

## Character Races



There are many races beneath the dark sun. Although the Tablelands are dominated by humans, the wilderness belongs to far stranger kin. Yes, dwarves, elves, pterrans and the like make their homes here. But so do the secretive tari, the curious jozhal, the brutish terek, and the mysterious rhul-thaun. Far less numerous than the better-known races, they nevertheless have carved their own niches. Although they do not have the same impact on the settlements of the Tablelands, they do have their stories to tell.

These races all require DM approval before play. This is because they are monstrous and strange, often seen as enemies of civilised folk – as in the case of the gith or the terek – or because they are rare and

seldom seen at large in the Tablelands – such as with the rhul-thaun, tohr-kreen, or dray. Assuming that your DM is willing to include creatures of this type in the game, follow the usual procedure for creating a Dark Sun character, as outlined in the **Campaign Guide**, using the racial statistics provided here.

**Languages:** All of the new races listed here start play knowing how to speak their native tongue. Most of these races also start play knowing the common tongue of the Tablelands, with some exceptions. The dray start play knowing the common tongue of ancient Giustenal and the tohr-kreen do not know any common tongue, speaking only the language of the kreen. Dray and tohr-kreen must learn the common tongue through play.



## Dray

The dray are draconic humanoids created by Dregoth to populate his subterranean city. The undead dragon king believed that humans had to “evolve” as he was evolving (at least as he was evolving during life) if they were to be fit servants in the new age to come. Dregoth saw his first successful transformations as failures, even though the humans changed and survived. The first generation dray were not the perfect masterpieces he had expected, so he banished them from his sight. The second generation lived up to Dregoth’s vision, and this version of the race resides with the undead dragon king in New Giustenal.

**Personality:** First generation dray tend to be cautious and suspicious by nature. They are savage, even primitive. Their primary goal is to survive and they spend all their time training to be the best at what they do. They are very honourable, and help given is never forgotten.

Second generation dray live in the shadow of Dregoth and so have many of his prejudices ingrained into their personalities. They are well educated, intolerant, and obnoxious, and carry an air of superiority wherever they go.

**Physical:** Dray are tall, lean draconic beings with scaly skin, hairless bodies, and clawed limbs. They have no wings, though they do have tails. Dray of both varieties stand six to eight feet tall. Their build is lean and muscular. Despite their size, most dray weigh only 180 to 200 pounds. Their natural build makes them strong, durable, and even agile by most standards.

The first generation dray are less than the perfect beings Dregoth envisioned. Their claws are jagged, their scales mottled and uneven, their bodies slightly bent and mutated.

The second generation are near-replicas of the dragon king, with proud draconic heads atop long necks.

Straight, ivory teeth are set in neat rows within their long jaws. Their scales come in many colours, and their long, whip-like tails stretch out majestically behind them.

**Relations:** All dray distrust surface dwellers, though the second generation have been taught to also hate them. Demihumans, Dregoth has proclaimed, are to be scorned and killed, while humans are to be pitied until they can be transformed into dray themselves.

**Lands:** The dray are all but unknown outside of the Giustenal region. Second generation dray do not travel outside of New Giustenal and first generation dray seldom dare show their faces on the surface world. Occasionally, a solitary dray will venture to other lands, where they are usually mistaken for one of the New Races or a breed of ssurran or pterran.

**Language:** Dray speak the common tongue of ancient Giustenal. The second generation dray speak it as it was spoken 2,000 years ago. The first generation dray speak a slightly cruder version due to their long years of isolation from the learning centres of New Giustenal. After some exposure to it, a dray could learn the common tongue of the Tablelands, provided he or she spends the appropriate proficiency slots to do so.



**Dray Society:** The first generation dray were banished from Dregoth's domain long ago. They currently inhabit the ruins of Kragmorta, struggling to survive and make a home in that fiery cavern. They are ruled by a Clan Father, who does his best to keep the clan together. The first generation dray still worship Dregoth as their god, but they hate the dragon king for rejecting them.

Second generation dray live in New Giustenal. In the city of dragon bones, most of these dray live contented lives. The templars protect them and see to their spiritual needs, so they are free to work and raise families. All are expected to battle in Dregoth's army on the Day of Light that is to come but, until then, only the templars work to perfect their military skills. Everyone else lives in varying degrees of comfort.

**Role-playing Suggestions:** As a second generation dray, you look down upon the earlier dray. You are the chosen of Dregoth, and the first generation deserves nothing but your contempt and hatred.

As a first generation dray, on the other hand, you consider yourself better than the dray who replaced you. You do not hate the later dray, but you do not trust them either. Someday you hope to be taken back into the fold. It is a day you pray for.

The following game statistics apply to the dray player character:

- **Ability Adjustments:**  
**First Generation:** +2 Strength, +2 Constitution, -2 Intelligence, -1 Wisdom.  
**Second Generation:** +1 Strength, +1 Constitution, +1 Intelligence, -1 Wisdom.  
 All dray receive -3 Charisma with regard to other races.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Infravision:** First generation dray can see varying degrees of heat in the darkness to a distance of 60', while second generation dray have infravision to a distance of 30'.
- **Natural Armour:** +3 natural Armour Class bonus.
- **Claws and Bite:** A dray can use his talons to attack twice per round for 1d6 damage and bite once per round for 1d4 damage.
- **Cold Vulnerability:** Dray take double damage from cold-based attacks.
- **Combat Skill:** Second generation dray receive a +1 attack bonus when using dray-crafted weapons.

- **Heat Resistance:** Dray have a natural resistance to heat and fire. They make saving throws against heat- and fire-based attacks for half or no damage.
- **Light Vulnerability:** Dray receive a -2 to attack rolls when fighting in areas of bright light (in sunlight, for example).
- **Reduced Water:** Dray require only 1/2 gallon of water per day when active.

### First Generation Mutations

All first generation dray have some sort of mutation. The DM and the player can either select a trait that has only a role-playing effect, or the player can roll on the table below. When a mutation is selected, the player and DM should determine its outward appearance. For example, a dray with a reduced Dexterity score might be more bent and misshapen than his fellows.

1d20 Roll	Effect
1	A randomly selected limb is human instead of dray (no claws on that limb, and AC 10).
2	The dray's scales are soft, giving the dray an Armour Class of 10.
3	Strength score is reduced by 1d2.
4	Constitution score is reduced by 1d2.
5	Dexterity score is reduced by 1d2.
6	Intelligence score is reduced by 1d2.
7	Wisdom score is reduced by 1d2.
8	Charisma score is reduced by 1d2.
9	The dray has no infravision.
10	The dray's scales are thicker, improving the dray's natural Armour Class bonus to +5.
11	The dray's teeth are human; the dray has no natural bite attack.
12	The dray's claws are jagged; claw attacks cause 1d4 points of damage instead of 1d6.
13	The dray has no tail.
14	Strength score is raised by 1d2.
15	Constitution score is raised by 1d2.
16	Dexterity score is raised by 1d2.
17	Intelligence score is raised by 1d2.
18	Wisdom score is raised by 1d2.
19	The dray's scales are uneven in texture and colour, and human flesh shows through in places.
20	Roll twice more.



## Gith

The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They are known for their aggressiveness and ability to survive, even flourish, under the most adverse conditions. For many, the word “gith” and the word “raider” are synonymous, as most gith tribes survive on the fruits of others’ labour.

There are persistent rumours that gith were once less bestial and have become savage raiders due to some catastrophe they suffered in the past. From time to time, gith with startling psionic abilities are encountered, so there may well be some truth to these tales. The gith, of course, are neither able nor willing to comment.

**Personality:** Gith view all others as potential rivals for food, wealth, and position. This manifests in a fierce competitive nature. Most gith live by the credo “only the strong survive” and strive to be the best at everything they do. They tend to focus on physical activities such as combat and sports. They have little respect for scholarly pursuits, but those who can turn their knowledge into power are to be feared.

Gith society is extremely patriarchal. Female gith are not afforded any rights and are treated as slaves. When a female gith first leaves gith society, she will be shy and deferential around males of other species, but soon warms to her new freedom and becomes as bold and aggressive as any male gith.

