

Chapter Six

Description

Athasian characters have a wide variety of traits and attributes. These are determined as in standard D&D, with the changes described below.

Alignment

As PHB.

Religion

Athas is a godless world. That is not to say, however, that there are no faiths or religions, but their role in athasian society varies greatly.

The Sorcerer Queen of Gulg, Lalai-Puy, has her subjects think of her as the Oba, the forest goddess, and most of them worship her as such. In Urik, citizens respect the power of their King and fear his wrath, but do not openly worship him as a God. Even templars do not always believe in the cults established by their kings, but continue to gain power as long as they serve their interests of their lords.

Some revere the elements as great forces of the world, but there is no established dogma for elemental worship, even among the elemental clerics. As long as their patron element is serviced properly, clerics receive their powers.

Druids have a great respect for the land and the spirits which are bound to it, but do not revere them as distinct entities.

Some races and cultures follow other cults and rituals, such as praying to the moons or the stars, paying homage to ancestors or worshiping exotic and powerful creatures and beings, whether they be real or imaginary.

Finally, others are simply agnostics or atheists and adhere to different philosophies to guide their lives.

As such, faith has less influence on the mechanics of Athas than in other worlds, though it does add to the flavor of the character to determine her beliefs.

Here is a non exclusive list of the most common beliefs and religions of Athas.

Ancestors

Athasians usually do not worship their ancestors, but many cultures, particularly that of the dwarves and the elves, pay special homage to the deeds of their ancestors. Kreen also have some link with their predecessors through their ancestral memories. However, Nibenese do have elaborate ancestral cults that are especially persistent within the nobility, though these are not as prominent as they once were.

Badna

The cult of Badna is the chief religion of Raam, enforced by the Great Vizier Abalach-Re and her templars. Badna is represented as a four-armed human in a loincloth, but also has some other symbols, the most common of which is a grinning sun. There are several aspects to the God's power, which serve as guidelines for his followers to obey.

However, the cult lost popular favor a long time ago in Raam, and though many still believe in the being described by Abalach-Re, very few pay homage to the God, and the shrines of badna, the *upubadna* which crowd raam, are mostly ignored, much to the frustration of the Great Vizier.

Coraanu

Coraanu is not revered as a god, but he is perceived by all tribal elves as the First Elf, the one which laid down the basis of the elven tribes' way of life. His name appears in many songs and works of art of the elves, and they pay special homage to his heritage, of which are swordsmanship, archery and the elf run.

Dej, Kano and the reincarnation

The Kreen have some religious equivalents of heaven and hell, but they do not openly worship them. In fact, they are not even aware of these beliefs unless their ancestral memories are triggered by some event.

Dej, or the Circle, is the resting place of the kreen, where their bodies are deposited in circle cavities to await reincarnation. In fact, thri-kreen who die of old age are drawn to a vast circular depression in the northern hinterlands which is also called Dej, and is littered with the bleached exoskeletal remains of kreen. The sight of this place triggers the kreen's ancestral knowledge of Dej and reincarnation beliefs of the kreen.

Kano, or the Cold, is the kreen notion of hell, a place of eternal cold inhabited by an insectoid monster known as the Galug. Exposure to great cold often triggers the memories of this place for kreen, and it is a source of great anxiety for them, and is the source of all monsters that roam athas.

Ancestral memories are often perceived as a sign that kreen reincarnate after their deaths, and most kreen believe in the notion of reincarnation.

Dragon

Though rarely revered, The Dragon is seen as an all powerful and destructive force, and is known and feared by all the denizens of the Tyr Region, being part of many of their myths and traditions.

Elemental Air

Air represents freedom and movement, and also serves as a messenger and for divinations. Air clerics usually seek out high grounds and windswept areas, and fight slavery above all else. Of all athasian races, aarakocras are the strongest worshipers of air, and have many rituals associated with this element. Elves are also common worshipers of the air, for the element has many qualities in common with themselves.

