



THE XENIOMORPH PC RACE

Xeniomorphs are enigmatic shapechangers, marvels of evolution that have carved out a niche in the most hostile corners of the world. Unlike their more aggressive cousins (mimics) commonly documented in dungeons, these Xeniomorphs have developed a sophisticated society built on subtlety, intelligence, and an unparalleled ability to adapt. Their very existence is a testament to nature's resilience, as they've learned to thrive in environments where detection would mean certain doom.

PHYSICAL DESCRIPTION: In their natural form, Xeniomorphs stand between 4 to 5 feet tall, their bodies a mesmerizing blend of function and alien anatomy. Their skin, a deep purple hue, possesses a rough, almost bark-like texture that shifts and ripples with their movements. This unique dermal structure allows them to alter their form with astounding precision.

Perhaps their most striking feature is the quintet of forward-facing orange eyes, arranged in a symmetrical pattern that gives them an unsettling, yet captivating appearance. These eyes, capable of independent movement, provide Xeniomorphs with exceptional depth perception and peripheral vision, crucial for their survival in hostile territories.

Their mouths, when open, reveal rows of sharp, retractable teeth, hinting at their predatory origins. However, it's their long, prehensile tongue that truly sets them apart. This remarkable organ, coated in a sticky, bioluminescent substance, serves multiple purposes - from manipulating objects to disarming foes.

A curious aspect of Xeniomorph physiology lies in their arms and legs. Unlike the rest of their highly mutable form, these limbs resist shapeshifting, requiring Xeniomorphs to either retract them into their body or carefully conceal them when mimicking objects. Their hands and feet are adorned with what appear to be sharp, menacing claws. However, this is a deceptive adaptation; these claws are actually composed of a rubbery, flexible material incapable of inflicting damage. Instead, they serve to enhance the Xeniomorphs' grip and sensory perception, allowing them to better interact with and understand the objects they mimic.

When shapeshifting, Xeniomorphs demonstrate an awe-inspiring control over their physiology. They can retract their limbs, eyes, and mouth, reshaping their malleable flesh to mimic inanimate objects with uncanny accuracy. While they excel at imitating statues, armor, or furniture, keen observers might

notice subtle imperfections where their vital features are concealed, particularly around the areas of their resistant limbs.

ECOLOGY & SOCIETY: Xeniomorph society is a masterpiece of subterfuge and survival. They establish hidden enclaves, known as "Shadowhavens," within the very heart of their enemies' territories. These communities are marvels of camouflage and deception, often existing for generations without detection.

At the heart of each Shadowhaven is the "Morphcourt," a council of the most skilled shapeshifters. These leaders guide their people through the treacherous waters of survival, making crucial decisions about interaction with the outside world, resource management, and the preservation of their unique culture.

Xeniomorphs have developed a complex system of non-verbal communication, using subtle color changes, pheromones, and intricate skin patterns to convey messages. This "Silent Speech" allows them to communicate even while mimicking inanimate objects, a skill crucial for coordinating their activities in hostile environments.

Education in Xeniomorph society focuses heavily on the art of mimicry, survival skills, and gathering intelligence. Young Xeniomorphs, called "Morphlings," undergo rigorous training to perfect their shapeshifting abilities and learn the intricacies of the cultures they must imitate to survive.



Despite their need for secrecy, Xeniomorphs have a rich cultural life. They are avid collectors of stories, art, and knowledge from the societies they inhabit. This accumulated wisdom is preserved in living libraries - elder Xeniomorphs who have dedicated their lives to memorizing and passing on this precious information.

RELATIONS TO OTHER RACES: Xeniomorphs have a complex relationship with other races, shaped by necessity and survival. To most, they are nothing more than myths or monsters, confused with the more aggressive mimics. Those rare individuals who discover the truth about Xeniomorphs often react with a mixture of fear, fascination, and mistrust.

Some enlightened societies have forged alliances with Xeniomorph enclaves, recognizing their unparalleled value as spies, diplomats, and sources of unique knowledge. However, these relationships are always tinged with caution on both sides.

Xeniomorphs find particular kinship with other shapeshifting or adaptable races, such as changelings or doppelgangers. They often seek out these kindred spirits, forming loose networks of information exchange and mutual aid.

