

# Kismet's Aranean Template

Through trickery, stealth, and offbeat romances, aranea sometimes spread their seed amongst other races rather than breed true with their own kind. While a few aranea raise their offspring to become ruthless hunters, most leave their misbegotten children behind. The blood of the spider-kind can run through several generations before fading and is not apparent at birth.

An aranean can be completely unaware of their ancestry until puberty or a traumatic event occurs and they shift into their hybrid form for the first time. This change is alarming and horrific at first, but some eventually embrace it as a gift. A number of araneans are naturally drawn to sorcery and take spiders as their familiars and pets.

“Aranean” is an inherited template that can be added to any humanoid or monstrous humanoid that is size Small, Medium, or Large (referred to hereafter as the base creature). An aranean uses all the base creature's statistics and special abilities except as noted here.

## Type

The creature acquires the shapechanger subtype.

## Abilities

Adjust the base creature's abilities as follows: +2 Dexterity, -2 Strength

## Change Shape (Su)

An aranean has its own natural form, as per the base creature. It also has the ability to assume a second form, which is that of a Medium spider-humanoid hybrid. In hybrid form, an aranean looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranean gains access to a bite attack, poison, and webs in this form, and can also wield weapons or wear armor. When in hybrid form, an aranean's speed is 30 feet (6 squares).

An aranean remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranean revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

## Attack

An aranean has a bite attack in its hybrid form that has the potential to deliver poison. If the base creature can use weapons, the aranean retains this ability. An aranean fighting without weapons uses a bite when making an attack action. When it has a weapon, it usually uses the weapon instead.

If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage
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Small	1d4
Medium	1d6
Large	1d8

#### Poison (Ex)

Injury, Fortitude DC 10 + Constitution modifier, initial damage 1d2 Str, secondary damage 1d2 Str. The aranean may use this ability once per day per point of Constitution modifier.

#### Web

An aranean can throw a web as many times per day as their Constitution modifier. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC (10 + Constitution modifier) Escape Artist check or burst the web with a DC (10 + Constitution modifier + 4 racial bonus) Strength check. The web has 6 hit points, hardness 0, and takes double damage from fire.

#### Special Qualities

An aranean has all the special qualities of the base creature, plus low-light vision.

#### Skills

An aranean has a +2 racial bonus to Jump, Listen, and Spot checks (+2 racial bonus to Acrobatics and +4 to Perception checks in Pathfinder). They have a +4 racial bonus on Climb checks and always count Climb as a class skill.

Level Adjustment +1

# Kismet's Genasi Templates

The genasi templates below may be applied to any corporeal creature with an Intelligence score of 4 or higher (referred to hereafter as the "base creature"). The base creature is considered a native outsider. It uses all of the creature's normal statistics except as noted below.

Genasi cast their spell-like abilities as sorcerers of their class level.

For in-depth information about the genasi's physical descriptions and more, please see the *Forgotten Realms Campaign book* and/or *Races of Faerun*.

<p style="text-align: center;"><b>Air Genasi</b></p> <p>+2 Dexterity, +2 Intelligence, -2 Wisdom            Special Qualities: Electricity Resistance 10            Spell-Like Abilities: Levitate once per day            +10 to base speed of creature            Racial Skills: +2 Balance, +2 Tumble            Darkvision            Cannot serve gods of earth            Level Adjustment +1</p>	<p style="text-align: center;"><b>Fire Genasi</b></p> <p>+2 Dexterity, +2 Charisma, -2 Intelligence            Special Qualities: Fire Resistance 10            Spell-Like Abilities: Produce flame once per day            Ignite (Ex): Create a spark at will. If the spark is being created on a target or a target's carried belongings, the target can make a Will save to resist (roll Will also for any carried belongings).            Racial Skills: +2 Craft (for those that involve the use of fire), +2 Intimidate            Darkvision            Cannot serve gods of water            Level Adjustment +1</p>
<p style="text-align: center;"><b>Earth Genasi</b></p> <p>+2 Strength, +2 Constitution, -2 Dexterity            Special Qualities: Acid Resistance 10            Spell-Like Abilities: Bull's strength once per day            Burrow (Ex): the character can burrow through 5 feet of loose or packed earth a round            Stonecunning (as per the dwarven ability)            Darkvision            Cannot serve gods of air            Level Adjustment +1</p>	<p style="text-align: center;"><b>Water Genasi</b></p> <p>+2 Dexterity, +2 Wisdom, -2 Constitution            Special Qualities: Cold Resistance 10            Spell-Like Abilities: Water breathing once per day            Swim speed of 30 feet            Racial Skills: +2 Swim, +2 Tumble            Darkvision            Cannot serve gods of fire            Level Adjustment +1</p>

