

Dark Sun 3



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CHAPTER 1: INTRODUCTION

For thousands of years, the Tablelands have remained untouched: its politics frozen in a delicate stalemate, its life in a balance even more delicate. It is true that the Dragon Kings amused themselves with their petty wars, rattling sabers to punctuate the passing of ages. It is true that, occasionally, another city would be swallowed by the wastes.

But there were no surprises. The Dragon Kings steered everything from their omnipotent perches, content in their superiority, but ever thirsting for challenge.

All that has changed. The Tablelands have been thrown into turmoil, the likes of which have not been seen since times forgotten. The Dragon Kings have been thrown into confusion, grasping for the tedium they so recently lamented.

And yet I fear the worst is yet to come. Change is in the air, and change has never come gently to Athas.
-- Oronis, sorcerer-king of Kurn

Dark Sun 3 is a new edition of the Dark Sun campaign setting, written using the Dungeons and Dragons: v3.5 rules. In order to run Dark Sun 3, you will need the three Core Rulebooks: the Player's Handbook, (PHB) the Dungeon Master's Guide, (DMG) and the Monster Manual (MM), and the non-core Expanded Psionics Handbook (XPH). You will also need access to the Dark Sun Campaign Setting boxed set, or the Dark Sun Campaign Setting: Expanded and Revised boxed set for setting information. Players will need access to the Player's Handbook and the Psionics Handbook.

This document is intended for an audience already familiar with the Dark Sun campaign setting, and does not attempt to detail the world of Athas in full. For more information on Athas, visit <http://www.athas.org/> -- the official Dark Sun website. In addition to the latest version of this document, you may find other Dark Sun products available as free downloads.

All Dark Sun products published by TSR may be purchased from RPGNow! (The full link to their Dark Sun section is currently: http://www.rpgnow.com/default.php?manufacturers_id=4&filter_id=306 but might change) as PDF downloads.

Behind the Veil: Introduction

Throughout this document, you will find notes entitled "Behind the Veil." These notes discuss metagame issues, such as conversion notes, rationale for certain decisions and other items of interest. These are notes and comments, and are not necessary to play the game; you can feel free to skip past them.

CHAPTER 2: RACES

Athas is a world of many races, from the gith who wander the deserts, to the tareks, too stupid to know when they have died. Giants terrorize the Silt Sea, while belgoi steal grown men in the night. The magic of the Pristine Tower produces the New Races; most never see a second generation. Despite the variety of intelligent life, only a few races have the numbers to significantly impact the politics of the Tablelands.

Though the races of the Dark Sun campaign setting resemble those of other campaign worlds, it is frequently in name only. The insular elves roam the Tablelands, trusted by no one but their own tribe-mates. Halflings are feral creatures, possessed of a taste for human flesh. Hairless dwarves work endlessly, their entire perception of the world filtered through the lens of a single, all-consuming task. Unsleping thri-kreen roam the wastes, always hunting their next meal.

The racial descriptions and statistics given in the Player's Handbook do not apply to the Dark Sun campaign setting, unless otherwise mentioned below.

Note that the races in the Dark Sun campaign setting receive only the benefits and penalties described below; do not apply bonuses and penalties from other sources unless specifically noted below.

Aarakocra

You are all slaves. You all suffer from the tyranny of the ground. Only in the company of clouds will you find the true meaning of freedom.

-- Kekko Cloud-Brother, aarakocra cleric.

Aarakocra are the most commonly encountered bird-people of the Tablelands. Some are from Winter Nest in the White Mountains near Kurn, while others are from smaller tribes scattered in the Ringing Mountains and elsewhere. These freedom-loving creatures rarely leave their homes high in the mountains, but sometimes, either as young wanderers or cautious adventurers, they venture into the inhabited regions of the Tablelands.

Personality: These bird-people can spend hours riding the wind currents of the mountains, soaring in the olive-tinged Athasian sky. While traveling, aarakocra prefer to fly high above to get a good view all around of their location and detect any threats well in advance. When they stop to rest, they tend to perch on high peaks or tall buildings.

Enclosed spaces threaten the aarakocra, who have a racial fear of being anywhere they cannot stretch their wings. This claustrophobia affects their behavior. Unless it is absolutely necessary, no aarakocra will enter a cave or enclosed building, or even a narrow canyon.

Physical: Aarakocra stand 6 ½ to 8 feet tall, with a wingspan of about 20 feet. They have black eyes, gray beaks, and from a distance they resemble lanky disheveled vultures. Aarakocran plumage ranges from silver-white to brown, even pale blue. Male aarakocra weigh around 100 pounds, while females average 85 pounds. An aarakocra's beak comprises much of its head, and it can be used in combat. At the center of their wings, aarakocra have three-fingered hands with an opposable thumb, and the talons of their feet are just as dexterous. While flying, aarakocra can use their feet as hands, but while walking, they use their wing-hands to carry weapons or equipment. Aarakocra have a bony plate in their chest (the breastbone), which provides protection from blows. However, most of their bones are hollow and brittle and break more easily than most humanoids. The aarakocra's unusual build means they have difficulty finding armor, unless it has been specifically made for aarakocra. Aarakocra usually live between 30 and 40 years.

Relations: Aarakocra zealously defend their homeland. They are distrustful of strangers that venture onto their lands. Many of the southern tribes exact tolls on all caravans passing through their lands, sometimes kidnapping scouts or lone riders until tribute is paid. Tribute can take the form of livestock or shiny objects,

Behind the Veil: Attributes

In Dark Sun 3, attributes are generated using the same methods as standard D&D: Either the 4d6 drop one method described in the Player's Handbook, or the point buy method described in the Dungeon Master's Guide.

Previous editions of Dark Sun used a rolling method that produced, on average, higher stats: 4d4+4. This was supposed to convey that Athas was a much harsher world than normal D&D campaign worlds, and that its denizens had adapted to compensate.

However, the meaning of an attribute has changed in 3e, and attributes start having a positive effect much sooner than they did in AD&D2. Whereas many stats in AD&D2 didn't start having a positive effect until they were at least 14, in 3e stats as low as 12 have a positive effect. Using higher overall attributes for characters in Dark Sun actually makes it easier for characters to survive and overcome obstacles that should be challenging, which would mean that the effective difficulty of a Dark Sun campaign would actually be lower using this stat generation method.

which aarakocra covet. Some evil tribes may attack caravans without provocation. Aarakocra have great confidence and pride in their ability to fly, but have little empathy for land-bound races.

Alignment: Aarakocra tend towards neutrality with regard to law or chaos. With respect to good and evil, aarakocran tribes usually follow the alignment of their leader. A tribe whose leader is neutral good will contain lawful good, neutral good, chaotic good and neutral members, with most members being neutral good. Aarakocra, even good ones, rarely help out strangers.

Lands: Most aarakocran communities are small nomadic tribes. Some prey on caravans, while others or build isolated aeries high in the mountains. The least xenophobic aarakocra generally come from Winter Nest, in the White Mountains, a tribe allied with the city-state of Kurn. Of all the human communities, only Kurn builds perches especially made for aarakocra to rest and do business. In contrast, king Daskinor of Eldaarich has ordered the capture and extermination of all aarakocra. Other human communities tolerate aarakocran characters but do not welcome them. Merchants will do business with aarakocra as long as they remain on foot. Most land-bound creatures are suspicious of strange creatures that fly over their herds or lands unannounced, and templars, even in Kurn, have standing orders to attack creatures that fly over the city walls without permission.