ALIGNMENT & RELIGION: The majority of Xeniomorphs tend towards neutrality, their moral compass shaped by the necessities of survival rather than abstract concepts of good and evil. However, individuals can be found across the entire spectrum of alignments, their personal experiences and choices leading them down diverse paths.

Religion among Xeniomorphs is a unique blend of ancestral worship, nature reverence, and pragmatic spirituality. They don't follow specific deities but instead venerate the concept of adaptation itself. Their spiritual practices often involve rituals that push the boundaries of their shapeshifting abilities, seeking to unlock new forms and tap into the fundamental forces of change that permeate the universe.

Many Xeniomorphs also pay homage to a pantheon of legendary ancestors, shapeshifters of incredible skill who are said to have achieved a state of perfect adaptation. These spiritual figures serve as inspiration and guidance for Xeniomorphs facing challenging situations.

ADVENTURERS: Xeniomorph adventurers are driven by a variety of motivations. Some seek to gather crucial intelligence to protect their hidden communities, while others are exiles or volunteers chosen to interact with the outside world. Many are simply curious, drawn by an insatiable desire to experience new forms and ways of life.

These shapeshifters excel in roles that leverage their unique abilities. As rogues and shadows (a class that xeniomorphs claimed to have pioneered), they are unparalleled infiltrators and spies. In the role of

bards, they become masterful storytellers, their ability to literally become their characters adding a new dimension to their performances. Some even find a calling as druids or rangers, their innate connection to the forces of adaptation resonating with nature's ever-changing rhythms.

Regardless of their chosen path, Xeniomorph adventurers bring a unique perspective to their parties. Their ability to solve problems through adaptation and their vast knowledge gathered from countless infiltrations make them invaluable allies, if sometimes unsettling ones.

NAMES: Xeniomorph names are as fluid and adaptable as their forms, often changing throughout their lives to reflect significant experiences or mastered shapes. Their naming conventions are a fascinating blend of descriptive phrases, emulated sounds, and concepts that hold special meaning to the individual or their community.

1. **Conceptual Names:** These names embody abstract ideas or natural phenomena that resonate with the Xeniomorph's personality or abilities.

Examples: Whispershift, Shadowblend, Fluxform, Enigmamorphosis, Chaosweave

2. **Mimicked Names:** Inspired by objects or creatures they frequently imitate.

Examples: Ironclad, Stoneheart, Timberguise, Faunafold, Chrysalis

3. **Sensory Names:** Based on unique sensations or perceptions experienced during shapeshifting.

Examples: Ripplespine, Echoskin, Hueshift, Texturethief, Formfizz

4. **Achievement Names:** Gained after mastering particularly challenging forms or surviving dangerous situations.

Examples: Dragonmock, Stormwraith, Voidmimic, Sunstealer, Abysscrawl

5. **Ancestral Names:** Honoring legendary Xeniomorphs or significant historical events.

Examples: Primalshift, Adaptiseer, Morphpioneer, Changeguard, Havensculpt

Xeniomorphs might use different names in different contexts, switching between them as easily as they change form. This fluid approach to identity is a fundamental aspect of their culture, reflecting their adaptable nature in every facet of their lives.

XENIOMORPH RACIAL TRAITS

Ability Score Modifiers: Xeniomorphs are adaptable and cunning. They gain +2 Dexterity, +2 Intelligence, and -2 Charisma.

Type: Xeniomorphs are Aberrations with the shapechanger subtype.

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

Base Speed: 30 feet

Darkvision: Xeniomorphs can see in the dark up to 60 feet.

Mimic Object (Ex): As a standard action, a Xeniomorph can assume the shape and color of any Medium object, gaining a +20 racial bonus on Disguise checks to do so. Disguise is always a class skill for Xeniomorphs.

Morphic Insight: Once per day, a Xeniomorph can tap into their shapeshifting nature to gain a +2 insight bonus on a single Intelligence, Wisdom, or Charisma check related to understanding or interacting with an object they've successfully mimicked.

Natural Armor: Xeniomorphs have tough, rubbery skin that grants them a +2 natural armor bonus.

Predator's Maw (Ex): Xeniomorphs possess a powerful bite attack. This is a primary natural attack that deals 1d6 points of damage for a Medium Xeniomorph. Additionally, Xeniomorphs have a fluid jaw structure that allows them to unhinge their jaw when biting. Once per day, when making a bite attack, a Xeniomorph can choose to unhinge their jaw to increase the damage die to 1d8 and gain a +2 bonus on the attack roll. This enhanced bite attack also inflicts 1 point of bleed damage on a successful hit.

