

# Chapter Two: Races

## Racial Characteristics

The races of Athas did not come into being nor did they evolve in the same way as most other D&D campaign worlds. As such, most of them, though they might resemble their D&D counterparts, differ greatly from them in many ways.

### Ability Adjustment

The following table details the ability adjustment of each PC race of the DARK SUN setting.

**Table 2-1: Racial Ability Adjustment**

Race	Ability adjustment
Aarakocra, Silvaarak	-2 Strength, +4 Dexterity, -2 Constitution
Dwarf	+2 Strength, -2 Dexterity, +4 Constitution, -2 Charisma
Elf	-2 Strength, +4 Dexterity, -4 Constitution, +2 Intelligence, -2 Wisdom
Half-elf	+2 Dexterity, -2 Constitution, -2 Charisma
Half-giant	+8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -2 Wisdom, -4 Charisma
Halfling, Feral	-4 Strength, +4 Dexterity, -2 Constitution, +2 Wisdom, -2 Charisma
Halfling, Rhul-thaun	-4 Strength, +2 Dexterity, +2 Wisdom
Human	None
Mul	+4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma
Pterrhan	+2 Strength, -2 Dexterity, +2 Wisdom
Thri-Kreen, Jeral	+4 Dexterity, -2 Constitution, +2 Wisdom, -4 Charisma
Thri-Kreen, To'ksa	+4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma

### Psion Favored Class

In the DARK SUN setting, most humanoid races have in natural potential for psionic power. This is reflected by the fact that every PC race has psion as a additional favored class, which functions exactly and equally like the other.

### Powerful races

Some of the DARK SUN setting races have level adjustment. Moreover, thri-kreen and half-giants have Equivalent Character Levels of 3 and 4, which makes them available only for 3rd or 4<sup>th</sup> level characters, respectively.

However, it is suggested that they be allowed to choose an apprentice level (Level 0) to grant them some class abilities. Without this possibility, it could be hard for these characters to gain class levels in some classes during play, particularly spellcasting and manifesting classes.

The apprentice level of each class and the variant rules regarding their acquisition by high ECL races will be detailed in Chapter Three: Classes and in the *Dungeon Master's Guide*.

## Languages and Races

The following table lists all major languages of Athas.

**Table 2-2: Languages**

Language	Alphabet	Users
Aarakocra	-	Aarakocras
Aquan	Aquan*	Elemental (water) creatures, clerics of water and rain.
Auran	Auran*	Elemental (air) creatures, clerics of air and sun.
Balican	Draconic	Inhabitants of the City-State of Balic and close lands.
Common (Trade tongue)	-	Traders, merchants, travellers, some slaves.
Draji	Draji	Inhabitants of the City-State of Draj and close lands.
Draconic <sup>D</sup> (Old or High speech)	Draconic	Official documents, books. Wizards. Gulgan nobility.
Druidic	-	Druids, Spirits of the Land.
Dwarven	Dwarven	Dwarves
Eldaar	Draconic	Inhabitants of the City-State of Eldaarich and close lands.
Elven	Elven	Elves
Gith <sup>t</sup>	-	Giths
Gulgan	Draconic	Inhabitants of the City-State of Gulg and close lands.
Halfling, Feral Dialect	-	Feral halflings
Halfling, Rhul-thaun Dialect	Rhulisti	Rhul-thaun halflings.
Ignan	Ignan*	Elemental (fire) creatures, clerics of fire and magma.
Kreen	Kreen**	Kreen
Kurnish	Draconic	Inhabitants of the City-State of Kurn and close lands.
Nibenese	Draconic	Inhabitants of the City-State of Nibenay and close lands.
Pterrann	-	Pterrann
Raamin	Draconic	Inhabitants of the City-State of Raam and close lands.
Saragari	Saragari	Inhabitants of Saragar and the valley of the Last Sea
Ssuran <sup>t</sup>	-	Ssurans
Terran	Terran*	Elemental (Earth) creatures, Clerics of earth and silt.
Tyrian	Draconic	Inhabitants of the City-State of Tyr and close lands.
Urikish	Urikish	Inhabitants of the City-State of Urik and close lands.

<sup>D</sup> Draconic is rarely spoken outside of Gulg. It is to most a dead language and is only written and read, save for arcane spellcasters who use it in spellcasting.

<sup>t</sup> Indicates that different dialects may exist for different tribes (see Language skill).

\* These alphabets are the same as in other D&D settings, yet are mislabelled from lack of knowledge of the lower planes and other planar races.

\*\* The Kreen alphabet is unknown to the thri-kreen and only used in the Kreen Empire.

Languages did not evolve in the same way under the Dark Sun. As the different City-States grew apart, each of them developed a different dialect which became a language altogether, and the mother tongue which once united them is now known only by a few masters of ancient lore. In time, only basic concepts of conversation were carried on as a united tongue, mostly by the dune traders who travelled from one city to the next, giving birth to a simpler form of the root language of the Tyr Region, called trade-tongue, or simply: Common.

However, since most people rarely venture out of their City-States, the use of Common is not as important to most Athasians, and thus is never an automatic language for any of the races who dwell under the Dark Sun.

Also, races such as dwarves, elves or kreen carried their own unique languages through time with story, song or memory, respectfully. Within their own communities, they too do not make much use of other languages.

Moreover, reading and writing is an uncommon skill for the uncivilised races, and prohibited to the common civilised people, rendering the acquisition of language even more difficult. This has the effect of making all characters illiterate unless they take the Literacy feat.

Furthermore, the Learn Language skill will now be replaced by the Language skill and function as other skills do, requiring skill checks based on rank and ability (Intelligence) modifier.

As such, characters no longer receive bonus languages based on Intelligence modifier, but skill points to place in language skills equalling his Intelligence score. For this purpose, automatic languages are always considered class skills, but bonus languages are cross-class. After choosing racial languages, Language skills are developed as any other skills.

So, here is the method for purchasing Languages at character creation:

- Language skill points = Intelligence score
- Automatic language = Class skill
- Bonus language = Cross-class
- All characters are illiterate until they select the Literacy feat.
- After character creation, all Language costs are determined by class skills.

Here, languages have been defined in a similar but altered manner. While certainly not the standard D&D method for language acquisition, this system is more appropriate to the setting, and frankly, more realistic.

