of the old arboreal fortresses, new forms of life began to spring. The Myconian elves have become the keepers of these strange, new forests of fibers and caps, of rot and damp.

Some few elves refuse to admit defeat and have retained their old powers and affinities, buoyed up by apocryphal tales of a surviving forest far to the south and west. These tales are told by Elthorien, a wandering preacher. He and his cult of Weald elves keep the faith alive, nurture living plants where they can, and pursue stories of the distant forest as they spread faith in its existence.

PERSONALITY

Ash elves are distant and cold, a people of few words whose focus is survival. They prefer to disappear into the background and then strike—or comment—without warning.

The Myconian elves are obsessive, strange, creepy and somewhat "still." Very little seems to provoke them, and they tend to stare, unblinking, for long periods without realizing they are upsetting others.

The Weald elves chatter incessantly about the forest and about the words of Elthorien, constantly trying to spread the

ELF TRAITS

Your elf character has a number of traits in common with all other elves.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. The elves have retained their strong emotions and capricious nature, even the ash elves, who merely hide these qualities beneath a veneer of aloofness. Weald elves tend toward chaotic good, while Ash elves and Myconian elves tend toward neutral.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

ASH ELF

The elves of the plains became the ash elves. They wandered the frozen deserts in loose tribal bands, doing what they had to in order to survive, becoming cold and barren like the wastes themselves.

Ability Score Increase. Your Constitution score increases by 1.

Ashborn. You gain proficiency in the Survival skill.

Dune Runner. You gain advantage on Strength (Athletics) or Dexterity (Acrobatics) checks to climb or move across slippery, uneven, or treacherous surfaces.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

faith. They smile too much and too often, considering the state of the world, and have an unshakable faith in Elthorien and the Weald that cannot be quenched. Like the true members of any faith, these beliefs make the Weald elves hard to be around for those who do not share their ideas.

PHYSICAL DESCRIPTION

The elves have retained their height and their pointed ears. Otherwise, their description differs according to their type.

Weald elves retain their appearance from before the cataclysm and make a point of dressing in the old style and keeping the old ways as best they can. Without the natural resources to make the clothing of old, though, they must use human-made cloth to imitate those old styles.

Ash elves have pale, ivory skin and long ash-grey hair with eyes like burning coals. They are taller than normal elves and wear tight clothing that emphasizes their painfully thin,

almost anorexic bodies, hiding this all away beneath tightly bound cloaks that protect them from the cutting wind.

Myconian elves dress in clothing made from leather and the shells of the giant insects that now feast upon the rotting forests. Their skin is grey and their eyes a milky white-in-white. Long strands of straggly, greasy black hair cling limply to their bodies. There's something almost amphibious about them; they feel cold and clammy to the touch and move in a smooth and slick, almost oily cadence.

RELATIONS

The elves all grieve, but the ash elves and the Myconians have become one with the new world and come to terms with the change. While the ash elves can be hard on travelers within their territory, both they and the Myconians are part of the new world that is emerging and deal with it as it is.

ELF TRAITS (CONTINUED)

MYCONIAN ELF

In the rotting forests the surviving elves began to bond with the only life flourishing after the cataclysm, the mushrooms and toadstools. From the rotting remains of the old arboreal fortresses, new forms of life began to spring. The Myconian elves have become the keepers of these strange, new forests of fibers and caps, of rot and damp.

Ability Score Increase. Your Intelligence score increases by 1.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fungal Lore. Whenever you make an Intelligence (Nature) check related to mushrooms, fungus, or lichens, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Toxic Acclimation. You have resistance against poison damage.

WEALD ELF

Some few elves refuse to admit defeat and have retained their old powers and affinities, buoyed up by apocryphal tales of a surviving forest far to the south and west. These tales are told by Elthorien, a wandering preacher. He and his cult of Weald elves keep the faith alive, nurture living plants where they can, and pursue stories of the distant forest as they spread faith in its existence.

Ability Score Increase. Your Wisdom score increases by 1.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fleet of Foot. Your base walking speed increases to 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

VARIANT RACIAL TRAITS

Myconian Immunities. You have advantage on saving throws against poisons and diseases. This racial trait replaces the fey ancestry trait.

Spore Carrier. Some Myconian elves have been so infused with the spores of their mushroom homes that they leave those spores wherever they travel. Some of these mushrooms are quite poisonous. Elves with this ability often have lichen or mold growing in their hair or underneath their fingernails. Whenever you deal damage with a natural melee weapon attack, you also do a number of points of poison damage equal to your proficiency bonus. This racial trait replaces the cantrip racial trait.

Weald Attuned. Some Weald elves take it upon themselves to preserve and spread the old forests as best they can, abstaining from other magics and weapon training to focus on this task. You learn two druid cantrips of your choice, with Wisdom as your spellcasting ability for these. This trait replaces the cantrip and elf weapon training traits.

Waste Ambusher. Ash elves often turn to banditry and the old art of the ambush in order to survive and strike at hated undead foes. You are proficient in Stealth. In addition, you gain advantage on all initiative and attack rolls made against surprised foes. This replaces the cantrip racial trait.

Paradoxically, the Weald elves want to both preserve things as they are and to change them—to force them to be as they were. They evangelize and send their faithful out into the world to seek the Weald, clashing with many, both undead and mortal, in their quest for new converts.

ALIGNMENT

The elves have retained their strong emotions and capricious nature, even the ash elves, who merely hide these qualities beneath a veneer of aloofness. Weald elves tend toward chaotic good, while ash elves and Myconian elves tend toward neutral.

ELVEN LANDS

The ash elves call the wastelands their home and have small settlements scattered throughout them. They live where others might not even consider habitable, using magic and hard-won survival skills to wrest an existence from them.

The Myconian elves claim the rotting forests for their own, living amongst the giant insects and mushrooms that sprout from the rot and ruin. They carve their homes into the caps, casting webs and building bridges between them to create aerial cities amongst the ruins of the old.

Weald elves are wanderers; their spiritual home is the distant Weald or wherever their leader Elthorien resides. Otherwise, the road is their home as they spread the word of the Weald.

RELIGION

The Weald elves have rejected the old elven pantheon. Instead, they worship the Weald and see Elthorien as its prophet, something of a blasphemy in the eyes of the other elves. The ash elves continue to worship the old gods, though day-to-day survival removes much of the impetus for such things. In the dead forests the Myconian elves have given new names to the old gods and replaced their icons with those more suited to their new setting: gods of poison, disease, rot, hallucination, and growth from death.

NAMES

Elves retain their old style of names; male and Female Names alike tend to use rolling, soft sounds reminiscent of liquid. Young ash elves tend to have more sibilant names, akin to the whisper of wind and sand, while Myconian elves have altered their last names to reflect the modern decay of the forests.

Male Names: Shalarass, Dorian, Gildamar, Eloias, Hallender

Female Names: Sarwane, Goloria, Elthshar, Syrene, Lisspha

Family Names: Strongbark, Leafgreen, Longstride, Spearshaft, Fareye

Myconian Family Names: Rottenbough, Bogbank, Sporehower, Barkfilth, Stinkhorn

ADVENTURERS

Some weald elves break from the cult by becoming apostates, trying to restore the green in their own way and looking for fulfillment and satisfaction outside the faith. The ash elves wander beyond the wastelands as outcasts or are driven to seek something more than mere survival. The Myconian elves come out of the rotten forests in search of trade and to act as assassins and poisoners for the right price.

GNOMES

AKA: OSSSES, SCURRIERS.

Gnomes survived the cataclysm better than the dwarves, as their delvings were shallower and did not suffer the same catastrophic damage as the deeper cities. They were also sheltered from the worst of the Cold Black Winter and the Pandemic of Ash, as their cities and towns had survived almost intact and had more stores set aside than did many other settlements.

During the aftermath, the gnomes hunkered down and looked after their own, wholly refusing refugees and barring—or even killing—those who came seeking help. However, the gnomes rolled over almost instantly when the undead armies came marching. They put up little resistance to Calix Sabinus

and, once chained by him, took to providing for his armies, crafting their weapons and armor and, worst of all, making the chains and necromantic materials that have bound slaves for a generation.

The gnomes are favored pets of the undead lords; they have been placed in charge of the other slaves, given tasks that normal slaves cannot be trusted with, and allowed into the castles as servants and crafters. All of these privileges have earned the gnomes a deep sense of hatred and distrust.

So deep does this hatred run that gnomes are called “osses” (“bones” in Old Elvish) for their closeness to the undead. They are also called “scurriers” because they’re always scurrying about their master’s business. So bad has gnomish reputation become that the very word “gnome” is used as a substitute for “traitor” amongst survivors and slaves.

PERSONALITY

Gnomes tend to be tight-lipped and self-contained. They weather insults without reaction and grovel obsequiously to their undead masters or any they think hold power over them. Subservience and patience are all but bred into gnomish society in this time, and it’s the rare gnome that breaks free from that conditioning and stereotype.

PHYSICAL DESCRIPTION

The gnomes of Abaddon stand about three feet in height. Shocks of hair rise from their heads, usually bleached white, jet black, bilious green, or blood red, though other colors have been known to appear. Their skin tends to be striking in color as well: browns that are almost black, pale hues that are almost pure white, and other pale tones with hints of colors like green or blue. Gnomes tend to have oversized facial features—noses, eyes, ears—which can be a little unsettling.

RELATIONS

Gnomes are favored by their masters, who hold the power of life and death over them, which is all the gnomes particularly care about. Even then, their masters do not particularly like them; they simply find the gnomes useful or amusing to have around. The other races universally dislike and resent the gnomes, a feeling that often spills over into racial violence.