Sticky Tongue (Ex): Xeniomorphs can make melee attacks with their long, sticky tongues. This is a secondary attack. A creature hit by this attack cannot move more than 10 feet away from the attacker and takes a -2 penalty to AC as long as the tongue is attached. The tongue can be removed by the target or an adjacent ally by making an opposed Strength check against the attacking creature as a standard action or by dealing 2 points of damage to the tongue (AC 11, damage does not reduce the sticky-tongued creature's hit points). Xeniomorphs cannot move more than 10 feet away from a creature stuck to its tongue, but it can release its tongue from the target as a free action. Xeniomorphs can only have one creature attached to its tongue at a time. Xeniomorphs can pull a

creature attached to their tongue 5 feet toward them as a swift action.

Survival Instinct (Ex): Xeniomorphs gain a +2 racial bonus on Perception, Stealth, and Survival checks. They are adept at blending into their surroundings and finding ways to survive in hostile environments.

Languages: Xeniomorphs begin play speaking Undercommon and Silent Speech (Xeniomorph). Those with high Intelligence scores can choose from Abyssal, Aklo, Common, Draconic, and Sylvan as bonus languages.

XENIOMORPH VITAL STATISTICS

RANDOM STARTING AGE

Adulthood	Barbarian, Rogue, Shadow	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
40 years	+1d6	+2d6	+3d6

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
125	188	250	+2d% years

RANDOM HEIGHT AND WEIGHT*

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Xeniomorph	4 ft	90.	2d8	×3 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.

Adaptive Camouflage: The Xeniomorph's skin can rapidly change color and texture. They gain a +2 racial bonus on Stealth checks. This replaces the Survival Instinct racial trait.

Bioluminescent Secretions: The Xeniomorph can produce a bioluminescent substance. They can use *light* as a spell-like ability once per day. They can also mimic luminescent qualities of objects that emit light. This replaces the Sticky Tongue racial trait.

Chameleonic Mind: The Xeniomorph's adaptable nature extends to their mental faculties. They gain a +2 racial bonus on saving throws against mind-affecting effects. This replaces the Morphic Insight racial trait.

Elongated Limbs: The Xeniomorph's limbs can stretch to unnatural lengths. They gain a +2 racial bonus on Escape Artist checks and to their Combat Maneuver Defense against grapple attempts. This replaces the Natural Armor racial trait.

Enhanced Pheromones: The Xeniomorph's pheromone production is more potent. They gain a +2 racial bonus on Diplomacy checks against other Xeniomorphs and on Intimidate checks against all other creatures. This replaces the Sticky Tongue racial trait.

Hardened Carapace: The Xeniomorph's skin is exceptionally tough. They gain DR 1/- instead of the +2 natural armor bonus.

Mimetic Textures: The Xeniomorph can perfectly imitate textures they've touched. They gain a +4 racial bonus on Disguise checks when imitating objects. This replaces the Sticky Tongue racial trait.

Mutable Form: The Xeniomorph's body is exceptionally malleable. They gain a +4 racial bonus on Escape Artist checks. This replaces the Natural Armor racial trait.

Shadowy Essence: The Xeniomorph's body naturally absorbs and manipulates ambient shadows. They gain a +2 racial bonus on Stealth checks in dim light or darkness, and can use *darkness* as a spell-like ability once per day. In addition, Xeniomorphs with this trait can mimic dark holes or hollows in objects they are mimicking, adding an illusion of depth and opening up new forms to imitate. This replaces the Survival Instinct racial trait.

Sensory Tendrils: The Xeniomorph has developed sensitive tendrils. They gain blindsense 5 ft. This replaces the Survival Instinct racial trait.

Silent Movement: The Xeniomorph's adaptations allow for nearly silent movement. They gain a +4 racial bonus on Stealth checks to move silently. This replaces the Natural Armor racial trait.

Versatile Mimic: The Xeniomorph can mimic a wider variety of objects. They can use their Mimic Object ability on objects one size category larger or smaller than themselves. This replaces the Morphic Insight racial trait.

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.

