

Chapter Two

Races

A great diversity of races make their lives under the Dark Sun, though life was not always kind to the peoples of Athas.

Brought forth by the Rebirth and faced with oblivion at the hands of the War-Bringer, these races have built great societies only to see them crumble. Now, these are only mere shadows of their former glory. Once the races of Athas were thriving and united, but now bonds are sundered and what is left of their numbers are scattered across the tablelands.

However, like all things under the Dark Sun, these races adapted to survive, drawing on their memories of the past and creating new cultures and civilisations that thrive now on the bleak world of Athas.

From the rogue tribal elves of the wastes to the feral halflings of the Forest Ridge, from the fierce and tireless mul slaves to the roaming packs of thri-kreen hunters, the races of Athas make their lives under the Dark Sun, though life still is not always kind...

Racial Characteristics

Some mechanics associated with races differ slightly in a DARK SUN campaign in order to represent the setting with more accuracy in accordance to the d20 system. These changes are also made to simplify the incorporation of the regional traits into play.

Note that any and all racial traits are entirely provided in this chapter. The information provided here completely replaces that of the standard d20 system materials. Also, language and literacy mechanics are significantly altered in the DARK SUN setting. See the Language skill and Literacy feat for more details.

Favored Classes

Psionics are an integral part of the DARK SUN setting, and all athasian races have natural potential for psionic development. Many of them, called wild talents, naturally learn to use some of their psionic power without furthering their psionic abilities, others never manifest them. In any case, all athasian races can develop this inborn psionic potential quite easily, and

all athasian races have the wilder class as an additional favored class.

Favored Regions

Each race (except half-elves) has certain cultural backgrounds to draw on depending on the environment they developed in. It is this regional background which determines available regional feats and available starting languages. If your character comes from a region favored by her race, then you automatically have access to the regional feats associated with this region. See Chapter Six: Description for more detail.

Races and Languages

Race no longer determines automatic and bonus languages. Your character's region will set his native and secondary languages.

TABLE 2-1: RACIAL ABILITY ADJUSTMENT

Race	Ability Adjustments
Human	None
Aarakocra	
Silvaarak	-2 Str, +4 Dex, -2 Con
Dwarf	+2 Str, -2 Dex, +4 Con, -2 Cha
Elf	-2 Str, +4 Dex, -4 Con, +2 Int, -2 Wis
Half-elf	+2 Dex, -2 Con, -2 Cha
Half-giant	+8 Str, -2 Dex, +4 Con, -6 Int ¹ , -2 Wis, -4 Cha
Halfling	
Feral	-4 Str, +4 Dex, -2 Con, +2 Wis, -2 Cha
Rhul-thaun	-4 Str, +2 Dex, +2 Wis
Mul	+4 Str, +2 Con, -2 Int ¹ , -2 Cha
Pterran	+2 Str, -2 Dex, +2 Wis, +2 Cha
Thri-kreen	
Jeral	+4 Dex, -2 Con, +2 Wis, -4 Cha
To'ksa	+4 Dex, -2 Int ¹ , +2 Wis, -4 Cha

¹ A character's starting intelligence score is always at least 3.

Humans

Humans were the only race that was not targeted by the Cleansing Wars, and are now the dominant race of the Tablelands. From the lowly slaves to the mighty sorcerer-kings, humans are everywhere, renowned for their diversity and adaptability, for their great achievements and their most horrible mistakes.

Personality: Human personalities are as diverse as the cultures of the tablelands from which they draw on. Of all the races, humans are the least bound by racial identity when it comes to personality traits.

Physical Description: Humans have very varied physical traits, usually standing from 5 to 6 feet tall and weighting anywhere from 100 to 250 pounds, with individuals exceeding these numbers. Human males are noticeably heavier and stronger than their female counterparts, a difference less important for members of other races. Humans of the tablelands have skin color ranging from fair to deep tan, and any kind of hair or eye colors. Also, thanks to the foul magics that defiled Athas, mutations are not uncommon amongst humans.

Relations: As a highly adaptable species, humans have learned to coexist with almost any race or culture, and have established themselves as dominant members of most civilised regions of Athas.

Alignment: Humans do not tend towards any alignment in particular, and all extremes of alignments may be found amongst them.

Lands: Humans can be found anywhere and thrive in civilised areas, from the villages of the wastes to the great city-states. Since they are the most numerous people of the Tablelands, humans have established themselves as the dominant species of that region, and in some places, are less welcome because of this fact.

Magic: Like most races, humans regard arcane magic with suspicion and fear. However, humans were perceived by the First Sorcerer as the most gifted race regarding wizardly magic.

Religion: Humans have no unified beliefs, but follow many different faiths, from worship of the elements to that of the sorcerer monarchs. Levels of spiritual involvement vary according to their cultures and own personal preferences.

Psionics: Like most other races of the Tablelands, humans excel at psionics. Humans were the ones who established the first psionic schools and categorised the psionic disciplines as they are today.

Language: Humans usually speak the languages of the city-state they live in. Of all the races of the Tablelands, humans are the most likely to pick up the Common Tongue as they are those who dwell most in and between the city-states.

Names: Human names vary according to the culture they were born into.

Adventurers: Human drive and ambition make them one of the most likely race to see adventuring.

Human Racial Traits

- Medium-sized Humanoid (Human)
- Speed: 30ft.
- Normal Vision.
- 1 bonus feat.
- 1 bonus skill point per level (x4 at 1st level).
- Favored Classes: Any and wilder: Versatility is one of the defining traits of humanity.
- Favored Regions: Any city-state, slave
- Level Adjustment: +0

Aarakocra, Silvaarak

The reclusive silvaaraks of Winter's Nest are an uncommon sight in the Tablelands. Yet of all the bird men tribes of the Tablelands, the silvaaraks, with their particular relationship with the humanoid city-state of Kurn, are the most likely to venture into civilised regions and find themselves in the company of other races.

Personality: Silvaaraks are of gentler temperament than most of their kin. They are freedom loving creatures, and spend most of their time soaring high up in the sky, experiencing everything from a bird's eye view. As they are extremely claustrophobic, silvaaraks tend to avoid cities and will almost never accept to enter an enclosed building or an underground area.

Physical Description: Silvaaraks physically resemble their desert counterparts, but their coloring have adapted to better serve them in their arctic environment. They have silver-white to bluish plumage all over their slender bodies, with grey beaks and black eyes. Like all aarakocras, they resemble large vulture-like humanoids with wingspans reaching 20 feet. They stand about 7 feet tall and have slender grey legs tipped with ivory-white talons. All aarakocras have long talon-like hands at mid joint of their large wings, with three clawed fingers and an opposable thumb. However, their talons are just as agile as their hands and function exactly as such while the silvaarak is in flight. Though they are very large, aarakocras have very lithe frames and hollow bones in order for them to fly. Silvaaraks live slightly longer than their desert kin, but the oldest silvaaraks rarely live longer than 40 years.

Relations: Silvaaraks, like all aarakocras, sometimes have trouble relating to ground based races, but of all the tribes of the bird people, they are the most willing to try to mingle with them. Since their home is located in a very remote location, most silvaaraks encountered in the Tablelands are lone wanderers or young adventurers. Silvaaraks, of all other aarakocras species, are the most likely to aid other races.

Alignment: All aarakocras tend towards neutrality over law or chaos, and silvaaraks are no exception. However, the gentler and friendlier bird men of Winter's Nest tend towards good over evil, and leaders of that tribe tend to neutral good.

