





## THE MIMIH PC RACE

Mimih (Mee-me) are enigmatic beings that bridge the gap between the physical and ethereal realms. These ancient entities, once revered as teachers and guardians by early humans, have evolved into a race of arcane and psionic masters. Their impossibly thin forms and ability to compress into tiny spaces make them as elusive as they are fascinating.

**PHYSICAL DESCRIPTION** Mimih stand nearly seven feet tall when fully upright, though they rarely do so, preferring a hunched posture that belies their true height. Their bodies are remarkably thin and elongated, with skin stretched taut over a prominent skeletal structure. This unique physiology allows them to compress their forms to fit through openings as small as six inches in diameter.

Their most striking feature is their otherworldly thinness, appearing almost two-dimensional from certain angles. Mimih skin ranges from pale, sandy hues to deep, rich earth tones, often adorned with intricate, spiraling patterns that seem to shift and change with their movements.

Mimih faces are elongated, with large, expressive pupiless, red eyes that glow faintly in low light. Their mouths are small but incredibly flexible, capable of producing a wide range of vocalizations. Hair is uncommon among Mimih, though some develop fine, wispy strands that float around their heads like ethereal halos.

**ECOLOGY & SOCIETY:** Mimih society is built around the concept of stewardship and knowledge preservation. They establish their communities in some of the harshest environments on the planet, thriving in extremely arid deserts and frigid arctic regions. Their dwellings, known as "Whisper Warrens," are intricate networks of tiny tunnels and chambers carved into rock faces or ice sheets, accessible only to those who can navigate their impossibly narrow passageways.

At the heart of each Whisper Warren lies the "Echoing Chamber," a space where the collective knowledge and wisdom of the Mimih is shared and preserved. Here, elders known as "Lore Weavers" use a combination of psionic projection and arcane illusion to create immersive experiences that teach history, magic, and the ancient arts the Mimih once shared with humanity.

The Mimih have a profound affinity for animals, particularly those adapted to survive in the harsh environments they call home. Every Whisper Warren

is home to a menagerie of creatures, from tiny desert mice to arctic foxes, each cared for with a mixture of scientific curiosity and genuine affection. These animals, collectively referred to as "Echo Companions," are more than mere pets to the Mimih. They are seen as essential elements of the natural world's symphony, each adding its unique "voice" to the greater whole. Mimih often form deep psionic bonds with their Echo Companions, using their mental abilities to communicate and even share sensory experiences with their animal friends. This practice not only satisfies the Mimih's nurturing instincts but also serves as a valuable source of information about the outside world, as the animals often venture where the Mimih cannot. The care and study of Echo Companions is considered a high art among the Mimih, with some dedicating their entire lives to understanding and preserving the diverse fauna of their unforgiving habitats.

Mimih have a unique approach to relationships with other sentient beings. Their tendency to view other races as "pets" to be nurtured and protected stems from their ancient role as teachers and guardians. This perspective, while often misunderstood by others, comes from a place of genuine care and a desire to guide and protect.

Education in Mimih society focuses heavily on the mastery of both arcane and psionic disciplines. Young Mimih, called "Whisperlings," undergo rigorous training to harness their innate magical and mental powers. This training often involves long periods of isolation and meditation, during which Whisperlings learn to attune themselves to the subtle energies that permeate their harsh environments.

**RELATIONS TO OTHER RACES:** Mimih interactions with other races are complex and often misunderstood. Their tendency to view other sentient beings as "pets" can lead to tension and misunderstandings. However, those who take the time to understand the Mimih perspective often find them to be fiercely loyal and protective allies.

Many cultures regard Mimih with a mixture of awe and trepidation. Their ability to access tiny spaces and their mastery of both arcane and psionic powers make them valuable allies but also potential threats. Some societies actively seek out Mimih for their ancient knowledge and unique perspectives on magic and the mind, especially those interested in the art of Dreambinding. Mimih are the progenitors of the Dreambinder class, and are seen as the keepers of its secrets.