GNOMISH LANDS

All the gnomish lands that survived the cataclysm fall under the sway of the undead lords. Very few retain anything like independence, though even those settlements are little more than working slums whose residents are taxed to the point of starvation and poverty. Even so, these slums are better places to live than most settlements under the sway of the dead.

RELIGION

Most gnomes continue to worship their old gods, crediting them with guiding the gnomish race and allowing them to survive in such numbers. A few toadying gnome slaves

GNOME TRAITS

Your gnome character has a number of traits in common with all other gnomes.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Alignment. Gnomes have had to force down their natural tendency toward tricks and playfulness, and this repressed desire has made many of them cruel. They have grown numb to the suffering of others and far too focused on their own survival and needs. Thus, most gnomes have become lawful evil.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Intimacy. You receive advantage on attack rolls against undead due to your familiarity and understanding of these creatures.

Obsessive. You receive advantage on one tool skill of your choice with which you are proficient.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

VARIANT RACIAL TRAITS

Sycophant. Some gnomes are skilled at currying favor and flattering in order to climb up the social ladder. You have advantage on Charisma (Persuasion) checks to influence a creature's initial attitude. When dealing with intelligent undead, add double your proficiency bonus to the check, instead of your normal proficiency bonus. This racial trait replaces the intimacy trait.

Rebel. Gnomes who rebel against their family and rulers become outcasts from both their own society and the races who hate them. These gnomes learn harsh lessons in survival in their fight to free their people from the cruel undead. You ignore the first level of exhaustion you receive any time you experience this condition. This replaces the obsessive racial trait.

Close with Death. Some gnomes are so close with their undead masters that they become immersed in the negative energy that powers their masters. The spell save DC of any necromancy spell you cast increases by +1. In addition, you gain advantage on saving throws to resist any effect that reduces your hit point maximum. This racial trait replaces the gnome cunning racial trait.

now worship the gods of the dead and offer thanks for their protection.

NAMES

Gnomes tend to have short, punchy first names and more descriptive family names that describe the family business. Their family names are slow to change, as a new reputation must be firmly established to displace the tradition of centuries.

Male Names: Adrek, Calman, Britak, Farrow, Gildan

Female Names: Leilei, Terai, Joola, Nesta, Fluri

Family Names: Fallburrow, Cooper, Smith, Chandler, Tinker

ADVENTURERS

Few gnomes take up as adventurers. Those who do join the adventuring life tend to have rebelled and been cast out by their own family and clan. Despite this stand they've taken, adventuring gnomes are still not trusted. Whatever their story, life as a gnomish adventurer in Abaddon is a difficult one.

HALFLINGS

AKA: RAT-KIN, MAGGOT FOLK, CORPSE-BREATH, VERMIN.

Of all the races of Abaddon, the halflings fell the furthest. They once held a position of safety and security, shielded by the human kingdoms and living in idyllic rural bliss. From this they were thrust into a daily fight for survival and a famine too serious for most to cope with.

Everything the halflings regarded as civilization was torn away: crops, farms, safety, security—all of it. They were reduced almost instantly to animals, tearing at each other over scraps of food; fighting, squabbling, and murdering each other over so much as a single turnip.

Things only got worse as time wore on. The halflings lost almost every semblance of civilization that they ever had; they almost even lost their language. Soon, the only things left to live on were the corpses of the dead and the withering remains of the survivors. In order to live, the halflings became eaters of the dead, living ghouls, gnawers of rot and

HALFLING TRAITS

Your halfling character has a number of traits in common with all other halflings.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Alignment. Halflings are one step away from animals and are rarely concerned with much more than safety, shelter, and their next meal. They are almost all neutral; those that are not have usually had access to some civilizing influence.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Brave. You have advantage on saving throws against being frightened.

Cast Iron Stomach. You receive advantage on saving throws against poison, and you have resistance to poison damage.

Filed Teeth. You can bite as a natural melee weapon attack, inflicting 1d3 points plus your Dexterity bonus of piercing damage.

Keen Senses. You gain proficiency in Perception.

Squirmy. You can move through the space of any creature that is of a size larger than yours. In addition, you gain advantage on Acrobatics skill checks.

Languages. You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

VARIANT RACIAL TRAITS

Civilized. Some halflings manage to break free from the feral dregs of their origins and learn to live among civilized people, learning new skills as they go along. You gain proficiency in one skill of your choice. This replaces the filed teeth racial trait.

Fast. Some halflings are fleet of foot and quick to snatch the freshest bits of food before rot settles in. Your base walking speed increases to 30 feet. This trait replaces the cast iron stomach racial trait.

True Savage. Some halflings have fallen so far out of civilization that they are little more than intelligent predators. They hunt the wastes for fresh meat in terrible cannibalistic packs, eschewing weapons in favor of bare fists and teeth. Occasionally, these savage halflings bond with groups of adventurers after being cast out from a pack or becoming the last survivors of destroyed packs. Your unarmed attacks do 1d3 damage in place of the normal damage of your unarmed strike. In addition, add your proficiency bonus to damage for one unarmed attack per round. This racial ability replaces the weapon familiarity racial trait, and in order to speak and read Common, you must exchange one of the skills you receive for your class or your background.

ruin and filth. They wallowed in refuse and bones, finding their new place in the post-cataclysm world as humanoid vermin.

Their corpse-eating ways have persisted. They still lurk in the shadows of the cities—rooting in trash heaps for scraps, and in the necropoli—gnawing on bones; iron stomachs and filed teeth are all they need to eke out a living. Most regard the halflings as pests to be put down or, because so many become ghouls and ghosts, a genuine danger to be destroyed.

PERSONALITY

Halflings are barely civilized, if indeed at all. They are savage animal-men with perverse appetites, strange ways, and arcane dominance games. Twitchy and flighty, they are quick to anger, like cornered rats.

PHYSICAL DESCRIPTION

Halflings are barely three feet tall; most are even smaller because of their tendency to hunch over. They have ropey

knots of muscle, round potbellies, and pale, clammy flesh that brings a maggot to one's mind. Most are bald, having lost their hair down the generations, and stare with wide, limpid eyes suited for grubbing around in the dark and filth. Most have filed their teeth down to points, better for chewing and ripping at raw flesh and for cracking open bones.

RELATIONS

Most other races no longer regard halflings as fully sentient, instead considering them to be little better than animals. For many, halflings hold a similar status to that of kobolds and goblins: a dangerous, intelligent pest.

HALFLING LANDS

Halflings live in the shadows of settlements and have no real place to call their own. In the larger cities, the graveyards and spoil-heaps have been all but given over to them. They are left to gorge on the dead and the trash as they will, a seemingly useful purpose so long as they do not get out of hand.

Religion If halflings retain any religion, it is not that of their ancestors and appears to have regressed to an animistic, tribal worship of the other vermin that share their disgusting habitat with them, the Mother Rat being chief amongst this new pantheon.

NAMES

Halflings have lost the old art of naming and no longer know their lineages. They call each other by nicknames, typically reflecting some deed or trait they are recognized by.

Halfling Names: Longtooth, Bonecracker, Many-Child, Bloodletter, Knife

ADVENTURERS

Some few halflings, typically the more intelligent, have some dim inkling of their greater purpose and destiny, and thus find ways to leave the heaps and take up with adventuring parties. They are disgusting and vicious vermin, but they have their uses on the road.

HUMANS

Perhaps no other race has lost as much nor retained as much as the humans of Abaddon. Once spread across the world in great empires and glorious kingdoms, the humans were the most populous and arguably the most influential race on the planet. However, following the cataclysm, all of these vaunted empires fell into dust and ruin. Centuries of knowledge were lost and entire civilizations were annihilated; numerous ethnic groups were wiped out, and those few who survived found themselves facing deadly plagues and hordes of undead.

These few humans cling to what civilization they can find. Holing themselves up in fortress cities, the valiant survivors have spent the last several generations scraping what living they can from the ash and dust, all while facing down ceaseless attacks from the undead. Embracing militarism, xenophobia, and zealous nationalism, the remaining free humans shun every other race—and all too often, humans from other regions—in order to hold onto what little shreds of territory they have left.

The humans that do not fearfully huddle in the fortress cities often find themselves either in chains at the undead's feet or wandering the wilderness competing with deadly elves, feral halflings, and savage humanoids for whatever bits of food and territory they can find.

PERSONALITY

Given the choice between slavery, starvation, and oppression, humans are as fatalistic and dour as can be expected. Most humans take an all-or-nothing approach in life, swearing to uphold or defend an ideal, place, or even a person in order to justify their short and too-often brutal lives. This zealous dedication has allowed humans to survive without falling

into a suicidal melancholy and to maintain their relatively sparse civilizations in the face of unimaginable odds.

PHYSICAL DESCRIPTION

The cataclysm greatly reduced the grand variety of hair colors and skin tones once found in humans. Most humans these days appear a pale, ghostly white or an ashen gray, while retaining the facial structures and hair colors of their ancestors.

Humans often indicate their origins by their hair style or through their tattoos and piercings. However, the undead discourage such independent thought from their slaves, and the owners of such slaves will shave them bald and forbid any distinguishing clothing. By stripping the humans of their identity and ancestry, the undead ensure that the slaves captured from the fortress cities will be hard-pressed to organize a revolt.

RELATIONS

Human relations with the other races depend largely on location. Humans dwelling in the fortress cities embrace a particularly nasty form of xenophobia that demands they lash out at anything seen as foreign, let alone nonhuman. However, even these humans make exceptions in rare circumstances. Dwarven and elven caravans are sometimes allowed to trade with human cities from outside the walls, but only if the trade proves valuable and only if it's too much trouble to simply steal the cargo by attacking the caravan.

