

Character Kits



Kits are modifications to character classes. They are packages of descriptions, proficiencies, benefits, and hindrances that help flesh out characters. In short, the kits give adventurers background and depth.

The kits that follow are divided into sections based on race and class. Generally speaking, you cannot choose a kit that belongs to a different class or race. With your DM's permission, however, you can modify or create an existing kit to suit your character, even if it was originally intended for a different class or race.

Such exceptions notwithstanding, a player may not choose a kit that is barred to his character's class or race. In the case of multi-classed characters, if the kit is barred to any of the character's classes, he may not select that kit.

A player can have only one kit per character. Normally, kits are chosen during character creation. If, however, the character develops through play in such a way that warrants taking a kit, they may do so with the approval of the DM. The character can then adopt the kit, gaining its benefits and drawbacks.

Once a kit is chosen, the player can only later change it with the DM's permission. For example, if a character has the slave gladiator kit, and over the course of a long, successful campaign he becomes the head of a noble house, he can only assume the noble warrior kit if the DM agrees and if the character fully leaves his slave past behind him, adopting the attitudes and behaviours of his new station. Changing kits is not an easy road – people carry their legacies with them, often until death.

Dray Kits

Kalin Rider

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Oversized, glowing eyes jut out over tremendous mandibles that can snap a dray in half. Dwelling in the depths beneath the ruins of Giustenal, many have been trained to serve as mounts for an elite cadre of Dregoth's templars.

Kalin riders are all members of the Dread King's templarate. Some are sent abroad in secret to carry out their lord's bidding, in preparation for the day when they will lead Dregoth's assault on the surface world. In the meantime, most patrol the ceilings of New Giustenal looking for trouble in the streets below.

Most citizens hate these troops because of the viciousness of the mounts. Kalin have been known to rip the arm off a passing dray for no particular reason, and even their riders often have trouble controlling the kalin's bloodlust.

At all times, the kalin riders are expected to demonstrate loyalty and excellence in service to the Dread King. They maintain order in New Giustenal and put their lives on the line when sent to the surface world to carry out Dregoth's bidding. In return, they are granted power, wealth, and privilege.

Recommended Weapons: Kalin riders prefer melee weapons such as spears and lances for mounted combat and carry swords for close-quarters melee.

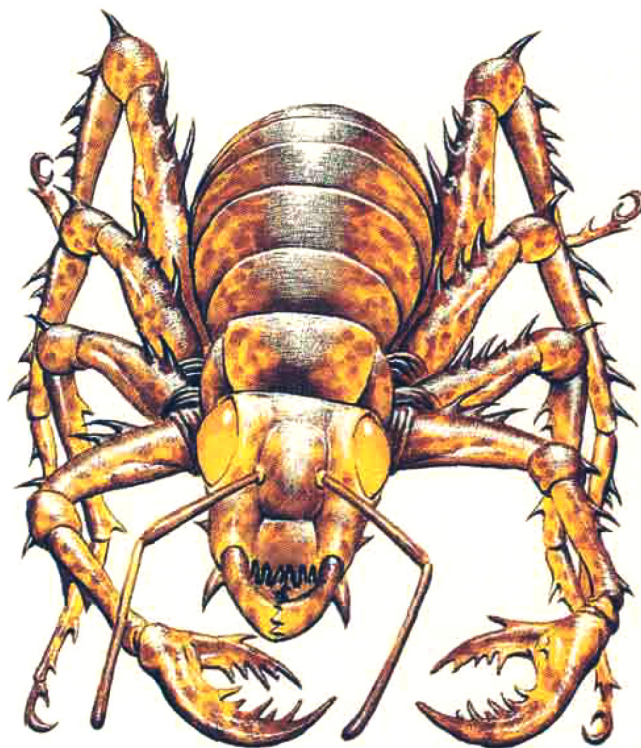
Recommended Non-weapon Proficiencies: Animal lore, armour optimisation, intimidation, knowledge (religion), tracking.

Bonus Weapon Proficiencies: Kalin riders receive one free fighting style specialisation from the Mounted Fighting Style.

Bonus Non-weapon Proficiencies: Animal handling, riding (land-based).

Equipment: Kalin riders start play with a kalin mount, a long sword made from kalin chitin, and a suit of kalin hide armour. Kalin chitin has the same statistics as black mastyrial chitin (deals damage as steel, breaks as an inferior material). Kalin hide armour has the same statistics as standard hide armour (AC +3).

When the kalin rider reaches 5th level, this weapon and armour are replaced with enchanted gear – see below for details on this.



Special Benefits

Enchanted Gear: At 5th level, the kalin rider receives a *+1 long sword* made from kalin chitin and a suit of *+1 hide armour* made from kalin hide. At 9th level, the kalin rider becomes an officer and receives a metal *+1 long sword*. Demonstrations of great loyalty in service to the Dread King can result in this weapon being further upgraded, to a maximum of +3.

Mounted Combat: A kalin rider and its mount receive a -2 initiative bonus due to their tenacious, extremely aggressive attack style.

Special Hindrances

Hated: Kalin riders are hated by other dray and suffer a -4 reaction penalty in all dealings with dray. Encounter reactions can never improve beyond Cautious.

Kalin Bloodlust: Kalin are hard to control. Whenever a potential target is within range of his mount, the kalin rider must make an animal handling check to prevent the kalin from attacking the target.

Servitude: A kalin rider belongs to a rigidly hierarchical organisation and must obey the commands of any templar or kalin rider that outranks him.

Wealth Options: Standard.

Kragmorta Renegade

Centuries ago, Dregoth fashioned the dray, but his creations were flawed. The dray of the first generation were unlovely in his eyes and he banished them from New Giustenal. These dray found a new home in the fiery cavern of Kragmorta – but not all first generation dray are content to remain there.

A Kragmorta renegade is a first generation dray who has left their cavern home behind and slipped out into the surface world. After making the arduous journey to the surface, they journey across the Tablelands, savouring an existence far from the subterranean horrors that lie beneath the ruins of Giustenal.

A Kragmorta renegade is an expert survivalist. Having been forced to rely on their own abilities, the renegade can find food and water where there appears to be none and salvage useable gear from the creatures and plants of the wastes with ease.

But the renegade knows that no individual can survive long. For this reason, renegades cultivate a small network of contacts across the Tablelands – friends and allies on whom they can call in times of need. And they need these connections, because the agents of the Dread King are also abroad in the surface world and the renegade continually runs the risk of encountering operatives from New Giustenal.

Kragmorta renegades seldom admit that they are dray. To do so would invite all manner of difficult questions. Instead, they allow people to assume that they are one of the New Races that occasionally wander out of the deep desert. This anonymity is another tool in evading the notice of the Dread King.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Appraising, bargain, craft (any), disguise, endurance, information gathering, knowledge (local history), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, navigation, survival.

Equipment: Kragmorta renegades carry as nondescript gear as possible. In particular, they use nothing that would identify them as dray. Most eschew fancy or noteworthy equipment entirely, preferring to use unassuming but effective materials that do not draw unwanted attention.

Special Benefits

Skilled Scavenger: A Kragmorta renegade can harvest materials from slain creatures (including humanoids) and plants to create simple items. By spending four hours harvesting and crafting, the renegade could fashion a small shield, a size S weapon, 1d4 arrows, 2d4 darts or blowgun needles, or other simple items of equipment, as approved by the DM.

Contacts: Kragmorta renegades cultivate a small network of contacts in the settlements they visit. A renegade has 1d3+1 contacts. These may be bards, merchants, tavern keepers, tribesmen, or even beggars or slaves. The DM should carefully develop each one. The contacts are resources the Kragmorta renegade may use to dig up information or get things done.

The renegade should be careful of her contacts; once killed or alienated, they are gone forever. The quality of information provided by a contact depends on how the PC treats the character. As a general rule, contacts must be paid 1d6 x 10 ceramic pieces per level of the contact to produce a specific piece of information or to perform a small favour. If treated well, contacts may be also be able to loan the PC money or equipment, hide her if she's on the run, or track down illegal supplies for her. Once again, the quality of these services depends on how well the Kragmorta renegade treats her associates.

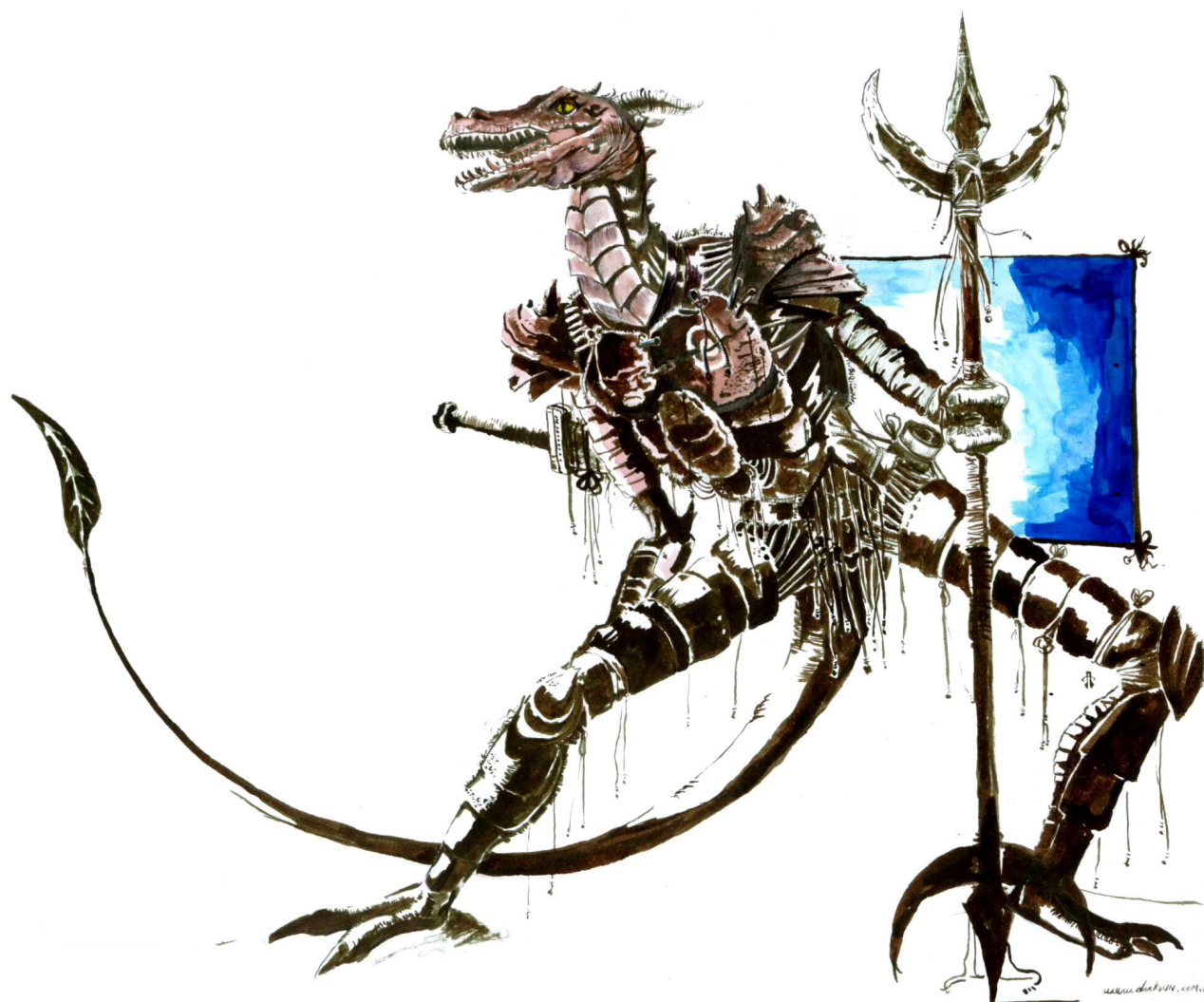
Special Hindrances

Hunted: Dregoth's agents travel the Tablelands. There is 1 in 10 chance in any town or 2 in 10 chance in any city that the Kragmorta renegade visits that they are noticed by someone who will pass word to one of the Dread King's servants. Villages pose no such risk.