Lands: The silvaarak tribe of Aarakocras make their home high up in the Snow Crown Mountains, in a haven known as Winter's Nest, where the vast majority of silvaaraks make their lives. However, some silvaaraks have found the city-state of New Kurn to offer them a hospitable home, though they often fly back and forth between both dwellings.

Magic: Silvaaraks have only recently been exposed to wizardly magic by the schooling of Oronis of Kurn, and the tribe now counts several preservers.

Religion: Aarakocras have a deep respect for nature, and worship the element of air above all. Leaders of Winter's Nest are often air clerics of considerable power, and the tribe hold several rituals designed to honor the elemental spirits of air.

Psionics: Silvaaraks have a natural potential for psionic power, and many bird men are wild talents.

Language: Silvaaraks share the same language of other aarakocras, preserved through air worshiping rituals, which is made up of high and low pitched chirps and croaks. This language resembles the sounds made by most carrion birds, and all aarakocras have some ability to communicate basic concepts with all birds. It has no written form.

Though silvaaraks can speak other languages, they have no lips, and as such, are unable to produce "b", "m" or "p" sounds, and are only able to approximate the "f" and "v" sounds, usually with "th".

Names: Silvaaraks share the same name structures as the rest of their kin, though they all hail from the Winter's Nest tribe. The rare silvaaraks born outside of aarakocra culture still usually get names drawn from aarakocran speech.

Adventurers: Most silvaarak adventurers are young bird men who are not content to live in seclusion and crave to see the world. Many also have been to New Kurn, where they experienced a new form of community and they now wish to see more of the humanoid civilisation of the Tablelands.

Silvaarak Racial Traits

- -2 Strength, +4 Dexterity, -2 Constitution: Silvaaraks are very agile and graceful, but have very lithe frames and hollow bones.
- Medium-sized Monstrous Humanoid.
- Speed: 30ft, fly 90ft (average)

- Land Clumsiness: Though graceful in the air, the large bird wings of the aarakocra tend to hinder her when walking on the ground. While grounded, aarakocras are always considered encumbered as though they were carrying a medium load. This reduces their effective land speed to 20ft., limits their maximum Dexterity bonus to AC to +3 and gives them a -3 check penalty while on the ground. If the aarakocra becomes encumbered by some other means (armor or load), the worst encumbrance penalty applies.
- Normal Vision.
- +4 racial bonus on Spot checks made in daylight: All aarakocra have very good vision by day.
- +1 Natural Armor: The leathery skin and bone plated chest of the aarakocra grants her some protection from blows.
- Natural Attacks: Silvaaraks can make 2 talon attacks that deal 1d4 points of damage (plus half their strength bonus) with their rear talons while in the air, or with their clawed hands while grounded. Also, when she is on the ground, and aarakocra can use her bite as a secondary attack (-5 to the attack roll), dealing 1d3 points of damage (plus strength bonus).
- Claustrophobic: Whenever an aarakocra enters an enclosed building or an underground area, she automatically become shaken (-2 morale penalty to all attack rolls, skill checks, saves and ability checks) until she exits to the surface.
- Armor limitation: Because of their bird like form and large wings, aarakocras find armor more cumbersome than anything else, and may never gain Armor or Shield Proficiency feats.
- +4 racial bonus on all Balance and Jump checks: Aarakocras have a natural sense of balance that allows them to land and stand on very small surfaces.
- +4 racial bonus on Fortitude saves made to avoid nonlethal damage from cold environments: Living in snowy peaks and high altitudes hardened the silvaaraks against the cold.
- +4 racial bonus on all charisma-based checks made with birds of the animal type: All aarakocras can establish rudimentary communication with birds.
- Favored Classes: Air cleric and wilder: All aarakocras share a deep bond with the element of air and often answer the call of the spirits of air.
- Favored Regions: Silvaarak: Silvaaraks seldom leave their communities, and those that do rarely immerse their offsprings in other cultures.
- Level Adjustment: +1: The ability to fly is a considerable edge over other ground based races.

Dwarf

Dwarves are the personification of determination. Seemingly built for hard labor, a dwarf who sets her mind to a task will be consumed by it and devote all of herself to the accomplishment of her goal. The Focus, as it is called in the Common tongue, is what drives a dwarf in life and even in death.

Personality: Dwarves are usually gruff and single-minded beings, choosing a goal and caring for little else but its accomplishment. As long as she is actively pursuing her Focus, a dwarf will remain very serious and let very little distract her from her chosen path. However, when a Focus is completed, the joy of fulfillment often overwhelms them, and they become far more sociable and open, and will even laugh, on occasion. This state of mind remains until the dwarf chooses a new Focus, which she usually does in a matter of days.

Physical Description: Dwarves are short and stocky humanoids, averaging 4½ feet tall but weighting up to 200 pounds, with a strong bone structure and heavy musculature. Dwarves almost never grow body hair of any kind, though some are known to have grown hair, in which case they usually shave. Dwarven skin color ranges from fair to earthy brown tones, and is usually tanned from spending hours working in the harsh light of the Dark Sun. Dwarves have very long lifespans, and many live more than 200 years.

Relations: Dwarven relationships are strongly influenced by their chosen Focus. Someone who aids the dwarf in the accomplishment of her chosen goal is viewed as a worthy ally, and someone who disturbs or hinders her in her work is seen as a nuisance and little else. Someone who actively tries to stop the dwarf from pursuing her Focus has made a mortal enemy. There is little room for compromise in a dwarf's mind.

On a larger scale, dwarves tend to be more at ease with members of their own kin, having a strong sense of community and rarely including members of other races into their own. Of all the major humanoid races of the tablelands, elves are the least likely to be befriended by a dwarf, as their frivolous personalities and their inability to work on long term projects make them unlikely to share in a dwarf's focus.

Alignment: Dwarves usually tend towards lawful alignments, as they are devoted and orderly beings which deviate little from their chosen goals and the means to accomplish them. In respect to good or evil, most dwarves tend towards neutral or good alignments.

Lands: The mighty dwarven citadels of old are now long forgotten ruins, and dwarves are now scattered throughout the city-states and the Tablelands. However, dwarven villages such as Kled or North and South Ledopolus are the largest non human settlements of the Tablelands, and are populated almost exclusively

by dwarves. Though they no longer live underground, dwarves still have a strong preference for stone constructions and buildings.

Magic: Dwarves have a great distrust of arcane magic, even more so than most other humanoids, and their ranks seldom produce wizards of any kind. The rare dwarven who learn the arcane arts are usually lone hermits, driven out by their communities in the pursuit of their chosen path.

Religion: Dwarves have a deep respect for their elders and their ancestors, keeping their memories alive with tales which are transmitted from one generation to the next within communities. As for actual worship, most dwarves share a special affinity with the element of earth, as they see a lot of their own enduring qualities in the works of stone. Most dwarven communities have more than one earth clerics at its service.

Psionics: Dwarves have a natural talent in psionics, and their drive and determination make them excel when they set their minds to this path.

Language: Dwarves have maintained a living racial language with their tales and proud oral history traditions. They have their own alphabet, which is suited for stonecarvings. Dwarves rarely teach their language to any outsider, but those that have heard it find the dwarven language to be a strong and harsh sounding tongue.

Names: Like their language, dwarven names are harsh sounding. Dwarves get their names from their community elders when they complete their first focus, which they usually do at a very young age. As they had to earn it, dwarves are very proud of their dwarven names.

Dwarves born outside dwarven communities have the same name as the culture they were taken into. However, if this dwarf later joins and is accepted by a dwarven community, she will usually receive a dwarven name from the elders of that community.