The history of the languages presented here is greatly inspired by the works of the DARK SUN setting and partly by the development of real world occidental languages throughout Europe. Draconic is compared to ancient Latin, being the mother tongue of the conquerers of the region and source of all modern languages, but a dead language mostly used in writings and education. As magic was developed in this tongue, and most texts would be written in it, Draconic remains an important language for Wizards. A PC might also wonder why the Old Speech bears this name, linking it with the Dragon in some way. (Not knowing what(who) the Dragon(s) is(are))

Also, the transition of language to a full skill is inspired by the language system of D&D *Kingdoms of Kalamar*, which provides a similar system. This will be further detailed later on.

The choice of the intelligence score to determine the amount of free language points the character possesses is reflective of the idea that intelligence provided languages with its modifier. Also, the use of the score rather than the modifier (as in the *Kingdoms of Kalamar*) systems gives average characters just enough points to speak their mother language and a little of Common, high intelligence characters the possibility of speaking two or more languages, and low intelligence characters difficulty of speech.

Finally, the choice of making Literacy a feat is inspired by the use of the Track feat, a feat which enables the character to understand (read to some extent) information related to a particular skill. It also reflects the fact that reading is a much rarer and important ability on Athas.



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## Size

The DARK SUN setting adds a special +/-4 adjustment per size category smaller or larger than medium to all Strength checks. This includes ability checks required by other actions (such as breaking free of a grapple or breaking down a door.)

This size adjustment is taken from other d20 products, such as *EverquestRPG*, which in my view adds to the realism of the size effect on strength-based checks, which lacked in some aspects of the D&D game.

## Racial Traits

Each racial traits of each athasian race is entirely provided in the following pages and replaces any and all racial traits of any race found in the D&D *Player's Handbook*.

### Aarakocra, Silvaarak

- Type: Monstrous humanoid.
- -2 Strength, +4 Dexterity, -2 Constitution. Aarakocras are very graceful in the skies, but their lightweight bones are fragile.
- Medium size.
- Base speed: 30 feet, fly 90 feet (average).
- Vision: Unlike many other monstrous humanoids, aarakocras do not have Darkvision.
- Bird's Eye: +4 racial bonus to Spot checks. This bonus increases to +8 in daylight.
- Natural armor: +1. Aarakocra have some protection from a bone plated chest and leathery skin.
- Natural weapons: 2 talons (1d4+½Str), or 1 Bite (1d3+Str). While in the air, the Aarakocra can use both of its talons to strike a target, but when grounded, she must rely solely on her bite. On land, her hands function as those of any other humanoid.
- Bird form: Aarakocra characters can never gain Armor Proficiency or Shield Proficiency feats. The aarakocra's bird form and large wings prevents him from using any armor or shield with efficiency.
- Bird's grace: +4 racial bonus to all Balance and Jump checks.
- Claustrophobic: Aarakocras automatically become *shaken* when they enter an enclosed space. This imposes a -2 morale penalty to all attack rolls, saves and skill checks of the aarakocra while she remains in an enclosed space.
- Airborne: Aarakocra are graceful in the skies but clumsy on land. As a result, aarakocra are always considered to be at least at medium load while on land. This results in an effective speed of 20ft., a maximum dexterity bonus of +3 and a Check penalty of -3 for appropriate skills while they remain on land.
- Favored Regions: Kurn, Silvaarak
- Favored Class: Air cleric and psion.
- Level adjustment: +1. The ability to fly gives an edge over other grounded races.

## **Aarakocra**

Note that this write-up has been based a lot on the D&D aarakocra provided in the *Monsters of Faerun* and *Races of Faerun* supplements.

### **Bird's Eye**

No particular reason for this, aside that birds creatures of the *Monstrous Manuals* almost all have a similar ability.

### **Attacks**

Similar to *Monsters of Faerun*, aarakocra can only use their bite when grounded. Also, note that the "spear dive" ability of the original Dark Sun material has not been transposed here, because I feel there is no way a spear could be used in that fashion with any good results in the rear talons of a diving bird creature.

### **Bird's Grace**

An added bonus, which seem to represent accurately abilities which birds have.

### **Claustrophobic**

The appearance of fear in the d20 rules can provide a very effective mean of simulating the claustrophobia of the bird people.

### **Airborne**

Large birds generally aren't too agile while on land. Aarakocra, with an average wingspan of 20 ft. should also have some problem moving while on land.

Though I originally thought about reducing the Dexterity bonus of this race, the writeup of *Monsters of Fearun* convinced me not to. It was afterwards that this idea came and I feel it best reflects the situation and the race, translating awkwardness into encumbrance, reducing the speed of the creature on land (and bringing it down to 20 ft, which equals the speed of the Dwarf, as in earlier editions of DARK SUN), limiting her ability to dodge, and giving her a penalty to some movement oriented skills.

### **Favored regions**

Silvaarakocra aren't found in great numbers anywhere else, and they are generally not taken in as slaves, for obvious reasons.

### **Level adjustment**

ECL = 1.3 to 1.6

The flying ability requires the level adjustment. The airborne and claustrophobic weaknesses on land do compensate when the creature is grounded or in a building, but that only makes a counterpoint to an otherwise very powerful advantage. The added skill bonuses do not overly affect balance. The level adjustment is the same as the D&D Aarakocras though.



## Dwarf

- Type: Humanoid (Dwarf).
- +2 Strength, -2 Dexterity, +4 Constitution, -2 Charisma. Dwarves are muscular, strong and stout, though not very agile. They have a strong personality, but their single-mindedness hinders them.
- Medium size.
- Base speed: 20 feet.
- Darkvision: 60 feet.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- Focus: +2 morale bonus to all saves and skill checks directly related to the focus. A chosen focus must be a task which requires at least five days (8 hours minimum each day) to complete. The DM determines in which situation the morale bonus applies. Dwarves must finish a given focus before choosing another. Dwarves that die before finishing their chosen focus may raise in undeath as banshees.
- Single-minded: -2 to all Bargain and Diplomacy checks. Dwarven stubbornness hinders them in many social situations.
- Favored Regions: Dwarf, Balic, Draj, Tyr, Raam, Nibenay or Slave.
- Favored Class: Fighter and psion.

### Abilities

These ability modifiers have been chosen to represent the original DARK SUN material regarding the dwarf. I am very much aware that this creates a unequal ability bonus. However, Constitution has less of an impact that most abilities, though it does count for hit points. But, in combat related situations, the dwarf has no special combat bonuses common to other dwarves, has lower dexterity, and still has a lower speed.