# Kismet's Dragonblooded Templates

Dragons are amongst the greatest creatures to roam the planes and they have spread their power across countless species. The dragonblooded are descended from half-dragons, and though they may not know it there is more power in them than meets the eye. What may seem like a normal human may have a fire running through their veins that comes down from the dawn of time, when their grand, scaled ancestors ruled with fang and claw.

The dragonblooded templates below may be applied to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "dragon." It uses all of the creature's normal statistics except as noted below.

Most dragonblooded types receive adjustments to their stats as follows: +2 Strength, +2 Intelligence, -2 Dexterity. Green and brown dragonblooded do not receive these adjustments, however; their omission is intended. All dragonblooded receive Intimidate as a class skill to reflect the natural predatory instincts that have been passed down to them.

Dragonblooded cast their spell-like abilities as sorcerers of their class level. The spell DC for a dragonblooded's spell-like abilities are 10 + Charisma modifier.

<b>Amethyst Dragonblooded</b>	<b>Fang Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: +10 on saves versus poison Spell-Like Abilities: Invisibility or levitation once per day Racial Skills: +2 Diplomacy, +2 Sense Motive Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: +10 to saves versus ability drain effects Spell-Like Abilities: Shield twice per day or detect magic four times a day Racial Skills: +2 Bluff, +2 to Speak Languages (+2 Bluff, +2 Linguistics in Pathfinder) Darkvision out to 60 feet Level Adjustment +1

<b>Black Dragonblooded</b>	<b>Gold Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Acid Resistance 10 Spell-Like Abilities: Corrupt water* (1 foot per level) or charm reptile (as animal friendship, but only works on reptiles) once a day Racial Skills: +2 Swim, +2 Handle Animal (reptiles only) Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Fire Resistance 10 Spell-Like Abilities: detect gems or bless twice a day Racial Skills: +2 Jump, +2 Balance (+4 Acrobatics in Pathfinder) Darkvision out to 60 feet Level Adjustment +1

<b>Blue Dragonblooded</b>	<b>Green Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Electricity Resistance 10 Spell-Like Abilities: Sound imitation* or ventriloquism twice a day Racial Skills: +2 Bluff, +2 Diplomacy Darkvision out to 60 feet Level Adjustment +1	Special Qualities: Acid Resistance 10 Spell-Like Abilities: Plant growth or suggestion once a day Racial Skills: +2 Bluff, +2 Intimidate Darkvision out to 60 feet Level Adjustment +1

<b>Brass Dragonblooded</b>	<b>Red Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Fire Resistance 10 Spell-Like Abilities: Speak with animals or endure elements twice a day Racial Skills: +2 Diplomacy, +2 Sense Motive Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Fire Resistance 10 Spell-Like Abilities: Locate object or produce flame once a day Racial Skills: +2 Intimidate, +2 Jump (+2 Intimidate, +2 Acrobatics in Pathfinder) Darkvision out to 60 feet Level Adjustment +1

<b>Bronze Dragonblooded</b>	<b>Sapphire Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Electricity Resistance 10 Spell-Like Abilities: Speak with animals or detect thoughts once a day Racial Skills: +2 Spot, +2 Swim (+2 Perception, +2 Swim in Pathfinder) Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Electricity Resistance 10 Spell-Like Abilities: Spider climb or soften earth and stone twice a day Racial Skills: +2 to two Knowledge skills Darkvision out to 60 feet Level Adjustment +1