**Physical:** Gith are gaunt and lanky, with long gangling arms and spindly legs. Their hands have three fingers with no opposable thumb, yet they can use tools and weapons. Their fingers and toes end in sharp claws.

When gith stand up straight they are nearly as tall as elves, averaging 6 1/2 feet in height. But since standing erect is uncomfortable for them, they spend most of their time in a crouched, hunched-over position, making them appear to be only about 5 feet tall.

Gith bodies are hairless and have greenish-gray skin. Their mouths are wide with a protruding lower jaw. They have no teeth, but instead have bony ridges that they use for grinding food. A gith’s large, black, pupil-less eyes move independently of each other and may look at two different things at once. Their legs are designed for jumping, which how they normally move around, walking in an awkward shuffle when they cannot jump.

Gith tattoo themselves with symbols of protection and enjoy wearing trophies of defeated foes. Gith mature quickly. It is rare for a gith to survive past 50 years old.

**Relations:** Gith do not view others in terms of race. If a member of another race is stronger than a gith, they are to be obeyed. If they are weaker, they are to be bullied and taken advantage of. Halfling and gith tribes constantly clash throughout the Ringing Mountains, fighting over territory and resources, so halflings have a particular dislike for gith. Orderly minded dwarves do

not like the chaotic nature of most gith and view them as a menace. Elves have no special love or hate for them, but treat them as they would any outsider. Tareks probably hate gith the most, always seeing the gith as “defiling” the sacred earth, which in turn causes many battles between the two races as the tarek move to cleanse their lands. Most other races view this as simple bullying and respond accordingly.



**Lands:** Gith tribes most often make their homes in mountainous areas. From there, they can raid surrounding lowlands and then retreat back to the safety of defensible villages. Most gith live by raiding other intelligent creatures, but some few have taken up mining gems for sell to the merchant houses.

There is a notable concentration of gith in and around the Black Spine Mountains. These peaks in the central Tablelands are crawling with countless tribes of gith, making the region hazardous to traverse. In this area, an encounter with the gith is almost a given.

**Language:** The gith tongue is a squawking cacophony of barks and shrieks, accompanied by clacking jaws and frequent hissing. The gith have no alphabet of their own but their language can be expressed in elvish script.

**Gith Society:** Gith are impulsive, unruly, and destructive, and their society is similarly driven by violence and oppression. The stronger rule the weaker, the males dominate the females, and any who go against these traditions are subjected to hideous tortures.

Gith are highly superstitious and their lives are filled with taboos and rituals to ward off bad luck. Shamanic witches hold great power over their tribes, often having the final say in any decision by ruling whether or not “the spirits” approve of the endeavour.

Constantly searching for something to give them an edge over their rivals, gith often turn to psionics. Most tribal leaders are powerful psions and freely use their powers to keep tribal members in line and eliminate rivals. Though they are not particularly powerful telepaths, psychoportive disciplines come naturally to gith. They also enjoy the destructive ability of most telekinetic powers.

To most gith, arcane magic is to be feared. Wizards of any kind, preserver or defiler, wield great power in gith society, as they are considered to be masters of terrifying forces. Individual gith avoid arcane spell casters out of fear and only the most power hungry will attempt to learn arcane magic. If they survive, they are likely to become leaders among the gith people.

Gith believe that knowing a person’s name grants power over that person, so they are very protective of who knows their name. Often only family members and close, personal friends will know a gith’s true name. The rest of the world knows him only by a nickname that is chosen because of some notable physical feature or aspect of their personality.

Only prominent members of a gith tribe will be given a name beyond their first. Chiefs, witches, and other leaders are granted additional names that reflect their achievements.

A hero that kills a giant while defending his tribe might receive the name Giant-Killer, or a shaman that cures a disease threatening his tribe might be given the name Plague-Stopper. The more names a gith has, the more powerful and respected he is perceived to be. A gith who assumes names he does not deserve will be considered a braggart and liar and will be shunned or even cast out of his tribe.

Male gith do not usually recognise the names that female gith give to each other and simply refer to a particular female as “You”.

**Role-playing Suggestions:** You are a true desert raider, living by your wits and your strength. When you encounter a new situation, attempt to turn it to your benefit by force of physical strength or mental cunning. Dominate those who show weakness and kill those who would pose a threat or act as potential rivals.

If it appears that you would be outmatched, preserve your life by whatever means necessary. Grovel, whine, plead, bribe, or flee. Return later to take revenge as necessary, ideally when your enemy is sleeping or otherwise unaware.

Should you reach a stalemate or settle into a power dynamic that is acceptable to you, treat your companions as if they were a raiding pack. Together you are mighty. As a pack you can take down foes far stronger than any individual. Use your greater numbers, greater skill, or greater cunning to your advantage and encourage your companions to do likewise. As one, you are unstoppable.

The following game statistics apply to the gith player character:

- **Ability Adjustments:** +2 Dexterity, -2 Charisma.
- **Movement Rate:** 9.
- **Size:** Medium.
- **Infravision:** Gith can see varying degrees of heat in the darkness to a distance of 60’.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Claws:** A gith can use his talons to attack twice per round for 1d4 damage.
- **Spring Attack:** Gith can leap up to 20 feet in a single movement. When attacking in this fashion, they gain a +2 on their attack rolls.



## Halfling, Renegade

While most halflings found on Athas belong to the more or less civilised clans located in the Forest Ridge near the Ringing Mountains, there exist tribes of so-called “renegade” halflings. These tribes do not share the desire for racial unity and harmony that their cousins do. To the renegade halfling, loyalty is paid to their tribe and their tribe alone. All others – even halflings of other tribes – are meat.

Renegade halflings are more gifted in psionics than other halflings. Their insular nature has given rise to particularly potent wills and they are adept with all manner of psychic defences.

### Personality:

Renegade halflings are culturally insular, much as their more civilised cousins are, but this insularity is exaggerated to an extreme. They see themselves as predators and all weaker creatures as prey. Those that prey upon the renegades are not resented for their predation – this is the way of things, the natural order. To a renegade halfling, they are no different from the beasts of the forests they call home.

**Physical:** Like their more civilised cousins, renegade halflings are very short humanoids, standing about 3 to 4 feet tall. Weighing anywhere from 50 to 60 pounds, halflings live to be as much as 120 years old. While the bodies of halflings are very similar to those of humans (except considerably shorter), they have faces which resemble wise and beautiful children. Renegade halflings often have a more feral demeanour than other halflings.

**Relations:** Though renegade halflings share many characteristics with their more normal Athasian cousins, they are far more brutal. As noted above, whereas most halflings of Athas share a common sense of racial unity, the tribes of renegade halflings do not. The only loyalty that renegade halflings will ever display is towards their own tribe and its members. Hence, even the presence of a fellow halfling will not deter a renegade tribe from hunting an adventuring party.

All Athasian halflings, especially renegades, consider all other animal life a source of food. Most halfling tribes also assume that all other races view them the same way. Because of this attitude, any relationship with renegade halflings should be approached with a great deal of caution.

**Lands:** The tribes of renegade halflings usually make their home in remote areas of the forests and jungles near the Ringing Mountains. Renegade halflings eat both plants and animals, but much prefer meat to vegetation. Any who enter their lands are therefore seen as a potential meal by these tribes of diminutive predators.

**Language:** The language of renegade halflings is a collection of hoots, howls, shrieks, and whistles that sounds more like the sounds of the forest than a language.

**Renegade Halfling Society:** A typical tribe of renegade halflings will contain from two to twelve families, with each family having from three to five members. The family units of a renegade halfling tribe live in large huts made from small trees and bamboo shoots, covered with ferns and fronds from the tropical plants which grow all throughout the jungles of the Forest Ridge.



All the members of a tribe must work towards the goals of the tribe, which are usually as simple as survival, but can also include raids on nearby villages and other halfling tribes. Those who act against the tribe's interests are outcast; some are even sent into the jungle with only their own survival skills to support them.

Some renegade halfling tribes have developed a method of growing esperweed plants in large gardens, supplying an usually large amount of this rare plant for the tribe. This gives these tribes valuable trading commodities and also provides them with a powerful tool for dealing with encounters with enemies.