### Focus

Though some write-ups have extended the moral bonus to attack rolls, an attack bonus of any importance could prove to be a more powerful ability than intended. Original DARK SUN material did not grant the attack bonus either, so it is believed that a bonus to checks and saves would better represent the Dwarf's determination to complete his work. The +2 bonus is directly inspired by the original work which granted a +2 bonus to skill checks or a 10% bonus when appropriate (equalling +2 on a 1 to 20 scale)

### Single-minded

These modifiers highlight the charisma weakness of the earlier Dwarves without hindering the dwarf further in other charisma related abilities. The chosen skills seem to be those most affected by the Dwarf's poor sense of compromise.

### Favored Regions

These regions are based on the population percentage of dwarves detailed in the *Veiled Alliance* supplement.

### Level adjustment

ECL = 0.5 (Standard Shield Dwarf 0.4)

## Elf

- Type: Humanoid (Elf)
- -2 Strength, +4 Dexterity, -4 Constitution, +2 Intelligence, -2 Wisdom  
Elves have slender bodies and are not very enduring, but they compensate with speed and grace. They also have a keen wit and seize the moment, sometimes at the expense of considering the consequences of their actions.
- Medium size.
- Base speed: 30 feet.
- Fast Movement: Elves receive a +10 feet speed bonus when not encumbered by a heavy load or by heavy armor. (An unencumbered elf has normally has a speed of 40 feet) This racial ability does not stack with the class abilities of the same nature.
- Low-light vision.
- Elvensight: +2 racial bonus to spot checks. Also, range penalties for Spot checks are halved against an elf's sight. (-1 per 20ft. distance instead of 10ft.)
- Desert stealth: +2 racial bonus to Move silently checks. This bonus increases to +4 while on Sandy Wastes terrain.
- Weather resistance: Effects from extreme heat or cold are reduced by one category for all purposes of calculating saves and possible damage (See *DMG* p.86). This ability does not extend to supernatural, spell or spell-like heat or cold, and do not apply to boiling water, fire or lava saves and damage.
- Traditional weapons: Elves automatically receive Martial Weapon Proficiency with longbow and longsword.
- Trader's gift: +1 racial bonus to Bargain, Bluff, Diplomacy and Sense Motive checks.
- Haunting beauty: +2 racial bonus to all Perform checks.
- 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.  
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, the 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.

Finally, an elf with the Leadership Feat can lead his elven followers into the elf run by making a check for all of them, to which he can add his charisma bonus, if any.

- Favored Regions: Elf
- Favored Class: Rogue and psion.

### **Abilities**

The -2 Strength is inspired by the elf's slender physique, which never seems to grow large, even for very muscled elves. It is also added to balance the elf's many abilities.

### **Fast Movement**

This ability is representative of the higher speed of Elves granted to them by their Dexterity in AD&D, now converted into an ability more attuned to the d20 system, which doesn't seem to use ability scores to determine the extend of a racial ability. It also uses an already existing mechanic.

### **Elven sight**

Elves have better sight than humans and "can see farther and with more clarity" (*Elves of Athas* p.12) than them. This ability represents such a statement. Note that the proper for of that ability should have read: "Elves gain an additional +1 circumstance bonus to Spot checks for each 20ft. of distance between her and the object or creature to be spotted." But I felt it looked to confusing... ;)

### **Desert Stealth**

This ability is representative of the Surprise bonuses of AD&D athasian elves. Though abandoned in standard D&D 3e, it is believed to be appropriate to their flavor.

### **Traditional Weapons**

Taken for *Elves of Athas*. The "only for tribe" condition has been carried to the benefits of the Elven Tribe feat. (see Chapter Five: Feats)

### **Trader's Gift**

This ability is representative of the Negotiation ability of *Elves of Athas*. It is also lessened to +1 bonuses instead of the common +2, as it covers 4 skills.

### **Haunting Beauty**

This ability is representative of the descriptions of elven art, music and songs.

### **Elf Run**

A difficult ability to convert, I feel that this is the best way to represent this particular ability in accordance to the d20 system, making use of the Concentration skill and the Leadership Feat, and allowing the average.

### **Favored Regions**

Even city elves usually have an affiliation with their tribes. Elven slaves wither in captivity, an constantly try to escape.

### **Level Adjustment**

ECL = 0.9 (Standard Grey Elf = 0.8)

Factoring each of the abilities of the athasian elf results in a high ECL, but so does a standard elf's abilities. Anyhow, most of the elf's abilities do not unbalance the game in a very pronounced manner (trader's gift or haunting beauty).

Moreover, the very nature of elves behavior hinders them in roleplaying, which already makes playing this race more challenging for players.

## Half-Elf

- Type: Humanoid (Elf)
- +2 Dexterity, -2 Constitution, -2 Charisma. Half-elves receive some of the tiring nature of their elven parent, though they are also gifted with some of their agility. Sadly, social stigma against half-elves causes many of them to become introverted and antisocial.
- Medium Size.
- Base speed: 30 ft.
- Low-light vision.
- Elven eyes: +1 racial bonus to Spot checks.
- Survivor: Half-elves are driven by a strong instinct to survive on their own and receive this feat for free. (+2 to Survival and +1 to Fortitude saves)
- Animal affinity: Half-elves receive this feat for free. (+2 to Animal Empathy and Handle Animal checks). Furthermore, half-elves may always develop the Animal Empathy skill as a cross-class skill or even use it untrained, if they have no rank in that skill.
- *Animal friendship* (Su): By spending at least 8 hours each day for one full week (10 days on Athas) with a creature of the animal type, a half-elf can affect it as the *animal friendship* spell.
- Favored Regions: None
- Favored Class: Ranger and psion.

### Abilities

Though half-elves have a negative ability modifier, just like elves, it is tempered by their other abilities, and in any case, charisma is seldom an unbalancing issue.

### Survival and Animal Affinity feats

The survival ability had to be expressed as a racial bonus and not as a skill. Also, racial bonuses for survival and animal affinities would have been copied by the feats of the same nature, and it seemed inappropriate that half-elves could benefit twice for the same character traits. As such, I have granted them these feats as bonus feats, representing something that they all develop, and cannot be developed again. The granting of feats is tempered by the fact that they have no regional feats to choose from. I also thought of adding those as regional feats for the half-elf region, but that prevented other characters from taking them, and left the half elf with very little racial abilities.

### *Animal Friendship*

This ability mimics the near supernatural friendships developed by half-elves with animals. Also, it allows the half-elf to get more powerful animal companions as he grows in levels, keeping the usefulness of this ability.