<b>Brown Dragonblooded</b>	<b>Silver Dragonblooded</b>
Special Qualities: Acid Resistance 10 Tremorsense* (Ex) 2 feet per level, permanently Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Cold Resistance 10 Spell-Like Abilities: Feather fall or change self twice a day Racial Skills: +2 Jump, +2 Diplomacy (+2 Acrobatics, +2 Diplomacy in Pathfinder) Darkvision out to 60 feet Level Adjustment +1

<b>Copper Dragonblooded</b>	<b>Shadow Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Acid Resistance 10 Spell-Like Abilities: Spider climb or soften earth and Stone twice a day Racial Skills: +2 Climb, +2 Jump (+2 Climb, +2 Acrobatics in Pathfinder) Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: +10 to saves versus energy drain effects Spell-Like Abilities: Mirror image once a day or obscuring mist twice a day Racial Skills: +2 Hide, +2 Move Silently (+4 Stealth in Pathfinder) Darkvision out to 60 feet Level Adjustment +1

<b>Crystal Dragonblooded</b>	<b>Song Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Cold Resistance 10 Spell-Like Abilities: Color spray twice a day or light four times a day Racial Skills: +2 Diplomacy, +2 Sense Motive Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Electricity Resistance 10 Spell-Like Abilities: Light four times a day or feather fall twice a day Racial Skills: +2 Bluff, +2 Diplomacy Darkvision out to 60 feet Level Adjustment +1

<b>Deep Dragonblooded</b>	<b>Topaz Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Cold Resistance 10 Spell-Like Abilities: Change Self twice per day or Detect Magic four times a day Racial Skills: +2 Move Silently, +2 Bluff (+2 Stealth, +2 Bluff in Pathfinder) Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Cold Resistance 10 Spell-Like Abilities: Feather Fall or Obscuring Mist twice a day Racial Skills: +2 Bluff, +2 Intimidate Darkvision out to 60 feet Level Adjustment +1

<b>Emerald Dragonblooded</b>	<b>White Dragonblooded</b>
+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Sonic Resistance 10 Shield of Prudence (Sp): once per day, the character may choose to evoke an insight bonus to AC at +1 every other level (maximum +6). The bonus lasts for 1 hour per every five levels. Racial Skills: +2 Gather Information, +2 Bluff (+2 Diplomacy, +2 Bluff in Pathfinder) Darkvision out to 60 feet Level Adjustment +1	+2 Strength, +2 Intelligence, -2 Dexterity Special Qualities: Cold Resistance 10 Spell-Like Abilities: Icewalking (as per Spider Climb but works only on ice) or Fog Cloud once a day Racial Skills: +2 Balance, +2 Survival (cold-based) (+2 Acrobatics, +2 Survival in Pathfinder) Darkvision out to 60 feet Level Adjustment +1

\* These abilities work like those listed under the appropriate dragon description except for the values listed above. For example: A blue dragon's sound imitation ability mimics sound. It works at will, and the save is based on the dragon's frightful presence rating. The blue dragonblooded's ability also imitates sounds, but may only be used twice a day and uses the standard save for a dragonblooded's spell-like abilities (10 + Charisma modifier).

## Original Dragonblooded Feats

### Breath Weapon [General]

Prerequisites: Dragonblooded

Benefit: The character gains the use of a breath weapon, based on the breath weapon of the dragonblooded type.