Religion: Aarakocran shamans are usually air clerics, sometimes sun clerics, and occasionally druids. Most rituals of aarakocran society involve the summoning of an air elemental or Hraak'thunn. Summoned air elementals are often used in an important ritual, the Hunt. The aarakocran coming of age ceremony involves hunting the great beasts found in the Silt Sea.

Psionics: Aarakocra are as familiar with psionics as other races of the tablelands. They particularly excel in the psychoportive discipline. In spite of their low strength and constitutions, they excel as psychic warriors, often using ranged touch powers from above to terrifying effect.

Magic: Most aarakocran tribes shun wizardly magic, but a few evil tribes have defilers, and one prominent good-aligned tribe, Winter's Nest, has several preservers.

Language: Athasian aarakocra speak their own language. Aarakocra have no written language of their own, though some of the more sophisticated tribes have borrowed alphabets from their land-bound neighbors. Regardless of the language spoken, aarakocra do not possess lips, and therefore cannot even approximate the 'm', 'b' or 'p' sounds. They have difficulty also with their 'f's and 'v's, and tend to pronounce these as 'th' sounds.

Male Names: Akthag, Awnunaak, Cawthra, Driikaak, Gazzijja, Kraah, Krekkekelar, Nakaaka, Thraka.

Female Names: Arraako, Kariko, Kekko, Lisako, Troho.

Tribal Names: Cloud Gliders, Sky Divers, Peak Masters, Far Eyes, Brothers of the Sun.

Adventurers: Adventuring aarakocra are usually young adults with a taste for the unknown. They are usually curious, strong-minded individuals that wish to experience the lives of the land-bound peoples. Good tribes see

Table 2-1: Racial Ability Adjustments

Race	Ability Adjustments	Favored Class	Level Adjustment	Hit Dice ²
Aarakocra	-2 Strength, +4 Dexterity, -2 Charisma	Cleric	+1	-
Dwarf	+2 Constitution, -2 Charisma	Fighter	-	-
Elf	+2 Dexterity, -2 Constitution	Rogue	-	-
Half-Elf	+2 Dexterity, -2 Charisma	Any	-	-
Half-Giant	+8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence ¹ , -4 Wisdom, -4 Charisma	Barbarian	+1	2d8
Halfling	-2 Strength, +2 Dexterity	Ranger	-	-
Human	none	Any	-	-
Mul	+4 Strength, +2 Constitution, -2 Charisma	Gladiator	+1	-
Pterrann	-2 Dexterity, +2 Wisdom, +2 Charisma	Druid, Psion (Telepath) or Ranger	-	-
Thri-Kreen	+2 Strength, +4 Dexterity, -2 Intelligence ¹ , +2 Wisdom, -4 Charisma	Psychic Warrior	+1	2d8

¹ A half-giant or thri-kreen's starting Intelligence is at least 3. If this adjustment would lower a character's score to 1 or 2, his Intelligence is 3.

² Some races start with a base number of Hit Dice. Add the character's level adjustment to his starting Hit Dice and class levels in order to get his equivalent character level, used for determining experience requirements and starting funds.

these young ones as undisciplined individuals, but can tolerate this behavior. Evil tribes may view this sort of adventurous behavior as treacherous, and may even hunt down the rogue member.

Role-playing Suggestions

Loneliness doesn't bother you like it bothers people of other races. You loathe the heat and stink of the cities, and long for cold, clean mountain air. The spectacle and movement of so many sentient beings fascinates you, but watching them from above satisfies your curiosity. The very thought of being caught in a crowd of creatures, pinned so tight that you can't move your own wings, fills you with terror.

You are friendly enough with people of other races, provided they respect your physical distance, and are willing to be the ones that approach you. You form relationships with individuals, but don't involve yourself in the politics of other racial communities - in such matters you prefer to watch from above and to keep your opinions to yourself unless asked.

You prefer to enter buildings through a window rather than through a door. Your instincts are to keep several scattered, hidden, nests throughout the areas that you travel regularly: one never knows when one might need a high place to rest. Remember your love of heights and claustrophobia, and rely on aarakocra skills and tactics (dive-bombing). Take advantage of your flying ability to scout out the area and keep a "bird's eye view" of every situation.

Aarakocra Traits

- -2 Strength, +4 Dexterity, -2 Constitution: Aarakocra have keen reflexes, but their lightweight bones are fragile.
- Type: Monstrous Humanoid. Aarakocra do not begin play with any extra Hit Dice.
- Medium: As Medium creatures, aarakocra have no special bonuses or penalties due to their size.
- Low-light vision: Aarakocra can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Aarakocra base land speed is 20 feet, and can fly with a movement rate of 90 feet (average).
- +6 racial bonus to Spot checks in daylight. Aarakocra have excellent vision.
- Natural Armor +1. An aarakocra's bone chest plate provides some protection from blows.
- Natural Weaponry: An aarakocra can rake with its claws for 1d3 points of damage, and use its secondary bite attack for 1d2 points of damage.
- -2 morale penalty on all rolls when in an enclosed space. Aarakocra are claustrophobic, and being underground or in enclosed buildings is extremely distressing.
- Aerial Dive: Aarakocra can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. Aarakocra may make claw attacks, or attack with a lance held in both claws. These attacks deal double damage.
- Automatic Languages: Aarakocra and common. Bonus languages: Auran, Elven, Gith, Pterran and Ssuran. Aarakocra often learn the languages of their allies and enemies.
- Favored Class: Cleric.
- Level Adjustment +1. Aarakocra are slightly more powerful and gain levels more slowly than most of the humanoid races of the Tablelands.

Dwarf

The worst thing you can say to a dwarf is "It can't be done." If he's already decided to do it, he may never speak to you again. If he hasn't decided to take up the task, he may commit himself to it simply out of spite. "Impossible" is not a concept most dwarves understand. Anything can be done, with enough determination.

-- Sha'len, Nibenese trader

Dwarves form a good part of the people encountered in the Tablelands. These strong and devoted beings live to fulfill their focus, a task they choose to devote their lives to. Stubborn and strong-minded, dwarves make good companions, even though their usual focused nature can tend to be bothersome.

Personality: Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks.

Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

Physical: The dwarves of the Tablelands stand 4 ½ to 5 feet tall, with big muscular limbs and a strong build. They weigh on average 200 lbs. Dwarves are hairless, and find the very idea of hair repulsive. They have deeply tanned skin, and rarely decorate it with tattoos. Dwarves can live up to 250 years.

Relations: A dwarf's relation with others is often a function of his focus. People that help the dwarf accomplish his focus or share his goals are treated with respect and considered good companions. There is little room for compromise, though, with those that disagree with the dwarf's focus. If they hinder the dwarf, they are considered obstacles that must be removed. Community is important to the dwarves.

Dwarves have a very strong racial affinity. They rarely share their history with non-dwarves; it can take years for a stranger to gain enough trust to be admitted into a dwarven family circle.

Alignment: Dwarves tend towards a lawful alignment, with most members either good or neutral. Their devotion to following the established hierarchy in their village means they tend to follow the rules, sometimes to the point of ridicule.

Lands: There are three main dwarven settlements in the Tablelands: Kled, located near the city-state of Tyr, and the twin villages of North and South Ledopolus located in the southwestern edge of the Tablelands. Some dwarven communities have developed in the city-states and in some small villages, while other dwarves have taken up residence with the slave tribes of the wastes.