### Favored region

I came up with this idea and I thought it was an elegant solution to some problems. Half-elves are not very common anywhere in the population ratios of *Veiled Alliance*. Also, they are almost never accepted by Elven tribes. They mostly are not slaves, even if many are. So I could have created a half-elf region, but it defeats the purpose of half-breed having no cultures of their own, and it becomes difficult to give half-elves regional feats which are different to their own abilities. However, since they already gain 2 feats,



and have other characteristics, half-elves don't really need other regional feats. Since they are often independents and outcasts, having them have no favored regions, but draw on their own abilities instead, makes sense, and adds to their character.

#### **Level adjustment**

ECL = 0.5 (Standard half-elf = 0.1)

Note that the Half-elf's abilities converge towards the ranger or druid class, making him a bit more powerful when selecting these classes, though not overpowering.

On a personal note, I would also add that the standard D&D half-elf is easily overpowered by the human race and not as attractive as a player race. As described here, the athasian half-elf has its own flavor and abilities which makes him worthy of play.

## Half-Giant

- Type: Humanoid (Half-giant).
- +8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -2 Wisdom, -4 Charisma. The sheer size of the Half-Giants grants them great strength and resilience, but their physical prowess is equalled in renown by their dull wits and weak personalities.
- Large size (tall): -1 AC, -1 Attack rolls, -4 Hide checks, +4 Strength checks, x2 carrying capacity, Reach: 10 ft. Also, equipment cost and weight are doubled for Large creatures.
- Base speed: 40 feet
- Natural Armor: +2. A Half-Giant's sheer size make him harder to injure seriously.
- 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 his alignment may be changed each day to reflect the new mood or personality of the character. Note that this change may preclude him from using some class abilities for the duration of his alignment change.
- Weak-willed: -2 racial penalty to Will saves against mind-affecting effects. Half-giants usually have weak personalities and are easily impressed or fooled.
- Bonus Hit Dice: 3d8. +2 BAB, +3 Fort, +1 Ref, +1 Will, 6x(2+Int modifier) skill points (Climb, Listen, Profession, Spot), 2 Feats.
- Favored Regions: Tyr, Nibenay, Urik or Slave
- Favored Class: Fighter and psion.
- Level adjustment: +1 (ECL 4). Half-Giant are physically much more powerful than most humanoid races.

#### **Type**

Note that the Half-giant is of the Humanoid type, not the Giant type. This is more important than it appears, for spells and spell-like abilities that specifically affect Humanoid creatures often do not affect Giants, making a Giant creature immune to many effects (including many magical or psionic mind-affecting effects). This would therefore alter the idea that Half-giants are more vulnerable to mental attacks than other races, negating to some degree their one major weakness.



### Abilities

The Strength, Dexterity and Constitution adjustment is greatly inspired by the *Monster Manual II* guidelines for Large Humanoids and of the Ogre. The -2 Wisdom penalty is not as high as some might expect for the simple reason that almost all creatures have reasonable wisdom scores (10 on average) in the D&D system.

### Natural Armor

All Large creatures receive natural armor. The +2 bonus is inspired by the enlargement of humanoid creatures to Large size.

### Weak-willed

This flaw is inserted to balance the Half-giant abilities, but is justified by the flavor and history of Half-giants.

### Bonus Hit Dice

2 HDs seem very little for such a large creature, especially when compared to other large creatures, such as ogres (4HDs), or even the medium-size bugbear (3HDs). Also, other medium size races have 2 HDs, such as the thri-kreen, and seem so much less massive than a half-giant. Finally, having 3 racial HDs for an ECL of 4 grants proportionally more hit points than 2 HDs for an ECL of 3, having the half-giant be more on par with characters of the same level as he is in hit points, which should be the idea.

### Level adjustment

ECL = 2.8

This low value is explained by the low cost and old method for calculating racial hit dice effects. The *Savage Species* complement has Hit Dice equal 1 class level. Though I disagree with this to a point, as racial hit dices do not grant any class abilities, which class levels do, this allows some level adjustment effects to be shaved off. However, it is clear that the Large size, high strength and reach advantages of the half-giant still warrants him a +1 level adjustment. After playtesting, 4 seems like an appropriate ECL.

## Halfling, Feral

- Type: Humanoid (Halfling)
- -4 Strength, +4 Dexterity, -2 Constitution, +2 Wisdom, -2 Charisma. The small size of halfling makes them quick and nimble, but frail and relatively weak. They do have great insight and communion with their environment and show great empathy, but remain feral and untamed.
- Small size: +1 AC, +1 Attack rolls, +4 Hide checks, -4 Strength checks,  $\times\frac{3}{4}$  carrying capacity.
- Base speed: 20 feet
- +2 racial bonus to saves against poison.
- +2 racial bonus to saves against spells and spell-like effects.
- Good aim: +1 to attack rolls with all thrown weapons and with slings.
- Woodland Stealth: +2 racial bonus to Move Silently checks. This bonus increases to +4 in Forest terrain.
- Athletic: +2 racial bonus to Balance, Climb and Jump checks.
- Keen ears: +2 racial bonus to Listen checks.
- Favored Regions: Feral Halfling
- Favored Class: Barbarian and psion.

### Abilities

It is believed that an even higher strength penalty is better representative of the effect of the halfling's small size in a medium-sized world and is inspired by the guidelines provided in the *Monster Manual II*.

### Athletic

Balance bonus, which seems appropriate in the trees, and augments the abilities.

### Woodland stealth

This ability is representative of the Surprise bonuses of AD&D athasian halflings. It is also added to augment this race's abilities.

### Favored Class

The ranger class was considered for Feral halflings as many of them are hunters and stalkers, which is closer to Ranger than Barbarian. However, favored classes represent a natural affinity towards a certain class, and though many halflings would certainly follow the Ranger class by profession, they could easily pick up Barbarian class levels as well, representing their feral side and instinctive link with nature. "There aren't many creatures more savage than a feral halfling" (*The Wanderer's Chronicle* p.41) also point out their affinity with the Barbarian class. This is preceded in d20 by the elf's wizard favored class. Clearly, most elves are not full wizards, but many of them have some magical ability.