Humans who have chosen to roam the wilderness often have respectful but cautious relations with the various elvenkind; however, distrust and fear preclude any meaningful alliances. For all other races, these humans have nothing but fear and hate.

The unfortunate humans living under the rotting boot of the undead have little time to begrudge their fellow nonhumans slaves. Rather, they reserve all of their malice for the gnomes and their undead lords.

HUMANS LANDS

Most of humanity lives in fortified city-states, which are typically ruled by terrible despots. The leaders of these cities distract the populace from their depredations with wild propaganda about undead sympathizers and by encouraging xenophobia and paranoia, painting an ugly picture of the outside world compared to the security within the city's walls. The city-states train their inhabitants in armed combat for the inevitable day their city faces the undead hordes and their slave armies. Most humans not living in the city-states live short, mean lives in slavery to the undead, only to be reanimated into undead slavery. Humans living in the wilderness are few and far between, finding themselves face to face with dangers that make slavery a tempting option.

HUMAN TRAITS

Your human character has these traits.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Most humans tend toward lawful alignments, while chaotic exceptions live as rebels in the fortress cities or work to escape from undead slavery. Humans follow a wide range of moral philosophies; good, evil, and neutral humans can be found everywhere.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects.

VARIANT RACIAL TRAITS

These are in addition to the variant human traits listed in the core rules.

Heart of the Fortress. Many humans of the fortress cities train their entire lives in the fine art of combat and weaponry. You gain proficiency in martial weapons. This racial ability replaces the Ability Score Increase trait.

Heart of the Wastes. Some humans living in the wastes focus all their energy on survival in the harsh ash lands of Abaddon. You have proficiency in Perception and Survival. In addition, you gain advantage on saving throws to resist poisons and disease. This racial ability replaces the Ability Score Increase trait.

Heart of the Twilight. Humans living under the dreadful rule of the undead have adapted over time to the dark conditions they are forced to work under. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. This racial ability replaces the Ability Score Increase trait.

NAMES

Humans have maintained the old naming traditions of a first birth name and a second family name. Many humans take pride in long-surviving lineages, while other families have changed their last names to show familial pride or to hide some past family shame.

Male Names: Abraham, Joseph, Lot, Luke, Mark

Female Names: Ayah, Bethel, Mary, Naomi, Ruth

Family Names: Archer, Bladetwist, Cobbler, Potter, Schroeder

NEW RACES OF ABADDON

EXALTED

The exalted are the direct offspring of angelic outsiders mated with the humans of Abaddon. The unique circumstances of Abaddon make this pairing a more common event than it might be in other parts of the multiverse. The angels here are thrust into closer contact with mortals than they are used to, cut off from the gods and entities that they serve and forced to make new lives for themselves.

Exalted are fair-skinned humanoids with a heavenly aura and a glow of peace and natural grace, opposite the nature of the changed world surrounding them. In a world such as Abaddon—even more so than in other violent and sinful worlds—the exalted understand that they are fighting for a lost cause and all they can do is to delay the inevitable while providing some last shreds of hope.

Most exalted are the direct offspring of angels and mortals, though some are the result of the union of two exalted or from bloodlines that include exalted blood in their past. Regardless of their origins, all exalted consider themselves to be children of Zebadiah: The greatest angel to walk Abaddon and the progenitor of the exalted bloodline through his love for mortal women. The one who gave purpose and direction to the angels who found themselves stranded in Abaddon.

Some say that the exalted are an indication of the sheer desperation of the forces of good and law on Abaddon. The forces of evil regard with contempt the angels' mating with humanity to bolster the number of agents for rightness and morality. Propaganda accuses Zebadiah's followers of deception and even rape to disseminate their divine spark amongst humanity. Even worse, in some instances there may well be some truth to this.

Goodness can be arrogant, judgmental, and uncompromising. In the name of good and law, especially in these incredibly dire circumstances, the ends can justify the many means, and

the exalted are not always the faultless paragons of virtue that they aspire to be.

Like so many other races and groups throughout Abaddon, the exalted find themselves rootless, wandering in small groups or individually. They try to make what positive difference they can, when they can, where they can. It can be a lonely life.

PERSONALITY

The exalted project an aura of defiance and desperation. By their very nature, they exist in opposition to Abaddon's status quo, and thus the whole world rejects them. Many blame the gods for the current state of affairs and, unable to strike at the gods or their messengers, they strike at the exalted. Though they are twice removed from the target of blame, they are the only ones an angry populace can turn their revenge upon.

Exalted tend to be thoughtful and long-suffering; many develop a martyr complex over time, feeling unap-

preciated by and even turning on the people they have tried to help, who seem to be ungrateful at best. No matter the setbacks or disappointments—often as they are—the exalted always seem able to pick themselves back up and carry on, though.

The exalted strive to be open, to care, and to understand the state of the world and the problems of the people in it. Unfortunately, this tendency leaves them open to being exploited, which they are. It is difficult, even for the most determined of exalted, to maintain a face of calm, peace, and goodness; even when it breaks down, though, some small seed of their nature remains: the trust and belief in the essential goodness of man.

PHYSICAL DESCRIPTION

The exalted are considered beautiful by mortal standards. Typical exalted are of medium height and build, with light skin ranging from milky white to glowing tan. For some reason, all exalted, male and female alike, are bald and cannot grow hair upon their heads.

The divine blood from their angelic side reacts with the inherent sin of their mortal body to produce swirling patterns on their skin, which appear as tribal tattoos; none are born without these marks. Those who slip from their high moral expectations find themselves marked even more, as their divine blood mixes with the unavoidable blasphemy of living day to day in the realities of Abaddon.

RELATIONS

Due to the angelic nature of the exalted, other inhabitants of Abaddon will avoid developing any relations with them, fearing retribution from the great powers. Exalted, by their nature, are open, caring, and understanding, but many forces in the world have foolishly taken this as a weakness.

Those who have failed to seize control over an exalted have come to know what the term “divine fury” truly means.

EXALTED LANDS

The exalted have no homeland. They can be found scattered around the world, avoiding each other more than seeking others of their kind, as exalted in numbers attract too much attention from the undead and the forces of chaos. Older exalted take into their care exalted children who have reached their teenage years,



EXALTED RACIAL TRAITS

Your exalted character has a number of traits in common with other exalted.

Ability Score Increase. You gain a +2 bonus to any one ability score.

Age. Exalted mature at the same rate as humans but live up to three centuries.

Alignment. Most exalted are lawful by nature and do not veer from that position; most are also good. Exalted inherit a powerful moral compass from their divine aspect and usually have a defined and absolute sense of right and wrong that they are powerless to alter. Eventually, the sheer grind of living day to day in the desperate situation of Abaddon chips away at the edges of these beliefs, but the exalted are markedly more devoted to their particular alignment than is most of Abaddon. While all too many exalted fall to evil, an exalted falling to chaos is unheard of.

Celestial Heritage. You have a mixed human and angelic heritage and are considered to have the celestial creature type.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. **Divine Spells.** Choose two of the following spells from the cleric spell list: ceremony, cure wounds, protection from good and evil, purify food and drink, or sanctuary. You may cast each of these spells once between long rests. Charisma is your spellcasting ability for these spells.

Extra Language. You gain one of the following languages: Celestial, Draconic, Dwarven, Elven, Gnome, and Infernal.

Hand of Grace. You gain proficiency in one additional type of saving throw of your choice.

Languages. You can speak, read, and write Common and Exalted.



VARIANT RACIAL TRAITS

Angelic Wings. As bonus action, you can manifest a set of translucent, multicolored angelic wings. With these wings, at 1st level you gain the benefits of feather fall, and you can manifest the wings as a reaction. At 3rd level, you can use the wings to levitate for a number of minutes equal to your level. At 5th level, you can fly for a number of minutes equal to your level. These minutes need not be consecutive, but they must be spent in 1-minute increments. Levitation and flight each recharge following a long rest. This replaces the divine spells racial trait.

Elemental Resistance. You have resistance to your choice of cold or lightning damage. This replaces the hand of grace racial trait.

Soulsword. As an action, you create a 3-foot-long beam of bright white light, fashioned partially from a piece of your soul and wielded as if it were a short sword. Attacks with the soulsword are melee weapon attacks that deal 1d6 points of lightning damage plus a number of points equal to your proficiency bonus. Because the blade is immaterial, Strength modifiers do not modify damage dealt by the soulsword. Against fiends and undead, the soulsword deals 1d8 points of lightning damage plus double your proficiency bonus. The soulsword lasts 1 minute per level and recharges following a short rest. This racial trait replaces the divine spells racial trait.

teaching them of their birthright and their history before releasing them to wander the lands alone. These connections bind the exalted with a sense of racial oneness; without it, they would be nothing more than singular, isolated freaks of nature.

While there's no particular place that the exalted call home, they do make pilgrimages to places they consider holy: the ground where Zebadiah first set foot upon Abaddon, the stained land where Gabriel fought Calix Sabinus, and the sites of various martyrdoms. These holy sites serve as stopping and meeting points on their endless journeys across the world.

RELIGION

Most exalted hold pious beliefs in one of the deities, despite their apparent abandonment of Abaddon. Most who don't worship a deity hold to cult worship of their founder

Zebadiah, turning to him as their new "god" in the absence of the old gods. Zebadiah has done what he can to discourage this belief, but it continues to grow.