Adventurers: Dwarven adventurers are usually those which have a focus that requires them to leave their communities to accomplish. Even though they travel the Tablelands, adventuring dwarves rarely do so at random, and have a specific goal in mind. These dwarves will gladly team up with others if they aid them in their task.

Dwarven Racial Traits

- +2 Strength, -2 Dexterity, +4 Constitution, -2 Charisma: Dwarves have strong builds and are incredibly resistant, but lack mobility. Also, their single-mindedness does not leave them with a very open attitude when dealing with others.
- Medium-sized Humanoid (Dwarf).
- Speed: 20ft.
- Unburdened: Dwarves can move at their normal speed even under medium or heavy encumbrance.

- **Darkvision:** Dwarves can see twice as far as someone with normal vision in conditions of poor illumination. Also, she can see perfectly at up to 30 feet, or up to 60 feet under shadowy illumination, as long as there is any light present. In conditions of total darkness, a dwarf cannot see at all.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.
- **+2 racial bonus on saves against poison:** Dwarves are hardy and resistant to toxins.
- **+2 racial bonus on saves against spells and spell-like effects:** Dwarves have an innate resistance to magic.
- **Arcane Resistance:** The natural resistance to magic of the dwarves has some drawbacks. For the purpose of determining bonus spells and spell DCs for arcane spells cast by a dwarf, the character's primary spellcasting ability score (Intelligence for wizards) is considered 2 points lower than its actual value. However, divine magic is unaffected.
- **-2 racial penalty on all Bargain and Diplomacy checks:** Dwarves have a poor ability to compromise.
- **+2 racial bonus on all Concentration checks:** Dwarves are not easily distracted from a chosen task.
- **Focus:** Dwarves can devote themselves to a task in a way no other race can. A dwarf may choose a task, called a Focus, which is likely, to the best of the dwarf's knowledge, to require at least 5 days to accomplish. Once a Focus is chosen, it cannot be changed until it has been completed, or it becomes utterly impossible to accomplish. A dwarf receives a +2 morale bonus on any ability check, skill check or save directly related to the accomplishment of her Focus. The DM determines what task is an acceptable focus and has final say on which situation the morale bonuses applies.
- **Favored Classes:** Fighter and wilder. Dwarves, with their disciplined and hard working personalities, have a natural ability to meet the demands of a soldier's life
- **Favored Regions:** Balic, Draj, Dwarf, Nibenay, Raam, Tyr or Slave. Though there are strong dwarven communities in the tablelands, dwarves can be found in important numbers in many city-states, where they are immersed in local culture.
- **Level Adjustment:** +0.

Elf

Deep into the desert live the roaming tribes of the elves, an elusive people of roguish manners, living for the moment, reknowned both for the cunning deceptivness and the mysterious beauty of their kin, bound by great bonds of friendship surpassed only by their extreme distrust of strangers.

Personality: To key to an elf's existence is loosely translated as The Now in the Common Tongue. Elves live for the moment, seeking to enjoy every minute of every day and not knowing nor caring about what happens next. To many they appear as lazy, but elves will participate in hard labor when an immediate need arises or simply because they might enjoy the task, for a while at least. Elves are also very evasive, and their natural response to any obstacle or difficulty is to run away, and so they seldom take responsibility for anything. Elves crave freedom in all its forms and seldom endure slavery for long before they escape, or die trying.

Physical Description: Elves are very tall and very slender, averaging 7 feet tall and weighting around 150 pounds. They have fine and deeply etched features, pointed ears and skin tanned by long days of running under the sun. Elves never grow facial hair, but usually wear their hair in long flowing locks of any color ranging from the lightest blond to the deepest black. Elves can live as long a 100 years old.

Relations: Elves have very different approaches to relationships. Within a tribe, deep bonds are formed and members are seen a valuable friends. An honor code even exists to govern tribal life, and elves usually abide by it.

However, elven culture is extremely xenophobic, and elves have a great distrust of outsiders – even other elves. A stranger is always regarded as a potential adversary, and is usually treated in that way. Elves have a very condescending attitude toward members of all other races, and they see themselves as superior to any other elf tribe they meet. Elves will engage in elaborate tests of loyalty before befriendng any individual which does not come from her tribe, and until proven otherwise, an elf will not think twice before double crossing that person, if she believes she will benefit from it in the near future. However, once an individual has passed tests of friendship, the elf will treat her as she would any member of her own tribe.

Alignment: The vast majority of elves tend towards chaotic alignments, as they lack of commitment to anything not immediately rewarding and they have little respect for the rules and boundaries set by others. In regards to good and evil, elves tend towards neutrality. Though individual elves may adopt any of the other two extremes, most elves do not care much for the sake of strangers, and though they will take advantage of them, they are not murderous and try to avoid violence if it can be helped.

Lands: Almost all elven tribes are nomad, craving vast open spaces to run, moving from one region to the next without any specific goal but to live for the moment and enjoy their freedom. Very few elven tribes have ever established any settlements, and there are no defined elven territories or nations. The only commonly known elven settlement belongs to the Silver Hand tribe, who established a small outpost at the oasis of Silver Spring.

Magic: Though elves usually distrust arcane magic, their ranks count a relatively important number of wizards, and it is not rare for a tribe to have a wizard of significant power amongst them and several apprentices which are accepted amongst their own. Most elven wizards are defilers, as they care little for long term environmental consequences, and move constantly from one spot to the other.

Religion: Elven tradition have them honor the moons and the stars, and elven festivities are always held under the stars. All elves also revere the Coraanu, the Star Racer, as the ideal elf, first amongst them, who established the basis of their nomad culture.

In respect to the elements, elves are most attuned with the element of air, which is associated with freedom and swiftness. However, they do not care much about their environment and seldom become druids, as remaining long in one area is not appealing to most elves.

Psionics: Elves are naturally gifted in psionics, but seldom undertake the task of developing psionic potential beyond that of their natural abilities.

Language: The elven language is a quick paced language made of soft consonants and vowel sounds, ideal for being woven into songs. The staccato rhythm of the language is difficult to follow for non-native speakers, and elves are very amused at that fact. Elves rarely speak any other language, and almost never teach theirs to non elves unless the learner has passed the elf's tests of friendship and the elf believes that he will not speak the language to other non elves.

Names: Elves are given names by their tribesmen at a very early age, after the first interesting thing they are seen doing while learning to run. They also take their tribe's name as surnames. Elves very rarely take names in other languages, and doing so would be seen as an affront to other elves.

Adventurers: Elves have a natural affinity for a life of wandering and adventure, but individuals are seldom found outside of their tribes. Those that do may seek to prove themselves to their kin by accomplishing some important deed. However, many of the lone adventuring elves have lost their tribe or clan in some tragedy or have been cast out for some grave offense. In both cases, these elves are likely to take up an adventuring lifestyle, and may even seek new companions to be trusted and to enjoy The Now with.