### Level adjustment

ECL = 0.7 (Standard Lightfoot halfling = 0.8)

## Halfling, Rhul-Thaun

- Type: Humanoid (Halfling)
- -4 Strength, +2 Dexterity, +2 Wisdom.  
The Rhul-thaun halflings are sturdier than their feral counterparts, though not quite as nimble. They also possess great insight, but their small stature makes them physically weaker than taller races.
- Small size: +1 AC, +1 Attack rolls, +4 Hide checks, -4 Strength checks,  $\times\frac{3}{4}$  carrying capacity.
- Base speed: 20 feet, climb 20ft.
- +2 racial bonus to saves against poison.
- +2 racial bonus to saves against spells and spell-like effects.
- Good aim: +1 to attack rolls with all thrown weapons and with slings.
- Surefooted: +2 racial bonus to Balance and Jump checks.
- Vertical Life: Rhul-thaun halflings have a base climb speed of 20 ft. She receives a +8 racial bonus to all climb checks and can always take 10 on those checks, even under pressure or stress. A rhul-thaun halfling may climb at double move with a -5 penalty, but cannot run. She retains her Dexterity bonus to AC while climbing, and opponents get no special bonuses against a climbing rhul-thaun halfling.
- Favored Regions: Rhul-Thaun
- Favored Class: Rogue and psion.

### **Surefooted**

This replaces the athletic ability to a point. Rhul-thaun lose the stealth bonuses. It is made to be more representative of them, and also to balance the vertical life ability.

### **Vertical life**

After seeing that mountain spirit folk (*Unapproachable East*) have a climb speed, even though they are humanoids, it seems more than appropriate for Rhul-thaun.

### **Level adjustment**

ECL = 0.9 (Standard Lightfoot halfling = 0.8)

Note that the lesser dexterity bonus tempers the difference between the 2 halflings.

## **Human**

- Type: Humanoid (Human)
- Medium size
- Base speed: 30 feet
- Ambition: +1 skill points per level (x4 at first level). 1 bonus feat.
- Favored Region: Any City-State or Slave
- Favored Class: Any and psion.

## **Mul**

- Type: Humanoid (Mul).
- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma. Muls are strong and muscular, but they lack subtlety of mind and temperament.
- Medium size.
- Base speed: 30 feet.
- Endurance: Muls get the Endurance feat for free.
- Mul Exertion: Muls can accomplish tiring work for much longer than most humanoid races. All laps of time before checks or saves need to be made or subdual damage is taken from actions which would result in fatigue or in subdual damage representing fatigue are doubled for a mul character. For example, a mul character who hustles can do so for 2 hours without a problem and then takes damage at a 2 hour interval period.
- Favored Regions: Slave
- Favored Class: Gladiator and psion.
- Level adjustment: +1. Muls are physically more powerful than most humanoid races.

### **Endurance**

This feat allows the mul to benefit from the bonuses to saves and checks against fatigue, but forbids him from taking the feat again, as a mul already has this aspect of herself naturally developed.

### **Mul exertion**

This is an easy way of calculating the amount of time a mul can spend on a tiring activity. Combined with the Endurance feat and the Constitution bonus, it will also allow the mul to pursue these activities for a much more than twice the time.



However, the amount of time a mul can undergo tiring activities has been greatly reduced from the original DARK SUN work. This is partly to make this ability less powerful and also to make it more accurate to the setting.

For example, the original mechanics allowed muls to run for up to 36 hours straight, rest for 8 hours, and then run again for another 36 hours, a pace that even the fastest elf in an Elf Run could not hope to match.

Also, I am aware of a divine spell (from *Defenders of the Faith*) which describes ways to enhance the target's endurance to fatigue by describing specific time frames before fatigue sets in. However, using these would keep a mul from benefiting from the spell.

I therefore believe that this method will be more appropriate for this ability.

#### **Favored Regions**

Muls are very rarely born free.

#### **Level adjustment**

ECL 0.6

Though the ECL is relatively low, the advantageous battle-related abilities of the mul combined with minor general hindrances justify the level adjustment.

## **Pterran**

- Type: Humanoid (Reptilian).
- +2 Strength, -2 Dexterity, +2 Wisdom. Pterrans are strong, but their odd built hinders them. They also have a great bond with the environment they live in.
- Medium size.
- Base speed: 30 feet.
- Natural Armor: +2. A Pterran's scaly skin grants him some protection.
- Natural Weapons: 2 Claws (1d4+½Str) and 1 Bite (1d3+Str). Note that the Bite attack of a Pterran is secondary and therefore receives a -5 competence penalty. The Multiattack Feat can reduce this penalty to -2.
- Poor hearing: -4 racial penalty to Listen checks.
- Weapon familiarity: Slodaks and thanaks are considered martial weapons for pterrans.
- Life Path: Pterrans characters must choose a lifepath which will guide their actions and define themselves in life. Though there are said to be only three major lifepaths (path of the Warrior, of the Land and of the Mind), other lesser lifepaths exist, corresponding to the different walks of life that a pterran may choose to follow.

In game mechanics, pterran characters have their first level class as a lifepath and as a favored class. However, if they choose to multiclass, they must have at least twice as many class levels in their lifepath class that in any other classes or suffer a 10% experience penalty until the balance is restored between their class levels.

- Favored Regions: Pterran
- Favored Class: Any (but see Life Path ability)
- Level adjustment: +1. Pterran have natural abilities which make them more powerful than many humanoid species.

### **Abilities**

As described in Chapter One, charisma penalties related to appearance are diminished considerably, especially since pterrans are described as good negotiators and telepaths.

### **Poor hearing**

This ability is mainly inspired by the works of athas.org, and then from “Dragon no1’s note on sound”. I believe a -2 penalty is too insignificant given the pterrann’s wisdom bonus.

### **Weapon familiarity**

As described in *Terrors of the Desert*.

### **Life Path**

This is inspired by the fact that pterrans have different equal main lifepaths (Druid, Warrior and Psionicist in the original material), but also all minor lifepaths. Pterrans are also said to be devoted to one lifepath. I feel giving them this ability allows them to have any lifepath they choose and discourages them from multiclassing. The three main lifepaths have been translated as regional favored classes.

### **Level adjustment**

ECL = 0.5

Though pterrans have a relatively low ECL, their natural abilities, including the natural armor (which negates the combat hindrance of the dexterity penalty) and natural weapons, added to a strength bonus warrant the level adjustment.