Mimih find particular kinship with races that value knowledge and have a strong connection to elemental forces, such as Ifrits and Sylphs. They often form mutually beneficial relationships with these races, exchanging knowledge and magical techniques.

**ALIGNMENT & RELIGION:** Mimih tend towards neutral alignments, viewing the world through the lens of balance and the preservation of knowledge. However, individuals can be found across the spectrum, their personal experiences and choices leading them down diverse paths.

Religion among the Mimih is less about worship and more about understanding the fundamental forces of the universe. They revere the concepts of knowledge, balance, and the interconnectedness of all things. Many Mimih engage in complex philosophical discussions about the nature of reality, drawing on their unique ability to exist partially in the ethereal plane.

Some Mimih follow a path known as the "Way of Echoes," a belief system that teaches that all knowledge and experiences create ripples in the fabric of reality. Followers of this path seek to understand and manipulate these ripples, believing that in doing so, they can influence the past, present, and future.

**ADVENTURERS:** Mimih adventurers are often driven by an insatiable curiosity about the world beyond their Whisper Warrens. Some seek to gather knowledge to bring back to their communities, while others leave to protect their homes from external threats. Many are simply drawn by the call of the unknown, their unique perspective allowing them to see opportunities for discovery where others might not.

These otherworldly beings excel in roles that leverage their arcane and psionic mastery. As dreambinders, they are unparalleled in their ability to manipulate the fabric of reality. In the role of oracles or sorcerers, their innate connection to ethereal energies gives them unique insights into the mysteries of the universe.

Some Mimih find a calling as druids or shamans, their ability to compress into tiny spaces allowing them to commune with nature in ways other races cannot. Others become exceptional rogues or rangers, using their ability to access small spaces and their

natural affinity for stealth to explore ancient ruins and uncover long-lost secrets.

Regardless of their chosen path, Mimih adventurers bring a unique perspective to their parties. Their ancient knowledge, combined with their ability to navigate spaces others cannot, makes them invaluable allies in any expedition.

**NAMES:** Mimih names are soft and ethereal, often mimicking the sounds of their harsh environments or reflecting their connection to ancient knowledge and the ethereal plane. These names can change throughout their lives, evolving as they gain new experiences and wisdom. In their native tongue, Mimih names are often unpronounceable to other races, so they are translated into common for easier articulation.

Here are some examples of Mimih names: Sirocco, Frost Whisper, Lore Echo, Veil Dancer, Dune Sigh, Starlight Tendril, Ocher Hand, Thought Weaver, Glacial Murmur, Ether Touch, Sand Cat Purr, Memory Wisp, Twilight Weave, Wisdom Thread, Charcoal Shadow





## MIMIH RACIAL TRAITS

**Ability Score Modifiers:** Mimih are incredibly intelligent and wise, but their frail bodies make them physically weak. They gain +2 Intelligence, +2 Wisdom, and -4 Constitution.

**Type:** Mimih are Fey with the Extraplanar subtype

**Size:** Mimih are Medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** 30 feet

**Low-Light Vision:** Mimih can see twice as far as humans in conditions of dim light.

**Spiderweb Crawl (Ex):** Mimih can move along vertical surfaces and ceilings at their full land speed without needing to make Climb checks. They must have at least one hand free to use this ability. This movement does not provoke attacks of opportunity. Mimih cannot use this ability while carrying a medium or heavy load. If a Mimih takes damage while using Spiderweb Crawl, they must succeed on a Reflex save (DC 15) to avoid falling.

**Ethereal Step (Sp):** Once per day, a Mimih can become ethereal for 1 round as a swift action. This ability functions like the spell *ethereal jaunt*, but with a duration of 1 round.

**Arcane and Psionic Mastery:** Mimih gain a +2 racial bonus on Spellcraft and Psicraft checks. They can cast one 0-level arcane spell and one 0-level psionic power each day as spell-like and psi-like abilities, respectively.