NAMES

All exalted share the same family name of "Al Zebadiah" as a mark of respect to their spiritual father. All Exalted are named on the seventh day after their birth by their divine parent, though they may also carry a separate mortal name.

Male Names: Amon, Chiram, Darnass, Esdras, Itai, Lemuel, Matyas, Taneli, Xyphon, Zuriel

Female Names: Abra, Brachah, Elisavet, Hephzibah, Kefira, Matea, Ora, Parash, Yona, Zapheth

Family Names: Al Zebadiah

ADVENTURERS

Exalted cannot help but be thrust into a life of adventure. If they are found, they will be hunted. Even if they try to hide, their over-developed sense of right and wrong will soon force them into harm's way. Exalted are doomed to be adventurers, as it is the only way of life that can give them real purpose and a chance of survival.

GENESAI

Genesai are the result of demonic outsiders mating with angelic outsiders, defying all that both sides of the eternal conflict between good and evil consider inviolate. In other worlds and planes of existence, this pairing might be all but unthinkable, but the nature of Abaddon as a "planar trap" throws these opposites together far more often than elsewhere. Whatever the agents of good and evil have against each other, as outsiders they at least share the same origin.

The genesai become outcasts the moment they are born. They are almost always abandoned by their parents, either to be raised by mortals who take pity on the child, to perish in the wilderness, or—very rarely—to be raised by sympathetic animals such as wolves. Some very few can survive without caregivers simply due to their unnatural physiology and capabilities, growing up feral in the blasted landscape. Scattered as they are, the genesai tend to find each other and form communities, bands, tribes, and clans that become their real families. These groups adopt genesai they find raise them into what little herisecrets they have left.

The genesai are hunted by almost all forces and factions to be found on Abaddon. This universal animosity tends to make them consummate survivors, skilled at evasion or combat, capable of defending themselves, and possessed of a siege mentality that binds them strongly to their clan. The genesai understand that they are a constant reminder of all that is wrong in the shattered and broken world, a reminder which some people cannot help but be hostile toward. Some accept that fate and hate the world back, while others struggle to perform heroic deeds and lead by example, trying to right wrongs and to make a safe place for their people. When push comes to shove, though, a genesai will do whatever is necessary to survive.

PERSONALITY

As outcasts and victims of intense hatred and scrutiny, the genesai tend to be extremely slow to trust. However, they are

extremely loyal to those they regard as friends, holding little distinction between friend and family. Anyone who isn't "family" is considered with all the suspicion and hostility one might normally reserve for negotiations with an out-and-out enemy. The genesai are born pessimists and tend to expect the worst out of any situation. While this behavior means they are always prepared for danger, it can make them seem dour and unfriendly. Genesai humor tends to be cynical and scathing, centered around irony, sarcasm, and schadenfreude.



GENESAI RACIAL TRAITS

Genesai share a number of racial traits through their mixed infernal and celestial heritage.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. Genesai mature at the same rate as humans but live up to two centuries.

Alignment. The typical genesai is true neutral because of the balance of opposites in their basic nature. They do not often veer from that position, particularly not into good or evil alignments, though they may find themselves leaning toward either chaos or law alignments depending on their upbringing and life experiences. The genesai nature itself is one of strange possibility; thus, they often find it difficult to be judged for actions others unquestionably call good or evil. They've seen the extremes of good and evil for themselves and find such hardline opinions distasteful.

Size. Genesai are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dual-Minded. You gain advantage on saving throws against being charmed.

Terrifying. You receive advantage on Charisma (Intimidate) checks.

Unnatural Aura. Animals become uneasy around genesai due to their dual nature. Dogs will bark and horses will become unruly, even people feel generally uneasy. You suffer disadvantage on Charisma checks made to affect beasts. The starting attitude of such creatures toward you is one step worse than normal. In addition, such creatures suffer disadvantage when attacking you.

Warding Magic. You can cast protection from good and evil once per day. This ability recharges after a long rest.

Languages. You can speak, read, and write Common and Celestial.



VARIANT RACIAL TRAITS

Planar Anomaly. Genesai possess unique insight into the weaknesses and vulnerabilities of extraplanar beings. Once per turn as a bonus action, you can gain advantage on one melee weapon attack against a celestial or fiendish creature. This trait replaces the dual-minded racial trait.

Shattersoul Blade. You can summon a 3-foot-long scintillating shard as an action. The shattersoul blade is equivalent to the exalted's soulsword, as both are made from pieces of their respective unnatural souls. Attacks with the shattersoul blade are melee weapon attacks that deal 1d6 points of lightning damage plus a number of points equal to your proficiency bonus. Since the blade is immaterial, your Strength modifier doesn't affect damage dealt by this blade. Against celestial or infernal creatures, the shattersoul blade deals 1d8 points of damage plus double your proficiency bonus. This blade lasts 1 minute per level and recharges following a short rest. This racial ability replaces the warding magic racial trait.

Walking Terror. Your mere presence terrifies animals rather than simply unnerving them. Any creature of the beast type that approaches within 10 feet of you must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier or become frightened. Beasts with more Hit Dice than you have levels are immune to this effect. An affected beast can make a new saving throw at the end of each of its turns to end the effect. Once a beast succeeds at this saving throw, it becomes immune to this trait for 24 hours. This replaces the unnatural aura racial trait.

PHYSICAL DESCRIPTION

Genesai are humanoid in appearance, albeit fairly idealized: slightly taller than the average human and appearing slightly more fit and beautiful. Genesai are unique in appearance, tanned a red-gold hue with an aura of unnatural "wrongness." This aura unnerves animals and people alike, disconcerting them and tending to make them unconsciously mumble blessings to themselves or reflexively recoil in disgust. Most genesai also have physical indications of their unnatural birth, such as two small horns protruding from their forehead and a supernatural mark on their forehead, branded by their clan as part of their induction into the "family."

Where the offspring of outsiders and mortals often display their origin more ostentatiously, most hints of a genesai's origin tend to be a little more subtle. These hints may be present in a forked tongue or unnaturally colored eyes or hair, things that one would actively need to look for and try to pick out. Their short horns can even be hidden by suitably styled hair. Apart from their brand, they can almost pass for human in many circumstances.

RELATIONS

Due to the dual nature of the genesai, many other inhabitants of Abaddon shun them and avoid developing any sort

of relationship with them. They often draw fire from exalted looking to purge their evil and unnatural being from the world as well as from infernals who seek to control and use genesai to their own ends. The undead view them as potentially dangerous rivals and err toward destroying them where they can. Genesai tend only to have positive relations with other unsettled peoples or with communities where, from dints of effort and sacrifice, they have carved a niche of understanding and loyalty.

GENESAI LANDS

Though they are new to Abaddon, the genesai have done their best to fit into a world that just wants to destroy them. They have no true homeland and live a nomadic existence at the margins of what civilization is left, though some of the larger and more successful clans are looking for a home. Occasionally, a clan of genesai will settle within a defensible position such as a cave system, ruin, or fortress, or mingle in a friendly town, whether hidden or integrated.

RELIGION

As offspring of the agents of eternal powers and concepts combined, the genesai do not agonize over the existence of deities, though they do argue over what the deities and their servants actually are, as this relates directly to their own existence. As such, genesai don't tend to worship any gods, though they may offer thanks to fate, luck, or destiny as disembodied concepts when something goes well for them and equally curse those same ideas when something goes wrong.

NAMES

Because of their traumatic connection between good and evil, genesai normally name themselves in a very unusual way. The name of their exalted parent is reversed and adopted as their surname, while their first name is the reversed name of their infernal parent.

First Names: Tamait, Nogrog, Imanazi, Imoy, Etaceh, Ragiba, Dada, Nihtab, Noyreg, Tides

Family Names: Leimar, Lok, Rusiuodra, Dazay, Tathsra, Leiru, Muorahc, Anid, Sacrof, Tewil

ADVENTURERS

Genesai adventurers have often lost their clans or have been cast out for breaking the few, inviolate laws of their "families." Some not scooped up by clans are raised to adulthood by adoptive parents; these genesai, restless despite their—hopefully loving—homes, leave to seek their fortune and, perhaps, others of their kind. Still others leave as agents of the clan, seeking riches and weaponry in order to help defend the family and to help them carve out some sort of life in this harsh and unforgiving world.

HARROWED

The harrowed are one of the most despised and feared races of Abaddon. They are no less than the result of the unholy and abominable union between mortal humanoids and the foul undead. To the subjugated populace, the very existence of the harrowed is a constant reminder of their undead overlords who have taken over Abaddon. These creatures are royal bastards, neither fully mortal nor fully undead, caught between the two worlds.

The origin of some harrowed is all too understandable, as some undead have both mortal and immortal lusts. However, not all are the result of vampire lords and ladies exercising their rights and pleasures over their mortal



HARROWED RACIAL TRAITS

The harrowed are a unique race, said to exist in the thin line between life and death. As an unholy fusion of the living and the undead, your harrowed character shares certain traits in common with others of your kind.

Ability Score Increase. Your Strength score increases by +2.

Age. As one of the living dead that does not suffer from decay or aging, harrowed can live as long as their corporeal body remains intact.

Alignment. Harrowed are typically pulled in two directions by their heritage; thus, harrowed of all alignments exist. The detachment of their undead taint leads them toward neutrality, while their mortal desires and diminished conscience pull them down the path of chaos. Some seek to bind their churning desires within a cage of lawful beliefs, and some are swayed to the causes of either good or evil, though bastard harrowed tend to fall in line with the evil designs of their sires and dams.