Elemental Earth

Earth represents endurance and sustenance, and many among the races of the tablelands pay special homage to the earth. Dwarves have close bonds with the earth, in which they see many of their own qualities. Clerics of the earth seek to instruct others in the ways of agriculture and respect for nature.

Elemental Fire

Fire is a chaotic element, representing both destruction and renewal. It is also often associated with retribution, and seen as a source of offensive power by many. Clerics of fire are often extravagant individuals, who learn to value fire as a giver and a taker of life.

Elemental Water

Water is seen as the giver of life. It is also the symbol of cleansing and purity. None may survive without water, and the present conditions of Athas make it even more precious. Clerics of water are known as healers and helpers, and are widely respected and acclaimed by the masses. However, they are also as rare as the element they worship.

Elemental Cults

To many uncivilised cultures, it is common to personalize the element forces as powerful beings, or even gods. Adepts are their followers, and though the beings they revere are the result of their own imaginations and speculations, the powers behind them allow them to tap into some of the elemental forces they indirectly revere.

Earth Mother

The Earth Mother is an entity representing the land and its life-giving properties, which is revered by the Pterrans of the Hinterlands. It is an embodiment of the spirits of the land, and pterranean druids are very common. To the followers of the Earth Mother, nature must be adored and respected.

Focus

Dwarves are all deeply entrenched in this philosophy, which has them set a goal and drive their entire being towards it until it is accomplished. This belief is so strong that it often drives the spirit of those who cannot realise it into undeath as banshees.

Great One

A mysterious and powerful being revered by the thri-kreen, which appears as a humanoid with huge gossamer wings and made of pure light. Kreen who are exposed to the Chak'sa, or see an avangion in any stage of metamorphosis, receive the memories of this ancient being of legend, which guided and helped their people long ago. The Great One is a source of great reverence for them, though they cannot fully explain why.

Now

Though a profoundly divided and chaotic race, elves almost all share a common philosophy loosely translated as “The Now”. In essence, elves live for the moment, with little regard for long term consequences of their actions. Dying is often referred by elves as “having been caught by Tomorrow”.

Oba

Lalali-Puy, the Sorcerer-Queen of Gulg, is seen by her subjects as the Oba, the forest goddess. She is seen as the giver of life, and the one who maintains the forests of athas. Her followers are many in the crescent forest, and they seek to live in harmony with the forests, combating those who seek to destroy the environment in order to benefit from its resources.

Paraelemental Magma

Magma is feared as a source of unstoppable destruction and power. It is often personified as anger and rage by those who live near volcanoes. Magma seeks only to burn and destroy what it touches, and so do their followers.

Paraelemental Rain

Rain is closely associated with water, but is also respected for the power and destructive nature of storms as well as the life-giving qualities of rain. As it is even rarer than ponds of water, rain clerics exist almost only in forested areas, and feral halflings are the most common followers of rain.

Paraelemental Silt

Silt is seen as a pervasive, insidious and destructive force. It is mostly devoid of life, and seeks to render all of the soil of Athas as barren as it is. The followers of silt often thirst for power, and seek to trick others into draining the earth in order to render it lifeless and transfer its control to silt. Others, however, worship silt in order to do the opposite, respecting its destructive nature, and keeping it at bay.

Paraelemental Sun

The sun is seen as an almighty source of power, life and death. Almost everyone on athas respect the crimson sun, and its clerics command the same respect, fear and awe. Typical worshipers of the sun tend to be self-confident and brash individuals, wielding great power at day, but knowing they are deprived of much of their strength during the night.

Rand Thes-Onel

To the ancient Rhul-Thaun halflings, Rand Thes-Onel is a great hero and prophet, who went eastwards in ages past, but before he left, told the descendants of the Rhulisti to await his return in their homes of the Jagged Cliffs. The Rhul-thaun have obeyed his wishes ever since, and only the rare rebels dare venture against the High Lord's wishes.

Spirits of the Land

The forces that protect and serve the land inevitably become a part of it, and become the spirits of the land, which are able to bestow some of their own power to their followers, the druids of Athas. In turn, powerful druids become as one with the nature they serve and merge with the spirits of the land, continuing the cycle of its nature.