If noticed, agents of Dregoth will close in on the Kragmorta renegade as swiftly as they can, to either kill her or take the renegade back to New Giustenal to meet an unpleasant fate.

Uncanny Appearance: Dray are not recognised as a familiar race on the surface world, and the mutated first generation dray unsettle many who see them. A Kragmorta renegade can never obtain lodgings or services better than poor quality, and is always forced to pay the full amount for any tolls levied on them.

Wealth Options: A Kragmorta renegade starts play with only 1d4 x 30 cp.



New Giustenal Infiltrator

Dregoth, the Dread King of New Giustenal, has plans for conquest of the surface world. In preparation for this conquest, he has sent agents into the Tablelands above to gather information, spy, report back to him, and prepare the way for his coming.

The New Giustenal infiltrator is just such an agent - a covert operative who has snuck into the surface world to carry out the commands of the Dread King, whatever those may be. Some are accompanied by elite dray warriors such as the kalin riders, or templars of Dregoth. Others work with mercenaries gathered from the surface races. Others work alone. Almost all remain loyal to Dregoth. Those who do not must spend the remainder of their days looking over their shoulders for the inevitable vengeance of their undying lord.

All New Giustenal infiltrators are second generation dray. Dray of the first generation are seen as outcasts by Dregoth and would never be chosen for such a calling. Many infiltrators are templars, and a significant number of these are multi-classed templar/psionics, using their mastery of the Way to better disguise themselves and carry out their missions. Others follow more traditional covert professions such as bards and thieves.

Maintaining a believable cover story is important for all New Giustenal infiltrators. To this end, they employ impressive abilities of disguise and deception. If their true nature is uncovered, however, many default to claiming that they are ssurrans or even members of one of the New Races that appear from time to time. Often this is enough to allay any suspicions. If not, the infiltrator has other ways to silence the curious.

Recommended Weapons: The New Giustenal infiltrator should take weapons that allow them to blend in with whatever area they are currently active in.

Recommended Non-weapon Proficiencies: Etiquette, fast talk, intimidation, language (modern), navigation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise, information gathering, knowledge (local).

Equipment: New Giustenal infiltrators start play with a suit of superior hide armour (AC +5).

Special Benefits

Disguise Mastery: New Giustenal infiltrators are experts in disguise, making use of cloaks and heavy wrappings to conceal their identity as dray. An infiltrator can automatically conceal his race without making a proficiency check.

Stealthy Operator: New Giustenal infiltrators gain the rogue skills of Hide in Shadows and Move Silently as a thief of the same level (see the Thief Average Ability table in the *Dungeon Master's Guide*), modified for Dexterity, race and armour. If the infiltrator already has these abilities, he receives a +10% bonus to each.

Special Hindrances

Foreign Agent: New Giustenal infiltrators are enemies of the surface sorcerer-kings. Should an infiltrator ever be discovered, he can expect a harsh and possibly fatal response from the authorities. For this reason, infiltrators reveal their true identities at their peril.

Mandatory Bribes: In order to keep their identity a secret, a New Giustenal infiltrator needs to bribe officials, tavern keepers, beggars and the like into holding their tongues about what they may have seen. Each month, the infiltrator must pay 1d6 x 100 ceramic pieces per level in bribes or be exposed to the authorities.

Wealth Options: Standard.

Spellscale

Spellscalers are second generation dray who have taken their affinity for magic and honed it to a supreme degree. All are defilers - the arts of the spellscale eschew the careful approach of the preserver and instead make the most of the power that comes with the wanton freedom of defiling magic.

Spellscalers seek to increase the power of their magic at the cost of a noticeable taint of defilement. So foul is the magic commanded by these defilers, that their very souls are scarred. Animals become nervous, people feel uncomfortable, and yet the spellscale demands obedience and commands fear and respect from other dray.

Second generation dray who become spellscalers are corrupted by their desire for power. They follow their path without concern for the environment, fixated on ways to increase their spellcasting powers to gain status among their people.

Spellscalers can be found anywhere in Kragmorta. Some are loners, practicing their dark art in secrecy, while others seek employment and safety in organisations and groups without moral scruples.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Alchemy, craft (gem cutting), intimidation, knowledge (arcanology).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Literacy, spellcraft.

Equipment: Any.

Special Benefits

Metamagic Raze: The spellscale's Insight Bonus is treated as being one point higher when determining how often the spellscale can use the class abilities of Heighten Spell, Maximise Spell, Quicken Spell, and Twin Wizardry.

Painful Defiling: The penalties suffered to initiative, attack rolls, saving throws, proficiency checks, and ability checks for being caught in the spellscale's defiling radius increase by two points.

Special Hindrances

Tainted Aura: The spellscale is tainted by his arcane ways in such a matter that it is noticeable. People feel uncomfortable and wary when the spellscale is present and animals whimper when he approaches. The spellscale suffers a -1 penalty to Animal Handling and all Charisma-based non-weapon proficiency checks for every two levels, apart from intimidation non-weapon proficiency checks, to which he receives a similar bonus. The tainted aura has a range of 5 feet per two levels.

Wealth Options: Standard.

Gith Kits

Dune Leaper

From the depths of the sand wastes they come, in shrieking hordes, preying on the caravans of the unwary, springing to the attack, wreaking bloody havoc, then vanishing once more into the wastes. They are the gith dune leapers and their names are cursed throughout the Tablelands.

Dune leapers are the elite shock troops of the gith. They are often at the forefront of any gith attack, hurtling into melee to sow discord among the ranks of their victims. They presage their attacks with blood-curdling battle cries, then throw themselves into combat with careless abandon.

Some gith dune leapers sell their services as mercenaries or join adventuring bands in search of loot and glory. They do not always fare as well as they do when surrounded by dozens of their own kind, but none can claim that they are not fearless combatants and so the dune leapers have managed to carve a place for themselves in the wilderness.

Recommended Weapons: Dune leapers make use of spears or other thrown weapons as part of their opening salvos. But they soon close to melee, and favour any weapon that is suited to intimate battle – or their own claws.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Acrobatics, intimidation.

Equipment: Dune leapers carry whatever gear is needed for their current raid – or the spoils of previous endeavours. A broad selection of weapons, as noted above, is a key characteristic of this kit.

Special Benefits

Improved Spring: Dune leapers can leap up to 30 feet in a single movement. When attacking in this fashion, they gain a +3 on their attack rolls.

War Cry: Dune leapers begin combat with a terrifying howling. All who hear it must save vs. paralysis or suffer a –2 penalty to morale and attack rolls for 5 rounds. The war cry is only effective at the start of battle.



Special Hindrances

Careless Combatant: Dune leapers suffer a –2 Armour Class penalty in melee, due to their wild, unheeding approach to combat.

Hated: Dune leapers suffer a –4 reaction penalty from other races. Reactions can never improve past Cautious.

Wealth Options: Standard.

Warmage

The gith warmage is skilled in both magical and martial arts, making him an extremely formidable opponent. Usually multi-classed fighter/wizards, they meld the aggression of the gith raider with the corruption of the defiler, and pride themselves on keeping their combat skills as sharp as their magical talents. Warmages are among the most respected members of gith tribes, since their magic makes them exceptionally able soldiers.

In combat, warmages are brutal, savage killers, wallowing in the violence of the battlefield, gorging themselves on life-energy through their defiling magic. As a result, gith warmages are keen to join adventuring parties. Sometimes they share a common foe but, more often, they seek treasure to enrich their tribe and know that the adventuring life often pays rich dividends.

The skills of a gith warmage greatly benefit any party that can stomach the fact that they are defilers. They make poor leaders but are enthusiastic warriors and are willing to following orders, assuming the orders are issued by a commander they respect. Warmages prefer action to inaction and combat to negotiation, and are sceptical of scholarly and philosophic types.

Recommended Weapons: A warmage is trained in using martial weaponry above and beyond those normally used by wizards. Even if not multi-classed, the warmage will be able to learn at least one such weapon – see below.

Recommended Non-weapon Proficiencies: Animal handling, hunting, language (ancient), mountaineering, navigation, riding (land-based), running, tracking.

Bonus Weapon Proficiencies: The warmage receives one bonus weapon proficiency, which must go towards learning a weapon not on the wizard weapon list. If multi-classed with fighter, the warmage may spend this slot as he chooses.

Bonus Non-weapon Proficiencies: Armour optimisation, endurance.

Equipment: Warmages kit themselves with a variety of weapons. Multi-classed fighter/wizards take full advantage of their ability to be armoured.

Special Benefits

Combat Training: Warmages use the attack bonus of a fighter of their level, even when the character is not multi-classed.

Resilient Caster: If a warmage's spellcasting is disrupted, the warmage may save vs. paralysis. If successful, he is able to finish the spell, regardless of any damage he suffers.

Special Hindrances

School Restriction: Warmages can only learn spells from five schools of magic. To determine which schools are unavailable to him, either choose or roll 1d8

three times, where 1 = abjuration, 2 = conjuration/summoning, 3 = greater divination, 4 = enchantment/charm, 5 = illusion, 6 = invocation/evocation, 7 = necromancy, and 8 = alteration. If the same result occurs twice, roll again.

Wealth Options: Standard.

Witch

The gith witch is a defiler or priest who acts as an adviser to the leader of a gith tribe. In addition to commanding arcane or divine magics (or sometimes both), the witch can call upon the spirits of the land for aid. This is not an easy relationship – the witch does to ask them for assistance. She commands it.

Within gith tribes, the witch is respected for her power and influence. In broader Athasian society, her role is unknown, but those who understand the significance of the spirits of the land would be appalled at the power she wields over them.