Barbarian: Add +1/6 to the barbarian's rage power that alters their physical form (such as animal fury, beast totem, or elemental rage). If the barbarian does not have such a rage power, they may select one of these powers instead when this bonus reaches +1.

Bard: Add +1/6 to the bonus provided by the bard's inspire courage ability when used on allies aware of the bard's true nature.

Cleric: Add +1/2 to the cleric's effective level when determining the effects of spells with the polymorph descriptor.

Druid: Add +1/4 to the druid's wild empathy checks, representing the Xeniomorph's ability to blend with nature.

Fighter: Add +1/4 to the fighter's CMD when using the Mimic Object ability to imitate armor or shields.

Monk: Add +1/6 to the monk's AC bonus class ability, representing the Xeniomorph's fluid defensive movements.

Paladin: Add +1/4 to the paladin's saving throws against effects that would reveal their true nature while using the Mimic Object ability.

Ranger: Add +1/4 to the ranger's favored enemy bonus against a single enemy type that has threatened the Xeniomorph's communities.

Rogue: Add +1/2 to Disguise checks when using the Mimic Object ability.

Shadow: Add +1/6 to the shadow's ghost step bonus when in dim light or darkness.

Sorcerer: Add +1/6 to the DC of illusion spells cast by the sorcerer that alter appearance.

Wizard: Add +1/3 to the wizard's effective caster level when casting transmutation spells on themselves.

NEW XENIOMORPH FEATS

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

ADAPTIVE CAMOUFLAGE

Prerequisites: Xeniomorph, Mimic Object racial ability

Benefit: You can use your Mimic Object ability to imitate terrain features or plants. When doing so, you may use your Disguise check in place of Stealth checks in the appropriate environment.

AMBIENT ASSIMILATION

Prerequisites: Xeniomorph, Mimic Object racial ability, character level 5th

Benefit: When using your Mimic Object ability, you can absorb trace amounts of the substance you're mimicking. This grants you energy resistance 5 to one energy type associated with the mimicked object (fire for metal objects, cold for ice formations, etc.) for 1 minute. You can use this ability a number of times per day equal to your Constitution modifier (minimum 1).

CHAMELEON SKIN

Prerequisites: Xeniomorph, Survival Instinct racial trait

Benefit: Your natural camouflage abilities improve. You gain a +2 racial bonus on Stealth checks. This bonus increases to +4 in natural environments. These bonuses stack with those provided by your Survival Instinct racial trait.

ELONGATED REACH

Prerequisites: Xeniomorph, Sticky Tongue racial ability

Benefit: The range of your Sticky Tongue ability increases by 5 feet. Additionally, when you successfully hit a creature with your Sticky Tongue, you can attempt to pull the target 10 feet toward you as a free action once per round.

FLUID FORM

Prerequisites: Xeniomorph, Mimic Object racial ability, character level 3rd

Benefit: Your control over your malleable form improves. You can squeeze through spaces as if you were one size category smaller without taking penalties to attack rolls or AC. Additionally, you gain a +4 racial bonus on Escape Artist checks to squeeze through tight spaces.

MIMETIC MASTERY

Prerequisites: Xeniomorph, Mimic Object racial ability, character level 5th

Benefit: You can now use your Mimic Object ability to imitate objects one size category larger or smaller than yourself, and do not receive a penalty on Disguise checks for doing so.

MORPHIC RESILIENCE

Prerequisites: Xeniomorph, character level 3rd

Benefit: Your shapeshifting abilities grant you increased durability. Once per day, when you take damage, you can use an immediate action to gain damage reduction 5/- until the start of your next turn.

PREHENSILE TONGUE MASTERY

Prerequisites:

Xeniomorph, Sticky Tongue racial ability

Benefit: Your Sticky

Tongue attack now has a range of 15 feet. Additionally, you can use it to manipulate small objects within range as a move action.

SHADOWFORM ADAPTATION

Prerequisites: Xeniomorph, levels in the Shadow class

Benefit: Your shapeshifting abilities enhance your Shadow class features.

You gain the following benefits:

1. Your Ghost Step bonus increases by 1.
2. When using Shadowcraft, the DC to disbelieve your illusions increases by 1.
3. You can use Misdirection as a swift action instead of a move action once per day. This usage increases to twice per day at 10th level in the Shadow class.