Religion: Dwarven communities are ruled by their elders; dwarves are particularly devoted to their community leader, the Urhnomous. Dwarves typically worship elemental earth. Fire is sometimes worshiped for its destructive power and water for its healing nature. Air's intangibility and chaotic nature attracts few dwarven worshippers. Dwarven druids are unusual, and tend to devote themselves to a particular area of guarded land.

Psionics: Like almost everything that they do, dwarves take to psionics with a vengeance. They make formidable egoists and nomads.

Magic: Like most peoples, dwarves have an aversion to wizardly magic, and they are the least amenable to changing their minds about anything. Dwarves rarely take to the wizardly arts; the few that do are usually shunned from respectable dwarven society. Some dwarves will travel with a wizard who proves himself a worthy companion, but few dwarves will truly ever trust a wizard.

Language: Dwarves have a long and proud oral history. They have an old written language, but this is mostly used for writing histories. Dwarves will not teach their ancient language to outsiders, they prefer to keep that knowledge to themselves. The dwarven language is deep and throaty, composed of many guttural sounds and harsh exclamations. Most non-dwarves get raw throats if they try to speak dwarven for more than a few hours.

Male Names: Baranus, Biirgaz, Bontar, Brul, Caelum, Caro, Daled, Drog, Fyra, Ghedran, Gralth, Gram, Jurgan, Lyanius, Murd, Nati, Portek

Female Names: Ardin, Erda, Ghava, Greshin, Gudak, Lazra, N'kadir, Palashi, Vashara.

Adventurers: Dwarves adventure for different reasons. Sometimes they may adventure in order to learn about the Tablelands, although these curious adventurers tend to be young and brash. Many adventuring dwarves travel the Tablelands to complete their focus because sometimes a task may take them away from their communities. Some search for ancient dwarven villages and the treasures they contain.

Role-playing Suggestions

Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. Keep a serious, sober attitude nearly always. The only time you show your festive side is when you have recently fulfilled a focus, during the hours or days until you set a new focus. Only during these brief days of fulfillment," and only to other dwarves and your most trusted non-dwarven friends, do you show your full joy and sense of humor. But these days are also a time of vulnerability, for until you set a new focus you lose all of your special focus-related bonuses.

Sidebar: The Dwarven Focus

A dwarf's focus is the central point of his existence. Nothing is more rewarding to a dwarf than to complete his focus. A focus must take at least a week to complete; anything less than that is too simple a task to be considered a focus. Dwarves receive a morale bonus working to complete a focus. The task must be directly related to the completion of the focus, however.

For example, Grelak, protector of his dwarven community, makes the retrieval of a sacred book stolen during a raid his focus. After a week of gathering clues, he sets out to retrieve the artifact from its current possessor, who hides in a trading post two weeks away. On the way to the outpost, he encounters a wild lirre; while battling this foe, he receives his morale bonus, because he is trying to reach the book. Later, Grelak stops in Nibenay for some rest, and gets in a brawl. He doesn't receive any bonuses, because he isn't actively pursuing his focus.

Dwarf Traits

- +2 Constitution, -2 Charisma: Dwarves are strong and sturdy, but their single-mindedness hinders them when dealing with others.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarven base land speed is 20 feet. However, dwarves can move this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- Weapons Familiarity: To dwarves, the urgrosh is treated as a martial rather than exotic weapon.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 morale bonus on all checks directly related to their focus. This includes a skill bonus, an attack bonus, a damage bonus, or a saving throw bonus, or even a bonus to manifestation or spell save DCs.
- Automatic Languages: Common and Dwarven. Bonus languages: Elven, Giant, Gith, Pterran, Tarek, Thri-Kreen.
- Favored Class: Fighter

Elf

Honor? The word does not exist in the elven language.

-- Tharak, human guard

Athas' deserts, plains, steppes and badlands are home to the elves, a long-limbed race of trading, raiding, thieving sprinters. Running is key to acceptance and respect among elves. Elves who are injured and cannot run are often left behind to die.

Personality: Other races see elves as dishonest and lazy; generally a fair assessment. Elves idle around their time for days until compelled by need to exert themselves, but they can run for days without complaint. No self-respecting elf will consent to ride an animal. To do so is dishonorable; elven custom dictates that individuals keep up or be left behind. Elves prefer to lead short, happy lives rather than long, boring ones. Seeing the future as a dark, deadly place, they prefer to live in "the now," enjoying each fleeting moment. They thrive in open spaces, and tend to wither in captivity.

Physical: Elves stand between 6 and 7 feet tall, with lean builds; angular, deeply etched features; and no facial hair. They dress in garb designed to protect from the desert and elements.

Relations: Elves tend to keep to their own tribe and their proven friends unless they have some sort of an angle - something to sell, or some deception to pass off. Strangers are potential enemies waiting to take advantage of them, so elves look for every opportunity to win the advantage. If an elf believes that a companion might make a worthy friend, the elf devises a series of "tests" of trust that allow the companion to prove that their friendship is "stronger than the bonds of death," as elves say. Once a stranger has gained an elf's trust, he is forever that elf's friend. If this trust is ever betrayed, it is gone forever.

Alignment: Elves tend towards chaos because of their love of freedom, variety and self-expression. With respect to good and evil, elves tend towards neutrality, although their behavior leans towards chaos because of their love of freedom. With respect to good and evil, elves tend towards neutrality, although their behavior leans towards good - even self-sacrifice -- where the good of their tribe is at stake. Although they'll steal everything in sight, elves are not murderous. They rarely attack anyone except those who threaten them or stand in their way.

Lands: Always at home when running in the wastes, elves often act as if all plains and badlands were elven lands. However, since most elves are loath to settle or build, they can rarely enforce their claims. Elven tribes make a living either through herding, raiding or trading; most tribes have at one time or another plied their hand at all three of these occupations. A tribe's current occupation usually determines which lands they currently claim as their own. Elven herders claim grazing lands. Elven raiders claim lands crossed by trade routes. Elven traders claim no lands, but wander in search of bargains and loose purses.

Religion: Elves revere Coraanu Star Racer as the ideal “First Elf - the warrior thief” the embodiment of all that elves wish to be, basing their calendar on his life and honoring his myth with exquisite song, dance and celebration. Many elves worship the elements; particularly air, which they associate with freedom, swiftness and song. Elves also honor and swear by the moons, perhaps because low-light vision turns moonlight into an elven advantage.

Psionics: Persistence is not an elven strong suit, so elven will is often weaker than that of other races. A few elves study the Way to win one more advantage in battle and trade.

Magic: Of all races, elves have the greatest affinity towards and acceptance of arcane practices.

Language: Elves of Athas share a common language and can communicate easily with each other, although each tribe has its own distinct dialect. The elven language is filled with short, clipped words, runs with a rapid staccato pace and is difficult for novices to pick up. Disdaining the slow tedious languages of other races, most elves condescend to learn the Common speech for trade. Elves that learn other tongues often hide their ability.

Names: Whether slave or free, elves prefer to keep elven names. Tribe members take the tribe name as surname. Elves treat the naming of young runners as a sacred responsibility, naming the children of the tribe after the first interesting thing that they do while learning to run. Elves believe with the appropriate name, a child can grow to greatness, but with the wrong name, the elf may vanish in the wastes. Sometimes a child's name is changed because of an extraordinary deed performed during an elf's rite of passage.

Male Names: Botuu (Water Runner), Coraanu (First Elf, the Warrior Thief), Dukkoti (Wind Fighter), Haaku (Two Daggers), Lobuu (First Runner), Mutami (Laughs at Sun), Nuuko (Sky Hunter), Traako (Metal Stealer).