The gith witch's power can sometimes work against her, particularly if her chieftain is slain or if an ambitious tribesman schemes to usurp her place at his side. If the tribe becomes convinced that the witch is no longer favoured, they may expel her, with the threat of execution if she returns. This is one way that a gith witch might link up with an adventuring party.

Recommended Weapons: A witch must be proficient in her tribe's weapon of choice (as decided by the DM). Wizards and psionists do not have to pay an extra slot if this weapon is not on their class list.

Recommended Non-weapon Proficiencies: Alchemy, herbalism, intimidation, omen reading.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (arcanology or cosmology), spellcraft.

Equipment: The only weapon the gith witch can purchase initially is her tribal weapon (see above). She must spend all of her remaining money when created. She can purchase only equipment that would normally be available to her tribe.

Special Benefits

Spirit Lore: The gith witch receives one special ability from the list overleaf. The special ability is chosen when the character is first created and can never be changed.

1. The witch can manufacture a **protective talisman** once per week which grants the wearer *protection from evil*, identical to the effects of the 1st-level wizard spell for a full day. *Dispel magic* or a similar spell permanently cancels the magic of that particular talisman. The witch requires one hour to manufacture a talisman.

2. Once per week, the witch can construct a **cursed effigy** of any single victim of her

choice. The effigy must contain a lock of hair, a fingernail, or other small piece of organic material from the victim. It takes the witch one hour to make the effigy.

Whenever the witch “injures” the effigy, the effigy and the victim both take 1d4 damage. The effigy lasts for one week, or until it takes 10 points of damage or is subjected to *dispel magic* or a similar spell.

3. Once per week, the witch can command the spirits of the land to **foretell the future**. This requires one turn of meditation. The DM should reveal the appropriate information, according to the table below, or roll 1d10 if he is unsure of what lies ahead.

d10

Roll

Result

1-2 *Ill Omen*: For the rest of the day, all party members suffer a -1 penalty on attack and saving throw rolls, a -3 penalty on reaction checks, and their encounter chance is doubled

3-4 *Great Danger Exists*: For the rest of the day, the party suffers a -3 penalty on reaction checks and their encounter chance is doubled.

Opponents have a +1 to hit

5-7 *Neutral Omen*: The information is vague. No special modifiers apply

8-9 *Favourable Omen*: For one day, the party's movement rate is increased by 50% and opponents have a -1 to hit.

10 *Auspicious Omen*: As per Favourable Omen, and all party members gain a +1 on saving throws.

Special Hindrances

Anger of the Spirits: Once per week, the witch must save vs. death magic. If she fails, she has angered the spirits of the land with her meddling, and suffers a -2 to hit, damage and on saving throws, and casts spells as if she were two levels lower. This penalty lasts for one full day.

Wealth Options: A gith witch starts play with $(1d4+1) \times 15$ cp. As noted above, she must spend all of this money on items available only in her tribe and discard any excess. Later, she can acquire wealth as normal.





Jozhal Kits

Agile Blade

Jozhals, generally speaking, do not fare well in combat. But if pressed, they can take advantage of their small size and agility to develop some martial abilities worthy of respect. The agile blade is a jozhal (usually a warrior) who has specialised in hit-and-run tactics, darting in to strike at foes, then racing away before their victim has a chance to retaliate.

Agile blades form a significant proportion of jozhal raiding parties. No jozhal wants to be cornered, and the blades have turned the ability to escape from conflict into an art form. They train long and hard, working on their skirmish skills, honing their weapon use, until they become a highly mobile strike force.

The chief drawback of this relentless focus on rapid-response combat and weapons training is that agile blades are even more lightly built than other jozhals. Through lack of use, their claws become dull and their teeth less suited to biting and rending. They make up for it, of course, with their fast-paced melee abilities.

Agile blades are well-respected by other jozhals, who see them as daring and brave, courageous enough to chance toe-to-toe melee combat with opponents who could easily squash a less nimble jozhal into a pulp. The blades revel in this fame, allowing it to drive them to ever-greater risks.

Recommended Weapons: Because of their small size, agile blades never wield large weapons, and most prefer one or two size S weapons, dual-wielded for maximum damage potential.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, running, taunting.

Bonus Weapon Proficiencies: Agile blades receive one free fighting style specialisation from any one fighting style.

Bonus Non-weapon Proficiencies: None.

Equipment: Agile blades rarely carry enough gear to encumber them – it simply interferes with their rapid style of combat.

Special Benefits

Mobile Combatant: An agile blade receives a +1 bonus to hit, damage, and Armour Class when he moves at least 60' in a round.

Moving Target: The enemies of agile blades never receive free attacks against them when the agile blade flees combat.

Special Hindrances

Light Build: Because of their lighter build, the claws and bite of an agile blade only do 1d3 points of damage each.

Wealth Options: Standard.

Chameleon Assassin

Jozhals are known for their ability to change the colouration of their scales to match their surroundings, blending in and hiding from those who mean them harm or simply as a form of expression. Chameleon assassins are jozhals who have taken their control over their colouration to a level of extreme finesse – and made it a key part of their ability to slay their foes.

Chameleon assassins are often bards and use their increased camouflage skills to deadly effect. With this ability, a chameleon assassin can infiltrate the strongholds of their targets unseen, draw close, and deal a lethal blow or apply poison, slipping away again without ever being seen. Combined with the bard's natural stealthiness, this makes chameleon assassins some of the most effective killers in the Tablelands.

A considerable air of mystery surrounds the chameleon assassins in jozhal culture. Tales and legends have sprung up around them, turning them into spurious folk heroes – frowned on by jozhal authorities but lionised by those who see glamour in the darkness and are drawn to it.

Chameleon assassins are often found as members of adventuring parties. More than most jozhals, they have good reason to venture abroad. Most often, this is in search of or on the instructions of a client. But some are simply drawn by wanderlust and a knavish desire to see what the world has to offer them.

Recommended Weapons: Chameleon assassins favour small weapons that are easily concealed. As many make use of poison, the actual weapon is less important than its ability to deliver a lethal dose.

Recommended Non-weapon Proficiencies: Acrobatics, cryptography, disguise, herbalism, information gathering, language (sign), reading lips.

Bonus Weapon Proficiencies: The chameleon assassin receives weapon expertise in one weapon, free of charge.

Bonus Non-weapon Proficiencies: None.

Equipment: Chameleon assassins favour equipment that supports their current mission or appears innocuous and is unlikely to draw attention to their true identity. Whatever the case, they take care not to be encumbered, as this would interfere with their rogue skills.

Special Benefits

Light Tread: Because of their supreme command of their pigmentation, a chameleon assassin striking from camouflage inflicts a surprise penalty of -4 on their foes.

Perfect Camouflage: The chameleon assassin has virtually complete control over their colouration. If a chameleon assassin remains immobile, they cannot be seen by any observer, short of powers such as *true seeing*.

Special Hindrances

Supple Hide: The supple and flexible nature of the chameleon assassin's hide means that their scales are finer and less resilient. As a result, a chameleon assassin receives no natural Armour Class bonus.

Wealth Options: Standard.

Spellfilcher

A spellfilcher is a jozhal who has taken his race's curiosity of and love for magic to an extreme, developing the ability to steal spell energy while it is being gathered by other wizards. Through the powers of an obsidian orb, the spellfilcher steals this energy and uses it for himself. This makes spellfilchers extremely unpopular among the wizards of the Tablelands, but these voracious jozhal don't really care. Magic is there for the taking and if you can't hold onto it, you don't deserve to have it.





Spellfilchers develop these abilities through years of intense study, focusing on arcane theories and the inherent mystical powers of obsidian. They sacrifice a breadth of understanding of magic in order to achieve depth of insight, but consider it worth the sacrifice.

Indeed, so deep is their magical lore that spellfilchers are able to strengthen the *jozhal's* innate magic resistance, making themselves even harder to affect with magic. Although only a slight increase, it is enough to give the spellfilcher an edge when combating other wizards – something that happens fairly often, given the spellfilchers' tendency to steal magical energy right out from under other wizards' noses.

Despite their abilities, spellfilchers are mistrusted in *jozhal* society. *Jozhals* are curious about magic, but also wary of it, and anyone who studies it as deeply as the spellfilchers do is liable to draw suspicion. Their use of obsidian – a known tool of defilers – doesn't help matters either. Not that the spellfilchers care.

Recommended Weapons: Spellfilchers are not overly concerned with weaponry. They default to the standard wizard weapon list in most cases.

Recommended Non-weapon Proficiencies: Alchemy, knowledge (arcanology), literacy, spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Craft (gem cutting).

Equipment: Spellfilchers require an obsidian orb worth no less than 100 cp to leech energy from other wizards. They can either purchase one or craft one of their own using their gem cutting proficiency.

Special Benefits

Improved Resistance: The spellfilcher's highly focused understanding of magic means that his innate magic resistance rises to 15%.

Leech Energy: A spellfilcher is able to leech the life energy gathered by other wizards before they can use it to cast a spell. This requires the spellfilcher to have a better initiative total in the round than the target wizard, and then to hold his action until the other wizard begins casting.

At this point, the spellfilcher rolls a d20. He needs an 11 or higher to leech the energy from a caster of the same level. For every level above him that the target caster is, add one to the number he needs to roll. For every level above the target that the spellfilcher is, subtract one from the number he needs to roll. (In other words, it functions like a *dispel magic* check.) A roll of 20 is always a success and a roll of 1 is always a failure.

The spellfilcher can use the spell levels of the spell the target wizard was about to cast to power his own spells. He must use the spell levels the next round or they are lost. He can combine these leeches spell levels with his own or use them without tapping his own reserves.

The spellfilcher can attempt to leech energy once per day per point of Insight Bonus and he needs an obsidian orb worth at least 100 cp to do so.

Special Hindrances

School Restriction: What the spellfilcher gains in focus and understanding, he loses in breadth of lore. As a result, each spellfilcher loses access to one school of magic, as chosen by the player. He cannot cast spells or use magic items that rely on this school.

Wealth Options: Standard.

Lizardfolk, Marnitan Kits

Academy Prodigy

Deep beneath the waves of Marnita, the Last Sea, lies the city of Nesthaven (known as Undertown to the humans of Saragar). Here, in the home city of Marnita's lizardfolk, is the Academy, a school of psionics that explores the boundaries of the reptilian mind.

Students at this Academy are able to develop their minds to a considerable degree, becoming paragons of intellect and insight. They learn how to maximise their ability to communicate with others, overcoming many of the limitation that reptiles suffer when communicating telepathically with mammals and insects.

They can, however, become so cloistered that they lose some of the natural instincts common to most lizardfolk. Their heritage as predators and hunters is forgotten, in favour of more enlightened pursuits – something which Academy prodigies inevitably regret when they find themselves in battle.