Size. Harrowed range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Living Dead. You only need to eat, sleep, and breathe half as much as a normal human. You can hold your breath for a number of minutes equal to double your Constitution modifier (minimum of 2 minutes).

Necrotic Fusion. Your hit point maximum cannot be reduced.

Undying Flesh. You gain advantage on saving throws against disease.

Languages. You can speak, read, and write Common and Harrowed.



VARIANT RACIAL TRAITS

Almost Human. Some harrowed are more living than dead. You can easily pass for a normal human. Only a direct Medicine check with a DC equal to 8 + your proficiency bonus + your Charisma modifier (minimum of 1) can detect anything abnormal about your physiology compared to other humans. You must, however, eat, sleep, and breathe as much as a normal human. This replaces the darkvision racial trait.

Shade. Harrowed with this trait are created through terrible experiments or strange rites involving incorporeal undead such as shadows. While in dim or dark lighting, you have advantage on Stealth checks. In addition, you gain resistance to cold damage. This replaces the necrotic fusion racial trait.

Blood Lust. Harrowed with this trait are born from forbidden trysts with vampires, and as a result, they display their undead parent's hunger for blood. You receive a bite as a natural melee weapon attack that deals 1d4 points of damage plus your Strength modifier. This racial ability replaces the undying flesh racial trait.

subjects. Harrowed are just as easily birthed from even more terrifying circumstances: organized defilement and punishments for resistance meted out by undead armies, children conceived while the partner was possessed, or even unnatural magical experiments performed by liches.

Harrowed are treated by their parents and the powers of Abaddon much depending on the circumstances of their birth. Those deliberately conceived by an undead lord hold positions much like those of illegitimate children in any noble family. They might receive money and even be treated as a minor noble, they might even rise in the ranks of their sire or dam's house to become a trusted lieutenant—if never a true leader.

If they were produced from a punishment or a chance embarrassment, then they are treated no better than any other

mortal peon, though the general populace will likely still resent them for being a reminder of their subjugation and because of their perceived privilege, even if it is not genuine.

Harrowed exist in large numbers now, especially in cities controlled by the undead and in freshly conquered lands. They serve as a means of subjugation and conversion, a “mingling” of populations such as happens on other worlds during occupations. While the harrowed nobility are far smaller in number and exist on a rarefied level, some “common” harrowed have banded together into their own communities and ghettos within the cities, making them safer but more alienated from the other peoples who surround them.

PERSONALITY

Harrowed inherit a detached viewpoint from their undead parentage, a separation in outlook from the material and mortal realm. However, these ideas are accompanied by many of the drives and desires of humanity. This detachment and lack of empathy coupled with mortal desires—albeit dimmed—make the harrowed passionate, ambitious, and more than a little selfish, sometimes to the verge of being sociopathic. Despite all this, the harrowed do form relationships with those persistent in their interest or those whom they are interested in all their own. Those who prove themselves useful or necessary to a harrowed are most likely to receive their loyalty, a loyalty unlikely to change—another trait inherited from their undead parents.

PHYSICAL DESCRIPTION

Harrowed vary in appearance, but often appear quite human. However, they normally have skin of inhuman coloration, either chalk white or an unhealthy grey pallor. Their skin is slightly translucent at times, revealing the musculature beneath, while sometimes takes on a slight oily sheen like a rainbow or darkens like spoiled meat. Finally, they tend to have white hair and red or black eyes uncharacteristic of the average human.

RELATIONS

Whatever their social status or position, the harrowed are generally seen as part of the ruling classes simply due to their nature. This perceived position tends to make them resented and hated by the subjugated humanoids; at best, they might be grudgingly accepted based on their personal conduct. The harrowed tend to feel as part of a common cause with the other half-breed races of Abaddon who, like the harrowed, are often caught between two worlds and share the experience of being disjointed and rejected. The exceptions to this feeling of kinship include the khymer, who regard themselves as truly undead, and the exalted, who regard the harrowed as a terrible abomination and an injustice wrought upon the helpless population. The lykians tend to regard the harrowed as unnatural, complaining that they have “no scent,” which is as wrong to a lykian as being invisible or incorporeal would be to another race.

HARROWED LANDS

Some harrowed live within the houses of the ruling undead classes. Others live in human settlements—if not mingled with the general populace, then in the harrowed ghettos colloquially known as “graveyards.” These areas often only hold to local laws and are considered apart from the rest of the town or city, though they are still subject to the lord’s oversight and discipline. The harrowed within make their livings mostly as sell-swords, crafters of fine goods, or adventurers, bringing wealth back to their homes.

RELIGION

The harrowed typically pay only lip service to religions. They tend to be self-interested and see little to gain from devoting themselves to a god, especially in Abaddon. When they do worship a deity, it tends to be whichever god is worshipped by the whole of the local populace or by their sire or dam. These tend to be gods of evil, death, and shadow, even if the harrowed does not conform to that alignment or definition themselves; after all, it is as good an idea to appease a dangerous god as it is to worship an altruistic one.

NAMES

Bastard harrowed take their family name from their sire or dam, whereas their first name conforms to the naming conventions of the people or culture upon whom they were foisted. Their last name is prefaced by “Sir” or “Dam” to indicate the gender of their undead progenitor. Thus, the name of a typical bastard harrowed might be Aran Sir Drakul, which would read as Aran, son of Lord Drakul. Common harrowed have mortal names like any other, but tend to only go by their first names in all dealings.

Male Names: Determined by culture of mortal parent

Female Names: Determined by culture of mortal parent

Family Names: Sir Drakul, Dam Orien, Sir Lykas, Dam Abraxiel, Sir Xaddan

ADVENTURERS

The harrowed often become adventurers: the bastards because they have something to prove or because their ambitions are frustrated, the commoners because adventuring is often the only way to pick themselves up out of squalor and carve a place of respect and power. Abaddon is a dead and dying world, so it seems fitting that the harrowed, a half dead people, should pick over its bones for things of value and use.

INFERNALS

Infernales are the offspring of demonic outsiders and humanity upon Abaddon or the result of a tainted bloodline throwing up a child bearing the mark of past transgressions of natural law. Infernales are relatively common on Abaddon, given the nature of the world as a “planar trap” and the natural proclivities of the demons who find themselves here, as they are trapped, frustrated, and have only a few playthings to assuage their boredom.

Infernales are the cast-off spawn of these bored demons and succubi. A great many of them inhabit Abaddon, multiplying as a result of intermarriage and the strength of demonic blood now coursing through the bloodlines of mortal communities. Self-reliant and cynical, the infernales are often shapers, doers, and makers; they are ambitious and defiant, channeling the strength and rebellious nature of their demonic

heritage to force their way up and out and to make their mark upon the world.

Infernals are the epitome of defiance in the face of adversity. Despite their dual nature, they fit into the fractured world of Abaddon as neatly as a jigsaw piece, thriving while others are ground under, despite the dubious status of their birth and the suspicions of most people. Ironically, the “demon children” are perhaps Abaddon’s best hope against undead domination, though it remains to be seen whether rule by those of demon blood would be any better than rule by the legions of the dead.

PERSONALITY

Infernals present a mask of wry, scathing sarcasm, making light of the most horrific situations with gallows humor and a keen sense of irony. They are intensely loyal to those they consider their brothers-in-arms, a behavior that compensates for their often extremely fractured and difficult childhoods and parental situations outside the enclaves of infernals. Their devil-may-care attitude has become a racial stereotype, one they both consciously try to live up to and try to confound in equal measure.

PHYSICAL DESCRIPTION

Infernals have red skin and horns—sometimes pronounced, sometimes more subtle—that arch back over their heads from their brow. Infernals also have sharp, elongated nails that can be extended into claws. Often, they have pronounced canines and incisors, forked tongues, and other subtle demonic traits, including lightly glowing or unnaturally colored eyes and hair, sometimes reaching a deep black. Some even have tail stubs or long, pointed tails, useful for expressing themselves but useless for anything else. Infernals tend to stand taller than normal humans and have arrogant demeanors, dressing and holding themselves in a way to capitalize on their unnatural beauty or ugliness derived from their demonic parent.

RELATIONS

Infernals try to be gregarious and can be found across Abaddon in all kinds of company, whether they’re welcomed or not. As they can rarely resist pricking at an inflated ego, infernals can grate on those who take themselves too seriously, especially the exalted—a favored target of infernals. Otherwise, the infernals are distrusted but tolerated practically everywhere and by all other races. Only the ruling undead find reason to loathe them; however, the hatred that the infernals return may simply be a function of their lordly positions rather than any inherent racial hatred.

INFERNAL LANDS

Infernals integrate themselves into existing communities and, unlike many other races, rarely ghettoize themselves, preferring to remain relatively intermingled with other peoples. The infernals have founded their own city, Moab. A chaotic city in constant flux with no cohesive rulership, this settlement is burrowed into, onto, and around harsh and uncompromising mountains. It is spared conquest



INFERNAL RACIAL TRAITS

Infernals share certain racial traits thanks to their demonic ancestry. You are considered both a humanoid and an infernal creature.

Ability Score Increase. Choose one ability to score to increase by 2.

Age. Infernals mature at the same rate as humans but live a few years longer.

Alignment. Infernals tend to be creatures of chaos, disliking order and—save where they find common cause with each other for something like survival—squabbling over the tiniest difference in opinion. In contrast, one will find infernals across the full spectrum of good and evil, from reluctant heroes to spiteful villains and all things in between.

Size. You have a similar size and build compared to humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Claws. Infernals have a pair of vicious claws. As an attack action, you can make two claw attacks. These are natural melee weapon attacks that deal 1d4 points of slashing damage plus your Strength modifier.