Female Names: Alaa (Bird Chaser), Ekee (Wild Dancer), Guuta (Singing Sword), Hukaa (Fire Leaper), Ittee (Dancing Bow), Nuuta (Quiet Hunter), Utaa (Laughing Moon)

Tribe (Clan) Names: Clearwater Tribe (Fireshaper, Graffyon, Graystar, Lightning, Onyx, Sandrunner, Seafoam, Silverleaf, Songweaver, Steeljaw, Wavedivers, Windriders clans); Night Runner Tribe (Dark Moons, Full Moons, Half Moons, Lone Moons, New Moons, Quarter Moons clans); Shadow Tribe; Silt Stalker Tribe (Fire Bow, Fire Dagger, Fire Sword clans); Silver Hand Tribe; Sky Singer Tribe (Dawnchaser, Dayjumper, Twilightcatcher clans); Swiftwing Tribe; Water Hunter Tribe (Raindancer, Poolrunner, Lakesinger clans); Wind Dancer Tribe (Airhunter, Breezechaser clans)

Adventurers: Elves often take up adventuring out of wanderlust, but those that persist in adventuring generally do so out of desire for profit, glory, revenge, or out of loyalty to traveling companions who have won their friendship. Elves love to boast of their accomplishments or have their deeds woven into song. Elves often hoard keepsakes from a memorable raids; some quilt pieces of stolen clothing into their cloaks. Little pleases elves as much as to flaunt a stolen item in front of its original owner. Elven custom dictates that the victim should acknowledge the accomplishment by congratulating the thief on his possession of such an attractive item. Those who fail to show such gallantry are considered poor sports. Adventurers who keep their tribal membership should give their chief periodic choice of the treasure that they have won. Holding out on a chief suggests lack of loyalty to the tribe.

Role-playing Suggestions

Rely on elven combat skills (distance, bows, and fighting by the light of the moons and stars). Use elven non-combat skills and philosophy (running, escape from entangling situations or relationships). When someone professes to be your friend, dismiss them at first and then later, offer them a test of trust. Don't tell them that it is a test, of course. Ask them to give you one of their prize possessions, for example, or leave your own valuables out and see if they take advantage of you. Pretend to sleep, and find out what they say about you when they think you are not listening. Some elves go as far as to allow themselves to be captured to see if the presumed friend will rescue them!

Elf Traits

- +2 Dexterity, -2 Constitution. Elves are agile, but less resilient than humans.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elven base land speed is 40 feet.
- Low-light vision: Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Proficient with all bows.
- Weapon Familiarity: Elven Longblade. All elves treat the elven longblade as a martial weapon.
- +2 racial bonus to Listen, Perform, Search and Spot checks. Elves have keen senses.

- Elves have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG for rules on temperature effects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.
- Elf Run: After a minute of warm-up and a Concentration check (DC 10), elves can induce an elf run state. This state allows elves to hustle for long distances as easily as a human can move normally, and run for long distances as easily as a human can hustle. Each day that elves continues the elf run, they must make additional Concentration skill checks to maintain their elf run state: A trivial check (DC 10) on the second day, an easy check (DC 15) on the third day, an average check (DC 20) on the fourth day, a difficult check (DC 30) on the fifth day, and an heroic check (DC 40) on the sixth day. Once the elf fails a Concentration skill check, he loses elf run benefits and suffers normal penalties for extended hustling and running as described in chapter 9 of the Player's Handbook. After a full day's rest, the elf may attempt again to induce an elf run state. With a group of elves, runners add their leader's Charisma bonus both to their movement rate and to any Fortitude checks related to movement.
- Automatic Languages: Common and Elven. Bonus Languages: Dwarven, Gith, Jozhal, Pterran, Scrab, Slig, Tari and Thri-Kreen.
- Favored Class: Rogue.

Half-Elf

People are no good. You can only trust animals and the bottle.
-- Delmao, half-elven thief

Unlike the parents of mul, elves and humans are often attracted to each other. Half-elves are typically the unwanted product of a casual interracial encounter.

Personality: Half-elves are notorious loners. Many Athasians believe that half-elves combine the worst traits of both races, but the most difficult aspect of half-elves – their lack of self-confidence – comes not from their mixed origins but rather from a life of rejection from both parent races. Half-elves try in vain to gain the respect of humans or elves.

Physical: Averaging over six feet tall, half-elves combine elven dexterity with human resilience. Bulkier than elves, most half-elves find it easier to pass themselves off as full humans than as full elves, but all have some features that hint at their elven heritage.

Relations: Humans distrust the half-elf's elven nature, while elves have no use for their mixed-blood children; elven traditions demand that such children be left behind. Human society gives half-elves a better chance of survival, but even less kindness. Half-elves sometimes find friendship among mul or even thri-kreen. Half-elves will cooperate with companions when necessary, but find it difficult to rely on anyone. Many half-elves also turn to the animal world for company, training creatures to be servants and friends. Ironically, the survival skills and animal affinity that half-elves developed to cope with isolation make them valuable beast handlers in human society.

Alignment: Lawful and neutral half-elves labor for acceptance from a parent race, while chaotic ones have given up on acceptance, electing instead to reject the society that has rejected them.

Lands: Despite their unique nature, half-elves don't form communities. The few half-elves that settle down tend to live among humans who, unlike elves, at least find a use for them.

Religion: Because of their alienation from society and their affinity with animals, half-elves make excellent druids. Some half-elves turn their resentment of society into a profession and become sullen, bullying templars. As clerics, they are drawn to water's healing influence.

Psionics: Mastery of the Way often provides the independence and self-knowledge that half-elves seek, and membership in a psionic academy can provide the half-elf with acceptance.

Magic: Half-elves often take up arcane studies, because it is a solitary calling.

Language: Half-elves all speak the common tongue. A few half-elves pick up the elven language.

Names: Half-elves nearly always have human names. Unable to run as elves, they never receive elven given names, or acceptance in an elven tribe that they could use as surname.

Adventurers: In a party, half-elves often seem detached and aloof.

Role-playing Suggestions

Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self-reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self-reliance,

refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously.

From your childhood, your closest friendships have been with animals. Other half-elves do not interest you. As time goes by and you learn from experience, you will find that you can also get along with other races neither human nor elven: dwarves, pterrans, muls, even thri-kreen. You don't feel the terrible need for their approval, and yet they give it more readily.

Half-Elf Traits

- +2 Dexterity, -2 Charisma. Half-elves are limber like their elven parents, but their upbringing leaves them with a poor sense of self, and affects their relations with others.
- Medium: As Medium creatures, half-elves have no bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Half-elves have low light vision as described in the Player's Handbook.
- Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.
- +1 racial bonus on Listen, Search and Spot checks. Half-elves have keen senses, but not as keen as those of an elf.
- +2 racial bonus on all Survival and Handle Animal checks. Half-elves spend a lot of time in the wilds of the tablelands.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus languages: Any.
- Favored Class: Any.

Half-Giant

Mind of a child, strength of three grown men. I've seen a half-giant tear the walls out of a building because he wanted a better look at the tattoos on a mul inside.

-- Daro, human trader

Legend has it that in ages past, a sorcerer-queen used wizardry to beget a union of giant and human in order to create a race of powerful slaves. Whatever the truth of this legend, the half-giant race has increased in number and is now fairly common especially in human controlled lands near the shore of the Sea of Silt. Half-giants gain great strength, but dull wits, from their giant heritage, and are nearly as agile as their human forbearers.

Personality: Because of their artificial origins, there is no half-giant culture, tradition or homeland. Half-giants readily imitate the customs and cultures of their neighbors. Half-giants often display curiosity, a willingness to learn, and a general tendency towards kindness.