Academy prodigies tend to be know-it-alls, and unhesitatingly offer their opinions even on matters they know little about. They have no issues with speaking their minds with unshakable confidence. When others disagree, the prodigy might lecture them on the error of their ways, welcome the opportunity for a spirited argument, or roll his eyes at his companion's blatant display of ignorance.

Recommended Weapons: Academy prodigies prefer not to enter into combat at all, if they can help it.

Recommended Non-weapon Proficiencies: Craft (gem cutting), crystal focus, harness subconscious, knowledge (any), meditative focus, power manipulation.

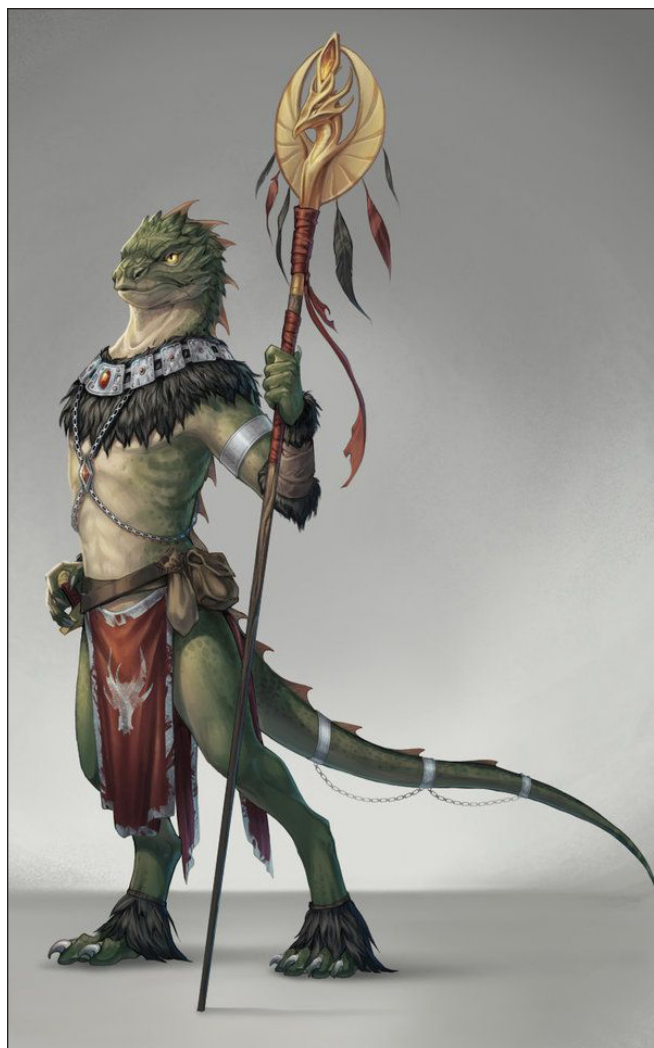
Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Psicraft, psionic detection.

Equipment: Academy prodigies have little use for general equipment, beyond that needed to survive. Some craft crystal foci, however, and adorn themselves with these.

Special Benefits

Expert Telepath: The Academy prodigy does not struggle to telepathically contact non-reptilian lifeforms as much as other lizardfolk do. The prodigy receives only the listed penalties (based on life order) instead:



Creature Type	Power Check
Fish, reptile, amphibian	-1
Bird, mammal	-2
Insect, other arthropod	-3
Monster	-4
Plant	-5

Supreme Intellect: The Academy prodigy receives a +1 bonus to all Intelligence and Wisdom checks.

Special Hindrances

Inept Combatant: Academy prodigies lack the training and instinct to make good hand-to-hand fighters and suffer a -1 penalty on all attack and damage rolls in combat.

Wealth Options: Standard.

Behemoth Hunter

These lizardfolk warriors have not forgotten their past, have not abandoned the way of the predator entirely. They prove themselves by hunting the great beasts of the wilds, of the deep, and answer the call of their ancestor's instincts with primal glory.

A behemoth hunter spends their life tracking and hunting the greatest creatures of land and sea. Chief among their quarry is the legendary squark – although to even touch this beast upon the nose is considered a rite of passage worthy of song. Few have managed even that, let alone actually battle the mythical horror.

Rather than be devoured by the squark, behemoth hunters hunt the great sharks of the Last Sea, the monstrosities of the Athasian wilderness, and the terrors of its airs, and bedeck themselves with the trophies of their kills.

A behemoth hunter would gladly accept the challenge of venturing beyond the lands of the Last Sea. There is a whole world out there filled with terrifying beasts of cataclysmic power. Who better than a behemoth hunter to track them down and slay them in glorious and bloody battle?

Recommended Weapons: Heavy weapons that deal increased damage against size L targets are favoured.

Recommended Non-weapon Proficiencies: Animal lore, endurance, navigation, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, tracking.

Equipment: Large weapons, nets, and snares are ideal.

Special Benefits

Giant Killer: Behemoth hunters receive a +2 bonus to hit and damage against creatures of size L or larger.

Ride the Worm: A behemoth hunter can cling to a creature of size L or larger with one hand and attack it without penalty using the other. The creature must save vs. petrification to dislodge the behemoth hunter, with a penalty of -1 per three levels of the behemoth hunter.

Special Hindrances

Tiny Insects: A behemoth hunter suffers a -2 penalty to hit, damage, and Armour Class against creatures of size S or smaller.

Wealth Options: Standard.



Kreel Lancer

In the waters of Marnita, the Last Sea, dwell the kreel – immense eels that are hunted and domesticated by the lizardfolk of that region. Some are bred as beasts of war to carry the lizardfolk into battle, and the kreel lancers are their riders.

Known for their bravery, kreel lancers are much-loved by other lizardfolk and, indeed, the folk of the Last Sea region at large. Even in the great city of Saragar, songs are sung about the courage of the kreel lancers and the deeds of heroism beneath the waves of Marnita. Kreel lancers can expect to find a warm welcome wherever they travel in the lands of the Last Sea.

This love is well-earned. The lancers are indeed great warriors, skilled with the lance, spear, and war-club, and face the denizens of the deep without flinching. Many are those lancers who have lost their lives rather than retreat in the face of overwhelming peril. They are the true folks heroes of the lizardfolk of Marnita.

It would be extremely rare for a kreel lancer to leave the lands of the Last Sea behind and seek adventure abroad. Without their kreel mount, lancers are no better than any other warrior, their lack of experience on dry land puts them at a disadvantage, and they cannot rely upon their reputations for support and shelter.

On the shores of Marnita and beneath its waves, however, one can hope for no finer companion than a kreel lancer, for there they are truly in their element and none can match their mastery of the deep.

Recommended Weapons: The chosen weapons of the kreel lancer are the lance (any type), the spear (any type), and the club.

Recommended Non-weapon Proficiencies: Animal handling, animal lore, armour optimisation, endurance, etiquette, navigation.

Bonus Weapon Proficiencies: The kreel lancer gains a free weapon specialisation in any one type of lance.

Bonus Non-weapon Proficiencies: Etiquette, riding (water-based), swimming.

Equipment: The kreel lancer begins play with a kreel mount. If this mount dies, the lancer will have to acquire a replacement mount himself through play.

Special Benefits

Combat Skill: A kreel lancer receives a +1 bonus to hit with all lances, spears, and clubs.



Shelter: Kreel lancers have the right to demand shelter from anyone in the Marnita region. They may include one companion per point of Charisma Loyalty Base in this, gaining shelter for them as well.

Strong Willed: Kreel lancers receive a +4 bonus on saving throws against mind-affecting magic.

Special Hindrances

Close Combat: The kreel lancer cannot attack an opponent at range if he can instead charge ahead and attack him in melee. He has to be on the front line, meeting his foes face-to-face.

Prime Target: The kreel lancer must attack the enemy who is the biggest and most powerful-looking. If he's held up by lesser troops, he must dispatch them as quickly as possible and then get to his "real" opponent to prove his worth in battle.

Wealth Options: Standard.

Nikaal Kits

Ancestral Speaker

The nikaal believe that the spirits of their ancestors watch over them from the Gray and that by honouring their memories, these spirits will be saved from oblivion and will bestow good fortune upon their descendants. The ancestral speakers are priests – druids or clerics – who act as their mouthpieces.

Ancestral speakers foretell the future, interpret omens, and speak to the nikaal with the authority of those who came before. They are the keepers of folklore and mystery, the clerics of fear and superstition. They tend to be isolated even when they are part of a community.

Ancestral speakers deliver broad statements about the future to members of their tribe. They interpret these visions from the ancestors and help other nikaal to act on them accordingly. They provide guidance and often assist those they are compelled to present prophecy to. When they go on these vision quests, they may just watch to see how the prophecy comes to pass, or they may help it to unfold.

Because the nikaal have a very involved spiritual life, these priests take it upon themselves to administer to their fears and superstitious practices. For this reason, ancestral speakers are sometimes called “priests of fear.” While it may appear to outsiders that they are just taking advantage of the nikaal’s religious tendencies, ancestral speakers serve a legitimate purpose.

They counsel the nikaal on how best to work through their fears, teaching them to lead productive lives despite the many spiritual requirements of nikaal society that hang over them. To ignore the ancestors is to invite disaster and the wrath of the spirit world.

Recommended Weapons: Ancestral speakers are limited to weapons allowed to their type of priest.

Recommended Non-weapon Proficiencies: Healing, herbalism, intimidation, knowledge (cosmology, religion), spellcraft survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (ancient history), omen reading.

Equipment: Ancestral speakers have no specific requirements for equipment, but often carry mementos of their tribal ancestors, to help focus their minds when attempting to contact their spirits in the Gray.

Special Benefits

Ancestral Visions: Once per day, an ancestral speaker of 3rd level or higher can invoke minor insights from the ancestors. This functions like the *augury* spell.

Once per week, the ancestral speaker of 7th level or higher can contact the ancestors directly to ask for their insight. This functions like the *commune* spell.

Special Hindrances

Impersonal Adviser: Ancestral speakers will receive no clear visions regarding events in which they are fated to play an active role. Using a vision for personal gain immediately draws a *curse* (in the form of a penalty imposed by the DM).

Wealth Options: Ancestral speakers receive 3d6 x 15 cp.

Esoteric Psychic

Thoughtful, reserved, and extremely introspective, the esoteric psychic is devoted to self-enlightenment and sees the study of psionics as the key to spiritual awareness. The esoteric psychic enjoys nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with her inner self. The esoteric psychic is not necessarily a student of religion or philosophy; she seeks an awareness that can only be found intuitively.

The esoteric psychic is by no means a reluctant psionist. Nikaal have no unified approach to the study of the Way, so each follows their own path to perfect awareness. The mental discipline necessary for the mastery of psionics is the perfect complement to self-knowledge.

Despite their lack of central psionic study, nikaal see esoteric psychics as seekers of truth, sensitive souls engaged in an inspiring spiritual journey. Esoteric psychics tend to be quiet and non-aggressive, their very presence soothing.