Darkvision. Thanks to your demonic heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Infernal Taint. To reflect the specific effects of your demonic blood, choose one of the following benefits for this trait:

- **Acid Resistance.** Acid runs like water off your flesh. You possess resistance to acid damage and advantage on saving throws against acid-based attacks.
- **Barbed Flesh.** Sharp barbs stud your skin. You are always considered to be wearing armor spikes, which deal (at your discretion) 1d6 points of piercing damage on a successful grapple attack. Otherwise, as an attack action, you can attack with the spikes as if wielding a light melee weapon.
- **Cold Resistance.** Tainted blood keeps you warm from within. You gain resistance to cold damage.
- **Lightning Resistance.** Lightning holds no fear for you. You gain resistance to lightning damage.
- **Fiendish Anatomy.** Your internal organs are arranged differently compared to normal humanoids. As a reaction, you can turn a critical hit into a normal hit once between short rests.
- **Fire Resistance.** You can endure flames of any intensity. You gain resistance to fire damage.
- **Poison Resistance.** Like your fiendish ancestors, you have little to fear from poisons. You gain resistance to poison damage and advantage on saving throws to resist poison.

Languages. You can speak, read, and write Common and Infernal.



VARIANT RACIAL TRAITS

Infernal Magic. Choose two of the following wizard spells: cause fear, magic missile, protection from good and evil, ray of sickness, and witch bolt. Use your choice of Intelligence or Charisma as your spellcasting ability for these spells. You can cast each of these two spells once between long rests. This replaces the infernal taint racial trait.

Luck of the Devil. As a reaction, you may reroll a failed saving throw. This trait recharges following a short rest. This trait replaces infernal taint.

Venomous Bite. You gain a bite as a natural melee weapon attack that deals 1d6 of piercing damage plus your Strength bonus. In addition, a number of times per day equal to your proficiency bonus, you can coat one weapon with your venomous saliva as a bonus action. An envenomed weapon does bonus poison damage equal to your proficiency bonus on a successful hit. Once you use up your venom, this ability recharges following a long rest. This trait replaces the claws racial trait.

only because of its location and its relative lack of worth to any would-be conquerors. If united, though, it might become a genuine force in Abaddon and a mecca for infernals everywhere.

RELIGION

Infernals tend to regard the whole establishment of religion as a sort of elaborate scam and a means of control. They

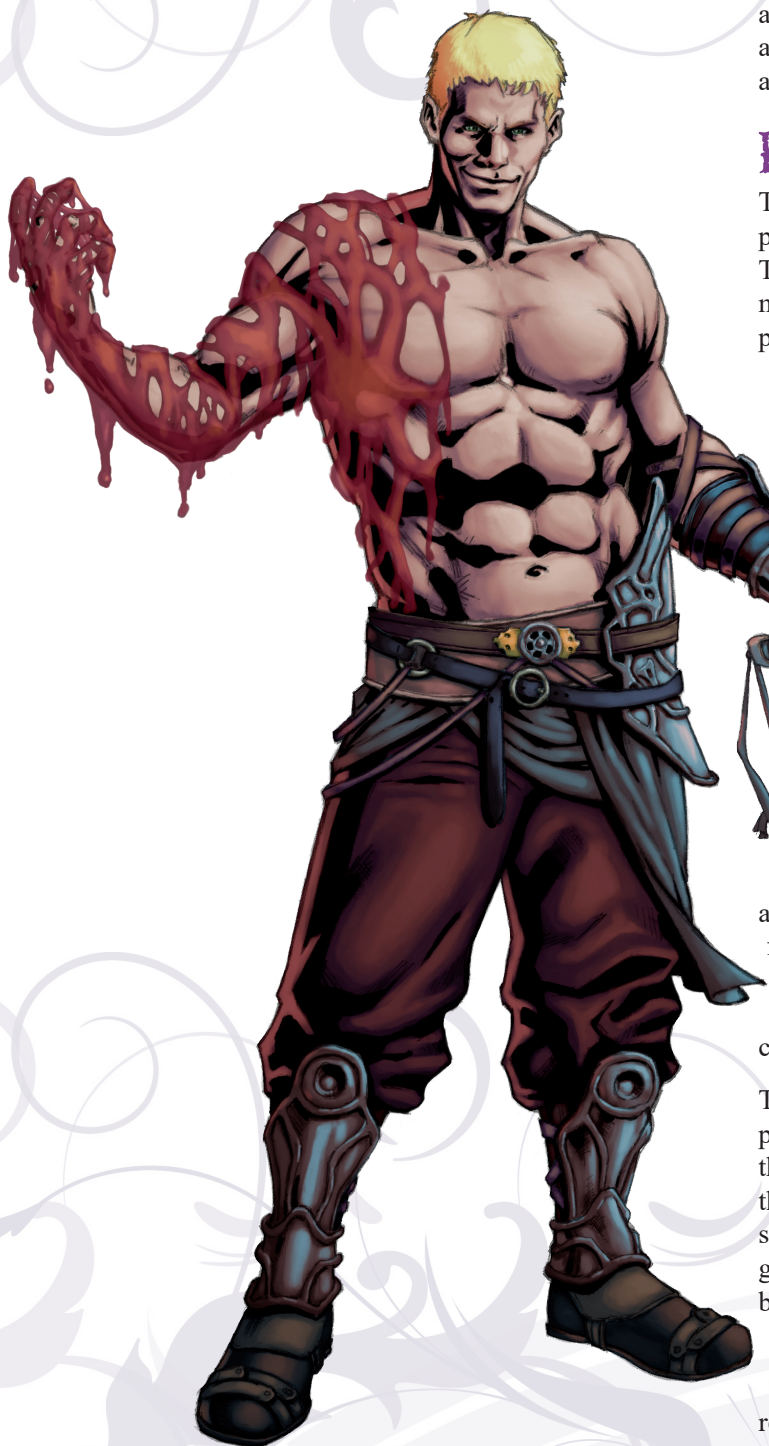
reject organized religion entirely, the temples and tithes and formal prayers—all of it. However, they do engage in personal, private worship, typically of trickster gods, as well as those of thieves, assassins, and others at the margins of society: those they regard as the “true” gods behind the scam as a whole. Deities of luck are often popular second choices, as infernals recognize the necessity of having luck on your side, whatever you might do.

NAMES

Infernals name themselves with a single word, typically one as tongue-twisting and difficult as possible for those who do not know the Abyssal tongue or lack the teeth and fork necessary for proper pronunciation. Last names are only used outside their home cities to identify where they are from; for example, the last name of an infernal from Moab would be al-Moab.

Male Names: Korax, Qa, Stien, Xykon, Xazarian

Female Names: Karybdis, Shakalar, Pheniak, Cerys, Gwynnea



ADVENTURERS

Infernal rebellions often put them at odds with the established order, and a swift exit is sometimes called for. The transient nature of an adventurer's life is perfect for avoiding the entanglements that lead to imprisonment or execution, as many an adventurer has moved on before their "crimes" are found out. Infernals are not averse to seeking wealth for themselves, and while they don't necessarily try to better their people, they tend to prefer doing business with other infernals. Many infernals are curious about their past and their demonic bloodlines, a curiosity that leads them to investigate the doings of demons and lore of the planes. They also seek ways to throw off the shackles of the undead lords, an aim much hastened if the infernals can acquire powerful artifacts and ancient magics.

KHYMER

The khymer are descendants of those killed, or at least physically destroyed, by the meteor that struck Abaddon. The necromantic radiation emanating from the blast had many long-lasting effects on Abaddon and its people.

For the inhabitants of one city, though, it meant liquefaction followed by mingling with the ravaging light. This process infused the liquid remains with negative energy, which coupled with the latent remnants of that people's native psionic abilities.

The khymer are a people reduced to a pool of alien blood. They have been infused with powerful psionic energy, but depend upon corpses as vessels to travel in. Without host corpses, they are vulnerable, exposed to extremes of heat and cold and unable to hold weapons or wear armor.

In order to survive, the khymer find freshly killed bodies and ooze into them, reshaping them into a familiar, idealized form, filling their veins and flesh and turning the body into a meat puppet for their own purposes. After a time, the host inevitably breaks down and falls apart from trying to contain the khymer's psionic and necromantic energies.

The normal reaction to a khymer is disgust. Many folk tales portray them as body snatchers that make their hosts do things against their will. Distasteful as the khymer might be, though, they use dead bodies purely as a matter of necessity, and they are no more inherently good or evil than any given human. Unfortunately, they are all tarred with the same brush.

The khymer crave a return to their original physical form and hope to purge the necromantic radiation that has reduced them to this foul, toxic liquid and damned them to

KHYMER RACIAL TRAITS

As a khymer character, you share a number of unusual traits with others of your kind.

Ability Score Increase. Khymer are diverse and varied. Increase one ability score of your choice by +2.

Age. While a khymer burns through its host bodies about month, in its natural form can live for centuries.

Alignment. The khymer are almost all neutral, and their alignment along good and evil determines to which “pool” they owe their fealty and loyalty. Those of Monad are true neutral, while those of Quiddity are neutral good, and those of Rubicund are neutral evil. Each pool differs in what they are willing to do in order to cure the khymer condition. Those of other alignments are singletons, wanderers cut off or self-exiled from the pools.

Size. Khymer are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have enhanced vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Aberration. Khymer have no humanoid form. The impact of the meteor, infused with negative energy, broke down the khymer’s humanoid form into a sentient blood-like substance that retained their original psionic abilities. In this new form, the khymer discovered they could invade bodies of humanoid corpses and by some unknown means could genetically reconstruct these “vessels” into their original humanoid form for a limited time.