Elven Racial Traits

- -2 Strength, +4 Dexterity, -4 Constitution, +2 Intelligence, -2 Wisdom: Elves have agile and graceful bodies, but their slender physiques are unable to develop heavy musculature. They have a rapid metabolism which allows for rapid and intense physical activity, but which cannot endure prolonged tiring tasks. They are generally cunning, yet their unwillingness to see past the moment often hinders their judgement.
- Medium-sized Humanoid (Elf).
- Speed: 30ft.
- Swift Movement: Elves add +10 feet to their base land speed as long as they are wearing no armor or light armor and are at light load. The long limbed elves can move very fast when unencumbered.
- Low-Light Vision: Elves can see twice as far as someone with normal vision in conditions of poor illumination.
- Weapon Proficiency: Elves receive free proficiency with the Weapon Group: Bows. Also, they treat elven weapons (elven longswords, shortspears and spears) as martial weapons rather than exotic weapons.
- +4 racial bonus on all Spot checks: Elves can see farther and with more clarity than most other races.
- +1 racial bonus on all Bargain, Bluff, Diplomacy and Sense Motive checks: All have a natural talent at dealing with others.
- +2 racial bonus on all Perform checks: Elven song and dance have a haunting beauty.
- +2 racial bonus on all Move Silently checks: Elves are naturally stealthy and lightfooted.
- Weather Resistance: Elves aren't adversely affected by the heat of the day or the chills of the night. They do not suffer any ill from very hot or cold weather, and treat severe heat or severe cold weather as hot or cold weather. However, they are affected normally by extreme heat or extreme cold, and have no special resistance to supernatural heat or cold.
- Elf Run: The Elf Run is a state of body and mind that elves can enter which allow them to run constantly for extremely long periods of time. The Elf Run is an extraordinary ability that can be used once per day.

To induce the Elf Run, an elf must pause and concentrate for one full minute (10 rounds) and make a concentration check against a base DC of 5. If she succeeds, the elf can start the Elf Run immediately.

While in the Elf Run state, an elf character can hustle as easily as a human could walk, or run at x3 speed as easily as a human could hustle. However, once the elf stops running, she immediately becomes fatigued, meaning she suffers a -2 penalty to Strength and Dexterity and cannot run or charge until she has rested at least 8 hours.

The next day, the elf can continue at the same gruelling pace by making another concentration check against a DC 5 + last day's Elf Run DC, meaning the DC of the concentration check increases by 5 for each day the elf attempts the Elf Run. A full day's rest refreshes the elf entirely and resets the base DC of the Elf Run to 5.

If the check fails, the elf can still proceed with the Elf Run, but only at a hustle speed, and she becomes exhausted instead of fatigued at the end of her run. Once an elf becomes exhausted, by the Elf Run or by other means, she cannot initiate another elf run until she rests for at least one full day.

An elf can also start an Elf Run without any preparation or check, but in this case she is automatically considered to have failed her concentration check.

- **Favored Classes:** Rogue and wilder. The overall attitude of elves towards life and other individuals is well attuned with the traits of a rogue.
- **Favored Regions:** Elf. Elves are very xenophobic and almost never immerse themselves in other cultures. As they quickly wither in captivity, they never truly take on the traits imposed by slavery.
- **Level Adjustment:** +0.

Half-Elf

Dealings between humans and elves are not uncommon in the city-states, and unions between the two humanoid races are not uncommon, though lasting relationships are. From these short affairs come the half-elves, children of mixed heritage and the most common halfbreed of the tablelands. Scorned by elves as impure and never fully accepted by humans as one of them, most half-elves lead a life of solitude, seeking to prove their worth to their parents' kin, and to themselves.

Personality: Half-elves are generally introverted and reserved individuals, often prone to a lack of self-confidence and sometimes to self-loathing. Rejection usually define a half-elf's youth, also most half-elves constantly try to prove themselves to any who gives him signs of possible acceptance. Other half-elves have simply given up and spend their lives as eternal loners.

Physical Description: Half-elves appear to be a perfect blend of both parent's lineage, though they usually resemble humans more than elves. They are slightly taller than humans but shorter than elves, have a stronger built and are more hardy than elves, but their limbs are more agile than those of the average humans. Like both parents, half-elves have all colors of hair, eyes or skin, and appear as fair humans with slightly pointed ears. As such, they are often mistaken for humans until hint of their elven heritage is seen.

Unlike many other half-breeds, half-elves are able to procreate with other half-elves, humans and elves, though the latter is almost unheard of. Children of half-elves receive the genetic background of their other parent, and is left with barely noticable traits from her half-elf parent's own heritage.

Relations: Half-elves spend their lives shunning relationship by fear of rejection, yet desiring the acceptance of others more than anything else. Though humans are more open to forming friendships with the halfbreeds, elves almost never accept to form any kind of relationship with a half-elf. Those that do usually have a dark agenda in mind.

While it is true that half-elves have a great of trouble in dealing with other humanoids, many half-elves have found comfort in relationships with animals, and handling young wild animals seems to come naturally to them.

Alignment: Half-elves have no philosophical unity as a race, and therefore have no strong inclination towards any alignment.

Lands: Half-elves have no lands or nation of their own, and usually try to find acceptance within humanoid societies or wander aimlessly throughout the Tablelands.

Magic: Half-elves shun arcane magic, especially since they usually avoid putting themselves in a position of further rejection. However, half-elves that have given up on acceptance often pursue the solitary practice of the arcane arts.

Religion: Half-elves have no unified beliefs, but most of them share a deep bond with the land, as it is often their only true home in their travels.

Psionics: Half-elves often take up the study of psionics to develop their own inner potential and prove their worth to others.

Language: Half-elves have no language of their own, and though there are exceptions, their elven parent rarely dares teach them the elven tongue of their tribe, nor would she give the bastard child a name in her people's manner. Half-elves pick up the language of the society in which they grew up.

Names: Half-elves get their names from the cultural practices of the culture they were brought up in.

Adventurers: Being accepted by a group of individuals and roaming the Tablelands as a band of companions is more than most half-elves can hope for. Solitary half-elves also pursue adventurous lives, trying to survive alone in the wastes.

Half-Elven Racial Traits

- +2 Dexterity, -2 Constitution, -2 Charisma: Half-elves are more graceful than humans, yet receive some of the tiring nature of their elven parents. Also, living a life of rejection and solitude has left them with a poor sense of self.
- Medium-sized Humanoid (Elf).
- Speed: 30ft.
- Low-Light Vision: A half-elf can see twice as far as someone with normal vision in conditions of poor illumination.
- +2 racial bonus on all Spot checks: Half-elves receive some of the keen eyesight of their elven parent.
- +2 racial bonus on all Survival checks: The lone half-elves learn quickly how to fend for themselves.
- +1 bonus on all Fortitude saves. Half-elves are more sturdy than their elven parents.
- +2 racial bonus on all Charisma-based checks made with animals: Half-elves feel more at ease in the company of animals than of other humanoids.
- 1 bonus feat. Like their human parents, half-elves are very resourceful.
- Favored Classes: Ranger and wilder. Half-elves often are wandering loners, trying to survive in the wilderness, a lifestyle well suited for rangers.
- Favored Regions: None. Half-elves never feel as though they are fully part of any culture.
- Level Adjustment: +0

Half-Giant

Long ago, warring sorcerer monarchs sought to create a new race of powerful being that could become the ultimate soldiers for their armies. Using foul magics to cross humans with giants, the half-giants were born, creating an entirely new race which is now a common sight throughout the Tablelands.

Personality: Half-giants are known for their very malleable personality. They have a natural tendency to mimic the behavior of those that surround them, following the example set by leaders amongst the communities they belong to. However, half-giants are also prone to sudden changes of mood and behavior from from one day to the next, so that no one truly knows what to expect when dealing with a half-giant.

Physical Description: Half-giants are physically impressive beings. They tower over other humanoid races, standing from 11 to 12 feet tall and weighting over 1200 pounds. They have very broad frames and a massive musculature, which make them appear even bigger. Their skin is usually deeply tanned, and they have very thick hair that they usually wear braided.

Half-giants have very long lifespans, and can live for more than 150 years.