Esoteric psychics avoid combat whenever possible, but courageously rise to the occasion when their comrades are threatened. Only in the most extreme circumstances will the esoteric psychic intentionally take a life; however, she will kill if necessary to preserve her own life or the life of a companion.

Recommended Weapons: Esoteric psychics start play knowing only one weapon, chosen from the standard psionicist list.

Recommended Non-weapon Proficiencies: Craft (any), etiquette, herbalism, knowledge (agriculture, ancient history, psiology, religion), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Psicraft.

Equipment: Standard.

Special Benefits

Esoteric Technique: The esoteric psychic receives one of the following special abilities from the list below. The special ability is chosen when the character is first created and can never be changed:

1. Once per week, the esoteric psychic can **feign death** as per the 3rd-level wizard spell; she can use this ability only on herself. The esoteric psychic can **feign death** for up to 24 hours, awakening at any time. To use this ability, the esoteric psychic must concentrate for 1 round.

2. Once per week, the esoteric psychic can **project her astral form**. The astral form has the appearance of a misty cloud in the shape of the caster. The astral form cannot attack, speak, or manifest powers, but it can fly at a movement rate of 24 (Manoeuvrability Class B) and can pass through the smallest opening or tiniest crack. The esoteric psychic's astral form can travel an unlimited distance from her physical body as long as it remains in the same plane of existence. The astral form is invulnerable to all attack forms, but **dispel magic** or a similar spell causes it to instantly return to its body.

While in astral form, the esoteric psychic's body is comatose, is subject to all regular attacks, and suffers damage normally. The astral form can remain away from the body for up to 24 hours. To use her astral form, the esoteric psychic must concentrate for 1 round.

3. Once per week, the esoteric psychic can use a special **levitate self** ability for one hour. Once initiated, the esoteric psychic can use this ability to levitate herself straight up in the air at a rate of 10 yards per round. She can stop, hover, descend, and ascend at will, though horizontal movement is not empowered by this ability (however, the esoteric psychic could push herself along a wall to move laterally). While levitating, the esoteric psychic can carry as much weight as she can normally. Unlike the **levitation** spell, the esoteric psychic using

levitate self suffers no attack roll penalties with missile weapons. To use this ability, the esoteric psychic must concentrate for 1 round; no components are required. As soon as the esoteric psychic touches the ground, her use of this ability is over.

Special Hindrances

Meditation: An esoteric psychic must spend two consecutive hours per day meditating. These two hours must always occur at the same time of day. If the esoteric psychic does not do so or is interrupted for more than 1 round, the following day her psionic strength points drop to an amount equal to a psionicist of one level lower for one day.

Wealth Options: The esoteric psychic receives 3d4 x 15 cp.

Hidden Mage

Nikaal are never wizards. Everyone knows this. Yes, they are fascinated by sorcery, but no self-respecting nikaal would ever stoop to the study of such a fearsome and uncouth art. Except, of course, all of those scholars who do exactly that.

The hidden mage is a nikaal who has broken taboo and made a study of the arcane arts. So accepted is this phenomenon in nikaal society that it is almost a stereotype – everyone knows a story about a nikaal who surprisingly turned out to be a wizard. Nobody would admit to accepting such a breach of tribal norms, of course, but everyone knows it happens.

As a consequence, hidden mages seldom live among the masses, preferring instead to dwell in the wilderness where they can contemplate the secrets of nature without interruption. Living the life of a hermit, the hidden mage concentrates on purifying his body and mind, making him more receptive to supernatural forces.

Hidden mages often travel beyond tribal lands. They find the wider Tablelands strange and fascinating, and are seen as such in return. Rejecting the taboos of their own people, hidden mages adopt their own behavioural restrictions. A hidden mage keeps his emotions likewise hidden, and his motives are equally difficult to discern. It is unlikely that the hidden mage shares the party's goals and moral code; if he agrees to join the party, it is probably due to his intellectual curiosity.



Recommended Weapons: The hidden mage can use any weapon allowed to a wizard, but they receive a bonus to hit when using them - see below.

Recommended Non-weapon Proficiencies: Acrobatics, craft (any), gaming, knowledge (any), riding (land-based), spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, expression (any).

Equipment: The hidden mage starts with no specific equipment, but should carry enough to be self-sufficient, to reflect the fact that he lives apart from his tribe.

Special Benefits

Combat Skill: Hidden mages often need to stand on their own. Therefore, a hidden mage receives a +1 bonus to hit with all weapons he is proficient with.

Fork Spell: When a hidden mage reaches 4th level, he can cast any spell that normally only affects a single target and instead affect two targets with it, so long as the second target is within range. The spell must be three or more levels lower than the hidden mage's level.

Special Hindrances

Taboo: The hidden mage adopts taboos to make up for breaking the cultural taboo against using magic. Violating a taboo causes the hidden mage to lose levels of ability, lose spells, become ill, or even die (the DM decides the exact penalty). A 1st-level hidden mage has one taboo and gains an additional taboo every five levels thereafter. Some suggestions follow:

- can't eat meat or animal products (including milk, eggs, and cheese)
- can't sleep within 20 yards of a member of the opposite sex
- can't wear a certain colour
- can't carry metal on his person
- can't bathe or must bathe frequently
- can't cut his hair or fingernails
- can't intentionally take the life of an insect
- can't drink alcoholic beverages
- can't sit facing the north (or other direction)
- can't speak after sunset (except to cast spells).

Wealth Options: Standard.

Pterrann Kits

Diplomat of the Vale

The pterrann of the Hinterlands are known as the most civilised of their kind. While the tribes of the Tablelands can be savage and murderous, the pterrann of Lost Scale and Pterrann Vale are famed for their erudition and reasoned approach to life. Pterrann Vale in particular is home to pterrann who prize a non-violent approach to life. When pterrann from the Hinterlands started visiting the Tablelands in larger numbers, they were led by diplomats from Pterrann Vale.

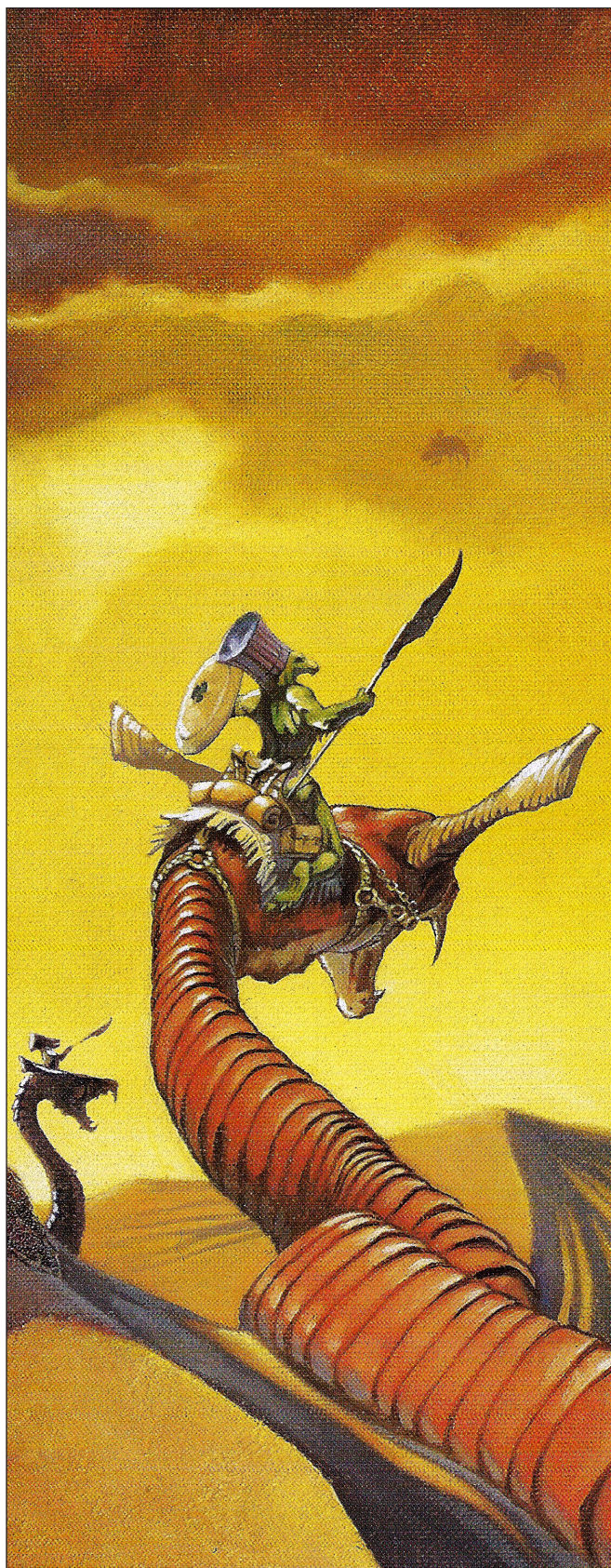
Diplomats of the Vale are always abroad, rarely spending time at home in the Hinterlands. They concentrate on dealings with other races and communities, forging bonds that hopefully lead to cooperation and mutually beneficial trade for their people. They act as middlemen, translators, and spokesmen. Diplomats rely on their wits to smooth the way, particularly when negotiations sour.

Many diplomats of the Vale use their position to spy upon other communities. Most races consider such activities as espionage, but pterrann view it as merely taking necessary precautions. They know how easily the cities of the Tablelands can slip into open war and understand that being properly informed is the best way to be prepared for such eventualities.

The profession of diplomat is a highly respected one in pterrann society, and is known as the Path of the Speaker. Many such pterrann also follow the Path of the Mind – the Path of the Speaker is often seen as an offshoot of or subset of the Path of the Mind. Families with a member of the Path of the Speaker are proud of this achievement and enjoy honour in their home communities.

In the towns and cities of the Tablelands, the diplomats of the Vale were initially viewed with suspicion. Pterrann with apparently civilised intentions were all but unheard of. But the diligent work of the diplomats has been key in rehabilitating the pterrann's image in the Tyr region and the diplomats are now seen as wise and knowledgeable envoys.

For those diplomats who use their position for espionage, this is an entirely admirable state of affairs. They capitalise on their good reputation and political clout, using it to gather information and send this back to their homes for use in times of need.



Recommended Weapons: None. Diplomats of the Vale are poor combatants and try to avoid combat wherever possible – or leave it to those better suited to the profession. When they do wield weapons, these tend to be small and unobtrusive.

Recommended Non-weapon Proficiencies: Appraising, disguise, information gathering, intimidation, knowledge (local history), language (ancient), literacy, navigation, reading lips, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, language (modern).

Equipment: Because of the sensitive nature of their missions, diplomats dress as unobtrusively as possible and carry easily concealed weapons such as daggers and darts – although they prefer not to end up in combat if they can help it.