Amethyst: A line of concussive force (sonic)	Emerald: A cone of sonic force
Black: A line of acid	Gold: A cone of fire
Blue: A line of lightning	Green: A cone of acid
Brass: A line of fire	Red: A cone of fire
Bronze: A line of lightning	Sapphire: A cone of sonic force
Brown: A line of acid	Silver: A cone of cold
Copper: A line of acid	Song: A cone of lightning
Crystal: A cone of brilliant light	Topaz: A cone of dehydration
Deep: A cone of acid	White: A cone of cold
Fang: A cone of enfeeblement. This ability can be used once per day for -1d6 to Strength.	
Shadow: A cone of enfeeblement. This ability can be used once per day for -1d6 to Strength.	
The breath weapons listed above can be used three times a day for 1d8 damage per attempt, or once a day for 1d4 damage per level. A dragonblooded line is 30 ft. long, 5 feet high, and 5 feet wide. A dragonblooded cone breath weapon is 15 ft. long, 15 feet high, and 15 feet wide. The save versus a dragonblooded's breath weapon is 10 + Charisma modifier.	

### Dragon Fear [General]

Prerequisites: Half-dragons, dragonblooded with at least one other dragonblooded feat, Intimidate 12 ranks

**Benefit:** The character begins to manifest the dragon's legendary fearful presence, sending friend and foe alike fleeing when they attack, charge, or fly overhead. Creatures within a radius of 10 feet x character level are subject to the fear if they have fewer hit die than the character. Potentially affected creatures must make a Will save ( $10 + \frac{1}{2}$  character level + Charisma modifier). Those that succeed are immune to the dragon fear for one day. Of those that fail, creatures with 4 or fewer HD are panicked for 4d6 rounds, and those with 5 or more HD are shaken for 4d6 rounds. Characters with this feat gain a bonus equal to  $\frac{1}{2}$  their character level to resist the fear effects of dragons, half-dragons, and other dragonblooded.

#### Dragon Wings [General]

**Prerequisites:** Dragonblooded, base Fortitude, Reflex, and Will saves +2, and one other dragonblooded feat

**Benefit:** The blood of the dragon still runs strong in the character. They are able to grow wings that are smaller versions of dragon wings, allowing the character to fly at their land speed with average maneuverability. A medium or heavy load that affects land speed affects flying speed proportionately.

#### Dragon Years [General]

**Prerequisites:** Dragonblooded

**Benefit:** The character ages at a slower rate than normal, carrying on the tradition of strength and longevity passed down through their dragon ancestry. The character doubles the years available in each aging effects category (in the Player's Handbook).

#### Expanded Breath Weapon [General]

**Prerequisites:** Dragonblooded, Breath Weapon

**Benefit:** The character's breath weapon is able to affect a larger area. A line breath weapon becomes 40 feet long. A cone breath weapon becomes 20 feet long, 20 feet wide, and 20 feet high.

#### Fang and Claw [General]

**Prerequisite:** Dragonblooded

**Benefit:** The dragonblooded gains bite and claw attack forms. These attacks do damage as appropriate to the character's size (see the Dragon Attacks chart in the Monster Manual).

**Special:** Most strangers will not be comfortable around a person who has noticeable fangs and claws. Dragons strike fear wherever they roam, and lizardfolk do not have nicest reputation. The more closeted a community is from exotic-looking people and half-breed characters, the more likely it is that the character will receive a negative penalty (-1 to -5) on social skill rolls. The character can avoid the negative penalty if they take care to cover the parts of their body on which the scales have occurred. They can also make a Disguise check to cover up scales in key areas like the face (DC 15 to 20).

#### Scales [General]

**Prerequisites:** Dragonblooded

**Benefit:** Your body sprouts scales that are the color of the dragon type from which you are descended. These scales cover the belly and back but begin to thin out heading toward the legs

and arms. There may be some scales around the neck but very rarely do they appear on the face. The scales provide a natural armor bonus of +2.

Special: Most strangers will not be comfortable around a person who has scales. Dragons strike fear wherever they roam, and lizardfolk do not have nicest reputation. The more closeted a community is from exotic-looking people and half-breed characters, the more likely it is that the character will receive a negative penalty (-1 to -5) on social skill rolls. The character can avoid the negative penalty if they take care to cover the parts of their body on which the scales have occurred. They can also make a Disguise check to cover up scales in key areas like the face (DC 15 to 20).