Relations: Half-giants can be found in most civilised areas, where they toil as workers, guards or soldiers for their smaller masters. As long as they are adequately treated, the half-giants usually don't mind, as they are more comfortable when they are told what to do instead of having to think for themselves. When they are not in the employ of the city-states, Half-giants tend to join other communities, where they will pick up the trade or occupation of the majority of its members, or do what it's most influential individual will ask of her.

Alignment: Half-giants are very particular beings in respects to alignment, as they can follow any alignment, but tend to change their attitudes completely from one day to the next according to meaningful events or simply because of a change of mood. Half-giants therefore change alignments back and forth very naturally, and thus can have any alignment.

Lands: Half-giants are almost always found in civilised areas where they can immitate or follow the instructions of other beings in order to make a living. Most of them lives in the city-states, yet some are found in smaller communities throughout the Tablelands. With no nations or communities of their own, half-giants are more comfortable in those of other races, and will almost never be found alone.

Magic: The slow and dim half-giants would have extreme difficulty to pick up arcane studies if they ever tried, and a half-giant wizard is unheard of in the Tablelands.

Religion: Half-giants are not very spiritual beings, and have difficulty grasping philosophical concepts. However, they are often found in the service of templars, and tend to believe whatever they are told about the spiritual dogma of their particular city-state. Though there are some few half-giant clerics, they show no specific affinity for one element over the others.

Psionics: It is rare that a half-giant takes up the study of psionic powers, as their mental abilities do not lend themselves well to the development of the way.

Language: Half-giants have no language of their own, and are either taught the language of the city-state they work in or the Common Tongue of slaves.

Names: Half-giants usually receive names given to slaves in the Common Tongue. Only rarely will a half-giant wear the names of freemen.

Adventurers: More independent willed half-giants will sometimes take up adventuring, but rarely alone, and they usually do so because they follow some other influential adventurer. Also, a half-giant's willingness to learn and adapt can drive her to want to explore new cultures and lifestyles when her mood changes.

Half-Giant Racial Traits

- +8 Strength, -2 Dexterity, +4 Constitution, -6 Intelligence, -2 Wisdom, -4 Charisma. Half-giants are renowned for their great size and strength as well as for their dull wits and weak personalities.
- Large Humanoid (Half-Giant). As large creatures, a half-giant gains a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on all Hide checks, but she has a 10 feet reach and facing, uses larger weapons and her lifting and carrying capacity are doubled.
- Speed: 40ft.
- Normal Vision.
- +2 Natural Armor: The half-giant's sheer size makes her harder to harm seriously.
- -2 racial penalty to Will saves against mind-affecting effects: Half-giants usually have very poor wits and are easily impressed or fooled.
- Shifting Personality: At character creation, the PC decides on one axis (either law-chaos or good-evil) to be fixed and the other to be shifting. During play, the shifting part of her alignment may be changed each day to reflect the new mood or personality of the character. Note that this change may preclude her from using some class abilities for the duration of her alignment change, and that some may not return without an *atonement* spell.
- Racial Hit Dice: A half-giant has 2d8 racial Hit Dice. A half-giant character receives the maximum hit points for her first humanoid Hit Die and rolls her other humanoid Hit Die normally. She rolls all Hit Dice from class levels and does not receive maximum hit points on his first class-level Hit Die. A half-giant's racial Hit Dice also provide a +1 base attack bonus and saves of Fort +3, Ref +0 and Will +0. Half-giants with class levels add their class base attack bonuses and save bonuses to their racial base attack bonus and save bonuses.
- Racial Skills: A half-giant's humanoid Hit Dice grant her skill points equal to (2+Int modifier, minimum 1)x5. Class skills for these skill points are Craft, Intimidate and Profession. A half-giant does not get the x4 multiplier for skill points acquired from her first class level.
- Racial Feats: A half-giant's humanoid Hit Dice grant her 1 feat. A typical half-giant chooses Power Attack. A half-giant with class levels gains feats based on her total Hit Dice.
- Favored Classes: Fighter and wilder. The large and powerful half-giants are fearsome in combat and their malleable personalities and desire to follow the example of strong leaders make them ideal soldiers.

- Favored Regions: Nibenay, Tyr, Slave or Urik. Half-giants are present in good numbers in some city-states, and are very prized as slaves. Though they are found in almost every community of the Tablelands, they are not very numerous outside these regions.
- Level Adjustment: +1. Due to his racial Hit Dice and physical strength, a half-giant has an effective character level of 3 plus her class levels.

Halfling, Feral

Deep in the woods of the forest ridge dwell a curious people of small humanoids. Wild to the point of savagery, renowned for their practice of cannibalism, the halflings, as those of the Tyr Region call them, have a deep bond with nature and show curiosity towards the outside world and the practices of its inhabitants. Most people would never believe, and even fewer know, that these small and feral creatures were once the masters of all of Athas.

Personality: Most feral halflings are slightly unpredictable, and to the average Athasian, they behave much like a wild animal. Calm and even kind when amongst his own, but prone to sudden outbursts of aggressivity when feeling threatened or frustrated. This analogy is not far from the truth, and many halflings need to be tamed before befriending any other race.

Physical Description: Feral halflings look somewhat like the children of humans, but their faces and eyes seem to harbor a strange wisdom. Halflings rarely exceed 3½ feet tall and weight around 50 to 60 pounds. They usually keep their hair long and wild, and body paintings indicating tribe or occupation are fairly common. Halflings clothes are simple and fit for hunting and living in the wilds, and they almost never wear armor.

Relations: Halflings often find it hard to adapt to the customs of other society, particularly those revolving around monetary gain. They believe in racial unity, and have a deep cultural tradition filled with songs and stories about their people and their achievements, which often result in some sense of racial superiority. Halflings are usually curious about other cultures, though they rarely integrate themselves in them.

Alignment: Most halflings are chaotic by nature, and though they are at ease within the bounds of their own societies, they have little concept of laws and regulations, and tend to ignore those of other cultures. Halflings are usually neutral in regards to good or evil.

Lands: Feral halfling societies are found exclusively in the Forest Ridge, where it is divided into different and loosely organised tribes and spread in many villages throughout the woods. Though halflings do travel outside of their woods, they have not founded any community outside its borders.

Magic: Halflings come from a time before the advent of magic and very few of them followed the teachings of the First Sorcerer. However, wizards are not unknown

amongst the halflings of the forest ridge, but their deep respect for nature prevents any of them to become defilers.

Religion: Halflings revere nature itself, and many halfling leader are powerful druids, many of which are more revered by their people than any sorcerer king.

Psionics: Halflings have as much psionic potential as any race, but their traditions do not put much emphasis on psionic training or discipline. Most halflings that do show psionic power become seers and are prized by the members of their communities.

Language: Halflings have their own language which they almost never teach to outsiders, and so most travelling halflings learn to use other languages of the Tyr Region to communicate.

Names: Halfling names are drawn exclusively from their native tongue, and are given to them by their tribal leader at birth. Feral halflings have no concept of surnames.

Adventurers: Most halflings who set out on adventures do so out of a desire to explore the world outside their forest realm. As such, they are usually more open minded people, though they usually find it difficult to accommodate to life in the Tyr Region.

Feral Halfling Racial Traits

- -4 Strength, +4 Dexterity, -2 Constitution, +2 Wisdom, -2 Charisma: Feral halflings are quick and nimble, but their small bodies are frail and relatively weak. They have great insight and communion with their environment, but remain wild and untamed.
- Small Humanoid (Halfling). As small creatures, a feral halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on all Hide checks, but she uses smaller weapons and her lifting and carrying capacity are three quarters of those of a Medium character.
- Speed: 20ft.
- Normal Vision.
- +2 racial bonus on saves against poison: Feral halflings have developed a natural resistance to the toxins of the plants of the Forest Ridge.
- +2 racial bonus on saves against spells and spell-like effects: Halflings date back to a time before the advent of magic, and are highly resistant to its effects.
- Arcane Resistance: The natural resistance to magic of the halflings has some drawbacks. For the purpose of determining bonus spells and spell DCs for arcane spells cast by a halfling, the character's primary spellcasting ability score (Intelligence for wizards) is considered 2 points lower than its actual value. However, divine magic is unaffected.