**Environmental Adaptation:** Mimih have a +4 racial bonus on Fortitude saves against extreme temperatures (both hot and cold) but suffer a -2 penalty on saves against humidity-based effects.

**Reduced Sustenance:** A mimih requires as much food and water as a creature two size categories smaller, and does not suffer from dehydration effects.

**Compress (Ex):** The mimih has the compression ability, allowing it to move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Ancient Teachers:** Mimih gain a +2 racial bonus on two Knowledge skills of their choice. These skills are always class skills for them.

**Languages:** Mimih begin play speaking Common and Mimih. Mimih with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Elven, Ignan, Sylvan, and Terran.

## MIMIH VITAL STATISTICS

### RANDOM STARTING AGE

Adulthood	Barbarian, Rogue, Dreambinder	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk Wizard
100 years	+4d6	+6d6	+10d6

### AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
175	26	350	+4d% years

### RANDOM HEIGHT AND WEIGHT\*

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Mimih	6'4"	50	2d4	×1 lbs.





## **ALTERNATE RACIAL TRAITS**

*The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.*

**Ancient Wisdom:** Mimih with this trait gain a +2 racial bonus on Knowledge (history) and Knowledge (planes) checks. This racial trait replaces Ancient Teachers.

**Arcane Affinity:** Some Mimih have a stronger connection to arcane magic. They gain a +2 racial bonus on caster level checks made to overcome spell resistance and on Spellcraft checks to identify magical items. This racial trait replaces Arcane and Psionic Mastery.

**Dreamwalker:** Mimih with this trait can use *sleep* once per day as a spell-like ability (caster level equal to the Mimih's character level). Additionally, they gain a +2 racial bonus on saving throws against sleep effects. This racial trait replaces Ethereal Step.

**Echo Empath:** Some Mimih have a deeper connection with their Echo Companions. They gain a +4 racial bonus on Handle Animal checks and Wild Empathy checks. This racial trait replaces Ancient Teachers.

**Ethereal Sensitivity:** Mimih with this trait gain a limited ability to sense ethereal creatures. They receive a +2 racial bonus on Perception checks to notice ethereal creatures, and can pinpoint the location of an ethereal creature within 30 feet as though they had blindsense, but only for ethereal creatures and effects. This racial trait replaces Arcane and Psionic Mastery.

**Lore Keeper:** Mimih with this trait gain a +2 racial bonus on Linguistics checks and learn one additional language every time they put a rank in the Linguistics skill. This racial trait replaces Ancient Teachers.

**Mind Shield:** Some Mimih have naturally resilient minds. They gain a +2 racial bonus on saving throws against mind-affecting effects. This racial trait replaces Arcane and Psionic Mastery.

**Psychic Sensitivity:** Mimih with this trait gain a +2 racial bonus on Sense Motive checks and can use *detect thoughts* once per day as a spell-like

ability (caster level equal to the Mimih's character level). This racial trait replaces Arcane and Psionic Mastery.

**Sandwalker:** Desert-dwelling Mimih gain a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot environments. This racial trait replaces Environmental Adaptation.

**Thought Projector:** Some Mimih can project their thoughts more easily. They can use *message* at will as a spell-like ability. This racial trait replaces Arcane and Psionic Mastery.

**Whisperwarren Defender:** Mimih with this trait gain a +1 dodge bonus to AC when in confined spaces. This bonus increases to +2 in spaces where the Mimih must compress to fit. This racial trait replaces Spiderweb Crawl.

**Whisperwarren Navigator:** Mimih with this trait have an innate sense of direction within confined spaces. They gain a +2 racial bonus on Survival checks made to navigate underground or in tight spaces, and they never become lost in such environments. This racial trait replaces Ethereal Step.