**Role-playing Suggestions:** You are part of the natural order, as much as any other animal that walks the face of Athas. As such, you hunt and are hunted and, when you die, it is part of the cycle and the best you can hope for is to have had a fulfilling life. Other creatures are also part of the cycle of existence, whether they realise it or not, for they too are born, hunt, mate, reproduce, and die.

If you were to discuss this with other creatures (as opposed to eating them), you might wish to spend the time explaining these concepts. You are capable of cooperation in order to survive - not everything is a meal, even though everything has the potential to become one. Other Athasians would do well to understand that what happens in one place to one elf affects all elves, and the actions of one elf ultimately affect the entire race. You are frustrated by the fact that members of other races somehow believe that they are separate from the natural order of things.

You find defilers to be a crime against nature and will attempt to eat them immediately, preferably in the method of a thousand nibbles. How can such people claim intelligence? You would not find any creature poisoning their own lair, but this is what defilers do. This is the most damning evidence as to the barbarism of other races. You will not find halfling defilers.

Often others will ask why you see all life as potential food. You often feel that these are foolish questions. Suppose someone asked a human why they ate that erdlu leg last night? Suppose they asked about the poor erdlu's feelings? Did it want to be eaten? Suppose it wanted to continue living? What about the family it cared for and protected? To you, it doesn't matter. You hunted and killed it, so you get to eat it, regardless of how it "feels".

You do not understand why there is a line drawn between sentient and non-sentient species. Is it the ability to speak? How long would the sloth pause before pouncing if you explained that, because you have the ability to speak, you should not be eaten. Some say the sloth is a stupid creature and so can be excused, but many predators of enormous intelligence prey upon so-called civilised creatures.

Does the value of a body change once it has died? An elven tribe might kill an escaped mul for an insult made out of ignorance. They can kill her because her life means so little, despite what the mul might contribute to the security of the tribe if she were taken in. But the elves would never consider eating the mul, despite having hungry children. Somehow, the body is given more value than the life it held. What manner of creature denies its needs? This is how you perceive other races - creatures in denial of their true nature.

The following game statistics apply to the renegade halfling player character:

- **Ability Adjustments:** -2 Strength, +2 Dexterity, -1 Constitution, +2 Wisdom, -1 Charisma.
- **Movement Rate:** 6.
- **Size:** Small.
- **Expert Aim:** Renegade halflings receive +1 to hit with all missile weapons.
- **Fearsome Reputation:** Renegade halflings suffer a -3 reaction penalty from all other creatures from outside their specific tribe.
- **Psionic Aptitude:** Renegade halflings add +1 to their power checks when using a telepathic defence.
- **Reduced Water:** Renegade halflings require only 1/2 gallon of water per day when active.
- **Stealthy:** When renegade halflings sneak up on non-halflings, their opponents suffer a -4 penalty on surprise rolls.
- **Halfling Resilience:** Renegade halflings receive bonuses to saves vs. poison, rods, staves, wands, and spells, based on their Constitution score:

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-14	+3
15-18	+4
19-21	+5
22-24	+6



## Halfling, Rhul-Thaun

The rhul-thaun, the people of the cliffs, are living remnants of a bygone age. Their culture is based upon a period of time no longer spoken of even in the legends of Athas. Because of this, rhul-thaun society is unique in all the world. They are at the very least close cousins of the halflings known throughout the Tablelands and Forest Ridge. Physically they are very similar – nimble, lithe, yet more muscular than they appear. But they preserve a culture that has otherwise vanished from the face of the world.

**Personality:** The rhul-thaun look upon the world as a place where all life is sacred, and nature is a force to be respected. So extreme have these notions become that most rhul-thaun venerate the elements as unknowable and uncontrollable forces.

They also know that in nature all things serve a purpose, and therefore try to find their own purpose in life and in relationship to the rest of the world. This is as true for individuals as it is for the people of the clans.

**Physical:** Like the feral halflings of the outside world, the rhul-thaun are short with wiry, nimble bodies. The average height for rhul-thaun males is 3 feet, while females are an inch or two shorter.

Light of bone and build, the physique of the people of the cliffs is sinewy and tough. Even with an abundance of water, however, their lives are still quite harsh, fostering a need for strong, sturdy bodies. Their skin is fairer than that of most Athasians and appears to be smooth and wrinkle-free throughout most of their lives.

Their resilient musculature betrays little of the deterioration caused by time, and they are active even in old age. Rhul-thaun hair colour is black or brown, but rare individuals are blond or, more rarely, red-heads. A typical member of the race has virtually no body hair other than on his head.

Facial hair is unknown to them (its presence on members of other races would probably cause them to believe that person to be an animalistic, monstrous, or barbaric individual). Eye colour varies greatly, with green, gray, and brown being most common.

**Relations:** Halflings from the outside world who encounter the rhul-thaun find the experience unsettling. Despite many similarities, the two groups have very little in common when it comes to their fundamental philosophies of life. Isolated, recalling their great past, the rhul-thaun respect nothing more than life and are loathe to destroy it. But the feral halflings, whose history has devolved to legend and whose culture has been corrupted over the years by neighbouring cultures, look upon every living thing as a potential source of food.

**Language:** The language of the rhul-thaun is directly descended from the speech of the ancient halflings of Athas. Time has modified the language, but it still sounds like its forebear. It is a breathy, elegant tongue, pleasant to virtually every ear.

**Rhul-Thaun Society:** As they look upon the random, indomitable forces inherent in the world, the rhul-thaun seek at least a thin veneer of reason to give the appearance of control. To accomplish this, and to preserve what was left of their ancestors' knowledge, they devised a complex set of rituals, one for virtually every conceivable event and activity in their lives. Birth, marriage, and death rites are found in most societies, but the rhul-thaun make formal ceremonies of greeting, meals, dressing, trade, war, dance, and all aspects of life requiring relationships with others.

Despite their universal passion for ritual, and like all other inhabitants of Athas, the rhul-thaun know no gods. While nature is revered and respected, the rhul-thaun seldom worship its attributes – except for a rare few. These individuals follow the paths of the elemental priests who pay homage to the power of the forces of earth, air, and water – fire is forbidden and the paraelements seen as debased.





Wizardly magic remains an unknown quantity among the rhul-thaun. It is not that they actively disbelieve in magic, they are merely ignorant of it – the words *wizard* and *magic* are not even in their language. When they experience the power of magic, their response is to react with horror. The more stalwart occasionally attempt to explain the process through concepts they can understand or at least are aware of, such as psionics. These attempts are usually met with frank stares of disbelief.

Compared to their appreciation of magic, rhul-thaunian understanding of psionics is tremendous. But when weighed against most of the other intelligent races of Athas, however, the halflings of the cliffs lack a true grasp of the nature and power of the Way. They have long recognised its existence and many individuals have displayed natural mental powers in their own culture.

Using the ritualised arts of life-shaping, the rhul-thaun organically produce clothing from creatures created specifically for this purpose. Each rhul-thaun clan has its colour or colours to represent it. The rhul-thaun also frequently use patterned face and body paint to individualise their identities and many of them alter the patterns on a daily basis.

Grooming is an important part of this society. Personal appearance is a very serious matter among the rhul-thaun and even the most unrefined individuals recognise its importance. Grooming time is not considered frivolous and those who maintain a seriously crafted look are not thought of as vain.

**Role-playing Suggestions:** There is no existence without a purpose. You must know the purpose and function you fulfil in the broader scheme of things. When you are feeling tense or anxious, simply focusing on your purpose usually makes you feel more at ease.

The sanctity of life in all its forms is pivotal to you. You would never take a life casually – even the lives of those creatures other races would consider vermin, like rats and insects. In accordance with your beliefs, there are life-taking rituals to be performed before and after killings take place.

Murder, the killing of another halfling, is a very serious crime among the rhul-thaun. You would never take a life without careful consideration. However, when the decision to kill is made (and justified to your conscience), it is done swiftly and without hesitation. To hesitate before taking a life is the way of outsiders. It betrays a lack of purpose.