## Other Applicable Feats & Where to Find Them

### **Races of Faerun Feats**

Elemental Bloodline (genasi)

Healing Flames (fire genasi)

Improved Energy Resistance (genasi & dragonblooded)

Improved Flight (air genasi, dragonblooded with the Dragon Wings feat)

Improved Levitation (air genasi)

Lightless Eyes (genasi & dragonblooded)

Light to Daylight (crystal and song dragonblooded)

### **Book of Vile Darkness Feats**

Boost Spell-Like Ability (genasi & dragonblooded)

Empower Spell-Like Ability (genasi & dragonblooded)

Quicken Spell-Like Ability (genasi & dragonblooded)

# Kismet's Half-Drow

## Half-Drow, Half-Elf

Half-drow, half-elf characters might not reveal any obvious signs of their mixed parentage, but the drow blood in their veins sets them apart from standard elves, nonetheless.

+2 Dexterity, -2 Constitution, +2 Charisma or Intelligence.

Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.

Base land speed is 30 feet.

Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

Darkvision up to 60 feet.

Weapon Proficiency: Receive the Martial Weapon Proficiency feats for the longsword, rapier, and short sword as bonus feats.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

+2 racial bonus on Will saves against spells and spell-like abilities.

If the character was raised in the Underdark, they also suffer from Light Blindness.

Automatic Languages: Common and Elven.

Bonus Languages: Draconic, Drow Sign Language, Gnome, Goblin, Undercommon.

## Half-Drow, Half-Human

Half-drow, half-human blendings often result in sturdier offspring who do not inherit the frail elven build. (This option could also work for a couple of generations after the initial mixing and does not entail a level adjustment.)

Medium: As Medium creatures, half-drow have no special bonuses or penalties due to their size.

Base land speed is 30 feet.

Darkvision out to 60 feet.

Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

+2 racial bonus on Will saves against spells and spell-like abilities.

+2 racial bonus on Listen and Search \*or\* Spot checks (choose one). A half-drow does not have the elf's ability to notice secret doors simply by passing near them.

Weapon Proficiency: A half-drow is automatically proficient with the rapier. In addition, half-drow treat the hand crossbow as a martial weapon instead of an exotic weapon.

Elven Blood: For all effects related to race, a half-drow is considered an elf. Half-drow, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

If the character was raised in the Underdark, they also suffer from Light Blindness.

Automatic Languages: Common, Elven. Bonus Languages: Draconic, Drow Sign Language, Gnome, Goblin, Orc, Undercommon, or any language common to the surface.

Favored Class: Any. When determining whether a multiclass half-drow takes an experience point penalty for multiclassing, her highest-level class does not count.

### **Half-Drow, Half-Human (with level adjustment)**

Some half-drow, half-human children show more signs of their drow heritage, including their magical abilities.

+2 to Dexterity, +2 to Charisma \*or\* Intelligence, -2 Constitution

Medium: As Medium creatures, half-drow have no special bonuses or penalties due to their size.

Base land speed is 30 feet.

Darkvision out to 60 feet.

Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

+2 racial bonus on Will saves against spells and spell-like abilities.

Spell-Like Ability: Half-drow manifest one spell-like ability drawn from the following list. Once the spell is acquired, it cannot be changed, but can be used once per day: dancing lights, darkness, \*or\* faerie fire. Caster level equals the half-drow's class levels.

+2 racial bonus on Listen and Search \*or\* Spot checks (choose one). A half-drow does not have the elf's ability to notice secret doors simply by passing near them.

Weapon Proficiency: A half-drow is automatically proficient with the rapier. In addition, half-drow treat the hand crossbow as a martial weapon instead of an exotic weapon.

Elven Blood: For all effects related to race, a half-drow is considered an elf. Half-drow, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

If the character was raised in the Underdark, they also suffer from Light Blindness.

Automatic Languages: Common, Elven. Bonus Languages: Draconic, Drow Sign Language, Gnome, Goblin, Orc, Undercommon, or any language common to the surface.

Favored Class: Any. When determining whether a multiclass half-drow takes an experience point penalty for multiclassing, her highest-level class does not count.

Level adjustment: +1.