Physical: Physically, the half-giant is enormous, standing about 11 ½ feet tall and weighing around 1,200 pounds. Half-giants have thick hair, which is often kept braided (especially among females) or in a single tail that hangs behind the head and down the back. They dress in garb suitable to their occupation or environment. Half-giants mature at about 24 years of age and can live about 170 years.

Relations: The most powerful warriors on Athas, half-giants seem content to dwell in humanity's shadow. Half-giants tend to be friendly and eager to please, adopting the lifestyles, skills, and values of those they admire. A half-giant character who encounters a new situation looks around him to see what other people are doing. For example, a half-giant character that happens upon a dwarven stone quarry may watch the dwarves, and then start quarrying stone himself. If he can make a living at it, he will continue to quarry stone just like his neighbor dwarves do; otherwise he will move on to something else.

Alignment: Half-giants can switch attitudes very quickly, taking on new values to fit new situations. A half-giant whose peaceful farming life is disrupted by marauders may soon adopt the morals of the renegades who sacked his village. A half-giant's nature is to switch his alignment aspect to imitate or otherwise react to a significant change around him.

Lands: Half-giants are most often found in the city-states, serving as gladiators, laborers, soldiers, and guards. A few half-giants collect into wilderness communities, often adopting the culture and customs of neighboring beings. The rare half-giant community often attaches itself to a charismatic or successful leader (not necessarily a half-giant) who demonstrates the tendencies they admire.

Religion: Half-giants do not display any affinity for the worship of one element over another.

Psionics: While a single-classed half-giant psion is rare, some half-giants take the path of the psychic warrior, becoming killing machines that can take apart a mekillot barehanded.

Magic: If a half-giant's companions accept wizardry, then the half-giant will also accept it. If a half-giant's companions hate wizardry, then the half-giant will be as eager as anyone to join in stoning a wizard. Among sophisticated companions who accept preserving magic but despise defiling magic, all but the brightest half-giants are likely to become confused, looking to their companions to see how they should react.

Language: All half-giants speak the Common speech of slaves. Whatever tongue she speaks, the half-giant's voice is pitched so low as to occasionally be difficult to understand.

Names: Enslaved half-giants often have human names, and because of this they vary greatly. Free half-giants are likely to borrow the naming conventions of the race or people they are imitating at the time their child is born.

Adventurers: Half-giants are usually led to adventure by interesting companions of other races.

Role-playing Suggestions

Always remember how much bigger and heavier you are than everyone else. Take advantage of your height in combat, but remember the disadvantages. Between your size and your lesser wits (even if you are a relatively intelligent half-giant people will assume you to be dull), you find yourself an object of comic relief. You are used to being teased and will endure more witty remarks than most people, but when you have been pushed too far your personality can suddenly shift, and you can unleash astonishing violence on your tormentors and any who stand in your way. Less frequently, these shifts can happen to you without provocation - you just wake up with a different ethos and altered disposition.

Remember you are influenced by powerful personalities, and can shift your personality and ethics. You tend to imitate the tactics, clothes and demeanor of your "little master."

Half-Giant Traits

- +8 Strength, +4 Constitution, -2 Dexterity, -4 Intelligence, -4 Wisdom, -4 Charisma: Half-giants are renowned for their great strength and dull wits.
- Large: As Large creatures, half-giants receive a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They must use much larger weapons than humans would, and their lifting and carrying limits are double those of a Medium character. In addition, half-giants have an increased reach of 10 feet in melee combat as described on page 132 of the Player's Handbook.
- Giant type: Half-giants are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Half-giants have darkvision to a range of 60 feet.
- Half-giant base land speed is 40 feet.
- Natural Armor: Half-giants gain a +2 natural armor bonus to AC.
- Axis Alignment: One aspect of the half-giant's alignment must be fixed, and chosen during character creation. The other half must be chosen when they awake each morning. They are only bound to that alignment until they sleep again. For example, a half-giant may have a fixed lawful alignment. Every morning, he must choose to be lawful good, lawful neutral or lawful evil. This alignment change is not mandatory.
- Racial Hit Dice: Half-giants begin play with 2 Hit Dice, giving them 2d8 hit points, a +1 Base Attack Bonus, base saves Fort +3, Ref +0, Will +0, and one starting feat of choice.
- Racial Skills: A half-giant's giant-type levels give him skill points equal to 5x(2 + Int modifier). His class skills are Climb, Jump, Listen and Spot. Note that the half-giant does not receive the x4 multiplier starting skill points when he takes his first class level.
- Racial Proficiencies: A half-giant is proficient with all simple and martial weapons.
- Favored Class: Barbarian.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gith, Giant, Tarek. Half-giant will often pick up a race's tongue if imitating them for long enough.
- Level Adjustment +1: Half-giants are more powerful than the other races of the Tablelands and gain levels accordingly. A half-giant is a two Hit Die monster and may be played without class levels as the equivalent of a third level character.

Halfling

Be wary of the forest ridge. The halflings who live there would as soon eat you alive as look at you. Chances are you won't even notice them until you've become the main course.

-- *Mo'rune, half-elven ranger*

Halflings are masters of the jungles of the Ringing Mountains. They are small, quick and agile creatures steeped in an ancient and rich culture that goes back far into Athas' past. Although they are not common in the Tablelands, some halflings leave their homes in the forests to adventure under the dark sun. As carnivores, halflings prefer to eat flesh raw.

Personality: Halflings have difficulty understanding others' customs or points of view, but curiosity helps some halflings overcome their xenophobia. Little concerned with material wealth, halflings are more concerned with how their actions will affect other halflings.

Physical: Halflings are small creatures, standing only about 3 ½ feet tall and weighing 50 to 60 pounds. Rarely affected by age, halfling faces are often mistaken for the faces of human children. They dress in loincloths, sometimes with a shirt or vest, and paint their skins with bright reds and greens. Forest halflings rarely tend to their hair, and some let it grow to great lengths, though it can be unkempt and dirty. They live to be about 120 years old.

Relations: Halfling's culture dominates their relations with others. They relate very well to each other, since they all have the same cultural traits and are able to understand each other. Halflings of different tribes still share a tradition of song, art and poetry, which serves as a basis of communication. Creatures that do not know these cultural expressions are often at a loss to understand the halfling's expressions, analogies and allusions to well-known halfling stories. Halflings can easily become frustrated with such "uncultured" creatures. They abhor slavery and most halflings will starve themselves rather than accept slavery.

Alignment: Halflings tend towards law and evil. Uncomfortable with change, halflings tend to rely on intangible constants, such as racial identity, family, clan ties and personal honor. On the other hand, halflings have little respect for the laws of the big people.

Lands: Halflings villages are rare in the tablelands. Most halflings live in tribes or clans in the Forest Ridge, or in the Rohorind forest west of Kurn. Many dwell in treetop villages. Non-halflings typically only see these villages from within a halfling cooking pot.

Religion: Halflings' bond with nature extends into most aspects of their culture. A shaman or witch doctor, who also acts as a spiritual leader, often rules their clans. This leader is obeyed without question. Halfling fighters willingly sacrifice themselves to obey their leader.

Psionics: Many halflings become seers or nomads. In the forest ridge, many tribal halflings become multi-classed seer/rangers, and become some of the deadliest trackers on Athas.

Magic: Many halfling tribes reject arcane magic. Tribes that accept wizards tend to have preserver chieftains. Only renegade halfling tribes are ever known to harbor defilers.