The following game statistics apply to the rhul-thaun player character:

- **Ability Adjustments:** -1 Strength, +1 Dexterity, +1 Wisdom.
- **Movement Rate:** 6.
- **Size:** Small.
- **Expert Aim:** Rhul-thaun receive +1 to hit with all missile weapons.
- **Expert Climber:** Rhul-thaun can climb walls and other sheer surfaces with a base 80% chance and suffer no penalty to the climb walls rogue skill.
- **Reduced Water:** Rhul-thaun require only 1/2 gallon of water per day when active.
- **Ritual Knowledge:** All rhul-thaun receive the knowledge (ritual lore) proficiency for free.
- **Stealthy:** When rhul-thaun sneak up on non-halflings, their opponents suffer a -4 penalty on surprise rolls.
- **Halfling Resilience:** Rhul-thaun receive bonuses to saves vs. poison, rods, staves, wands, and spells, based on their Constitution score:

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-14	+3
15-18	+4
19-21	+5
22-24	+6

- **Mutation:** 1% of rhul-thaun are born with a mutation. 90% of these mutations are minor. For the remaining 10%, roll on the following table:

d%	Effect
01-08	Extra limb (random type, only 30% are usable)
09-15	Missing or deformed facial feature
16-20	Enhanced muscles and bones; +1d4 Strength
21-25	Strengthened internal organs; +1d4 Constitution
26-30	Enhanced nervous system; +1d4 Dexterity
31-38	Improved eyes; increase visual range by x2
39-46	Improved ears; increase audio range by x2
47-57	Improved eyes; provide 60-foot infravision
58-65	Leathery skin; +2 natural AC
66-73	Improved muscles allow 15-foot leaps
74-80	Primitive gills; breathe underwater 1 hour/day
81-86	Altered immune system; immune to disease
87-92	Altered internal systems; +4 saves vs. poison
93-96	Roll twice, ignoring rolls over 92
97-00	DM's option

## Jozhal

Jozhals are small, lightly built reptilian creatures which may be distantly related to crodlu. They are known for their curiosity, timidity, and their ability to change the colouration of their hide at will. In some areas, jozhals are seen as pests, but they are in fact an extremely intelligent species, who strive to live in harmony with the land and make the most of what meagre offerings Athas has to give.

**Personality:** Jozhals are naturally shy and secretive creatures. Jozhals avoid combat if at all possible, fleeing or using their chameleon-like skin to hide. If forced into combat, a jozhal will attempt to defend itself first with psionics or spells, then with any magical items it currently possesses. If left with no other option, the jozhal will attack with its claws.

**Physical:** Standing about four feet tall, the jozhal is a small, two-legged reptile with a skinny tail, a long flexible neck, and a narrow, elongated snout. Its mouth is filled with needle sharp teeth, and its lanky arms end in small, three-fingered hands with an opposable thumb. Although the jozhal's hide is covered with scales, they are so small as to be unnoticeable at first, and it appears more akin to a man's skin or a boneclaw's rough hide. The jozhal can change the hue of its skin at will, either to match the colour of its environment, or stand out against it.

**Relations:** Jozhals are so insular that they rarely learn the languages of other races. The leader of a family will learn the common tongue, so that he or she may communicate with outsiders on the rare occasion that interaction is necessary. When around those they do not know, especially other races, jozhals become very withdrawn and are unwilling to even speak to outsiders unless necessary.

They will often travel days out of their way just to avoid encountering non-jozhals, especially elves and humans, whom they consider destructive. If forced to interact with members of another race, jozhals will attempt to make the experience as short as possible.

**Lands:** Jozhals do not normally form permanent settlements, but travel in nomadic family groups between the fertile areas of the Tablelands and Hinterlands, beyond the Ringing Mountains. These families forage for roots, nuts, and small reptiles and insects.

Jozhals always make use of every little bit of anything that they find, to the point of extremes, practicing cannibalism and fashioning the bones of their dead into weapons and tools. The only time a jozhal family will permanently settle in one area is when a member of that family becomes a druid of great power and takes custody of his guardian lands.

**Language:** Jozhal is a language composed of clicks, pops, and whistles. Due to its unusual nature, many who are not familiar with the tongue will not even recognise it as a language. Most jozhals do not keep a written form of their language, and the

pyreen alphabet is the only known writing system that can be adapted to writing the jozhal tongue.

**Jozhal Society:** Jozhals live in small family groups of four to five creatures. They are extremely intelligent and cunning, but regard humans or demihumans as foolish, dangerous creatures and will rarely tolerate them.

Jozhals are attracted to magic items of all sorts, believing them to hold the power of the land. They will often track passers-by and attempt to ascertain if the group is carrying any magic items. If they are, the jozhals will try to sneak into camp and steal them.





Jozhals forage for food (roots and tubers), and eat almost any sort of small reptile, snake, or insect. They favour the magic of elemental clerics because it is not destructive to the environment.

Despite their curiosity, jozhals are deeply suspicious of all arcane spellcasters. They will tolerate preservers, but watch them closely for any signs that they may defile, and criticise them harshly if they use magic wantonly or carelessly. Jozhals do not tolerate defilers in any way. A jozhal may even put himself at risk to stop a defiler from damaging the land.

Jozhal children are taught from a young age the proper use of magical items, both arcane and divine, so even non-spellcaster jozhals will be comfortable with most magic items they come to possess.

Jozhal adventurers are rare. Only a few are able to overcome their natural shyness to mix with strangers and fewer still are willing to be separated from their families for long periods of time. Those who do follow the adventuring path have usually had their families wiped out by raiders or some natural disaster. A few have allowed their obsession with magical items to overwhelm them and see adventuring as the quickest, easiest way of finding and possessing such items.

**Role-playing Suggestions:** Why are you an adventurer? What compelled you to leave the relative safety of your home and set out into the world where more or less everything is larger and more ferocious than you are? For a jozhal character, this question is at the heart of their identity.

This is because timidity, shyness, and an aversion to interaction with other creatures are all key elements of the jozhal psyche. They are the traits that have allowed the diminutive species to survive in the uncompromising Athasian wilderness. Even when you have made the choice to become an adventurer, these aspects of your personality do not simply go away.

You remain averse to conflict and will seek to avoid it if possible or hide if it becomes inevitable. This does not mean that you are a coward – only that you have no desire to seek your own death for reasons of appearance. Should you be cornered and unable to escape, you will turn on your enemy with vigour.

In the wild, jozhals use their claws and bite when pressed. An adventurer will have far more devastating options in their arsenal, and you do not shy away from deploying these.

Jozhals are uncomfortable around other Athasian races and this colours all your interactions with other Athasians. Due to their insularity, jozhals are not fluent or even conversant with other cultures. Simply put, they frighten you and it will take time for you to understand the ways of other Athasian races.

Humans and elves are a particular source of concern for you. You have seen how these two races behave and consider them destructive and alarming. If you cannot avoid them, work to change their ways so that they are less wasteful and more considerate of the world they share.

Always remember your curiosity, particularly for magic. It is an embodiment of the planet's life force and you consider it almost sacred. Those who abuse magic – defilers – come in for open criticism and mockery from you. If you are able to convince a defiler to give up his ruinous ways, you consider this a great victory in life.

The other great jozhal trait is practicality. Do not allow resources to go to waste. Scavenge whatever you can and steal what you cannot more easily obtain. Waste not, want not.

Your ability to change the colour and pattern of your scales is not merely a defensive ability. It is more often a method of emotional expression and artistic creativity. You enjoy changing your appearance for pure pleasure, forming patterns and shapes in the same way that others enjoy tattoos.

The following game statistics apply to the jozhal player character:

- **Ability Adjustments:** -2 Strength, +2 Dexterity, -1 Constitution, +2 Intelligence, +1 Wisdom.
- **Movement Rate:** 18.
- **Size:** Small.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Claws and Bite:** A jozhal can use its talons to attack twice per round and bite once per round, each for 1d4 damage.
- **Camouflage:** A jozhal can change the colour of its hide by concentrating – this uses the jozhal's action for that round. If used to hide, a Wisdom check is required to spot the jozhal.
- **Magic Resistance:** Jozhals have 10% magic resistance.
- **Surprise Attack:** When attacking from camouflage, jozhals impose a -2 penalty on surprise rolls.