- +1 racial bonus on attack rolls made with thrown weapons: Halflings have especially good aim.
- +2 racial bonus on all Balance, Climb and Jump checks: Feral halflings are athletic and are accustomed to moving around in the trees.
- +2 racial bonus on all Listen checks: Feral halflings have keen ears.
- +4 racial bonus on all Move Silently checks: Feral halflings are lightfooted and learn to be incredibly stealthy while hunting.
- Woodland Stride: Feral halflings are so at home in their native forest ridge that they can move through its thickest parts unhindered and without slowing. This is an extraordinary ability.
- Favored classes: Barbarian and wilder. Feral halflings all have very primal instincts that are sometimes hard to control.
- Favored regions: Feral Halfling. Most feral halflings are found in the midst of their own in the Forest Ridge, and even the more adventurous individuals usually don't take up the traits of other cultures.
- Level Adjustment: +0.

Halfling, Rhul-Thaun

Far to the west the Tyr Region, across the Tablelands, lie the Jagged Cliffs, an impressive and seemingly impassable natural barrier, where the ground suddenly drops thousands of feet into the unknown. It is in that remote place that dwell the last of those who once ruled all of the known world, descendents of the nature-masters of old, still clinging to some phantom of their former glory and long lost civilisation. Here, upon the edge of the world, live the rhul-thaun halflings.

Personality: Rhul-thaun halflings know nothing of the savagery of their feral counterparts. They are a mostly peaceful people who believe all life is sacred and all that live are there for some purpose. They have a highly ritualised life, which makes them quite devoted and seemingly in control of themselves when around others.

Physical Description: Rhul-thaun resemble their feral counterparts in most ways. They are slightly more sturdy and have longer lifespans than feral halflings, a result of their relatively gentler lifestyles. One notable exception is that they take much greater care of their own physical appearance, and grooming is an important part of rhul-thaun culture. These halflings also use body paints, though usually more refined than what feral halflings use, and hair coloring is a very common means to show clan affiliation. Rhul-thaun males keep their hair very long, but females tend to have short cropped hair. Rhul-thaun fashion almost always incorporates some elements of life-shaped creations, and fashions vary from one clan to the next, and according to individual preferences.

Relations: Rhul-thaun generally never encounter members of other sentient species. Within their own society, rhul-thaun are highly polite and courteous, their ritualistic lifestyles putting great emphasis on etiquette. This also causes those few rhul-thaun who venture eastwards and meet other races to become rapidly frustrated by their lack of civilised manners.

Alignment: Order and self-control governs much of the rhul-thaun society, and so most rhul-thaun halflings tend towards a lawful alignment. Rhul-thaun of good and evil alignment are found in almost equal numbers amongst the clans of the Jagged Cliffs.

Lands: Rhul-thaun civilisation is firmly entrenched in the Jagged Cliffs, and the halflings have no settlements outside of this natural frontier. As such, all rhul-thaun halflings are expert climbers.

Magic: Arcane magic is simply unknown to the rhul-thaun halflings. They were never exposed to the phenomenon, and though the halflings would probably be able to learn magic with the proper tutelage, rhul-thaun society has no wizards of their own.

Religion: Rhul-thaun halflings have a deep respect for nature and all life. Many of them also venerate to the elements of earth, air and water, but fire is considered a destroyer of life by the rhul-thaun, and only rogue halfling clerics ever worship this element. Finally, many rhul-thaun believe that one of their ancient leaders, the High Lord Rand Thes-onel, would return to them, and many pay homage to his memory, though few would call him a god.

Psionics: Though rhul-thaun halflings have psionic potential, they rarely exploit it, as their culture look upon the use of psionics as disdainful and foul. Those halflings who show psionic talent usually hide it, and those with greater potential are usually forced to suppress it, or to flee their homeland.

Language: The rhul-thaun language has changed very little from what the rhulisti spoke, thousands of years ago. Though quite dissimilar to many of the languages of the Tyr Region, the halfling language still is very similar to that of their feral counterparts, and the two species, on the rare occasions where they interacted, are usually able to communicate with some effort in a common halfling language.

Names: Rhul-thaun names are taken from their own language, composed of two short words who represent some meaning or quality relevant to the individual it is given to. Rhul-thaun halflings also have a clan name which they affix to their own. It is not uncommon for rhul-thaun halflings (or anything within their culture) to have more than one name, as all their names can represent different aspects of themselves.

Adventurers: There are few Rhul-thaun adventurers, but those who do adventure are usually young halflings who want to explore the horizontal world around them.

Rhul-Thaun Halfling Racial Traits

- -4 Strength, +2 Dexterity, +2 Wisdom: Rhul-thaun halflings are hardier and more sociable than their feral counterparts, yet their reflexes did not develop to the extent of the halflings of the Forest Ridge.
- Small Humanoid (Halfling): As small creatures, a rhul-thaun halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on all Hide checks, but she uses smaller weapons and her lifting and carrying capacity are three quarters of those of a Medium character.
- Speed: 20ft., climb 20ft.
- Rhul-thaun halflings have a base climb speed of 20ft. They gain a +8 racial bonus to all Climb checks. The rhul-thaun halfling must make a Climb check to climb a wall or slope with a DC of more than 0 but can always choose to take 10, even if rushed or threatened while climbing. A rhul-thaun halfling who chooses an accelerated climb moves at double the listed climb speed and makes a single climb check at a -5 penalty. Rhul-thaun halflings cannot use the run action while climbing. They retain their Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against climbing rhul-thaun halflings.
- +2 racial bonus on saves against spells and spell-like effects: Halflings date back to a time before the advent of magic, and are highly resistant to its effects.
- Arcane Resistance: The natural resistance to magic of the halflings has some drawbacks. For the purpose of determining bonus spells and spell DCs for arcane spells cast by a halfling, the character's primary spellcasting ability score (Intelligence for wizards) is considered 2 points lower than its actual value. However, divine magic is unaffected.
- +2 racial bonus on saves against powers and psi-like effects: Rhul-thaun societies repress the use of psionic powers, and though its members have psionic potential, they have become resistant to psionics.
- +1 racial bonus on attack rolls made with thrown weapons: Halflings have especially good aim.
- +2 racial bonus on all Balance and Jump checks: Rhul-thaun halflings are surefooted and athletic.
- Favored Classes: Rogue and wilder. Many rhul-thaun halflings put their climbing and athletic abilities to good use when exploring the Jagged Cliffs or roaming on the horizontal lands above.
- Favored Regions: Rhul-Thaun Halfling. Rhul-thaun halflings very rarely leave their homes on the Jagged Cliffs.
- Level adjustment: +0

Mul

Slaves are the driving force of much of the Tyr Region's economy and way of life. However, of all slaves, none are more prized than the muls. Half-breeds resulting of the union of a human and a dwarf, muls are known for their great strength and stamina, making them ideal hard workers, or gladiators to be feared.

Personality: The personality of most muls have been heavily marked by the hardships of slavery. Muls keep mostly to themselves, but can prove quite aggressive when they are challenged with an adversary or a problem. Even freeborn muls, which are quite rare, are predisposed towards violence because of their natural physical capabilities, and so they have a tendency to fight their way through life.