Stars

Some cultures have rituals surrounding the stars. Though they are not normally worshipped, they are seen as symbols and provide omens to those who know how to read them. Dradj and Nibenay have several astrologers which make predictions according to the stars. Elves also have several ceremonies which take place under starry nights.

Two Moons

The Drajian faith, which is a complex religion based on dangerous entities and powers embodied by savage animals and celestial bodies which are kept at bay by ritual sacrifices and the strength of the Draji and their God King. The drajian templars, called Moon Priests, are the chief enforcers of this faith, and many of its followers, and even more infidels, are sacrificed on the Great Pyramid in its honor.

Name

Athasian names depend on the race and gender of the character, but most of all, on the culture he draws from and her native language. Surnames, however, are not common in the Tyr Region, and are usually reserved for the nobles of some cultures, though members of the ruling families of trading houses also make a point to affix their house's name to their own.

The following lists the names according to the languages they are drawn from. Each category also presents the typical races associated with those names, and the genders the names belong to.

Balican

The citizens of Balic have somewhat Egyptian sounding names. They normally do not have surnames, though their nobles give names to their houses.

Males: Akenun, Fortari, Khasek, Rauses, Sanhk.

Females: Djetu, Menei, Neferet, Meryneith

Common

Common is often used to give names to slaves and low-class citizens throughout the Tyr Region. Nobles would never disgrace themselves with names derived from the common tongue however, and common names are often a mark of the character's humble origins. Common names never have surnames, but nicknames describing the individual are commonly added.

Races: Half-Giant, Mul

Males: Crag, Gall, Grik, Hurgen, Jaryx, Mag'r, Mersten, Pegen, Tomak.

Females: Atrocla, Brita, Nesa, Osa, Sona.

Nicknames: The Eloquent, The Grim, The Nimble, The Strong, The Tall.

Draji

Draji have very Aztec sounding names. They never have surnames.

Males: Hulnebak, Ixtabai, Kulitay, Mazatal, Quaatal, Tiacezet, Xiutal.

Females: Abkinzo, Chaam, Chibirak, Ollin, Xodat.

Dwarven

Dwarven names are usually harsh sounding, and are given almost only amongst dwarves. They do not have surnames.

Races: Dwarf.

Males: Birgaz, Bontar, Caelum, Daled, Ghedran, Gralth, Jurgan, Kov, Murd, Veso, Yarig.

Females: Fyra, Kesi, Lazra.

Elven

Elves usually have three syllable resonating names. They also bear their clan's name as a surname, or their tribe's if there are no clans in their tribe. The leader of a tribe and his immediate family always take their tribe's name as a surname, losing their clan name and affiliation. Elves practically never give elven names to outsiders, except in very strange circumstances.

Races: Elf.

Males: Abyuuk, Borjaanu, Dukkoti, Eevuu, Guvaano, Jaarati, Lobuu, Mutami, Nuuko, Yaynil.

Females: Alaa, Areela, Deryssa, Enala, Jentil, Kiiretti, Mistella, Santhaal, Tamana, Vinia, Yalana.

Clan: Airhunter, Dawnchaser, Lakesinger, Lone Moon, Wavedivers.

Tribe: Silver Hand, Sun Runner, Swiftwing.

Gulg

Gulgs receive their names after they perform a rite of passage ceremony, which is always linked to some creature or entity of the Crescent Forest that appeared to the youth at that time. Gulgs names have north African resemblances, and have no surnames.

Males: Akir, Majiid, Shei-nad, Tabil, Thaliq, Zaed

Females: Naeam, Niza-Pad, Reyaka, Tarabi, Takriyt.

Halfling (Feral dialect)

Halflings of the forest ridge use very short, abrupt names for members of both sexes. They never have surnames.

Races: Feral halfling.

Males: Cha, Derlan, Lokee, Pauk, Zivlil.

Females: Anezka, Grelzen, Horga, La, Tar.

