

# Azer

Azers are proud and hardworking beings from the Plane of Fire, known for their brass-skinned bodies and fiery manes. These squat, humanoid creatures are dedicated to their crafts and their long, simmering war against the efreet. Living in bronze and brass fortresses, azers are organized into a strict caste system where every member knows their place. Despite their fiery nature, azers are lawful and orderly, with a strong dedication to their duties and society.

## Physical Description

Azers are squat, brass-skinned humanoids standing around 4 feet tall and weighing approximately 200 pounds. Their heads and shoulders blaze with a mane of fire, and heat ripples the air around them. Their bodies are muscular and sturdy, built for the hard labor they endure in their fortresses. Azers look strikingly similar to one another to the unfamiliar eye, with their brass skin and fiery hair being their most distinguishing features.

## Society

Azer society is highly structured, with a strict caste system that keeps everyone in line. Nobles, ruling without question, wear decorated brass kilts as their symbol of caste, while merchants and business proprietors wear stout bronze. Copper kilts designate the working class, made up of servants, artisans, and laborers. Azers are born into a particular duty, usually the trade of their father or mother, and continue this task their entire life. They are dedicated to order and perform their duties without question, even when subjected to slavery by the efreet in the City of Brass.

## Relations

Azers have a long-standing enmity with the efreet, with whom they are constantly at war. Despite this, they are known to take prisoners and force them to labor in their fortresses. Azers are generally mistrusted by other races due to their fiery nature and strict adherence to their caste system. However, beyond the City of Brass, azers can be found living their own lives in other planar metropolises, crafting goods, selling wares, and running taverns.

## Alignment and Religion

Azers are typically lawful neutral, dedicated to order and their societal duties. They do not have a formal religion, but they revere the principles of hard work, craftsmanship, and loyalty to their caste and society. Some azers may develop a form of spirituality or reverence for the elemental forces of fire, but this is not common.

## Adventurers

Azer adventurers are rare, but those who do exist are driven by a desire to prove themselves, seek new challenges, or escape the rigid confines of their caste system. They excel as fighters, clerics, and rogues, using their natural abilities and fiery nature to great effect. Azer adventurers are often found in the service of planar metropolises, crafting goods, selling wares, or running taverns.

## **Azer Racial Abilities**

**Ability Score Modifiers:** +2 Constitution, +2 Wisdom, -2 Charisma

**Size:** Medium

**Type:** Outsider (Extraplanar, Fire)

**Base Speed:** 30 ft. (20 ft. in armor)

**Languages:** Azers begin play speaking Common and Ignan. Azers with high Intelligence scores can choose from the following: Dwarven, Terran, and Infernal.

**AC:** +2 natural armor

**Immunities:** Immune to fire

**Weaknesses:** Vulnerability to cold

**Spell Resistance:** SR 11 + 1 per character level.

**Weapon Familiarity:** Azers are proficient with warhammers and light hammers.

**Heat (Ex):** Azers can channel heat through their metal weapons and tools, dealing an additional 1d6 fire damage with each successful hit.

**Darkvision (Ex):** Azers can see in the dark up to 60 feet.