## **Thri-Kreen, Jeral and To’ksa**

- Type: Monstrous Humanoid.
- Jeral: +4 Dexterity, -2 Constitution, +2 Wisdom, -4 Charisma.  
To’ksa: +4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma.  
Thri-kreen have lightning fast reflexes and agility. They also have a unique clutch mentality, which gives them great difficulty to relate to others by humanoid standards. Between subspecies, To’ksa are sturdier than Jeral, though less sophisticated than them.
- Medium-Size.
- Base speed: 40 feet.
- Natural Armor: +3. Also, To’ksa are considered to be equipped with armor spikes. The exoskeleton of the thri-kreen offers them protection from blows.
- Constant Activity: Thri-kreen do not sleep, though they do tire and rest normally. As such, they are immune to all *sleep* spells and spell-like effects.
- Water-Use: Thri-kreen need only make thirst checks after 5 days without water (See *DMG* p.86)
- Carnivorous: Thri-kreen are strictly carnivorous beings and cannot survive by eating plants of any kind. As such they require edible meat every day.
- Blind-Fighting: Thri-kreen receive the Blind-Fighting feat for free. The antennae of the thri-kreen allows her to detect changes of air pressure near her and to roughly detect the presence of others when her senses are impaired.
- Vision: Unlike many other monstrous humanoids, thri-kreen do not have Darkvision.



- Thri-kreen have four upper limbs which can be used in the same way as other humanoid race's arms. Rules for multiple arms combat are presented in the *D&D Monster Manual* ( And even more detailed in the *Monster Manual II*)
- Thri-kreen cannot use armor or clothing made for other humanoid creatures, but they may use shields. As such, they cannot gain Armor Proficiency feats.
- Thri-kreen cannot swim and automatically fail all Swim checks.
- -4 racial penalty to Climb checks. The weight of a thri-kreen's body cannot easily be supported by her arms.
- -4 racial penalty to Ride checks.
- -4 racial penalty to Hide checks. Thri-kreen cannot shrink themselves easily in order to hide. However, note that the sandy exoskeleton of the thri-kreen may grant her contrast bonuses to some Hide checks.
- Unarmed attacks: The structure of thri-kreen bodies hinders or even prevents them from using unarmed attacks and martial arts. As such, they cannot benefit from the unarmed attack bonus or abilities of the gladiator and monk classes. However, they can still gain unarmed combat related feats, but must first take the Unarmed Strike feat (which only allows the Thri-Kreen to inflict subdual damage while fighting as a standard medium-size humanoid). Note that thri-kreen are indeed penalized by fighting unarmed rather than with natural weapons.
- Grappling: +4 bonus to grapple checks. The four upper limbs, the odd built and the sheer weight of thri-kreens give them an advantage when trying to grapple or to avoid being grappled by an opponent.
- Leap: +30 racial bonus to Jump checks. Also, the maximum jumping distance of a thri-kreen is not limited by her height. However, she cannot jump backwards.
- Natural weapons: 1 Bite (1d4+Str) and 4 Claws (1d4+½Str). Note that the Claw attacks of a Thri-Kreen are secondary and therefore receive a -5 competence penalty.
- Kreen weapons: Thri-kreen receive the Exotic Weapon Proficiency feat (chatkcha) for free. Also, thri-kreen replace the Martial Weapon Proficiency class ability with Kreen Weapon Proficiency. As such, a thri-kreen fighter would be proficient with a Gythka, but not with a longsword. Martial weapons are considered exotic for thri-kreen. They may still gain martial weapon proficiencies at other levels. Proficiency with simple weapons is not affected.
- Tokchak: At character creation, thri-kreen receive 5 free ranks in the Knowledge(kreen) skill. Also, this skill is always class skill for them.
- Tikchak: +4 racial bonus to Survival checks made for hunting. Thri-kreen also receive the Track feat for free.
- Dodge Missiles: Thri-kreen receive the Deflect Arrows feat for free, but dodge the missile rather than deflect it. As such, they can use this ability with or without free hands.
- Venom: Thri-Kreen secrete a paralyzing venom through their mandibles. They can deliver the venom with a successful bite attack.  
Thri-kreen can use this venomous bite any number of times per day, but the venom glands require 1d4+1 rounds for the poison to reach its potency,



starting at the thri-kreen's initiative count on the first round of a combat encounter. Each time the thri-kreen delivers poison with a successful bite attack, the glands require another 1d4+1 rounds to recharge.

Finally, Thri-kreen can use their venom to produce dasl. However, the venom is neutralized for the duration of this process.

### Thri-Kreen Venom

Type: Injury

DC: (10+Con modifier+½HD)

Initial damage: paralysis (2d6 minutes)

Secondary damage: none.

- Bonus Hit Dice: 2d8. +2 BAB, +3 Ref, +3 Will, 5x(2+Int modifier) skill points (Balance, Craft, Hide, Intuit Direction, Jump, Knowledge(kreen), Knowledge(nature), Move Silently, Spot, Wilderness Lore), 1 Feat.
- Favored Regions: Jeral or To'ksa
- Favored Class: Ranger and psion
- Level adjustment: +1. (ECL 3) Thri-kreen are amongst the creatures best adapted to the rigors of Athas and are therefore more powerful than most other humanoid races.

### Thri-kreen

Note that the introduction of the Thri-kreen in the *Monster Manual II* has greatly helped in converting and balancing this race.

#### Natural Armor

The To'ksa's armor spikes or more flavor based than anything. Note that the natural attacks of a thri-kreen make these spikes almost irrelevant in combat, and so do not unbalance the race.

#### Water use

The amount of time without water has been set to 5 days instead of 7 or one week (athasian weeks are 10 days long actually), to make this ability a bit more manageable, less powerful and maybe more realistic.

#### Carnivorous

This has been added to highlight this weakness of the thri-kreen character and balance her many abilities.

#### Blind-Fighting

This feat seemed appropriate giving the description of the feat and the thri-kreen's antennae description in *Thri-Kreen of Athas*.

#### Vision

*Thri-Kreen of Athas*: "eyesight is [...] the same as mammalian eyesight" (p.25)

#### Skill penalties

Each of these penalties are defined and related to the descriptions of *Thri-Kreen of Athas*. They are all added to balance the race's many abilities. However, note that they are not taken fully into account to balance the race, because thri-kreen will use other abilities to counteract these penalties.

#### Unarmed attacks

This flaw is derived from the *Thri-Kreen and Martial Arts* section of *Thri-Kreen of Athas* (p.52) It has also been included to clarify the relationship between the Thri-Kreen's natural attacks and its unarmed attacks.