## Lizardfolk, Marnitan

Marnitan lizardfolk are reptilian, amphibious humanoids who live in the region of Marnita – the Last Sea. There, they survive by herding k reel and fishing. Their skin is chameleon-like, able to change hue and pattern according to the lizardfolk’s desire.

**Personality:** The lizardfolk’s reptilian nature comes through not only in their appearance, but also in how they think and act. Like most reptiles, their feelings largely revolve around fear, aggression, and pleasure. They experience most feelings as detached descriptions of creatures and situations. Lacking any internal emotional reactions, lizardfolk behave in a distant manner. They lack meaningful emotional ties to the past. They assess situations based on their current and future utility and importance.

**Physical:** Adult lizardfolk stand six to seven feet tall, weighing 200 to 250 pounds. The skin of the creatures can change colour to permit the lizardfolk to blend in with their surroundings. Their skin is composed of thin scales meshed closely together, providing protection while still remaining flexible.

The tail of a lizardfolk is three to four feet long, but not prehensile. It does help to keep the creature balanced when swimming, however. It is nearly impossible to distinguish between the sexes without a thorough inspection, something most lizardfolk are reluctant to let strangers attempt.

Lizardfolk clothing usually consists of a simple kreelskin loincloth with leather harnesses.

Lizardfolk actually have a fair amount of control over their coloration. They can change their skin to match just about any colour of the spectrum. Normally, they let their reflexes automatically cause them to blend into their environment but, during special ceremonies, they can actually will their skin to colour itself in intricate patterns, each with a special symbolic meaning.

**Relations:** The reptilian mindset of the lizardfolk strongly influences how they see other creatures. They don’t mourn fallen comrades or rage against their enemies. They simply observe and react as a situation warrants. Nowhere does this come through as strongly as when lizardfolk deal with the dead.

To a lizardfolk, a comrade who dies becomes a potential source of food. That companion might have once been a warrior or hunter, but now the body is just freshly killed meat. A lizardfolk who lives among other humanoids can, over time, learn to respect other creatures’ emotions. The lizardfolk doesn’t share those feelings, but instead assesses them in the same clinical manner. Yes, the fallen dwarf might be most useful as a meal, but hacking the body into steaks provokes aggression in the other humanoids and makes them less helpful in battle.

**Lands:** Lizardfolk exist in one place only now on Athas: the region of Marnita, the Last Sea. There, under the watchful eye of the Mind Lords, their society is able to flourish. While Marnitan lizardfolk might well be able to endure beyond the Barrier of Guardians, few would wish to willingly subject themselves to such considerable hardship.

**Language:** While these creatures have their own language – a hissing, rumbling crocodilian speech, most of them have at least a rough command of the common tongue. This helps them negotiate in their infrequent encounters with those who dwell along the shores of the Last Sea.

**Lizardfolk Society:** The lizardfolk of Marnita are more civilised than their now-extinct ancestors. Although they didn’t start out this way, circumstances have forced them to adapt. After all, the traditional lizardfolk meal of human flesh was frowned upon by the Mind Lords,





so in Marnita, if the creatures couldn't find another source of food, they were doomed to extinction. As their hunting grounds were severely limited the Barrier of Guardians, they took the only option open to them and domesticated the local k reel, becoming a society of k reel-herders. As such, it's rare to see more than a dozen or so lizardfolk together at a time outside the lizardfolk city deep below the waves of Marnita.

Athasian lizardfolk are comfortable with using shields and weapons. They tend to prefer tridents with wooden shafts and heads carved from three long bones. On more formal occasions, they wear full kreelskin togas, but these are rarely used on a daily basis, as they hamper underwater movement.

Athasian lizardfolk have few natural enemies. Sharks and dolphins alike tend to give them a wide berth, but it is not unheard of for a lone lizardfolk to be attacked and killed by a roaming school of sharks. The only true threat to lizardfolk in general is the squark, the behemoth with which they share the Last Sea. Once every so many years, on a more or less unpredictable basis, the squark attacks the lizardfolk city of Nesthaven. The walls of Nesthaven are strongly fortified against the creature, but they can only hold so long against its monstrous onslaught. Dozens of lizardfolk are killed each time the monster attacks.

Other than that, though, the lizardfolk live fairly sedate lives. They farm the kelp beds and tend their flocks of k reel and have wonderful underwater festivals. These are sometimes so amazing that the lights under the waves can be seen even from distant Saragar.

The lizardfolk have a great deal of respect for the Mind Lords and their children (as the lizardfolk think of the shore dwellers). After all, the Mind Lords saved them from Keltis, the lizardfolk executioner. Without their help, the people (as they call themselves) would surely have been scoured from even the floor of Marnita.

**Role-playing Suggestions:** You are lucky to be alive. This, more than anything, lies at the forefront of your mind. It has been drummed into your people over generations – without the Mind Lords, the executioner of lizardfolk would have eradicated you as he did the rest of your species. Because of this, you take little for granted. Everything has a deep and meaningful value to you, not just for its practical use, but because it represents a world that otherwise might not exist for you and your kind.

Despite this awareness, you are not emotional about your good fortune. It is simply a fact of life. Many others on Athas were less fortunate than you. They did not deserve to die any more than you deserved to live. This is simply the way of things.

You have no need to phrase things delicately or worry about phrasing things incorrectly and upsetting someone (short of an outright threat). You only really care with what is said is being done, at least among your own kind. It will take you a little while to get used to how saying essentially the same thing in different ways provokes different reactions in other races. You don't really understand how metaphors work, but this doesn't stop you from using them at every opportunity.

Your response to threats differs from other races. For example, humans confronted by an angry braxat experience fear on a basic level. Their limbs shake, their thinking becomes panicked and jumbled, and they react by instinct. The emotion of fear takes hold and controls their actions.

In contrast, you see emotions as traits assigned to other creatures, objects, and situations. You don't think, "I'm scared". Instead, aggressive, stronger creatures register to you as fearsome beings to be avoided if possible. If such creatures attack, you flee, fighting only if cornered. You aren't scared of a braxat; instead, you understand that a braxat is a fearsome, dangerous creature and react accordingly.

The following game statistics apply to the Marnitan lizardfolk player character:

- **Ability Adjustments:** None.
- **Movement Rate:** 6, Sw I2.
- **Size:** Medium.
- **Natural Armour:** +6 natural Armour Class bonus.
- **Claws and Bite:** A lizardfolk can use its talons to attack twice per round for Id2 damage and bite once per round for Id6 damage.
- **Camouflage:** A lizardfolk can change the colour of its hide by concentrating for one round. If used to hide, a Wisdom check is required to spot the lizardfolk.
- **Hold Breath:** Lizardfolk can remain under water for long periods of time. A lizardfolk can hold his breath up to 2/3 his Constitution score in rounds (rounded up).

## Nikaal

The nikaal are a mysterious race of lizard-like humanoids. They are far-wandering traders and explorers. Though their origin is shrouded in mystery, some Athasians believe there is a nikaal homeland beyond the Ringing Mountains.

Nikaal frequently go into combat without the benefit of weapons and also have the ability to spit acid.

### Personality:

Secretive and prone to seclusion, nikaal try to avoid unnecessary combat but, when provoked, they can be savage. Usually, they are quiet and reserved, seemingly polite to the extreme. For the nikaal, this is a façade intended to put others at ease, the better to facilitate advantages for the nikaal themselves.

The nikaal are known for a polearm is unique among their race - the *tkaesali*. The *tkaesali* are reserved only for celebrated warriors, tribal elders, and shaman. They are frequently decorated with totems and war trophies. Nikaal carrying *tkaesali* are treated with reverence by other nikaal. If an individual loses his *tkaesali*, he is ostracised until he finds his prized weapon. If it is in the possession of a member of another race, that individual must be defeated in personal combat in order for the nikaal to regain stature among the tribe.

**Physical:** The nikaal are 5 to 6 feet tall and weigh 150 to 250 pounds. Although their facial features are similar to humans, their scales and eyes set them apart.