Physical Description: Muls attain much the same height as their human parent, but they are much bigger and stronger than most humans. Averaging over 250 pounds, muls naturally develop a very impressive musculature, and very little body fat. The usually have a pronounced cranial ridge, as well as slightly pointed ears. Virtually all muls, male or female, have no body hair, though there are some rare exceptions. Unlike half-elves, the mul crossbreeds are all sterile and cannot have children of their own.

Relations: Muls rarely get the chance to form true bonds of friendship. When they do, muls tend to play the role of guardians for weaker races, and freed muls are often leaders amongst slave tribes. To their fellow slaves, the physical prowess of the muls set them apart from them, and few challenge a mul for dominance. Of all the races, muls have some appreciation for the dwarves, to whom they are related and share common appreciation for hard work.

Alignment: Muls do not have a natural predisposition towards any alignment.

Lands: As muls are most often found in the slavepens, they are mostly found in the city-states, but have no lands of their own. However, escaped muls often become eminent members of their communities.

Magic: Muls are seldom given the chance to take up the study of magic, and though they would be capable, their natural abilities are not well suited for that task.

Religion: Muls are not known for being devout followers of any faith in particular.

Psionics: Like most races of Athas, muls are psionically gifted, and muls gladiators who learn to harness their psionic abilities are acclaimed and feared.

Language: Muls tend to speak to Common tongue of the slaves. When born free, they speak whatever language their parents do.

Names: Mul names are most often drawn from the common tongue, but dwarven names are sometimes chosen, especially amongst freeborn muls.

Adventurers: Nearly all mul adventurers are escaped slaves who fight to remain free. As many of them have gladiatorial backgrounds, travellers are cautious of lone wandering muls.

Mul Racial Traits

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma: Muls have impressive musculature and are very resilient, but lack subtlety of mind and temperament.
- Medium-sized Humanoid (Dwarf)
- Speed: 30ft.
- Darkvision: Muls can see twice as far as someone with normal vision in conditions of poor illumination. Also, she can see perfectly at up to 15 feet, or up to 30 feet under shadowy illumination, as long as there is any light present. In conditions of total darkness, a mul cannot see at all.
- +4 racial bonus to Constitution checks made to continue running or to avoid nonlethal damage from a forced march: Muls do not tire easily.
- Mul Exertion: Muls can engage in tiring activities for much longer amounts of time than most other races. All amounts of time before a mul has to make a Constitution check to avoid damage from fatigue or take subdual damage from fatigue are doubled. For example, a mul can hustle for 2 hours without problem, and takes subdual damage at a 2 hours interval period.
- Favored Classes: Gladiator and wilder. Muls seem built for combat, and their unfailing endurance allows them to withstand the rigors of gladiatorial life.
- Favored Regions: Slave. Nearly all muls are bred in the slave pens, as they are amongst the most prized workers and gladiators available.
- Level Adjustment: +1. Muls are physically more powerful than most other races.

Pterrann

Deep in the Hinterlands, west of the Ringing Mountains, live the Pterrann, a race of reptilian humanoids dwelling in villages and who share a deep bond with the world around them. Seldom seen in the Tyr Region before the Great Earthquake, some now ventured eastwards, to the Tyr region, seeking to fulfill their lifepaths in this strange, new world.

Personality: Pterrann are a generally calm and gentle people, with unusually developed empathy toward others, and a deep respect for their environment, which they personify as the Earth Mother. However, any individual pterrann's personality is shaped in accordance to her lifepath, which guides and influences all her actions throughout her life.

Physical Description: Pterrans have reptilian features, with light-brown scaly skin and three-fingered clawed hands and feet, though the former also features opposable thumbs. Pterrans average 6 feet in height and weight around 200 pounds. They have a humanoid stance, but they usually remain slightly hunched, an appearance accentuated by two shoulder stubs that lead many scholars to believe pterrans once had wings, long ago. Their heads are distinctively reptilian, with an elongated snout filled with small but sharp teeth and a fin-like extension on the back of their heads. Pterrans rarely wear a lot of clothes, aside from loincloths and girdles. To a non-pterran, there are almost no visible differences between males and females of that race.

Relations: Pterrans usually live secluded lives in the Hinterlands, knowing only their own kin. Those that meet other races will usually be cautious at first, but when they believe others are not a threat, pterrans are a friendly and pleasant people. However, they will avoid those who hinder them in the pursuit of their lifepaths, and never befriend those who do not show proper respect to nature.

Alignment: Pterrans are guided throughout their lives by the principles set forth by their lifepaths, and tend to live by them. As such, most pterrans are of lawful alignment, and they have a natural tendency towards goodness rather than evil. However, druids are fairly common amongst Pterrans, and thus many pterrans voluntarily adopt neutrality.

Lands: Pterrans have only two known established communities in the Hinterlands, Pterrann Vale and Lost Scale. Very few pterrans have established themselves outside these villages, and those that venture out into the world usually mean to return to these places at a future time. No matter where they are, pterrans feel best at home outdoors, in nature, and are less at ease in the City-States of the Tyr Region.

Magic: Pterrans have no knowledge of wizardly magic, though they could take up the arcane arts if they were exposed to them. However, only the most evil and outcast pterrann would ever resort to defiling as a means of casting arcane spells, and other pterrans would surely hunt down such an individual for this affront to the Earth Mother.

Religion: Practically all pterrans revere the Earth Mother, an entity which is the embodiment of nature and the Spirits of the Land which inhabit it. Many pterrans follow the lifepath of the druid, and there are some elemental clerics or earth amongst them as well.

Psionics: As most other aethasian races, pterrans are gifted in psionics, and the path of the mind is a common endeavor amongst pterrans.

Language: Pterrans have their own language, but are usually quite adept at learning the languages of other cultures when exposed to them.

Names: Pterrans are given names as soon as they hatch according to their own physical traits, or to some trait of nature at the moment of their hatching. Pterrans also receive a path name in their language when they choose their lifepath, usually at a very young age.

Adventurers: Not many pterrans leave their home communities, but those that do are usually quite eager to learn about other cultures and meet other peoples beyond the ringing mountains.

Pterrann Racial Traits

- +2 Strength, -2 Dexterity, +2 Wisdom, +2 Charisma. Pterrans are strongly built, but their odd frames hinder them. They also have a great bond with the environment they live in and show great empathy toward others.
- Medium-sized Humanoid (Reptilian)
- Speed: 30ft.
- Normal Vision.
- -4 racial penalty to all Listen checks: Pterrans have only slits for ears and have a poor sense of hearing.
- +2 Natural Armor: A pterrann's scaly skin provide her with protection.
- Natural Attacks: Pterrans can make 2 claw attacks that deal 1d3 points of damage (plus half their strength bonus) each and use her bite as a secondary attack (-5 to the attack roll), dealing 1d4 points of damage (plus strength bonus).
- Weapon Familiarity: Pterrans may treat slodaks and thanaks as martial weapons, rather than exotic weapons.
- Life Path: Pterrann characters can choose any class as its favored class. However if they choose to multiclass, they must have at least twice as many levels in their favored class as in all other classes, or suffer a 20% experience penalty until this balance is restored. All pterrans choose a lifepath to devote themselves to, and they do so with great dedication.
- Favored Class: Any (but see Life Path) and wilder. Pterrans can follow any lifepath, but usually do not stray from it.
- Favored Region: Pterrann. Pterrans are rarely found outside their own communities.
- Level Adjustment: +1. Pterrans have natural abilities that makes them more powerful than most races.