Halfling (Rhul-thaun dialect)

Rhul-thaun halfling use a much more complex and precise way of naming than their feral counterparts. Remaining true to the original Rhulisti language, the rhul-thaun use short words for unimportant words and longer ones for more important matters, and individual names.

Rhul-thaun names are composed of one short name beginning and ending with a consonant sound, and a surname starting with a softer vowel. This vowel is either o- for males or a- for females. Finally, some rhul-thaun add their clan names to their own, though this practice has declined over the years.

Races: Rhul-thaun halfling.

Males: Bal-orean, Dhev-ovaun, Pur-ohar, Ser-ogoth, Thar-osul.

Females: Dar-adern, Fen-aghoun, Yihn-aruth, Wir-avios, Val-agoth

Clan: Bein, Glahr, Tean, Sul.

Nibenese

The inhabitants of Nibenay usually have Babylonian sounding names, and no surnames.

Males: Bushad, Eshar-Haddan, Merodach, Nazur, Shamashum.

Females: Nabukal, Kandalu, Sin-Ishkun, Urkini

Kreen

Thri-kreen names are always meant as a description of the kreen's character. Thri-kreen have no surnames, and make no distinction between males and females when naming themselves.

Races: Kreen

Names: Cha'ka, Chuka-tet, Hakka, Sa'relka, T'chai.

Raam

The Raamin usually have names of Persian origins, and do not wear surnames.

Males: Ardu, Cyaxares, Hytapnses, Gobrya, Kudra-Kara.

Females: Athyia, Buxsha, Kuru, Thuxra, Shathira.

Tyr

Tyrians usually have greek sounding names. Nobles have their family names as surnames with the word of linking the name to the family name.

Males: Aetolos, Celeas, Ericthus, Macletar, Periscus, Phileas, Sophicrus.

Females: Amenira, Derephile, Phalia, Thaleia.

Family: Asticles, Magestalos, Mericles, Tyraneis.

Uriki

People from Urik usually have babylonian sounding names. Also, noble families usually have family names, but they usually do not use it in combination with their own, but refer to being part of the noble family instead.

Males: Ashared, Mardukai, Nutakkil, Shuqa, Tukulti.

Females: Anuta, Resha, Belkali, Erida, Kimuta

Family: Lumbar, Klethira, Stel, Taekad

Gender

Your gender can be either male or female. There is no restriction on either genders towards meeting class, class abilities, skills or feats requirements. However, some prestige classes may have gender requirements.

Some cultures of Athas make little distinction between males or females on matters of social situations and roles. However, it is rare that no distinction is present at all, and in many cases, each gender is associated with stereotypes which are more or less hard to shake off.

Variant: Gender Ability Adjustment

Though some races, like the thri-kreen, have little physical differences between males and females, the females of most races are physically less imposing than their males counterparts, though they often have heightened awareness and more pleasant demeanors.

As such, the following table provides gender adjustments to females of the different player races of Athas. These adjustments stack with racial adjustments.

Note that half-elves females are somewhat disadvantaged by their natural abilities. However, though their personality remains introverted, they develop a keener sense of awareness than most other

species. As such, though they have a negative ability adjustment, they gain the Alertness feat for free.

TABLE 6-1: GENDER ABILITY ADJUSTMENT
Race, female **Ability Adjustments**

Human	-4 Str, +2 Wis, +2 Cha
Aarakocra	
Silvaarak	-2 Str, +2 Cha
Dwarf	-2 Str, +2 Wis
Elf	-2 Str, +2 Cha
Half-elf ¹	-4 Str, +2 Wis
Half-giant	-2 Str, +2 Wis
Halfling	
Feral	-2 Str, +2 Wis
Rhul-thaun	-2 Str, +2 Cha
Mul	-2 Str, +2 Wis
Pterran	-2 Str, +2 Cha
Thri-kreen	
Jeral	-
To'ksa	-

¹ Half-elf females gain the Alertness feat as a bonus feat.

Age

As PHB, but use the following tables.