Their bodies are covered with fine, purple scales that regulate the body temperature in the searing desert sun and prevent evaporation of vital fluids. Nikaal eyes have a distinctly serpentine shape and colour.

Nikaal need half as much water as humans, and they have twice the endurance while exposed to the harsh environment of Athas.

Nikaal rarely use armour as it disrupts their natural thermostats. If the situation warrants, individuals may use wooden breastplates or hide armour but never metal armour.

Wearing any armour doubles the nikaal's water needs and metal armour quadruples water requirements.

Frequently, nikaal use a small to medium-sized shield.

Nikaal live an average of 50 years.

**Relations:** Although a strange and alien race, the nikaal are accomplished traders and take care to maintain cordial relations with all other races. As their homeland is unknown, they have never been involved in any widespread conflicts in the Tablelands region.

The nikaal would rather trade and negotiate as a means to solving problems with outsiders, as this is usually the best way to preserve resources. Even with their own kind, the nikaal are reserved and

almost insular. Self-protection and conservation are paramount.

Up to a point. When their quiet reserve is pushed too far, or when their state of thoughtful repose is overly threatened, the nikaal can erupt in explosions of horrifying savagery, displaying truly inhuman cruelty.





**Lands:** The nikaal are a nomadic tribal race led by an elder council. Nikaal tribes range from 10–100 members. Tribes usually travel between major urban areas, trading goods acquired from other towns and in their journeys. Because they are nomadic, tribes rarely stay in one place for more than a week except during a tribal crisis, such as the appointment of a new elder.

**Language:** The nikaal do not share or teach their language to others not of their race, and there are no instances of non-nikaal learning the tongue. It is a sibilant, hissing language, with additional nuance being communicated through body pose and attitude.

**Nikaal Society:** Within their tribal society, as noted, nikaal are ruled by a council of elders, elected to these positions by general acclaim. Beyond this, however, tribal chiefs (who are male or female, again as elected) have control over the day-to-day elements of nikaal life.

Nikaal have a surprisingly complicated spiritual life. They worship the elements, as is the case with many races of Athas, but also venerate their ancestors, believing that their spirits watch over them from the Gray. It is believed that, the more veneration an ancestor receives, the longer he will remain connected to the tribe and the longer he will provide supernatural guidance and support.

A special sub-sect of priests adjudicates all matters relating to the ancestor spirits, although it is often said that they have more in common with necromancers than with clerics.

The nikaal make accomplished psions, with their keen minds and thoughtful approach to life. They have not developed any specific psionic techniques, but instead each develops his abilities as is appropriate.

As a result, there are more than a few individual nikaal with astonishing psionic abilities. As a whole, they eschew sects such as The Order, instead pursuing their own esoteric paths to power.

The nikaal are fond of sorcery but know too well the danger it poses and the way it is seen by the majority of Tablelands races. As a consequence, magic is something of a taboo in nikaal society, but a taboo that is secretly indulged in by many nikaal scholars, with the tacit acceptance of their peers. The stereotype of the nikaal who everyone knows is a wizard, but whom nobody ever bothers is a common figure in nikaal tales. Such characters are shunned until the tribe as a whole needs their powers.

**Role-playing Suggestions:** For many, “inscrutable” is a word often applied to the nikaal. Your alien appearance and reclusive nature make you hard to read – which is how you like it. The other races of the Tablelands are all looking for advantage and you find it easier to tilt the odds in your favour if they are unable to guess at your true motivations.

You deliberately cultivate an aura of seclusion, shyness, and quiet sensibility. This is a front. In truth, you are as brutal as a tarek, as wild as a renegade halfling, as inhuman as a thri-kreen. But you reserve this truth for when it is most needed – or when you can maintain the lie no longer.

When the moment comes, you are capable of unleashing horrific savagery upon your foes. This is not merely a display of claws and acidic bile. Instead, let loose with the full range of weaponry, sorcery, or psionics at your disposal and do not stop until your enemy lies dead at your feet. And even then you might not pause, taking delight in defiling their twitching corpse.

Nevertheless, you consider yourself a deeply spiritual being. You are very concerned about the opinions of your ancestors, who watch over you from the Gray. This is not mere theorising – at some point in your youth, you probably encountered one of these ancestors, summoned back to the world of the living by your tribal priest. You know they are there watching. And you know that, one day, you will join them and answer for your deeds in life.

The following game statistics apply to the nikaal player character:

- **Ability Adjustments:** -2 Strength, +1 Intelligence, +1 Wisdom.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Claws:** A nikaal can use its talons to attack twice per round for 1d4 damage.
- **Acid Spit:** A nikaal can spit a stream of acid once every three rounds, dealing 2d4 points of damage (save vs. breath weapon for half).
- **Thermal Scales:** Nikaals require half as much water as other Medium creatures (1/2 gallon per day when active) and halve any damage due to heat stroke or cold. This ability is negated if they wear any armour. If a nikaal wears metal armour, it requires 2 gallons per day when active.

## Ssurran

The ssurrans are reptilian humanoids, whose appearance is similar to that of heavy-set lizard men. They roam Athas, living their lives as traders, raiders, hunters and scavengers. While some ssurrans are markedly more primitive than others, they have spread throughout the Tablelands. Those that dwell in the region of Lava Gorge, on the Scorched Plateau, have benefited from the seclusion and attendant safety that has allowed their tribes to flourish, and they often join into great ssurran nations that sweep across the Plateau.

**Personality:** While they are viewed as brutal savages or leery scavengers by many other races of the Tablelands – and even hunted as beasts by some – the ssurrans boast a complex culture that is quite visible in the way they live their lives. For the ssurran, the conceit that places “civilised” races above the beasts does not exist. To the ssurran, we are all beasts and we all must all do what we can to survive. Those who have land, have safety. Those who have safety can prosper. Those who prosper can create better tools. Those with the best tools can claim the best land...

Intertwined with this simple philosophy is a rich body of religious belief and legend. Thanks to this body of common tribal knowledge, the ssurrans display great practicality. Life is a struggle and each ssurran must learn the skills needed to endure. Ssurrans are no-nonsense, individualistic survivors – traits that make them valued as scouts and guides.

Despite their individualism, ssurrans are most comfortable when surrounded by their allies. When outnumbered or threatened, they are cautious, even cowardly.

Ssurrans will seek to flee or bargain their way out of most overmatched contests, only fighting if cornered. When forced to fight, however, they are savage, rending and biting until an opening to flee presents itself.

**Physical:** Ssurrans range from 4 to 6 feet in height, weighing anything from 180 to 225 pounds. They are reptilian, even crocodilian in appearance, with pronounced toothy snouts, scales and a long tail. A ssurran’s mouth seems perpetually curved in a slight, sly smile. The ssurran tail is not prehensile and is used for balance, posture and communication.

A ssurran’s claws are extremely sharp, hardened from long years of tramping across rugged lava flows and the blasted terrain of the Scorched Plateau. They also have a snapping bite, but use of this is considered threatening behaviour in ssurran society. A ssurran who bites means business.

Ssurran hide is thick and heavy and protects the creatures from the heat of the Athasian sun. Their natural resistance to heat even allows the ssurrans to thrive in the immediate surrounds of Lava Gorge.

**Relations:** The ssurrans are seen as savages, raiders or poor traders by most other Athasian species. For their part, the ssurrans view most civilised races as pretentious fools, lost in their tools and forgetful of their kinship with the beasts of the wilderness. This lends their interactions with others a degree of animalistic condescension.





The ssurrans dominate those whom they can and will seek to forge cordial relationships with those they cannot. If threatened, ssurrans prefer to leave, returning later to strike from ambush, usually with gruesome results.

Ssurrans are carnivores and will eat anything they think will taste good. The less civilised among them will eat intelligent life and have a particular fondness for halfling flesh, claiming it is soft, sweet and ever so spicy. These ssurrans mark their food, either with claw marks or urine, and have been known to do this to foes they slay in battle, only to return and eat them later.