Language: Halflings rarely teach others their language, but some individuals of the Tablelands have learned the wild speech. Halflings found in the Tablelands often learn to speak Common.

Names: Halflings tend to have only one given name.

Male Names: Basha, Cerk, Derlan, Drassu, Entrok, Kakzim, Lokee, Nok, Pauk, Plool, Sala, Tanuka, Ukos, Zol.

Female Names: Alansa, Anezka, Dokala, Grelzen, Horga, Jikx, Joura, Nasaha, Vensa.

Adventurers: Exploring the Tablelands gives curious halflings the opportunity to learn other customs. Although they may at first have difficulty in understanding the numerous practices of the races of the Tablelands, their natural curiosity enables them to learn and interact with others. Other halflings may be criminals, renegades or other tribal outcasts, venturing into the Tablelands to escape persecution by other halflings.

Role-playing Suggestions

Remember to consistently take your height into account. Role-play the halfling culture described above: eating opponents, treating fellow halflings with trust and kindness, suspicion of big people, and general lack of interest in money.

Halfling Traits

- -2 Strength, +2 Dexterity: Halflings are quick and stealthy, but weaker than humans.
- Halflings receive a -2 penalty to all Diplomacy skill checks when dealing with other races.
- Small: Halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile.

- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial attack bonus with a thrown weapon: javelins and slings are common weapons in feral halfling society, and many halflings are taught to throw at an early age.
- +4 racial bonus on Listen checks: Halflings have keen ears. Their senses of smell and taste are equally keen - they receive a +4 to all Wisdom checks that assess smell or taste.
- Automatic Languages: Halfling. Bonus languages: Common, Dwarven, Elven, Gith, Rhul-Thaun, Thri-Kreen, Yuan-ti.
- Favored Class: Ranger

Human

Humans are fools, and hopelessly naive as well. They outnumber us; they are everywhere, and yet they have no more sense of their strength than a rat. Let us hope that the Datto remain that way.

-- Dukkoti Nightrunner, elven warrior

While not the strongest race, nor the quickest, humans dominate the Tablelands.

Personality: More than other races, human personality is shaped by their social caste and background.

Physical: Human males average 6 feet tall and 200 lbs, while smaller females average 5 ½ feet and 140 pounds. Color of eyes, skin, and hair, and other physical features vary wildly; enlarged noses, webbed feet or extra digits are not uncommon.

Relations: Human treatment of other races is usually based on what their culture has taught them. In other city-states, close proximity with many races leads to a suspicious unfriendly tolerance.

Alignment: Humans have no racial tendency toward any specific alignment.

Lands: Humans can be found anywhere, from the great city-states to the barren wastes.

Religion: Most humans pay homage to the elements. Draji and Gulgs often worship their Monarchs.

Psionics: Humans see the Way as a natural part of daily life, and readily become psions.

Magic: Most humans fear and hate arcane magic, forming mobs to kill vulnerable wizards.

Language: Most humans speak the Common Tongue of slaves. Nobles and artisans within a given city-state usually speak the city language, but slaves typically only speak Common.

Names: Nobles, artisans and traders use titles or surnames; others some simply use one name.

Male Names: Agis of Asticles, King Tithian, Lord Vordon, Pavek, Trenbull Al'Raam'ke

Female Names: Akassia, General Zanthiros, Lady Essen of Rees, Neeva, Sadira

Adventurers: Some human adventurers seek treasure; others adventure for religious purposes as clerics or druids; others seek companionship or simple survival.

Human Traits

- Same as PHB.

Mul

See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don't want them trying to escape every other day. Would you like to tell the arena crowd that their favorite champion will not be appearing in today's match because he died trying to escape your pens?

-- Gaal, Urkite arena trainer

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force-breed humans and dwarves for profit. While mul-breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

Personality: All gladiators who perform well in the arenas receive some degree of pampered treatment, but muls receive more pampering than others. Some mul gladiators even come to see slavery as an acceptable part of their lives. However, those that acquire a taste of freedom will fight for it. Stoic and dull to pain, muls are not easily intimidated by the lash. Masters are loath to slay or maim a mul who tries repeatedly to escape, although those who help the mul's escape will be tormented in order to punish the mul without damaging valuable property. Once a mul escapes or earns his freedom, slavery remains a dominant part of his life. Most muls are heavily marked with tattoos that mark his ownership, history, capabilities and disciplinary measures. Even un-tattooed muls are marked as a potential windfall for slavers: it is clearly cheaper to "retrieve" a mul who slavers can claim had run away, than to start from scratch in the breeding pits.

Physical: Second only to the half-giant, the mul is the strongest of the common humanoid races of the tablelands. Muls grow as high as seven feet, weighing upwards of 250 pounds, but carry almost no fat at all on their broad muscular frames. Universal mul characteristics include angular, almost protrusive eye ridges, and ears that point sharply backwards against the temples. Most muls have dark copper-colored skin and hairless bodies.

Relations: Most mul laborers master the conventions of slave life, figuring out through painful experience who can be trusted and who cannot. (Muls learn from their mistakes in the slave pits to a greater extent than other races not because they are cleverer, but because unlike slaves of other races they tend to survive their mistakes, while other slave races are less expensive and therefore disposable. Only the most foolish and disobedient mul would be killed. Most masters will sell a problem mul slave rather than kill him.) Their mastery of the rules of slave life and their boundless capacity for hard work allows them to gain favor with their masters and reputation among their fellow slaves.

Alignment: Muls tend towards neutrality with respect to good and evil, but run the gamut with respect to law or chaos. Many lawful muls adapt well to the indignities of slavery, playing the game for the comforts that they can win as valued slaves. A few ambitious lawful muls use the respect won from their fellow-slaves to organize rebellions and strike out for freedom. Chaotic muls, on the other hand, push their luck and their value as slaves to the breaking point, defying authority, holding little fear for the lash.

Lands: As a collective group, muls have no lands to call their own. Occasionally, escaped muls band together as outlaws and fugitives, because of their common ex-slave backgrounds, and because their mul metabolism makes it easier for them to survive as fugitives while other races cannot keep up. Almost without exception, muls are born in the slave pits of the merchants and nobles of the city-states. Most are set to work as laborers, some as gladiators, and fewer yet as soldier-slaves. Very few earn their freedom, a greater number escape to freedom among the tribes of ex-slave that inhabit the wastes.

Religion: Even if muls were to create a religion of their own, as sterile hybrids, they would have no posterity to pass it on to. Some cities accept muls as templars. Mul clerics tend to be drawn towards the strength of elemental earth.

Psionics: Since most slave owners take steps to ensure that their property does not get schooled in the Way, it is rare for a mul to receive any formal training. Those that get this training tend to excel in psychometabolic powers.

Magic: Muls dislike what they fear, and they fear wizards. They also resent that a wizard's power comes from without, with no seeming effort on the wizard's part, while the mul's power is born of pain and labor. Mul wizards are unheard of.

Language: Muls speak the common tongue of slaves, but those favored muls that stay in one city long enough before being sold to the next, sometimes pick up the city language. Because of their tireless metabolism, muls have the capacity to integrate with peoples that other races could not dream of living with, such as elves and thri-kreen.

Names: Muls sold as laborers will have common slave names. Muls sold as gladiators will often be given more striking and exotic names. Draji names (such as Atlalak) are often popular for gladiators, because of the Draji reputation for violence. Masters who change their mul slaves' professions usually change their names as well, since it's considered bad form to have a gladiator with a farmer's name, and a dangerous incitement of slave rebellions to give a common laborer the name of a gladiator.