Special Benefits

Diplomatic Immunity: A diplomat of the Vale can leverage their political influence and connections to safeguard one person per adventure from legal entanglements. These could be something as minor as taxes, tolls, or bribes levied by gate guards or templars. They could include arrests, interrogations, fines, and other legal consequences. Or they could cover serious problems such as sentences issued by authorities and templarates.

A diplomat of the Vale is even able to countermand sentence levied by templars of their level or lower – much to their frustration. This will almost certainly earn the diplomat an enemy, but such actions are sometimes necessary in the dangerous cities of the Tablelands.

This represents a significant expenditure of the diplomat's political clout, hence the limitation on use. It is for the DM to decide what constitutes an adventure. It could be as often as once per gaming session, if the DM agrees, but if this ability is abused, it rapidly loses its effectiveness.

Pleasing Demeanour: Diplomats of the Vale know how to present themselves, how to address people from all parts of society, and how to ingratiate themselves with all manner of audiences. A diplomat of the Vale receives a +3 bonus to all reaction checks and reactions can never be Hostile unless the diplomat is acting in a deliberately aggressive manner.

Special Hindrances

Costly Position: Everyone knows that diplomats are rich. And even if they aren't, they're treated as if they are. A diplomat of the Vale pays an extra 20% for all goods and services purchased. This reflects the fact that people are always trying to skim a little off the top when a diplomat is spending coin.

Poor Combatant: Because they concentrate so much on the diplomatic solution to problems, diplomats of the Vale are poor warriors. They suffer a -1 penalty to Armour Class and all attack and damage rolls.

Wealth Options: Diplomats of the Vale start with an extra 50% of their standard starting wealth for their class. Roll starting wealth as normal, then add half that amount to find the final total.

Earth Child

In pterrann society, worship of the Earth Mother is central. The Earth Mother is, quite literally, Athas itself. To the pterranns, the world they inhabit is a living thing, and they are its first and best children. This veneration is fundamental to their culture and many religious rites and celebrations revolve around it.

An earth child is a priest of the Earth Mother – specifically, a druid – who oversees these rituals, and presides over celebrations in her name. An earth child also acts as an evangelist for the Earth Mother and uses their druidic power to protect the tribe against threats and to safeguard its growth and prosperity.

Earth children have much in common with clerics of elemental earth, but the relationship is not as simple as it seems on the surface. To the earth children, the earth and its component elements are a spiritual manifestation of a deeper spirit – that of the world – and not merely a power in and of itself. The earth child attunes herself to many different aspects of the Earth Mother, not merely her manifestations through the element of earth.

In pterrann society, service to the Earth Mother is one of the most respected paths that one can follow. The Path of the Druid governs this service. There are priests of the Earth Mother who are not druids, but those who follow the druidic way are her most powerful. Only they can command the deepest powers of the cosmos – the ability to restore life to the dead, to regrow lost limbs, to refill the soul with life energy.



The guarded lands of an earth child are almost always in close proximity to the tribe – the lands around Lost Scale and Pterran Vale are all watched over by earth children of varying degrees of power. Other earth children venture further afield, seeking guarded lands in places where pterrans have less influence. These druids face more pressing challenges far from home, but believe that it is worth the sacrifice if all of Athas is to be saved.

It is this latter type of earth child that travels abroad most frequently and is therefore more likely to be encountered by adventuring parties. As an ally, an earth child is a valuable asset to any settlement, merchant house, or adventuring association, and wise adventurers go to considerable lengths to convince an earth child to join them on their travels.

Recommended Weapons: None. Earth children make use of whatever weapons they can find, treating them all as gifts of the Earth Mother.

Recommended Non-weapon Proficiencies: Craft (pottery, mining), endurance, hunting, knowledge (agriculture), navigation, tracking.

Bonus Weapon Proficiencies: Survival.

Bonus Non-weapon Proficiencies: None.

Equipment: Earth children, as with all druids, may not wear armour of any type. As for their other gear, they are careful not to be wasteful and many prefer to craft their own equipment rather than line the pockets of yet another merchant house.

Special Benefits

Earth Sense: An earth child has an intimate sensitivity to changes in the earth. She can sense avalanches, volcanic eruptions, and rockfalls one turn before they happen when the player rolls 1 to 5 on 1d6. This ability also enables the druid to detect deadfalls, pit traps, and falling blocks on a roll of 1 to 3 on 1d6.

Power Conjunction: An earth child can benefit from power conjunctions, just like an elemental cleric. Each day, the earth child decides which aspect of the Earth Mother she will attune herself with, and selects one of the four elements or four paraelements. For the rest of that day, she receives a +2 bonus to her effective caster level whenever she is in conjunction with that element or paraelement, as described in the Campaign Guide.

Skill Expertise: An earth child receives a +4 bonus on all survival non-weapon proficiency checks.

Special Hindrances

Defiling Sensitivity: Earth children feel the pain of defiling magic more keenly than most. An earth child suffers an additional +2 initiative penalty when caught in a defiling radius.

Slow Caster: When an earth child casts spells, these always include extensive prayers and invocations of the Earth Mother. This adds 1 point to the casting time of spells of levels 1 to 3, adds 2 points to the casting times of spells of levels 4 to 6, and 3 points to the casting time of spells of level 7 or higher.

Wealth Options: Standard.

Ghetto Trader

As pterrans from the Hinterlands have made inroads into the cities of the Tablelands, they have become more accepted as civilised folk. The relatively urbane nature of emigrants from Lost Scale and Pterrann Vale help offset the less salubrious reputation that pterrann tribes have in the Tablelands. In many cities, communities of pterrans now make their home. Ghetto traders are pterrans who make their living running trade emporia at the heart of these communities.

Although pterrans from the Hinterlands strive to live respectable lives, they often find themselves forced to live in less-desirable parts of the Tablelands cities that they now call home. For the ghetto traders, this is far from an unwelcome state of affairs. Living and working away from the main trade thoroughfares allows the ghetto traders to attract a broad variety of customers – and cultivate an equally broad variety of wares.

It is this that sets the ghetto traders apart from other merchants in the human cities of the Tablelands. Whereas many traders specialise in one or two types of merchandise, pterrann ghetto traders instead aim for a broad market appeal. Their shops are wild collections of goods from all manner of sources, often chaotic and apparently disorganised, stacked precariously, and with little thought to accessibility for the trader or his customers.

Although a ghetto trader's wares may not be of the highest quality – and some are shockingly poor – the trader nevertheless can get his hands on almost anything with a little notice. If he doesn't have it in some crate at the back of his warehouse, he will be able to source it from a contact, seller, or passing caravan with a few hours' notice.

There are drawbacks to doing business in this way. Ghetto traders often acquire goods on credit from their sources, with promises to settle the balance once the items are sold. This means that they have a steady series of debts that need paying, to other traders, authorities, and less legal creditors.

Although a pterrann ghetto trader may not have the finest weapons and armour, the purest spices, the most luxurious cloth, he will almost certainly have what you are looking for. And he is a good choice of companion on ventures abroad, as his practised patter will open doors, loosen lips, and loosen coin purses far more easily than most other traders find possible.

Recommended Weapons: A ghetto trader has no particular recommended weapons, but the wise trader keeps a decent weapon on hand – a hidden blade, a thanak just inside the doorway – for special occasions.

Recommended Non-weapon Proficiencies: Bureaucracy, etiquette, gaming, information gathering, knowledge (local history), language (modern), taunting.

Bonus Weapon Proficiencies: None

Bonus Non-weapon Proficiencies: Appraising, bargain.

Equipment: Ghetto traders have access to all manner of equipment through their trader connections and personal stores. This wildly mismatched collection of gear does not necessarily represent their personal appearance, however, as ghetto traders understand the importance of maintaining a presentable appearance. Most try to maintain a middle-class or wealthy lifestyle, to appeal to a better sort of clientele.

Special Benefits

Ready Supply: A ghetto trader can source any item of normal equipment from his personal stores or contacts within 1d4 hours. Particularly rare and valuable items add 2d6 hours to this total.

Sales Patter: A pterrann ghetto trader receives a +3 bonus on all Charisma checks made as part of his trader's fast talk ability.

Special Hindrances

Backhanders: A pterrann ghetto trader needs to grease the palms of other traders, neighbours, templars, and various criminal elements on a regular basis. Each month, the ghetto trader must pay 100 cp per level or lose access to his ready supply ability and possibly suffer other unpleasant consequences from disgruntled creditors at the DM's discretion.

Shoddy Workmanship: Equipment bought from a pterrann ghetto trader is not always of the highest quality. With any item, there is a 1 in 10 chance that it malfunctions somehow at a critical moment – a weapon breaks, a suit of armour loses 1d4 points of Armour Class, a mount bolts, an item of miscellaneous gear falls apart etc.

Wealth Options: A ghetto trader starts play with 4d6 x 60 cp.



Pterrax Rider

Pterrax riders are pterran warriors who dedicate their lives to becoming the ultimate mounted combatants aboard their pterrax steeds. Seen as heroes and daredevils by other pterrans, they enjoy an exalted status among their people.

Pterrax riders have a close kinship with their mounts, hand-rearing them from eggs. The close training they undergo means that the pterraxes and their riders develop an uncanny bond with each other. The pterrax rider's specialisation in aerial combat means that he is of limited use in other areas, but when the pterrax can come into play, these warriors are potent opponents.

As mentioned, in pterran society, the pterrax rider is the elite warrior, and commands a lot of respect among his own kind. Outside pterran lands, however, pterrax riders are very definitely outsiders. Their unusual mannerisms and obvious and very unusual friendship with their mounts set them apart from most societies. Because of this, the pterrax rider may become especially attached to adventurers (if they treat him as an equal and not a freak), even if he'd never admit it.

Recommended Weapons: Pterrax riders favour weapons commonly associated with mounted warriors, such as bows, cavalry flails, maces, and picks, lances, spears, swords, and the pterran slodak and thanak.

Recommended Non-weapon Proficiencies: Animal lore, healing, hunting, survival, tracking.

Bonus Weapon Proficiencies: Any one fighting style specialisation from the Mounted Fighting Style.

Bonus Non-weapon Proficiencies: Animal handling, riding (airborne).

Equipment: At start of play, the pterrax rider may only have light armour. Later in the campaign, he may switch to more advanced forms of armour, so long as his mount can carry him and the armour both, of course. When first created, he may have only weapons from the recommended weapons list above.

The pterrax rider also starts play with a pterrax mount.

Special Benefits

Animal Empathy: The pterrax rider receives a +5 reaction bonus with all pterraxes. On a die-roll result of 13 or more (on the Hostile column of the Encounter Reactions Table), he can even persuade attacking pterraxes to leave him and his allies alone.

Psychic Link: The pterrax rider has a telepathic rapport with his steed. When in contact or visual line of sight with his mount, he can tell what it is feeling and thinking. He and the mount can communicate with one another without appearing to. When the two are not within sight of each other, each knows the other's emotional state, whether or not the other is hurt, and the direction and distance to travel to find their friend.