**Lands:** The ssurrans are a nomadic people who live as hunter-gatherers when they are not raiding or trading. Each tribe claims an area as its own and roams throughout that area during the year, herding its kwilit and fortress beetles with it as it moves. Through their amassed practical lore, the ssurrans know how to preserve their ecosystem and will move on before the land itself begins to suffer.

Because of their natural resistance to heat and fire, ssurrans favour terrain that other races find uncomfortable, or even deadly. The craters of volcanoes, shores of lava seas and the hearts of blazing wastes are all sanctuaries for these creatures, and they have learned to make the most of such environments. Ssurrans who dwell in these locations tend to have a greater degree of sophistication than their brethren do elsewhere and will go to great lengths to defend their homes.

**Language:** The ssurran language is an elegant one, composed of sibilant tones counterpoised with basso rumblings from the chest cavity. Tail posture adds depth and texture, resulting in a language that is quite impossible for creatures without tails to learn properly.

Ssurrans have difficulty themselves pronouncing other languages and their voices often have a hissing, polytonal quality that is not unpleasant to the ear.

**Ssurran Society:** The more sophisticated amongst the ssurrans have adopted worship of the elements and paraelements, along with most of the rest of Athas. They favour Magma and Sun, with Fire also being popular. Clerics of the Earth element are also welcome amongst the wandering tribes.

Those ssurrans of a more ancient heritage believe in ancient gods that they claim watch over them. The ssurran's oldest legends hold that their progenitors were hatched from the World Egg, which they equate with Athas herself.

They baked for aeons within the Egg, until they were ready to hatch. The Egg cracked and the first ssurrans came forth. They found a baked and burned world waiting for them and, slipping across the surface between the sand and the shadows, they began to make a home for themselves in the world their gods had prepared.

Are the ssurrans really subterranean in origin, as their tales claim? Beginnings amidst geothermal wellsprings might explain their unusual resistance to heat. Furthermore, they have no record of the Cleansing Wars and, if their stories are to be believed, they did not emerge from the world below until the devastation of those conflicts were complete.

**Role-playing Suggestions:** You are a child of the earth, born from its bosom and released to roam across its surface, making what you will of what you find. You have no conceits about your station in life – you deserve only that which you can earn yourself. Your tribe will care for you as you care for it, but your life is your own and no-one will care for you when the water is gone. You are a beast – nothing more, nothing less – but this is a meaningless distinction, as all creatures are beasts beneath the sun. You have a somewhat callous attitude to property rights. That which cannot be earned and kept should not be given freely.

Keep an eye open for opportunity at all times and be aware of any hidden dangers that may threaten you when you are weak. Be sure to have an escape route planned at all times, or be sure that you can devise – or buy – one at short notice, if needed. The resourceful ssurran is the long-lived ssurran.

The following game statistics apply to the ssurran player character:

- **Ability Adjustments:** +2 Strength, -1 Intelligence, -1 Charisma.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Natural Armour:** +4 natural Armour Class bonus.
- **Claws and Bite:** A ssurran can use his talons to attack twice per round for 1d8 damage and bite once per round for 1d4 damage.
- **Heat Resistance:** Ssurrans take no damage from extremes of temperature during the day and suffer only half damage from all fire-based attacks.
- **Survival Expert:** Ssurrans gain survival as a bonus non-weapon proficiency in a terrain of their choice.

## Tarek

Tareks are powerful humanoids who dwell in the Athasian wilderness. Big, hairless, and smelly, these muscle-bound brutes are known for their great constitution and will to live. A tarek is so fierce in its love of life that they can continue to fight when lesser races would have succumbed to their wounds.

Deeply connected to the earth, Tareks inhabit Athas' hills and mountains and live lives of raiders and hunters, with the occasional hard-nosed trading expedition.

**Personality:** Tareks are violent and aggressive. They place great value in honour and physical prowess. For a tarek, strength really is a fundamental issue. The raw, competitive nature of their lives means that any given tarek must be aware of his position in the tribe at any given time - and this position is determined through physical contest.

When joining a group, it is quite normal to expect the uneducated tarek to use physical force to determine his place in things. The more cosmopolitan among the species have learned that other races sometimes take offence at this behaviour.

**Physical:** Tareks are big, muscle-bound and hairless bipeds. They have square, big-boned heads with sloping foreheads and massive brow ridges. Their flat noses have flared nostrils and their domed muzzles are full of sharp teeth. Their powerful arms are so long that their knuckles drag along the ground. Tareks have a distinct musky odour that can be detected as far away as 15 feet.

Tareks move with jerky, awkward strides, except when engaged in combat. Then they exhibit a style and grace usually uncommon in creatures of their size and build. To watch them engage in combat is to watch fluid motions that are as artistic as dance - unless the viewer happens to be on the receiving end of the deadly spectacle.

While tareks will use weapons, they shun armour of any sort, instead relying on their tough hides and natural combat agility to protect them.

Tareks stand over 6' tall and have an average life span of 50 years.

**Relations:** Tarek are children of the earth and have been known to wage great wars against the gith, with whom they are in competition for territory and whom they see as defiling the earth by their very presence. They also hate elves because of their association with magic and its effect upon the earth they hold so sacred.

Many tarek communities will gladly support themselves by raiding and visitors are not welcome. Unless a group of visitors includes an obvious elemental earth cleric, the tarek will attempt to drive them away. In rare instances, members of a community will be sent out to trade with a merchant caravan, but few traders will blindly conduct business with these representatives. More often than not, such representatives are a decoy for an unseen raiding party.

**Lands:** Tarek gather in tribes, building small communities in the hills and mountains of the Tablelands. They hold earth to be sacred, so the





locations that they choose to settle inevitably have a spiritual significance to the tareks. They share the same lands as the gith and the tarek often find themselves in territorial conflicts with these brutal raiders.

**Language:** The Tarek language is much like that of the dwarves, harsh and guttural, and very fearful in tone. Non-tarek speakers have been known to suffer from throat pains after half an hour of speaking the tongue. Tareks are fiercely protective of their language and proud of the strength needed to speak it. Tarek will teach their language to others, but the pupil normally has to undergo the regular tarek method of assessment first in order to determine his worth (ie, a beating).

**Tarek Society:** On the surface, tarek society appears harsh and brutal, and this is not an unfair characterisation. But these hardy creatures have found ways to appreciate the savage beauty of the Athasian wilderness, and have a deep spiritual connection to the earth they so openly revere. In many ways, they are the quintessential Athasian race – domineering and brutal, yet possessed of a feral beauty of their own.

Tareks hate wizardly magic in all its forms. They go out of their way to destroy defilers, and they’ll even chase away preservers who use their magic in the vicinity of a tarek community. This hatred of magic translates into a strong dislike for elves, since elves often deal in the business of spell components and have an innate love for all thing magical. Tarek raiders often attack elf tribes that wander too close to their territory as an automatic response to the probable proximity of wizardly magic.

On the other hand, tareks have a great deal of respect for all types of priestly magic. The elemental forces that hold sway over the world receive as much reverence as the violent-tempered tareks are capable of giving. However, tarek tribes tolerate only one kind of cleric in their midst – earth clerics.

Tareks respect the earth and everything connected with its elemental nature. They consider themselves to be born of the earth, and feel a kinship with the mountains and hills they choose to live among. “Solid is the tarek, strong like the earth, and numerous as the soil,” sing the earth clerics of the tarek tribes.

Tarek shamans are always elemental earth clerics. These tareks constantly commune with nature, and thus live near to but outside the tarek community they’re attached to. This lends them an air of mystery that helps strengthen their role in the tribe.

Tarek shamans serve as advisers to tribal chiefs and leaders, direct the spiritual life of their tribes, teach tribal legends and traditions, and act as medicine men for their communities. They also direct the rituals and ceremonies that make up much of the tribal lifestyle.

**Role-playing Suggestions:** Brute force is your first response to any challenge, problem, or situation that you cannot understand. You are not stupid, however, and possess a great degree of insight into the deeper meaning of life. You soon adapt to circumstances around you, choosing the most effective route to achieving your goals.

Your connection to the earth is not merely a matter of faith – it is a matter of life and death. Your people come from the deep wilderness and you know better than most how fragile that ecosystem can be. You revere the earth as the source of all life in a real and practical way, not as part of some abstract metaphysics.