Adventurers: Player character muls are assumed to have already won their freedom. Most freed mul gladiators take advantage of their combat skills, working as soldiers or guards. Some turn to crime, adding rogue skills to their repertoire. A few muls follow other paths, such as psionics, templar orders or elemental priesthoods.

Role-playing Suggestions

Born to the slave pens, you never knew love or affection; the taskmaster's whip took the place of loving parents. As far as you have seen, all of life's problems that can be solved are solved by sheer brute force. You know to bow to force when you see it, especially the veiled force of wealth, power and privilege. The noble and templar may not look strong, but they can kill a man with a word. You tend towards gruffness. In the slave pits, you knew some muls that never sought friends or companionship, but lived in bitter, isolated servitude. You knew other muls who found friendship in an arena partner or co-worker. You are capable of affection, trust and friendship, but camaraderie is easier for you to understand and express - warriors slap each other on the shoulder after a victory, or give their lives for each other in battle. You don't think of that sort of event as "friendship" - it just happens.

Mul Traits

- +4 Strength, +2 Constitution, -2 Charisma. Combining the human height with the dwarven musculature, muls end up stronger than either parent race, but their status as born-to-be slaves makes them insecure in their dealings with others.
- Medium: As Medium creatures, muls have no special bonuses or penalties due to their size.
- Mul base land speed is 30 feet.
- Darkvision: Muls can see in the dark up to 30 feet. Darkvision is black and white only, but is otherwise like normal sight, and muls can function just fine with no light at all.
- Tireless: Muls get a +4 racial bonus to checks for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on). This bonus stacks with the Endurance feat. This bonus may also be applied to savings throws against spells and magical effects that cause weakness, fatigue, exhaustion or enfeeblement.
- Extended activity: Muls may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue.
- Dwarven Blood: For all special abilities and effects, a mul is considered a dwarf. Muls, for example, can use dwarvish weapons and magic items with racially specific dwarven powers as if they were dwarves.
- Nonlethal Damage Resistance 1/-. Muls are difficult to subdue, and do not notice minor bruises, scrapes, and other discomforts that pain creatures of other races.
- Favored Class: Gladiator
- Automatic Language: Common. Bonus Languages: Dwarven, Elven, Gith, Giant, Tarek
- Level Adjustment +1. As a hybrid half-race, muls are considerably more powerful than either of their parent races, thus they gain levels more slowly.

Ptterrann

The people of the Tablelands know nothing of life. They choose no Path for themselves, and consume everything until they are dead.

-- Keltruch, pterrann ranger

Ptterranns are rarely seen in the Tablelands. They live their lives in the Hinterlands, rarely leaving the safety of their villages. However, the recent earthquake and subsequent storms have brought disruption into the pterrann's lives. More pterranns now venture outside their homes, and come to the Tyr region to seek trade and information.

Personality: Among strangers, pterranns seem like subdued, cautious beings, but once others earn a pterrann's trust, they will find an individual that is open, friendly, inquisitive, and optimistic. In other respects, a pterrann's personality is largely shaped by her chosen life path:

Ptterranns who choose the path of the warrior are less disturbed by the brutality of the Tablelands; they are constantly examining their surroundings and considering how the terrain where they are standing could be defended; they take greatest satisfaction from executing a combat strategy that results in victory without friendly casualties.

Ptterranns who choose the path of the druid are most interested in plants, animals, and the state of the land; they take greatest satisfaction when they eliminate a threat to nature.

Ptterranns that choose the path of the mind are most interested in befriending and understanding other individuals and societies; these telepaths take greatest satisfaction from intellectual accomplishments such as

solving mysteries, exposing deception, resolving quarrels between individuals, and establishing trade routes between communities.

Physical: Pterrans are 5 to 6 ½ feet tall reptiles with light brown scaly skin, sharp teeth, and a short tail. Pterrans wear little clothing, preferring belts and loincloths, or sashes. They walk upright, like humanoids, and have opposing thumbs and three-fingered, talon-clawed hands. Pterrans have two shoulder stumps, remnants of wings they possessed long ago, and a finlike growth juts out at the back of their heads. Pterrans weigh between 180 to 220 pounds. There is no visible distinction between male and female pterrans.

Relations: Pterrans are new to the Tablelands, and unaccustomed to cultures and practices of the region. They have learned to not judge too quickly. Their faith in the Earth Mother means they undertake their adventure with open minds, but they will remain subdued and guarded around people they do not trust. A pterrann's respect for the Earth Mother governs all his behavior. Creatures that openly destroy the land or show disrespect for the creatures of the wastes are regarded suspiciously. Pterrans understand the natural cycle of life and death, but have difficulty with some aspects of the city life, such as cramped living spaces, piled refuse, and the smells of unwashed humanoids.

Alignment: Pterrans tend towards lawful, well-structured lives, and most of them are good. Evil pterrann adventurers are usually outcasts who have committed some horrible offense.

Lands: Most adventuring Pterrans come from one of two villages in the Hinterlands, southwest of the Tyr regions: Pterrann Vale and Lost Scale.

Religion: Pterrans worship the Earth Mother, a representation of the whole world of Athas. Their devotion to the Earth Mother is deeply rooted in all aspects of their culture, and it defines a pterrann's behavior. All rituals and religious events are related to their worship of the Earth Mother. Religious events include festivals honoring hunts or protection from storms, with a priest presiding over the celebration. Most pterrann priests are druids.

Psionics: Virtually all pterrans have a telepathic talent, and pterrann psions are nearly universally telepaths. Telepathy is considered one of the honored pterrann "life paths."

Magic: The wizard's use of the environment as a source of power conflicts with a pterrann's religious beliefs. Pterrans will cautiously tolerate members of other races who practice preserving magic, if the difference is explained to them.

Language: Pterrann language is difficult for other races to understand. The long appendage at the back of their head enables them to create sounds that no other race in the Tablelands can reproduce. The sounds are low, and resonate through the pterrann's crest. Humanoid vocal chords cannot reproduce such sounds. Pterrans learn the common tongue easily, but speak it with a slight, odd accent.

Names: Pterrans earn their first name just after they hatch, based on the weather and season of their hatching. After the pterrann has decided upon a Life Path and has completed their apprenticeship, she receives title that becomes the first part of her name. This marks her transition into pterrann society. There are a number of traditional names associated with each Life Path, but names do not always come from these ranks.

Male Names: Airson, Darksun, Earthsong, Suntail, Goldeye, Onesight, Terrorclaw.

Female Names: Cloudrider, Greenscale, Lifehearth, Rainkeeper, Spiritally, Watertender.

Path Name: Aandu, Caril, Dsar, Everin, Illik, Myril, Odten, Qwes, Pex, Ptelac, Ristu, Ssrui, Tilla, Xandu.

Tribe or Village Names: Pterrann Vale, Lost Scale

Adventurers: Pterrans adventure because they believe the recent earthquake and disturbing events are signs from the Earth Mother that they should get more involved in the planet's affairs. They believe that these recent upheavals of nature are signs that the Earth Mother needs help, and this is a call the pterrans will gladly accept. As such, the most brave and adventurous of the pterrans have begun to establish contact with Tyr and some merchant houses, hoping to expand their contacts and information.

Role-playing Suggestions

Remember your character class is your "life path." You think of yourself, and present yourself first and foremost as a druid, a warrior or a psion.