## **FAVORED CLASS OPTIONS**

*The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.*

**Bard:** Add +1/2 to the bard's bardic knowledge bonus.

**Dreambinder:** Add +1/4 to the DC of spells and powers cast or manifested while using the Dreamweaving ability.

**Druid:** Add +1/3 to the druid's effective caster level when casting spells with the [mind-affecting] descriptor.

**Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

**Psychic:** Add +1/6 to the number of points in the psychic's phrenic pool.

**Rogue:** Add a +1/2 bonus on Stealth checks made while using the Compress racial ability.



**Sorcerer:** Add +1/4 to the sorcerer's caster level when casting spells with the [illusion] descriptor.

**Wizard:** Add +1/3 to the wizard's effective caster level when casting spells that create extradimensional spaces (such as *rope trick* or *magnificent mansion*).

## **NEW MIMIH RACIAL FEATS**

The following feats are available to a mimih character who meets the prerequisites.

### **ANCIENT MEMORY**

**Prerequisites:** Mimih, Ancient Teachers racial trait

**Benefit:** Choose one additional Knowledge skill.

You gain a +2 racial bonus on checks with this skill, and it becomes a class skill for you. Once per day, you can take 20 on any Knowledge check that uses one of your racial Knowledge bonuses without increasing the time required.

### **DREAMSCAPE ARCHITECT**

**Prerequisites:** Mimih, Wisdom 13, character level 5th

**Benefit:** When using your Dreamweaving ability, you can create small illusions within 30 feet. These illusions function as silent image, except they last only as long as you maintain your Dreamweaving and cannot move beyond the 30-foot range. The DC for disbelief is 10 + 1/2 your character level + your Wisdom modifier.

### **ECHO COMPANION BOND**

**Prerequisites:** Mimih, character level 3rd

**Benefit:** You form a deep psionic bond with an animal companion, treating your character level as your effective druid level for determining the companion's abilities. The animal gains the ability to compress itself as per your racial Compress ability, and you can communicate telepathically with it within 100 feet.

### **ECHO COMPANION WHISPERER**

**Prerequisites:** Mimih, Echo Companion Bond feat, character level 7th

**Benefit:** Your telepathic bond with your Echo Companion strengthens. The range of your telepathic communication increases to 1 mile, and you can see through your Echo Companion's eyes for up to 1 round per character level each day. These rounds do not need to be consecutive.

### **ETHEREAL COMPRESSION**

**Prerequisites:** Mimih, Compress racial ability

**Benefit:** Your compression ability improves dramatically. You can now move through an area as small as one-eighth your space without squeezing or one-sixteenth your space when squeezing. Additionally, you gain a +4 racial bonus on Escape Artist checks.

### **ETHEREAL RESONANCE**

**Prerequisites:** Mimih, Ethereal Step racial ability, character level 9th

**Benefit:** When you use your Ethereal Step ability, you can choose to become incorporeal instead of ethereal. While incorporeal, you gain all the standard benefits and drawbacks of being incorporeal, as described in the Pathfinder Roleplaying Game Core Rulebook. This ability lasts for 1 round per 3 character levels (minimum 1 round).

### **LIVING MIRAGE**

**Prerequisites:** Mimih, Ethereal Step racial ability

**Benefit:** You can now use your Ethereal Step ability twice per day. Additionally, for 1 round after using Ethereal Step, you gain concealment (20% miss chance) as your form shifts between the material and ethereal planes. You can expend both daily uses at once to gain total concealment (50% miss chance) for 1 round instead.

### **WHISPERWARREN MYSTIC**

**Prerequisites:** Mimih, ability to cast spells or manifest powers

**Benefit:** When within a confined space that you had to compress to enter, your effective caster level and manifester level increase by 1. Additionally, you gain a +2 bonus on concentration checks made while compressed.

### **WHISPERWARREN SHAPER**

**Prerequisites:** Mimih, Compress racial ability, character level 3rd

**Benefit:** You gain limited control over your surroundings in tight spaces. As a standard action, you can reshape a 5-foot cube of natural earth or stone within 30 feet to create a small passage or chamber. This ability functions as *stone shape*, but only affects a 5-foot cube and only works on natural earth or stone. You can use this ability once per day, plus one additional time per day for every 5 character levels you possess.