### **Grappling**

This ability is derived from the *Wrestling a Thri-Kreen* subsection of *Thri-Kreen of Athas* (p.52)

### **Natural Weapons**

It is important to notice that the Claw attacks are secondary attacks, meaning that the Bite is the primary attack of the thri-kreen. This reality, which differs from the *MMII*'s description of thri-kreen, has been done for the following reasons.

First, having four primary claw attacks would overpower the natural weapons of the thri-kreen to such an extent that thri-kreen would hardly be inclined to use any melee weapons at all. The race would then be both unbalanced mechanics-wise and flavor-wise.

Second, in AD&D, thri-kreen could always use their bite attacks while fighting with weapons. It also dealt more damage than claw attacks, which is reflective of better use of the bite attack over the claws.

Third, the bite attacks delivers poison, which means that it has a very important role in combat for the thri-kreen. As they are described as trying to paralyse as many prey as possible, and not clawing preys to death, it is reasonable to assume that claws are mostly used to grab preys they bite, or as alternate attack, hence secondary weapons.

### **Kreen Weapons**

It would make sense that thri-kreen would not have their own traditional weapons be exotic for them, and weapons that they mostly do not use be standard. This simple switch of proficiency is an adequate representation of that effect, and is better than simple familiarity, since that would keep all other weapons estranged to them within their use.

Chatkcha proficiency is recieved automatically with ancestral memory.

### **Tokchak**

Skill ranks better represent this ability since it is actual knowledge which is transferred and not just affinity.

### **Tikchak**

This ability represents the affinity with the hunt and with survival of the thri-kreen. The Track feat is actual know how for hunting, as thri-kreen had a free Hunting Proficiency, granted in part by racial memory and strong hunting instinct.

### **Dodge Missiles**

As described, and makes use of a variation of the deflect arrow feat.

### **Venom**

The ability to use venom an unlimited number of times per day is powerful, but is more in touch with the descriptions of any creature with poison. However, the time limit on poison uses will severely limit the number of uses per combat encounters, and force the thri-kreen to use other abilities and equipments when fighting. The time spent between poison uses is based on *Thri-Kreen of Athas*, the poison description is in accordance with the *DMG* and *MM*, and the amount of time to refill venom glands is based on breath weapons recharge time from the *MM*.

### Level adjustment

ECL = 4.1

With all its abilities, this race is particularly hard to balance, and might seem too powerful for a level adjustment of only 2. Here I shall provide a detailed analysis of the ECL.

Abilities: Dex +0.4, (Con -0.2 or Int -0.1), Wis +0.1, Cha -0.2 =	+0.2 or 0.1
*Speed:	+0.2*
*Natural Armor:	+0.6*
*Constant activity:	+0.2*
Water Use:	+0.2
Carnivorous:	-0.2
*Blind-Fight+Deflect Arrow+EWP(Chatkcha)+Track (4 Feats)	+0.4*
Normal Vision	-0.2
*Four arms ( 2x Natural weapons modifier)	+0.4*
*Unable to use armor	-0.2*
Unable to swim (Dark Sun practically has no water bodies)	+0
-4 Climb (Can jump though)	-0.1
-4 Ride (Not much use for them)	-0.1
-4 Hide	-0.2
No unarmed attack (Natural weapons usually more effective)	+0
Grapple	+0.2
*Leap	+0.2*
Venom (scaling with HD, multiple uses per day, Dasl making)	+0.5
Tokchack (Hardly an unbalancing skill)	+0
Tickchack (+4 to hunting with survival)	+0.1
*Bonus Hit Dice (counted as per <i>Savage Species</i> )	+2*

**Total**

**+4.2**

**\* *These abilities are the same as the Monster Manual II Thri-Kreen, or have the same effects***

When counting the abilities of the *MMII* thri-kreen, it has a total ECL of 3.8, as he benefits from all asterisk marked abilities described above and receive an additional +2 to Strength (+0.2) and a DC 11 Venom 3/day (+0.2 instead of +0.5 above), for a total ECL of 4.2, which is the same as this thri-kreen. Also, the *MMII* thri-kreen has more advantageous natural attacks.

As such, the different additional abilities and flaws have been added and calculated so that the ECL remains within the same range, taking precautions not to overlook the relations between abilities which may reduce the effects of some flaws.

The *MMII* thri-kreen has an ECL of 3, with a +1 level adjustment.

I truly believe that this most particular race is balanced as such and has most if not all of her favorable abilities adapted to and balanced with the d20 system.



## Regions

Though the Tyr Region spans a relatively small area of Athas, there are many different cultures and races which inhabit it, each with their own distinct characteristics.

## City-States

Each of the City-States of the Tyr Region have developed distinct cultures under the rule of the Sorcerer Kings. Mostly populated by humans, the City-States are the main bastions of civilisation in the Tyr Region.

## Races

Some races have their own cultures and traditions which date back to the Green Age (or even further) and have evolved separately ever since.

As humans have the City-States, dwarves have their own communities, elven tribes and thri-kreen packs roam the desert, and other races have their own distinct way of life.

Half-breeds, on the other hand, have no cultures of their own to draw upon, and often mingle with other races in the City-States.

### Races and City-States

I have used the *Veiled Alliance* descriptions of the population ratios of the cities states to distribute the races amongst the city-states.

Also, I have to re-read more of the source material and possibly change or add some things to each regions.

## Saragar

Far to the north of the Tyr Region, the city of Saragar and the land around the Last Sea are quite different from the rest of Athas. A last remnant of the Green Age, The land of the Mind Lords has its own distinct, and reclusive, culture. This region will be detailed in *The Last Sea*.

### Saragar

I had originally planned to make this region available right away, but I realised after having completed it that elves and half-elves of that region were considerably different from their counterparts in the tyr region. There is also evidence of a subrace of elves (the ghost elves) living in one of the villages of the marnita. I then transferred my work on Saragar to another document which I will release later, as a complement.

## Slave

Slavery is all too common in the Tyr Region. Those who suffer this unpleasant fate are always considered apart from the cultures which employ them. That experience is entrenched into the characters of those who lived through it.

### **Slave region**

This idea came when I realised that slaves would not really share the same cultural background as those who owned them (i.e. would not have the same regional feats, favored classes or equipment) It then allows for slave characters to draw on their own background, which I think has common characteristics between most slaves. It also offers a favored region for muls, and a place where gladiators can be favored. Note that since equipment packages go only to members of favored classes of that region, only gladiators start out with any bonus equipment.