Special Hindrances

Psychic Vulnerability: Should the pterrax rider's mount ever die, the pterrax rider immediately takes 2d6 points of damage and must make a saving throw vs. spells. If he fails, he behaves as if he were a magic-user hit with *feeblemind* for the next 2d6 hours.

The pterrax rider can seek out another pterrax mount, but this must take place through play.

Reaction Penalties: The pterrax rider is out of place in most societies and suffers a -3 reaction penalty when meeting NPCs from any culture but his own.

Wealth Options: Standard.

Ssurran Kits

Beetle Handler

The ssurrans of the Scorched Plateau are, as a whole, less violent than their southern cousins. Their trade caravans criss-cross the region, accompanied by kwilit and fortress beetles. The former are as adapted to the heat as their masters, and the latter are immense creatures, the intricate and beautiful chambers of their hollow shells filled with precious trade goods.

Ssurran beetle handlers are those responsible for caring for and guiding these beasts, and have developed their skills to allow them to handle other insects such as kanks and jalath'gak. Although the beetle handlers don't like to admit it, these techniques often work on kreen as well.

Beetle handlers achieve their remarkable degree of control over their charges through elaborate and beautiful songs. A mix of fluting whistles and basso rumblings, these chants stimulate and encourage the insects to follow the ssurran's wishes on an instinctive level.

Beetle handlers are highly respected for their abilities but long periods of interaction with arthropods have left them with an impaired understanding of the ways of other creatures. They are far more comfortable in the company of insects than reptiles or mammals.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Charioteering, navigation, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Animal handling, animal lore.

Equipment: Beetle handlers ensure that they have sufficient food and tack for any insects they are tending.

Special Benefits

Hive Mind: The songs of beetle handlers ensure that insect reactions (including kreen) are always Friendly.

Improved Handler: Beetle handlers receive a +4 bonus on animal handling checks with insects. They can train three types of creature instead of one and work with up to five creatures. Training takes 2d4 weeks and they can teach an animal 2d6 tricks.

Special Hindrances

Disconnected: Beetle handlers suffer a -2 reaction penalty from anyone who isn't an insect.

Emotional Bond: A beetle handler must save vs. death magic in order to harm any insect. If successful, they fight at -2 to hit and damage against the insect.

Wealth Options: Standard.





Magma Cultist

On the Scorched Plateau, ssurrans pay homage to the elementals, much as people do all over Athas. Here, however, where magma is more plentiful than anywhere, else, worship of that element has been taken to magnificent new heights.

Great and ancient magma paraelementals have come to know that they can find devotees and followers here, and a complex pantheon of cults has sprung up around the vastness of Lava Gorge. Ssurrans magma cultists are those who follow these magma paraelementals, dedicating their lives to the lords of the burning stone.

Many of the magma cultists are clerics of elemental magma, but not all. A considerable number are simply ssurrans who believe that the magma paraelementals are mighty beings worthy of veneration. And this veneration is validated by the powers that the magma cultists enjoy, granted them by the molten overlords.

Some ssurrans find the magma cultists worrying. Many of the cultists are happy to spend their lives in the proximity of Lava Gorge, savouring the heat and the light and paying respect to the magma paraelementals. There are some, however, who believe that it is the right of magma to flow across the world and return all rock and stone to its true fluid state.

These more fanatical cultists go to considerable lengths to summon magma paraelementals to other parts of Athas, often with ruinous results. The ssurrans of the Scorched Plateau rely on trade with other communities and are somewhat aghast at this apocalyptic behaviour, working to ameliorate it where possible.

Magma cultists have reasons to venture beyond the Scorched Plateau other than out of a desire to spread cataclysm. Many are devout believers in the lords of magma and wish to spread the good word to any who will listen. Others are simply curious to see a world beyond their home.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Craft (any), etiquette, expression (any), knowledge (any), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (cosmology, religion).

Equipment: Magma cultists favour weapons made of obsidian, due to their correspondence with lava.

Special Benefits

Heat Immunity: Magma cultists take no damage from heat-based phenomena, including fire and magma.

Magma Infusion: A ssurran magma cultist can infuse his claws and bite attacks with magma for one round per level per day, dealing an additional Id6 damage with each successful hit during this time.

Special Hindrances

Elemental Vulnerability: A ssurran magma cultist takes double damage from air and water-based attacks.

Wealth Options: Standard.

Nomad Trader

Ssurrans of the Scorched Plateau are friendly pack rats who love making deals. They collect anything, behaving more like glorified junk men than dignified agents of a merchant house. Still, they provide a key component to survival on the Scorched Plateau by bringing news and much-needed goods and supplies from one settlement to the next.

The ssurran have formed a loose confederation of trading houses, though on a less formal and more primitive scale than the dynastic houses of the Tyr Region. The nomad traders are the backbone of this confederation. They are ingenious and dedicated merchants, proud of their expertise.

Lighter and more nimble than most ssurran (who tend to be somewhat heavy-set), those who have chosen the life of the nomad trader skitter across the parched landscape of the Scorched Plateau, hawking their wares to whomever will buy – and a goodly number of individuals who aren't sure but agree to a deal just to make the ssurran go away.

Nomad traders pride themselves on being able to source any item for their clients. They may not have the desired item to hand, but their network of contacts and fellow traders throughout the ssurran confederation and beyond are sure to be able to find what the client is looking for. Whether the client is able to pay the required price is, of course, another matter.

Of all the ssurran of the Scorched Plateau, the nomad traders are the most likely to travel to other parts of Athas. They cannot resist the lure of a tempting deal or the prospect of new markets at which to play their trade. Do you want to buy?

Recommended Weapons: The nomad trader carries a variety of weapons, partly out of a desire to be well-prepared for any eventuality, partly out of a desire to never throw anything away. Close-quarters, melee, missile – all of these should be represented.

Recommended Non-weapon Proficiencies: Bureaucracy, etiquette, fast talk, gaming, information gathering, knowledge (any), language (modern), navigation, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Appraising, bargain.

Equipment: The nomad trader should be equipped with a bewildering array of gear, from the incredibly useful to the surprisingly pointless. Being able to produce any item on demand is a matter of pride for the nomad trader.

Special Benefits

Improved Bargain: The nomad trader receives a +4 bonus on all bargain non-weapon proficiency checks.

Pack Rat: A nomad trader can source any item of normal equipment from his contacts in Id4 days. Particularly rare and valuable items add one day to this total.

Special Hindrances

Light Build: Ssurran nomad traders are more lightly built than many other ssurran. They only receive a +2 natural Armour Class bonus, their claws deal Id6 damage, and their bite deals Id3 damage.

Wealth Options: Standard.

Tarek Kits

Berserker

The tarek berserker is a warrior who draws upon the innate resilience and ferocity of the tarek race to achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any creature has a right to.

This makes the berserker a deadly warrior who can be as much a menace to himself as to his enemies. Tarek berserkers give themselves over fully to bloodlust when battle begins and it's obvious from the outset that they are possessed of a truly savage nature. Even other tareks are disturbed and unsettled by this.

Nevertheless, all tareks agree that berserkers have been touched by supernatural forces, and have accepted that touch so that they might better defend their people. Berserkers have the strength of stone, so tareks say – and the wise know to stand aside when the avalanche begins.

For the berserker, choices in life are simple. Find the enemies of your people, confront them, and slay them. Let the blood flow. Let the fury take you. If others fall beneath it as well as the foe, so be it. We all return to dust in the end.

Recommended Weapons: Berserkers may not start play with any missile weapons. As warriors, they know how to use these weapons, but prefer to get up close and personal with their foes. At no point may a berserker take expertise or specialisation in a missile weapon.

Recommended Non-weapon Proficiencies: Armour optimisation, craft (armourer, weaponsmithing), hunting, running, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance.

Equipment: Berserkers may start play with light or medium armour and melee weapons only. Once the berserker has ventured into the wider world and learned more of other cultures, he may use any armour or weapon he chooses.

Special Benefits

Killing Frenzy: A berserker can enter a killing frenzy at will, although it takes two full rounds for the tarek to work himself up into this state. He need not be in combat when doing so.

Once the killing frenzy begins, the following conditions apply:

- The berserker receives a +1 bonus to hit, +3 bonus to damage, and +2 bonus hit points per level.
- The berserker is immune to the wizard spells *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, *geas*, and the clerical spells *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, and *symbol*, and any psionic powers that duplicate the effects of these spells.

Special Hindrances

Frenzy Drawbacks: While the killing frenzy lasts, the following drawbacks apply:

- The berserker can only use melee weapons.
- The berserker must attack the nearest opponent until that opponent is down, then move onto the next, attacking until that foe falls. The berserker must keep fighting until all enemies are down.
- The berserker cannot take cover from missile fire.
- If another character tries something that the berserker can interpret as attack (for instance, hits him to move him out of the way of an incoming attack,) the berserker must make an Intelligence check or attack that character as if they were an enemy.
- The berserker is unaffected by the clerical spells *bleed*, any *cure wounds* spell, *aid*, *heal*, and *regenerate*. He will gain the benefits of those spells only after he has come out of his killing frenzy and suffered any and all damage which occurred then.
- When the killing frenzy ends, the berserker loses his bonus hit points, which could drop him to or below -10 hp and kill him. He collapses in exhaustion (exactly as if hit by a *ray of enfeeblement*) for one round for every round of the killing frenzy. Only when the killing frenzy has finished will cure spells and the like have any effect on the berserker – unless he has died due to the loss of bonus hit points.

Wealth Options: The berserker receives the standard starting wealth for their class. However, they must spend all but 3 cp before play begins.

Mage Killer

Tareks hate wizards and harbour a special fury when it comes to defilers. As a race that lives in close harmony with the earth, defilers embody all that is vile to the tareks. Mage killers are terek warriors who have dedicated their lives to hunting and killing defilers wherever they find them.

Mage killers do not reserve this anger purely for defilers. Preservers, too, often fall foul of their fury, slain before they can make the case that they are worthy of mercy. Tareks do not care – one less leech in the world is fine by them, regardless of how much care the leech claims to take when draining the earth of its precious life energy.

The mage killer's dedication allows his hate for defilers to manifest in combat – the mere sight of defiling can send the mage killer into a murderous frenzy, lashing out at the offending defiler with savage intent. That same hatred often acts as a supernatural shield, protecting the mage killer from some of the wizard's magic. Mage killers believe that this is a blessing from the earth itself, a sign that their anger is righteous and their foes deserving of a horrific death.

Within the terek tribes, mage killers are celebrated as the defenders of the earth, virtuous heroes who fight the good fight for tareks everywhere. Tareks often hold raucous celebrations after a mage killer returns victorious from a raid. Often, these raids don't even involve direct action against known defilers. Elves in particular are singled out by the tareks because of their presumed connection to arcane magic. Few elves bother to argue the point – they flee or die.