Remember your daily celebrations and giving of thanks to the Earth Mother. You can usually find a reason to be grateful. Disrespect for the land angers you, since the whole land has withered under the disrespect of foolish humans and others. You celebrate with song and with dance. You have a good sense of humor but it does not extend to blasphemies such as defiling. In initial role-playing situations, you are unfamiliar with the customs and practices of the societies of the Tyr Region. However, you are not primitive by any definition of the word. You look upon differences with curiosity and a willingness to learn, as long as the custom doesn't harm the Earth Mother or her works.

Pterrann Traits

- -2 Dexterity, +2 Wisdom, +2 Charisma: Pterranns' strong confidence and keen instincts for others' motives makes them keen diplomats, and when they take the path of the psion, powerful telepaths.
- Medium: As Medium creatures, pterrann have no special bonuses or penalties due to their size.
- Pterrann base land speed is 30 feet.
- Poor sense of hearing: Pterrann have only slits for ears, and their hearing sense is diminished. Pterrann suffer a -2 penalty to Listen checks.
- Natural Weaponry: Pterrann can use their natural weapons instead of fighting with crafted weapons if they so choose. A pterrann can rake with their primary claw attack for 1d3 of damage for each claw, and they bite for 1d4 points of damage as a secondary attack. For more on natural attacks, see MM section on natural weapons.
- Wild Telepathy. All pterrann are gifted from the day they hatch with the ability to use the missive talent at will, but only with their fellow reptiles.
- Weapon Familiarity: The following weapon is treated as martial rather than as an exotic weapon: thanak. This weapons is more common among pterrann than among other races.
- Automatic Languages: Pterrann. Bonus Languages: Common, Dwarven, Elven, Halfling, Giant, Gith, Ssurran, Thri-Kreen and Yuan-ti. Pterrann know the languages of the few intelligent creatures that live in the Hinterlands.
- Life Path: A pterrann's life path determines his favored class. Those following the Path of the Druid have druid as a favored class; the Path of the Mind gives psion as a favored class, while the Path of the Warrior gives ranger as a favored class. A Pterrann chooses a life path upon coming of age, and the path cannot be changed once chosen at character creation time.

Thri-Kreen

This one does not speak with the quivering soft shells that lay about all night. This one might eat you, but never speak.
-- Tu'tochuk

Thri-kreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-kreen are quick and agile and make fearsome fighters, feared throughout the wastes.

Personality: Since thri-kreen (also known simply as the kreen) do not require sleep, they have difficulty understanding this need in the humanoid races. They have difficulty understanding this state of "laziness" in others. Other behaviors of humanoids seem unnecessarily complex. A kreen's life is simple: hunt prey. Kreen live for the hunt, and own only what they can carry.

Physical: Mature thri-kreen stand about 7 feet tall, with a rough body length of 11 feet. Their four arms end in claws; their two legs are extremely powerful, capable of incredible leaps. However, kreen are unable to jump backwards. Their body is covered with a sandy-yellow chitin, a tough exoskeleton that grants the thri-kreen protection from blows. Their head is topped with two antennae, and their two eyes are compound and multi-faceted. The kreen mouth consists of small pincers. Male and female thri-kreen are physically indistinguishable. Thri-kreen usually do not wear clothing, but wear some sort of harness to carry weapons and food. Many wear leg or armbands, or bracelets. Some attach rings on different places on their chitin, though this requires careful work by a skilled artisan.

Relations: The pack mentality dominates a kreen's relation with others. Kreen hunt in packs, small groups that assemble together. Kreen will hunt prey in the same region for a while, but move on before their prey has been depleted. A kreen that joins a group of humanoids will often try to establish dominance in the group. This can be disconcerting to those unaware of the kreen's behavior, since establishing dominance usually means making threatening gestures. Once the matter is settled, they will abide by the outcome. Thri-kreen view humanoids as sources of food, though they don't usually hunt them, only in dire need. Many kreen have a particularly fond taste for elves; as such, meetings between these two races are often tense. However, once part of a clutch, thri-kreen will never turn on their humanoid friends, even in the worst of situations.

Alignment: Most thri-kreen are lawful, since the pack mentality is ingrained in their beings. Kreen that deviate from this mentality are rare.

Lands: No thri-kreen settlements exist in the Tyr region; kreen encountered there are either small packs of kreen, or else adventuring with humanoids. To the north of the Tyr region, beyond the Jagged Cliffs, past the

Misty Border, lies the Kreen Empire. This great nation of kreen rules the Crimson Savanna, forming great city-states that rival the humanoid city-states of the Tyr region.

Religion: Thri-kreen have no devotion to any god, but they hold nature and the elements in high regard. Ancestral memories guide them through their lives. Thri-kreen revere the Great One, a legendary kreen leader from the past.

Psionics: Kreen view psionics as a natural part of their existence. Some packs rely on telepathy to communicate with each member and coordinate their hunting abilities. Many kreen also use psionic powers to augment their already formidable combat prowess. Psychometabolic powers are often used to boost speed, metabolism or strength to gain an advantage in combat. Most kreen (even non-adventurers) take the psychic warrior class, which kreen consider a natural part of growing up. Kreen do not need instruction to advance in the psychic warrior class—it comes to them as part of their ancestral memory.

Magic: Thri-kreen have no natural disposition towards magic, and a wizard's use of the environment as a source of power conflicts with a kreen's beliefs. As well, the kreen's lack of sleep and its instinctual need to hunt do not lend themselves well to magical study. Kreen wizards are extremely rare: no one has ever seen one in the Tablelands.

Language: Thri-kreen language is very different from those of the other intelligent races. They have no lips or tongues, and so cannot make the same sounds humanoids make. Kreen language is made up of clicks, pops, or grinding noises.

Names: Kachka, Ka'Cha, Ka'Ka'Kyl, Klik-Chaka'da, Sa'Relka, T'Chai

Adventurers: Kreen adventure for different reasons. Most enjoy challenges presented by new prey. Some seek out the challenge of leading new clutches, new companions and observing the different "hunting" techniques of the dra (sentient meat-creatures such as humans).

Role-playing Suggestions

You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader - obedience to this leader in the party is important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your dra companions lie unconscious for a third of their lifetimes.

You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous dra who think they can own buildings, land, and even whole herds of cattle!

Thri-Kreen Traits

- +2 Strength, +4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma. Thri-kreen are fast, but their alien mindset makes it difficult for them to relate to humanoids; furthermore, their "clutch-mind" instincts leave them with a poor sense of themselves as individuals.
- Monstrous Humanoid: Thri-kreen are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: Thri-kreen receive no advantages or penalties due to their size.
- Thri-kreen base land speed is 40 feet.
- Darkvision out to 60 feet.
- Sleep Immunity. Thri-kreen do not sleep, and are immune to sleep-inducing magic and effects. Thri-kreen spellcasters and manifesters still require 8 hours of rest before preparing spells.
- +3 Natural Armor: Thri-kreen are covered in a naturally tough and resistant chitin.
- Multiple Limbs: Thri-kreen have four arms, and thus can take the Multiweapon Fighting feat instead of the Two-Weapon Fighting feat. Thri-kreen can also take the Multiattack feat. (These are not bonus feats).
- Natural Weapons: Thri-kreen may make bite and claw attacks as a full round action. Their primary claw attack does 1d4 points of damage for each of their four claws. Their secondary bite attack, deals 1d4 points of damage, and has a chance to poison. A thri-kreen can attack with a weapon (or multiple weapons) at its normal attack bonus, and make either a bite or claw attack as a secondary attack.
- Leap (Ex): Thri-kreen are natural jumpers, gaining a +30 racial bonus to all Jump checks.