Thri-Kreen Racial Traits (Jeral and To'ksa)

- Jeral: +4 Dexterity, -2 Constitution, +2 Wisdom, -4 Charisma. Jeral have the same keen reflexes of all Kreen species, but they are somewhat less hardy than most of them. Though their clutch mentality limits their ability to relate to other humanoids, they have a more sophisticated intellect and ability to understand than most thri-kreen.
- To'ksa: +4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma. To'ksa have very keen reflexes and are sturdier than Jeral. Their clutch mentality limits their ability to relate to other humanoids, and they have rely somewhat more on primitive instincts to guide their actions than judgment.
- Medium-sized Monstrous Humanoid.
- Speed: 40ft.
- +30 racial bonus on all Jump checks. Thri-kreen have extremely powerful hind legs that allow them to make impressive leaps.
- Normal Vision.
- Blindfighting: Thri-kreen antennae allow them to detect minutes changes in air pressure around them, and so thri-kreen can detect movement in proximity to themselves even when unable to see. In effect, Thri-kreen gain the benefits of the Blind-Fight feat. However, they do not gain any of the benefits of the blindfighting feat against incorporeal foes.
- +3 Natural Armor: Thri-kreen have a hard exoskeleton that protects them from blows.
- Natural Attacks: Thri-kreen can make a bite attack that deals 1d4 points of damage (plus strength bonus) and delivers their poison (see below). They can also rake with all four claw-like hands, making 4 claw attacks as secondary attacks (-5 to the attack rolls) which each deal 1d4 points of damage (plus half their strength bonus). If a thri-kreen attacks with a weapon, she can also use her bite attack in the same round as a secondary attack (-5 to the attack roll).
- Poison: Thri-kreen secrete a paralytic venom through their mandibles. A creature damaged by a thri-kreen's bite attack must make a Fortitude save against a DC of 10 + half the thri-kreen's hit dice + the thri-kreen's Constitution modifier or take 1d6 points of Dexterity damage. A second save must be made one minute later or the target becomes paralysed for 2d6 minutes. Thri-kreen venom glands only produce venom when the thri-kreen enters a stressful situation. Even then, it takes time for the venom to reach its full potency. A thri-kreen needs to wait 1d4+1 rounds, starting on the thri-kreen's turn in a combat encounter, before the venom can be used. Each time the thri-kreen uses her venomous bite, she must wait another 1d4+1 rounds before being able to use it again. Also, thri-kreen venom loses its potency so rapidly that it cannot be applied to weapons effectively.
- Constant activity: Thri-kreen do not sleep, though they do tire and rest normally. They are immune to all *sleep* effects.
- Water-use: Thri-kreen need only drink one fifth of a medium-sized humanoid's normal share of water each day, or she can drink up to one gallon of water one day and go without drinking for as many days as this amount of water would have sustained a normal medium-sized humanoid.
- Carnivorous: Thri-kreen are strictly carnivorous beings and cannot survive by eating plants of any kind. They cannot eat trail rations, and must buy or find edible meat to sustain them each day.
- Thri-kreen have four upper limbs and can fight with multiple weapons and gain associated feats.
- Armor limitation: Because of their exotic form and hard exoskeleton, thri-kreen find armor more cumbersome than anything else, and may never gain Armor Proficiency feats.
- Thri-kreen do not float, and their limbs are relatively too weak to propel their bodies in water. Thri-kreen automatically fail all Swim checks.
- -4 racial penalty to all Climb checks: A thri-kreen's weight cannot be easily supported by its arms.
- -4 racial penalty to all Ride checks: Thri-kreen rarely mount animals, and their oddly shaped bodies are not well suited for riding.
- -2 racial penalty to all Hide checks. Thri-kreen cannot shrink their bodies easily to hide. However, jeral receive a +4 racial bonus to Hide checks made in a sandy wastes terrain because of the way their coloring blends with their surroundings. To'ksa receive a similar bonus in rocky badlands terrain.
- +4 on all Grapple checks: The thri-kreen's four upper limbs allow them to better grasp their preys and their sheer weight and size makes them difficult to grapple effectively.
- The body structure of a Thri-kreen prevents her from using most forms of humanoid unarmed combat techniques. As such, they may never gain the Improved Unarmed Strike feat and all feats and abilities to which this feat is a prerequisite (including the monk class unarmed combat abilities).
- Kreen Weapons: All thri-kreen, regardless of class, are proficient with the chatkcha. Also, all kreen weapons (gythka, ko*, lajav, zerka) are considered martial weapons for them. However, thri-kreen are not naturally proficient in any non-kreen weapons except for Basic Weapons. They must spend one Exotic Weapons Group feat to become proficient in

- any non-kreen martial weapons in the weapon groups they are proficient with. They do not gain any other benefits from that Exotic Weapons Group feat.
- Dodge Missiles: Thri-kreen have keen reflexes which allow them to dodge incoming missiles. Once per round, when a thri-kreen would normally be hit by a projectile, she may make a reflex save against a DC equal to the attack roll. If the save is successful, the thri-kreen dodges out of the way of the projectile and takes no damage. The thri-kreen cannot be flat-footed to use this ability and must be aware of the attack. Unusually massive projectiles, such as those from siege weapons, cannot be dodged in this fashion, but magic or psionic projectiles requiring a range touch attack can.
 - *Tokchak*: All thri-kreen share memories from their ancestors and recollections from the history of their kin. Thri-Kreen can make a special Kreen knowledge check with a bonus equal to her total Hit Dice + her Intelligence modifier to see whether or not she remembers some specific information about notable kreen individuals, deeds or sites. (If the thri-kreen has 5 ranks or more in Knowledge (any Kreen), she gains a +2 bonus to this check). The DCs vary from 10 (common fact about the kreen) to 30 (obscure event of the kreen's past). A thri-kreen may never take 10 or 20 on a Kreen knowledge check.
 - *Tikhchak*: All thri-kreen live for the hunt, and have natural abilities that predispose them to become hunters. They gain a +4 bonus on Survival checks made for hunting, and they gain the Track feat as a bonus feat.
 - Racial Hit Dice: A thri-kreen has 2d8 racial Hit Dice. A thri-kreen character receives the maximum hit points for her first monstrous humanoid Hit Die and rolls her other monstrous humanoid Hit Die normally. She rolls all Hit Dice from class levels and does not receive maximum hit points on her first class-level Hit Die. A thri-kreen's racial Hit Dice also provide a +2 base attack bonus and saves of Fort +0, Ref +3 and Will +3. Thri-kreen with class levels add their class base attack bonuses and save bonuses to their racial base attack bonus and save bonuses.
 - Racial Skills: A thri-kreen's monstrous humanoid Hit Dice grant her skill points equal to (2+Int modifier, minimum 1)x5. Class skills for these skill points are Balance, Craft, Hide, Jump, Knowledge (nature), Knowledge (any Kreen), Move Silently, Spot and Survival. A thri-kreen does not get the x4 multiplier for skill points acquired from her first class level.
- Racial Feats: A thri-kreen's monstrous humanoid Hit Dice grant her one feat. A typical thri-kreen chooses Alertness. A thri-kreen with class levels gains feats based on her total Hit Dice.
 - Favored Classes: Ranger and psion. Thri-kreen are masters at surviving in the wilderness of Athas.
 - Favored Regions: Jeral or To'ksa. Though thri-kreen species differs slightly from one another, all Kreen races are quite distinct from the humanoid societies of the Tablelands.
 - Level adjustment: +1. Thri-kreen are amongst the species best adapted to surviving on Athas, and as such have an effective character level of 3 plus class levels.

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