Mage killers often spend time away from their tribe and are not reluctant to join adventuring parties. Inevitably, such a party will encounter a defiler, and then the mage killer comes into his own at last.

Recommended Weapons: Mage killers employ weapons with low speed factors – small melee and missile weapons – to give them a greater chance of disrupting spellcasting.

Recommended Non-weapon Proficiencies: Knowledge (arcanology), language (ancient), spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Tracking.

Equipment: Mage killers rely on no specific equipment. They need to be flexible in order to meet whatever challenges a spellcaster might throw at them.

Special Benefits

Defiling Rage: When a defiler casts a spell within sight of the mage killer, the mage killer receives a +2 bonus to hit and damage against the defiler for one round per level of the spell that was cast.

Magic Resilience: Once per day, the mage killer can re-roll any one saving throw against a wizard's spells.

Special Hindrances

Arcane Refusal: A mage killer never willingly becomes the target of a wizard spell. He has no objections to receiving clerical magic, but objects to having any arcane magic cast on him.

Wealth Options: Standard.

Speaker of Stone

Tareks are deeply connected to the earth, revering it as the heart of their spiritual life. Their shamans are always earth clerics, and the most prominent of these are known as speakers of stone. Devout in their faith, strong like the earth itself, speakers of stone strive to lead by example as the paragon of how all good tareks should live.

A speaker of stone strives to be strong and dependable, reliable and true, dedicated to the tribe and the earth, listening to the messages of the earth, and interpreting and sharing these with other members of the tribe. Although most speakers of stone live apart from their tribes, spending long hours in contemplation each day, they act as trusted advisers to the tribal chiefs, who heed their words with care.

This does not mean, of course, that speakers of stone avoid conflict. They are tareks to the bone and will hurl themselves into combat with as much gusto as the hardest warrior. This, too, is the terek way and the speakers of stone are not afraid to spill their blood on the deserving earth. To die in battle is to return to the earth, and speakers of stone welcome such a fate.

Deeply respected within their tribes, speakers of stone are nevertheless outsiders. Their spiritual nature sets them apart and regular tareks hold them in quiet awe, seldom daring to trouble them unless the speaker of stone volunteers aid. The speakers cultivate this image, believing it fitting for their station in life.

Speakers of stone rarely join adventuring parties but, when they do, it will be to address some matter of importance to their tribe – to right a wrong, avenge a chief, hunt a foe, or seek lore that they can return to the tribe to the betterment of all.

Recommended Weapons: Speakers of stone prefer to wield weapons crafted from stone or obsidian, as these never shatter in their hands. Metal weapons, of course, also hail from the earth and so are used as needed.

Recommended Non-weapon Proficiencies: Craft (pottery, mining, stonemasonry), knowledge (agriculture, religion), survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Mountaineering.

Equipment: A speaker of stone has no particular equipment recommendations. They often prefer to walk rather than ride mounts, but will not refuse to ride if circumstances require it.

Special Benefits

Bless Weapon: A speaker of stone of 3rd level or higher can bless a stone weapon once per year. The weapon becomes a magical weapon for one year, receiving a +1 bonus per level of the speaker over 2nd, up to a maximum of +4 at 6th level. If the weapon is taken from the terek intended to wield it, it reverts to a normal weapon after 1d6 weeks.

Perfect Stone: Stone and obsidian weapons wielded by a speaker of stone are not treated as being made from inferior materials.

Special Hindrances

Air Vulnerability: The speaker of stone saves against air-based attacks at –2 and automatically takes maximum possible damage from such attacks.

Wealth Options: Standard.



Tari Kits

Sewer Rat

Beneath the cities of the Tablelands lie ruins from an earlier age. Be it the warrens of UnderTyr, the sewers of Balic, or the many sunken levels of Nibenay, it is a fact that the great settlements of the sorcerer-kings are built on the bones of older edifices. In and among these forgotten ruins dwell the city tari.

The sewer rat is an urban tari who makes his home beneath the streets of the great cities. Unlike the scavenging tari of the wastes, urban tari live in relative – if squalid – luxury, surrounding themselves with the stolen detritus of the world above.

Sewer rats are the most successful example of the urban tari. They delve deeper, explore more thoroughly, and have a more intimate knowledge of their city homes that dwarfs even the most knowledgeable templars. Sewer rats know hidden routes throughout their city and can come and go as they please, often despite the best efforts to stop them.

Sewer rats dress themselves in rotted finery stolen from rubbish tips or purloined from the homes of the unwary. Life beneath the streets soon turns these outfits into rags, however, and the sewer rat carries a thoroughly unpleasant stench. Although long-term exposure to the worst filth makes them immune to normal diseases, their bite is as virulent as that of any tari.

Sewer rats are rarely accepted in the streets of the cities they inhabit. Their innate stink and the fact that they carry disease means that they are seen as little more than vermin and treated as badly. For this reason, some join adventuring parties to enjoy a modicum of protection, and even the hope of friendship.

Recommended Weapons: None. Sewer rats arm themselves with whatever they can beg, borrow, or steal.

Recommended Non-weapon Proficiencies: Gaming, information gathering, knowledge (local history), prestidigitation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise.

Equipment: Sewer rats bedeck themselves with all manner of gear of uncertain provenance. Everything they carry eventually becomes infused with the stink of the subterranean warrens that they call home. Although the gear may be of fine quality, it's really hard to tell.

Special Benefits

Disease Immunity: A sewer rat is immune to all diseases.

Hidden Pathways: A sewer rat can work his way into any building or location within a city by taking an hour to scout out hidden routes, forgotten entrances, broken conduits and the like. The sewer rat will appear at a random point somewhere on the lowest level of the building. The tari cannot bring others with him.

Similarly, a sewer rat can escape from an urban encounter by making a saving throw vs. paralysis. If successful, the sewer rat slips down a sewer, through an alleyway, through a crack in a wall, or similar exit. The sewer rat must lie low for 1d3 hours or risk being located again.

Special Hindrances

Rat Stench: Sewer rats' tattered finery carries a certain stink. They suffer a -2 reaction penalty and will never be permitted into any business, tavern, official building or similar institution unless somehow disguised.

Wealth Options: The sewer rat receives half the standard starting wealth for their class and must spend all but 3 cp before play begins.

Wasteland Scavenger

Unlike the urban tari, those tari who dwell in the wastes have a difficult existence. With resources hard to come by, they live the lives of scavengers and prey. Hunted by all manner of beasts and tribes, they live a hand-to-mouth existence, hiding in burrows by day and emerging to forage for food and water by night.

This has made the tari of the wilderness resilient and resourceful in the extreme. The wasteland scavenger is just such a tari – one who lives by his wits and knows where to find food and water when others would perish alone in the wilds. Adapted to life outside the cities, the wasteland scavenger can survive in the harshest of environments.

This does mean that the wasteland scavenger is ill-suited to life in the cities. They find them noisy and terrifying and are extremely ill-at-ease there. Knowing that they are unwelcome, wasteland scavengers avoid cities unless there is absolutely no alternative.



Out in the wilds of the Tablelands, the wasteland scavenger is an excellent companion. Their skill at surviving in these inhospitable environments means that they are able to locate resources that others might miss. With their help, a party can cross the miles between oases, surviving on food and water scavenged from the most unlikely of sources.

Even when unable to locate sufficient water, the wasteland scavenger is not lost. They are so well adapted to life in the wilds that they can get by on tiny amounts of water, as well as a creature half their size. This has saved many such tari from ending up as parched husks, their bones picked clean by more successful scavengers.

If suitably persuaded, a wasteland scavenger would not be averse to joining an adventuring party, even if only as a guide. Longer-term relationships would need to offer the tari something meaningful in return, but such things can be arranged. Trade or protection for the tari's tribe, for example, would be seen as a fair deal, and sufficient to win the assistance of one of these creatures.

Recommended Weapons: None. Wasteland scavengers take what they can get where weaponry is concerned. Missile weapons are useful for hunting game, and most wasteland scavengers make use of these when needed.

Recommended Non-weapon Proficiencies: Animal handling, animal lore, craft (any), endurance, heat protection, navigation, water find.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, survival.

Equipment: Wasteland scavengers focus on equipment that will help them survive in the wild and on gear that can easily be repaired without needing access to elaborate facilities only found in cities.

Special Benefits

Gather Resources: When a wasteland scavenger gathers food or water using the survival or water find non-weapon proficiencies, he gathers enough for himself and $1d2+1$ other creatures.

Less Water: A wasteland scavenger only needs $1/2$ gallon of water per day when active.

Special Hindrances

Urban Reject: Wasteland scavengers are very uncomfortable in towns and cities. They suffer a -2 reaction penalty and a -2 penalty on all Intelligence, Wisdom, and Charisma checks when in such locations.

Wealth Options: Standard.

Ythri Lorekeeper

Far to the south of the Tyr region, the lost realm of Ythri once thrived, homeland to the tari. Whether it was lost in some ancient cataclysm, destroyed in war, or simply devoured by the elements is unknown, and the tari preserve only legends of those days. Some, however, maintain fragments of lost wisdom from before the fall – these are the lorekeepers of Ythri.

Ythri lorekeepers are storehouses of information, skilled engineers, clever alchemists, and collectors of ancient teachings. They preserve a hodgepodge of knowledge from the days of Ythri, and use it in whatever ways they can to help fellow tari. They are always looking for new sources of wisdom that was once thought lost.

This voracious appetite for new learning, combined with the lorekeepers' hoarding of old secrets, tends to make them unfocused and flighty. Their minds leap from one topic to another and they have difficulty in maintaining concentration on any one subject for too long.

Despite this weakness, however, they can command startling levels of insight, putting it to use in many surprising ways. Among the tari, the lorekeepers are viewed with something approaching awe. They are reminders that the tari were not always outcasts, scabbling in the wastes or hiding in the sewers. Once, they were among the premier civilisations of Athas, and the lorekeepers are a reminder that tari may one day hope to reach those heights again.

Ythri lorekeepers often join adventuring parties. Who better to accompany them into ancient ruins and battle horrendous beasts while the lorekeeper spends as much time as possible researching ancient knowledge that can be found in such places?

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Craft (any), information gathering, knowledge (any), language (any), literacy, observation, teaching.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Alchemy, herbalism, knowledge (engineering).

Equipment: An Ythri lorekeeper is likely to have a command of reading and writing, and so often spends some of their starting funds on quills, ink, and parchment or paper. They use this to record their findings and investigations into ancient wisdom.

Special Benefits

Expert Alchemist: Ythri lorekeepers can craft alchemical items in half the normal time.

Master Builder: Any construction overseen by an Ythri lorekeeper has 20% more structural points than normal.

Special Hindrances

Unfocused: Ythri lorekeepers are skittish and easily distracted. They suffer a -2 penalty on saving throws against mind-affecting magic.

Wealth Options: Standard.