TABLE 6-2: Random Starting Ages

Race	Adult	Barbarian	Bard	Cleric
		Gladiator	Fighter	Druid
		Rogue	Ranger	Monk
		Wilder	PsW	Psion
			Trader	Templar
				Wizard
Human	15	+1d4	+1d6	+2d6
Aarakocra				
Silvaarak	10	+1d4	+1d6	+2d4
Dwarf	25	+2d6	+4d6	+6d6
Elf	15	+1d6	+2d6	+3d6
Half-elf	15	+1d4	+1d6	+2d6
Half-giant	20	+2d6	+3d6	+4d6
Halfling				
Feral	25	+1d4	+1d6	+2d6
Rhul-thaun	25	+2d4	+2d6	+3d6
Mul	15	+1d4	+1d6	+2d6
Pterran	12	+1d4	+1d6	+2d4
Thri-kreen				
Jeral	5	+1d2	+1d3	+1d4
To'ksa	5	+1d2	+1d3	+1d4

TABLE 6-3: AGING EFFECTS

Race	Middle			Maximum
	Age	Old	Venerable	Age
Human	35	50	65	2d10
Aarakocra ¹				
Silvaarak	-	30	-	1d10
Dwarf	100	150	200	3d20
Elf	50	65	80	2d10
Half-elf	40	55	70	2d10
Half-giant	60	90	120	2d20
Halfling				
Feral	45	60	75	2d10
Rhul-thaun	45	60	75	3d10
Mul	30	40	50	1d10
Pterran ¹	-	40	-	1d10
Thri-kreen ¹				
Jeral	-	25	-	1d10
To'ksa	-	25	-	1d10

¹ These races only have one aging stage.

Height and Weight

As PHB, but use the following tables.

TABLE 6-4: HEIGHT AND WEIGHT

Race	Height		Weight	
	Base	Modifier	Base	Modifier
Human male	4'10"	2d10	120	x(2d4)lb
Human female	4'5"	2d10	85	x(2d4)lb
Aarakocra				
Silvaarak male	6'6"	2d8	90	x1 lb
Silvaarak female	6'2"	2d8	75	x1 lb
Dwarf male	4'2"	2d4	170	x(2d4)lb
Dwarf female	4'0"	2d4	160	x(2d4)lb
Elf male	6'5"	2d6	150	x(1d6)lb
Elf female	6'0"	2d6	120	x(1d6)lb
Half-elf male	5'10"	2d6	120	x(1d6)lb
Half-elf female	5'5"	2d6	90	x(1d6)lb
Half-giant male	10'5"	2d10	1400	x(2d12)lb
Half-giant female	10'0"	2d10	1300	x(2d12)lb
Halfling				
Feral male	3'0"	2d4	50	x1 lb
Feral female	2'10"	2d4	45	x1 lb
Rhul-thaun male	3'0"	2d4	55	x1 lb
Rhul-thaun female	2'10"	2d4	50	x1 lb
Mul male	5'6"	2d6	220	x(2d4)lb
Mul female	5'4"	2d6	190	x(2d4)lb
Pterran male	5'0"	2d8	160	x(2d4)lb
Pterran female	4'10"	2d8	150	x(2d4)lb
Thri-kreen				
Jeral	6'10"	1d4	450	x(1d6)lb
To'ksa	7'0"	1d4	420	x(1d6)lb

DARK SUN, ATHAS, DEFENDERS OF THE FAITH, SWORD AND FIST, TOME AND BLOOD, MASTERS OF THE WILD, SONG AND SILENCE, MIND'S EYE, KINGDOMS OF KALAMAR, FORGOTTEN REALMS, MAGIC OF FAERUN, RACES OF FAERUN, UNEARTHED ARCANA, **DUNGEONS & DRAGONS, D&D, ADVANCED DUNGEONS & DRAGONS, AD&D**, the D&D logo, the AD&D logo, the d20 System logo and **d20** are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. All titles, and all proper nouns, including character names, locations, and named items are considered Product Identity per Section 1 of the Open Game License v1.0a and are exclusively owned by Wizards of the Coast, Inc.

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