A vessel normally lasts a month, at which time the vessel “burns out” from the khymer’s energy, reverting the khymer to its blood form and necessitating another corpse to invade as a new vessel. (see the sidebar, below). These characteristics give khymer the following additional traits:

Toxic Blood. The khymer’s blood form is highly toxic and poisonous to both the living and undead. Any creature that attempts to bite, swallow whole, or blood drain you while you are in blood form will learn about your toxic blood and will often become unwilling or unable to use that attack against you again. If the creature persists or is forced to swallow your blood, it must succeed at Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier (minimum of 1). If the creature fails this save, it suffers disadvantage on all Strength checks and saving throws. The creature may make a new saving throw at the end of each of its turns, with a successful save ending this effect.

Disease Immunity. You are immune to disease, whether magical or non-magical.

Naturally Psionic. You gain a number of psychic powers as described below.

- At 1st level, you gain message, which you can use at-will.
- At 3rd level, you gain the ability to communicate telepathically. You can telepathically speak to a creature you can see within 120 feet. Although you and the target do not need to share a language in common in order to communicate, the creature must be capable of communication, either spoken or telepathically.
- Finally, at 5th level, you can cast detect thoughts as an action. Your choice of either Intelligence or Charisma is your spellcasting ability for this power. This power recharges after a long rest.

Unnatural Metabolism. You do not heal physical ability damage normally; instead, all damage must be healed magically. If you enter a new body, all damage is healed automatically.

Languages. You can speak, read, and write Common and Khymer. The khymer language is a unique form of telepathy that carries as far as a normal human voice, which can only be spoken and understood by other khymer.

KHYMERS AND BODY SWITCHING

A khymer can sustain a body for up to one month before requiring a new one. If a khymer is at 50% or less of its total HP or its current body vessel is within 2 weeks of expiring, the khymer can willingly separate from its current body. When it expires, the khymer’s vessel falls to dust and the khymer reverts into its natural blood state. In their blood form, khymer can only survive for a number of hours equal to 2D12 plus their Constitution modifier before they congeal and die. A khymer in blood form can fit through spaces three sizes smaller than itself but suffers disadvantage on all Dexterity checks and melee attack rolls. They also cannot wear armor or cast any spells requiring verbal components. They retain any ability scores they had in their old body, but with a reduced speed of 20 feet.

Integrating into a new body is a long and private process that takes all of the khymer’s attention. The body must have flesh on it, cannot have been dead for more than one month, and must be from a Medium humanoid creature. The process takes eight hours to complete. If this process is disrupted by an attack or destruction of the body, the khymer must begin the process again with a new body. Once integrated into the new body, the khymer is healed of any physical ability damage it retained from its old body.



a life of bodilessness, jumping from corpse to corpse for all eternity. Many khymer are remnants of minds from the time of the impact; it is their memories and bodies that urge the khymer on, decade after decade, in their quest for a cure.

The long memories and psionic prowess of the khymer make them valued as viziers, tutors, and advisors to many throughout Abaddon. However, they are rarely fully trusted and are usually watched in order to guard against the possibility that the legends and stories about them are true.

PERSONALITY

The khymer as a people are introspective and quiet, somewhat fatalistic, but disciplined. They are largely unified within “pools” that exist for the khymer people, and they are loyal to their people despite the divisions between their factions. The khymer are acutely aware that they seem alien to “solid” humanoids and that they are, indeed, becoming more alien in form and psychology as time goes on.

PHYSICAL DESCRIPTION

In their natural form, khymer appear as pools of dark blood with a faint unnatural glow to them. This glow pains the eyes of the observers slightly, like staring at a source of strong ultraviolet light. They radiate a combination of negative and psionic energies that, unshielded by a host body, makes other beings around them uncomfortable. While in their blood form, they can ooze about and solidify into a jelly-like substance capable of extending pseudopods and performing basic physical actions, but cannot act with any finesse.

Their physical form is a host corpse that they have invaded and reshaped into an idealized physical form as they imagine or remember themselves. While infected, the host body is essentially reanimated and is considered alive for matters such as breathing and eating. Infection by khymer causes the of the host body to become its eyes. While the khymer is very much tied to the body, they can choose to abandon it in an emergency.

RELATIONS

The khymer are respected, but not trusted, by almost all the factions and forces at play on Abaddon. They are known to be scholars and powerful psionists, which makes them useful, but their unnatural physiology and need for a constant flow of dead makes them sinister and, in many eyes, untrustworthy. The undead do not mind the khymer so much. Already being dead and using the bodies of the dead themselves, they see nothing so terrible about what the khymer do; however, the khymer’s insatiable curiosity and constant “poking” at ancient magic, psionics, and lore makes them nervous. Other than with adventuring parties, the khymer usually find themselves alone in a crowd with only each other to turn to for company, should they desire it.

KHYMER LANDS

The khymer claim three lands under their dominion, each being a lake infused with the necromantic energy of the meteor and the psionic energy of many departed souls. Monad is the site of their once-great city, now submerged in a sea of blood. Quiddity was once a natural lake, now corrupted by a fragment of meteor that fell into it. Rubicund is the site of one of the last great battles between the mortal kingdoms and the undead.

RELIGION

The khymer hold a reverent and religious respect for the psionic field of Abaddon itself, which is made up of the thoughts and feelings of every living and unliving being on and beneath its surface. They accredit this overmind with all the abilities and powers normally associated with a god in other cultures and refer to it as the Noö.

NAMES

The khymer always refer to themselves as “We” or “Us,” but do carry individual names split by the gender of their body-forms, though how they determine gender is anyone’s guess. They also have Family Names and lines, with the offspring choosing from which parent to take their family name.

Male Names: Ahote, Kanti, Nadie, Sinopa, Wakiza, Yahto

Female Names: Elsu, Hinto, Kitchi, Lansa, Maka, Shiriki, Tasunke

Family Names: Angeni, Fala, Istas, Lomasi, Satinka, Yepa

ADVENTURERS

The khymer are driven to cure their body-swapping ways and to remove the negative radiation infusing their whole beings. This drive has become a ravening need to know, to understand, to comprehend, that has led them to search out knowledge of all kinds from all across Abaddon, not only to find their cure but merely to sate these desires. Many khymer become adventurers as a way of delving into Abaddon’s past and to learn secrets that they simply can’t let go.

LYKIANS

Abaddon’s werewolf lycanthropes, most commonly called lykians, are one of the most unusual residents of the world. Unlike standard lycanthropes, lykians are born as lycanthropes. They do not suffer from the lycanthropic disease; instead, they are considered a separate humanoid race with the shapechanger subtype. Before the apocalypse, many carried the curse of lycanthropy, but due to unknown, powerful forces of magic, the curse took on a new form from which the lykians have evolved directly. Lykians, unlike lycanthropes, have only one physical form, despite their shapechanger subtype. They are considered by many to be extremely bestial, hostile, and brutish, like their canine

lineage. Their primal nature often usurps and controls their cognitive and reasoning abilities.

All lykians have primal, wolf-like traits and features, which makes them and lycanthrope werewolves virtually indistinguishable by all but a few. Thus, both are equally persecuted and hunted by human and undead alike. Lykians are organized in a rigid clan structure, with the more powerful families dominating the weaker and smaller clans. Whether dominance is exerted and maintained through brute force, political pressure, or some other means varies from one clan to the next. Lykians get along with outsiders, seeing themselves as part of a united bloodline.

Nomadic lykians form up their clan into wandering bands, most of which move on foot from temporary settlement to temporary settlement, staying until prey gets scarce. Most of these bands carry what they need on their backs; only wealthy and successful clans have caravans or beasts of burden. Otherwise, the clan travels light, wearing their wealth as jewelry and carrying their pups in double papooses, front and back. They usually travel at night, following the play of shadows to conceal their passing. For some settlements, the only warning that a lykian clan has passed by in the night is the slaughtered livestock, picked clean.

These nomadic routes are laid out and marked with scent and marker poles. The lykian clans do not tolerate other clans using their stopping points and routes, which they jealously guard from encroachment. However, they seem happy to let other, more pastoral humanoids settle in these places.

Jungle lykians travel much less than nomadic lykians. The jungles of Abaddon—strange and deadly as they are—are some of the few fecund and productive places left. Jungle lykians keep a single resting place and range through the jungle around their settlement, like spurs on a wheel, rotating their hunts from day to day. They use their natural stealth and great leaping ability to take to the trees, staying clear of the dangerous jungle floor as much as possible.

Some few lykians make their way to what passes for civilization, hiring themselves out as mercenaries or taking up with adventuring bands. These lykians

could be curious about their humanoid heritage, perhaps are on trade missions for their clans or, most often, are outcasts from their clan, tribe, family, and pack for some transgression or crime. Trust issues dog these lykians because of their “untrustworthy” shapechanger heritage and their habit of eating carrion and humanoid flesh. Usually, only lowly criminals and the lower orders of undead will hire them.

PERSONALITY

Lykians are creatures of animal instincts. They usually belong to a clan and very rarely interact with any other humanoid race—when sustenance is scarce, though, those races become the lykians’ food. Lykians living in the few remaining jungle areas are quite fierce, feral, and quicker to show their aggressive side.

PHYSICAL DESCRIPTION

Lykians bear a strong resemblance to werewolves and hybrid wolf-men. They are very tall, averaging seven feet, and have physically dominating physiques. Their feral eyes vary in color; yellow, blue, and grey are common. They often have large canines or fangs and an abundance of body hair, which ranges from very short to long and shaggy.