## **Regional Traits**

Each character needs to choose a region from which she draws her cultural identity and background. This region will determine her automatic and bonus languages, and can grant her access to regional feats and equipment, provided her race and class are favored in that region, respectively.

### **Favored Races**

These are the races which are most likely to be found integrated into that region. Though members all races may potentially choose any background, only these races are best adapted to these regions. Note that half-elves have no favored regions, having no culture of their own and never fully acclimating to any culture.

A character which selects a region in which her race is favored may select any regional feats of that region.

### **Favored Classes**

These are the classes which are most likely to be found in that region. Though almost all classes may be found in any given region, these classes are those which are most encouraged by the culture and values of that region.

A character which selects a region in which her class is favored may select any bonus equipment package of that region.

### **Not really done...**

I'll have to re-read source material on this one. I put there what seemed the most appropriate, but I'm thinking of adding monks and gladiator to Nibenay's list from what I remembered suddenly... I'll check it all back and update this.

## **Automatic and Bonus Languages**

An automatic language is the language which is spoken by the natives of that region. Automatic languages are considered class skills at character creation for characters of that region.

Bonus languages are languages which are commonly heard amongst some minorities of that region, and can be learned as cross-class skills at character creation for characters of that region.

For the purpose of languages, “Any one City-State” means the character can develop any single City-State language of the 7 main Cities of the Tyr Region (Balic, Draj, Gulg, Nibenay, Raam, Tyr and Urik)

### Regional Feats

These feats represent aspects of the cultural identity of that region which are commonly found amongst members of that community. Only members of that region, or those very familiar with that culture, may select the regional feats of that region.

A character which selects a region in which her race is favored may select any regional feats of that region.

Also, a character which gains 5 or more ranks in Knowledge (any region) can select the regional feats of the appropriate region.

#### **Knowledge ranks and regional feats**

*Forgotten Realms* offers a way to gain other regional feats, which I really like, except that the requirement is, in my opinion, far too low. Raising the minimum ranks to 5 insures that first level characters can only gain regional feats from their own regions. Only characters who spend a lot of time in a region, or learn quite quickly these sorts of things, will be able to gain regional feats from there. Note that characters from my d20 setting will gain free ranks in knowledge skills, which can reduce that number

### Equipment packages

This is some of the most common equipment which can be found in those regions and used by many of the most common classes of their inhabitants.

A character which selects a region in which her class is favored may select any bonus equipment package of that region.

#### **Not done**

I haven't finished everything yet in regards to special equipment and magic. Also, I'll have to re-read source material to add favorable things, though I of course have some obvious ideas...



**Table 2-3: Regions**

<b>Region</b>	<b>Favored Race</b>	<b>Favored Class</b>	<b>Automatic Language</b>	<b>Bonus Language</b>	<b>Regional Feats</b>	<b>Equipment Packages</b>
Balic	Dwarf, Human	Bard, Fighter, Psion, Rogue	Balican	Nibenese, Tyrian, Urikish Common, Dwarven	Artisan, Dune Trader, Mercantile, Silt Skimmer, Street Smart	
Draj	Dwarf, Human	Barbarian, Fighter, Psion	Draji	Kurnish, Raamin, Nibenese, Common, Dwarven	Astrologer, Fearless, Mekillothead, Militia, Theocrat, Thug	
Dwarf	Dwarf	Fighter, Earth Cleric, Psion	Dwarven	Any one City-State, Common	Discipline, Fearless, Laborer, Mekillothead, Secret of Steel	
Eldaarich	Human	Psion, Rogue	Eldaar	Common	Low Profile, Fearful, Stealthy, Xenophobia	
Elf	Elf	Psion, Ranger, Rogue	Elven	Any one City-State, Common	Artist, Elvencraft, Elven Tribe, Freedom, Oral History, Xenophobia	
Feral Halfling	Feral Halfling	Barbarian, Druid, Psion, Ranger	Halfling, (Feral)	Tyrian, Urikish, Common	Blooded, Child of Nature, Explorer, Forester, Stealthy, Treetopper, Woodwise	
Gulg	Human	Druid, Ranger, Psion	Gulgan, Draconic*	Nibenese, Common	Child of Nature, Forester, Predator, Treetopper, Woodwise	
Jeral	Jeral	Druid, Ranger, Psion	Kreen	Any one City-State, Common	Ancestral Memory, Clutchmates, Explorer, Oral History, Predator	
Kurn	Human, Silvaarak	Fighter, Psion, Wizard	Kurnish	Common, Draji	Arcane Schooling, Explorer Freedom, Happiness, Low Profile, Smooth Talk	
Nibenay	Dwarf, Half-Giant, Human	Fighter, Psion, Rogue	Nibenese	Balican, Draji, Gulgan, Common	Artist, Astrologer, Cosmopolitan, Dune Trader, Mercantile, Militia	
Pterran	Pterran	Druid, Ranger, Psion	Pterran	Tyrian, Common	Child of Nature, Mercantile, Telepathic Prodigy, Smooth Talk	
Raam	Dwarf, Human	Fighter, Psion, Rogue	Raamin	Urikish, Draji, Common	Artist, Dune Trader, Oral History, Street Smart, Thug	
Rhul-Thaun	Rhul-Thaun	Ranger, Rogue	Halfling, (Rhul-Thaun)	None	Child of Nature, Luck of Heroes, Psionic Inhibition, Stealthy, Windrider	
Silvaarak	Silvaarak	Air Cleric, Psion, Wizard	Aarakocra	Kurnish, Common	Arcane Schooling, Artic Adaptation, Explorer, Smooth Talk	
Slave	Dwarf, Half-Giant, Human, Mul	Gladiator	Any one City-State	Common	Artisan, Discipline, Fearful, Freedom, Laborer, Thug	
To'ksa	To'ksa	Ranger, Psion	Kreen	Any one City-State, Common	Ancestral Memory, Blooded, Clutchmates, Predator	
Tyr	Dwarf, Half-Giant, Human	Fighter, Psion, Rogue	Tyrian	Balican, Urikish, Pterran, Common, Dwarven	Cosmopolitan, Dune Trader Explorer, Freedom, Luck of Heroes, Street Smart	
Urik	Half-Giant, Human	Fighter, Psion, Rogue	Urikish	Halfling (Feral), Raamin, Tyrian, Common, Dwarven	Artisan, Discipline, Fearless, Militia, Thug	

\* The Draconic language is only used by the Gulgan nobility, and limited by law to that social group in that City-State.

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