LYKIAN RACIAL TRAITS

Your werewolf blood grants your lykian character a number of traits.

Ability Score Increase. Your Strength score increases by 2.

Age. Lykians mature faster compared to humans, reaching adulthood around age 12. Despite this, they tend to live over a century, often longer than most humans.

Alignment. As with anyone in Abaddon, lykians are survivors and do what is needed to survive. While they are not cruel for cruelty's sake, they will do anything to protect themselves or their clan. It is very rare to find a lykian with a rigid moral structure.

Size. Lykians are somewhat larger and bulkier than humans, averaging over 7 feet tall and with a muscular physique. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Claws. You possess a pair of vicious claws. As an attack action, you can make two claw attacks. These are natural melee weapon attacks that deal 1d4 points of slashing damage plus your Strength modifier.

Darkvision. Your wolf's eyes allow you to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Diseased Bite. You gain a bite, which is natural weapon attack that deals 1d3 piercing damage. In addition, you can coat a weapon with diseased saliva as a bonus action. A target struck by this envenomed weapon must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier or contract cackle fever (see the core rules). You can exude this venom once between short rests.

Shadowy Stalker. Attacks made against you while you are in dim light suffer disadvantage.

Sprinter. Your speed increases by 10 feet when you take either the dash or disengage action.

Born Survivors. Your animalistic heritage enhances your physical skills. You gain proficiency in Strength (Athletics) checks.

Vulnerabilities. You have vulnerability to damage inflicted by silvered weapons.

Languages. You can speak, read, and write Common and Lykian. Llykian is a harsh, guttural tongue; it has no script of its own but is written in the Dwarvish script.



VARIANT RACIAL TRAITS

Howl. As an action you can emit a thunderous howl. Any non-lykians within 20 feet must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier or become frightened for the next minute. A frightened creature can attempt this save again at the end of each of its turns. A creature that makes this save becomes immune to your howl for the next 24 hours. This power recharges after a long rest. This racial ability replaces the claws racial trait.

Scent. You gain advantage on Wisdom (Perception) checks that rely on smell. This trait replaces the born survivors racial trait.

See in Darkness. You can see perfectly in darkness of any kind, including unnatural or magical darkness, such as that created by the darkness spell. This racial ability replaces the shadowy stalker racial trait.

RELATIONS

Lykian enemies are primarily humanoids and the undead. A longstanding feud has boiled between them, mainly because the lykians resort to using other humanoids as a food source. Most intelligent undead mistrust or hate lykians; nobody outside the factions and few within know why or how this hatred started, but it has persisted for the last two decades.

LYKIAN LANDS

Lykians are a nomadic race and live off the land. While a few lykians dwell in the jungle areas of Abaddon, they can be found anywhere.

RELIGION

Due to the unique events of Abaddon, most lykians do not have a set religious belief system in place.

NAMES

The lykians are named with clan name first, surname second, and given name last. An example of a lykian name is Roughide Growltongue Swiftclaw.

ADVENTURERS

Lykians are adventurous by nature and they are commonly found as members of more open-minded adventuring groups or as fodder in mercenary bands.

OSIRIANS

According to ancient lore, the osirians were the first intelligent species to emerge on Abaddon, chosen by the gods to be their first creation on this world. They were, and are, a regal and proficient people famed for their skill with their hands and their swiftness, as dangerous archers and fencers and makers of technical wonders and fine crafts.

The position of the osirians as the favored of the gods did not spare them from the cataclysm that turned Abaddon upside down. Already giving way to some of the other species, the osirians were struck a hammer blow by the fall of the meteor. Their ancestral homelands were some of the worst affected by the necromantic miasma and negative energies released by the impact.

The osirians died in droves from the impact, from its aftermath, and from the lingering effects of the necromantic radiation, which subverted their bodies day by day by agonizing day. So many of the osirians rose again as zombies, skeletons, and ghosts that they quickly learned harsh lessons in dismemberment before burial and the necessity of building secure and warded tombs.

Exhausted, beleaguered, and desperate, the osirians sought a solution to their problems, a way to live with the intense negative radiation that had so changed Abaddon and themselves. Eventually, they found a way to live with their affliction and even to use it as a weapon against the undead that still tormented them.

Ancient osirian body art was combined with alchemical knowledge to mark and infuse their flesh with channels of necromantic obsidian. This obsidian was ground into dust and worked into the flesh in arcane patterns to draw and store the necromantic energy from their bodies and surroundings, helping them weather the radiation and live some semblance of a normal life. These alterations also allowed them to channel the power to their own ends and to strike back against the undead. Despite their newfound power and their natural capabilities, though, they could do little to liberate the lands already swarming with the dead.

The osirians have retreated to their surviving cities and underground vaults. Some eke out an existence beneath the view of the undead, living free but hard lives, while others fall into slavery as their scant lands are constantly besieged.

PERSONALITY

Osirians have an extremely pragmatic mindset and tend to view everything as a problem that requires solving. They often think in a linear fashion, a way considered stereotypically “male” in humans. Practical problems are usually more to their taste than esoteric ones, and

they often become frustrated by philosophical or religious discussions—topics they consider insoluble and, thus, irrelevant. It isn’t true that they have no aesthetic or appreciation of art or culture, only that their “engineer’s” viewpoint colors everything that they do.

PHYSICAL DESCRIPTION

Osirians have extremely dark skin, which comes in a variety of subtle, dark tones—from midnight blue, to a purplish aubergine hue, through to reddish or greenish tints. Similarly, their hair is usually a deep black, which makes their eyes and teeth stand out in stark contrast. Osirians are usually shorter than humans by an inch or two and tend toward a slightly more curvaceous or stocky build.

RELATIONS

Osirian pragmatism is considered a strike against them when they cooperate with other races of Abaddon, since most races—if not all—are known for doing dubious things in order to survive. This tendency, of course, includes the osirians, but as pragmatists they tend to err on the side of caution in their dealings with others, especially the undead.

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OSIRIAN TRAITS

Your Osirian character shares several racial traits in common with others of your kind.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age. Osirians mature at about the same rate as humans and possess a similar lifespan.

Alignment. Osirians tend to belong to neutral alignments, but osirians can be found across all the different alignments. Whatever else they might believe tends to bond osirians together, as they recognize they are a marginalized and oppressed people who depend upon each other to survive.

Size. Osirians tend to be a few inches shorter than the average human with a slightly more curvaceous or stocky build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Crafty. Osirians are born craftsmen. You gain proficiency with one tool set of your choice.

Necromantic Hellfire. As an attack action, you can project an energy ray as a ranged spell attack against a target you can see within 30 feet. Living creatures struck by necromantic hellfire gain one level of exhaustion for 1 minute unless they succeed at a Constitution saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier. This ability has no effect on creatures already suffering the exhausted condition. Unlike with normal exhaustion, this effect ends as soon as its duration expires or once the target succeeds at its saving throw, whichever comes first. Against undead creatures, your necromantic hellfire inflicts 1d6 of radiant damage.

Necrotic Resistance. You are resistant to necrotic damage. In addition, you have advantage on saving throws against any effect that would reduce your maximum hit point total.

Stealthy. You gain advantage on Stealth checks.

Quick Reactions. You gain advantage on initiative rolls.

Languages. You can speak, read, and write Common.



those with undead traits. The presence of a free osirian can also cause problems, as osirians who are not subjugated slaves are usually considered extremely dangerous and may be killed on sight by the undead lords and their forces.

OSIRIAN LANDS

The osirians live in their ancestral cities for the most part, whether enslaved and crushed or still free. Of their free towns and cities, the great spired city of Prax stands in defiance of the destruction of Abaddon and the forces of the undead. As the free capital of what remains of the osirian people, it is protected from invasion by cunning defenses, artifice, and magic. A few other, smaller settlements also remain free, though they exist at the margins of survivability and are often besieged by the undead lords. Even smaller bands of osirians have taken to underground vaults, hidden from sight, secret dungeons from which their bands lead raids against the undead; there, they strive to carve out a new living, out of sight, beneath the blackened earth.

RELIGION

Osirians, as the first race of Abaddon, still believe themselves to be the chosen of the gods. They worship a wide and cosmopolitan variety of gods that they refer to collectively as “makers.” They particularly favor gods associated with craft, trade, and industry, while many also choose to worship gods of magic.

NAMES

Osirian names, following the tendency of their language, are made from chopped up sounds with abrupt stops and sudden shifts between consonants. Their first names always have two syllables. Their last names start with one syllable, to which they add new syllables as they perform great deeds or works; in this way, the osirians denote their rank and worth in their society. Familial ties are denoted by “son of” or “daughter of” following the matriarchal or patriarchal lines independently, when it is needed. Most osirians can recite their lineage over five generations or more.

Last Names: Bar, Creltis, D'Shalgar, Kriks, T'skel-tah-reh
Male Names: Gartok, D'nar, Da-Varr, Cav'tun, Mik'qua

Female Names: Fehtahl, Lexa, T'nstaph, Feah, Klixxis

ADVENTURERS

Osirian adventurers tend to be escaped slaves or free osirians seeking either revenge or the artifacts and power needed to free their people from the undead lords. The osirian vaults and free cities need every resource that they can get, as freeing—and supplying—slaves is no easy task without coin. The dead cities and great tombs of Abaddon provide a wealth of resources and riches that can provide for all these ends. Thus, osirians often find themselves wandering the land, looking to change their fortune with powerful artifacts and the riches of the dead.