You fear nothing. Death cannot stop you. You endure where others fail. Such are the gifts of the earth.

The following game statistics apply to the tarek player character:

- **Ability Adjustments:** +2 Strength, -2 Dexterity, +1 Constitution, +1 Wisdom, -2 Charisma.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Natural Armour:** +3 natural Armour Class bonus.
- **Fists:** A tarek can use his fists to attack twice per round for 1d4 damage.
- **Musk:** The tarek odour means that they cannot conceal their presence from any creature within 15 feet that is able to smell them. Beyond this range, a tarek suffers a -20% chance on attempts to hide in shadows or a +2 penalty on attempts to surprise other creatures.
- **Teamwork:** When tareks fight in concert, each tarek in the group gains a +1 attack bonus for every other tarek fighting alongside them, to a maximum of +6. This attack bonus is only applied when tareks team up against a single foe or group of foes, not when each tarek in the group fights a different opponent.
- **Undying Resilience:** Tareks can continue to act until they are reduced to -10 hit points without suffering any penalties. When they take enough damage to reduce them to -10, tareks finally succumb to the damage they’ve sustained.

## Tari

The tari are commonly referred to as ratmen by the other denizens of the Tyr region. They are small, furry humanoid scavengers, capable of thriving on food and water too polluted for humans to ingest. Hunted freely as pests, the tari are the barbaric descendants of a once thriving culture which inhabited lands to the south of the Tyr region.

**Personality:** The lives and attitudes of the urban and wilderness tari are quite different. Both travel in packs but their approaches to the matters of survival are disparate.

Urban tari live like scavengers, taking whatever they can get their hands on and stealing what they cannot easily get. They often approach life in a similar fashion, forming strong attachments that are easily discarded.

Wilderness tari, however, are nomads who scout for miles in all directions, seeking the best lands and competing with other races to claim them. In daily life they tend to be harsh and competitive, but given to long-lasting bonds over time.

### Physical:

The tari are unimpressive creatures, roughly 5 feet tall and weighing 100 pounds. They move about as bipeds, but sometimes walk on their knuckles. Their tails are about 2 feet long, used mainly for balance, and just strong enough that they can wrap it around a branch and hang from it.

Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these. Many tari use dyes from gyava berries to create rings or spots of colour for decoration.

Males and females alike often braid the longer hair along the back of the neck and the base of the spine and decorate these with beads or feathers.

Their mouths are filled with needle-like teeth, and to either side they have long black hairs that add to their overall rat-like appearance.

Tari seldom wear clothing, though warriors sometimes have leather jerkins or even chitin greaves. Chieftains and warriors are taller than other tari and the former are usually highly decorated with dyes, beads, and ceremonial garb.

The tari mouth produces a natural venom, so that anyone bitten by a tari runs the risk of contracting a potentially fatal disease with no known cure.

### Relations:

Other than the individual differences between urban and wilderness tari, the rat folk tend to avoid the other races of the Tablelands as much as possible, wherever necessary.

This isolationist behaviour is for a very simple reason. Tari are generally despised as vermin by the other races of the Tablelands and are hunted where they are found in the larger cities. It is not a child's work, but a warrior can earn a good living hunting tari, as they fetch about 8 ceramic pieces per head. Tari are also hunted for their venom glands. A single pair of tari glands can fetch anything up to 12 ceramics in the right places.





**Lands:** The tari once boasted a thriving culture far to the south of the Tyr region. Ythri, their legendary capital city, is now a ruin lost among the crags. Their education and knowledge was much greater than it is today, with the technology to build stone and concrete structures. What happened to their civilisation is a mystery as the tari of the Tablelands have no written history. All that remains is a collection of exaggerated myths and legends describing wondrous works.

Now the tari live wherever they can - in the underbellies of the cities, the back lots of the villages and the lost and hidden canyons in the deepest heart of the wild.

The urban tari lair is a hodgepodge of stolen finery and trash. Crates are covered with silk and linens, while pillows and rugs adorn the floors. Ratmen tend their chieftain, who wears jewels and rags the neighbourhood provides. If left alone, a tari pack can live in relative luxury, unnoticed beneath the bustling city.

Wilderness tari move their few belongings and families in triangular frames of leather and wooden poles. These frames are piled with belongings and dragged along the ground. Occasionally, tari use pack animals, such as inix or crodlu. Corralling such a beast can take an entire pack and cost many tari lives. Tari animal handlers are very rare, but can become very important to the wilderness packs.

**Language:** Tari have a high-pitched, squeaky language all their own. They can send and receive some signals that are beyond the human ear's ability to hear. Tari can learn other languages, namely human and elven, though the sounds of humanoid speech are difficult for them to make with their mouths.

**Tari Society:** The urban tari are denizens of the sewers and garbage heaps. By day they sleep beneath the filth of human society, and by night they gather food and water to keep themselves alive, but also seek out creature comforts for themselves and their chieftains. These small, furry thieves scour the city's buildings, scurrying up walls and through windows, stealing everything they can. They aren't particularly good thieves, making a lot of noise, upsetting tables and toppling chairs in their clumsy approach.

The wilderness, however, is not so kind. Wasteland tari are nomadic scavengers, scouting miles in all directions to find the richest grounds, contending with the desert's other creatures for the little food to be had.

Tari mate once per year. The females of a single pack go into heat during the conjunction of the moons, initiating the mating season. Each female gestates for six months before giving birth to a litter of 2d4 young. The baby tari rely on the mother for their nourishment for the first three months of their lives, after which they are taught to hunt and survive on their own.

Young tari require another year to gain full maturity. During that time they are taught the harsh survival skills of the wilderness or the thieving and stealth skills of the city.

**Role-playing Suggestions:** Urban or wilderness, the end result is the same: you are a scavenger. You live on the fringes of society, hunted as vermin, despised as a carrier of disease, and forge your life from the scraps you can find.

Your relationships function in the same way. Those who show you their trust are to be treasured like a bright gem uncovered among the refuse. Once you form a bond with someone, it takes the most heinous betrayal to break it. Failing that, you are loyal to the death.

Caution and seclusion come naturally to you, and you are unafraid of degrees of dereliction and squalor that others shun, finding much use in all manner of things discarded and forgotten by so-called finer folks.

The following game statistics apply to the tari player character:

- **Ability Adjustments:** -2 Strength, +2 Dexterity, +1 Wisdom, -1 Charisma.
- **Movement Rate:** 9.
- **Size:** Small.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Bite:** A tari can use his bite to attack once per round for 1d3 damage.
- **Disease:** The bite of a tari has a 5% chance of inflicting a disease (save vs. poison to avoid) that incapacitates the victim for 1d6 hours. Three days later, the victim permanently loses 1d3 hit points per day until cured by a *cure disease* spell. Lost hit points are not restored by the cure.
- **Infravision:** Tari can see varying degrees of heat in the darkness to a distance of 120'.
- **Natural Scavenger:** Tari can eat and drink food and water that would be too spoiled or polluted for other races to stomach. Unless the food or drink is actually poisoned, tari never suffer any ill effects from its consumption.

## Tohr-kreen

Tohr-kreen are large, intelligent insects, very similar to thri-kreen. Tohr-kreen build permanent settlements in the lands far to the north of the Tablelands. The most common tohr-kreen of the north are the J'ez and the J'hol. Members of both species have aggressive natures. Less common are the T'keech and Tondi, both of which are relatively non-aggressive.

**Personality:** J'hol and J'ez both enjoy combat, with the latter making good military leaders. J'hol are merciless and ferocious, while J'ez favour a regimented, militant approach to life. J'hol are also skilled builders, motivated as much by the desire to create as they are by the desire to make war.

T'keech are reclusive, seldom building their own settlements but being happy to integrate quietly into other kreen communities. Tondi are even less prone to combat than T'keech, and have a great love of nature, nurturing it on an almost instinctive level.

**Physical:** J'ez are nine feet long with black chitin and four-fingered hands. Skin stretches over their chitin and they have long antennae. J'ez also have mouths that are odd for kreen. The general arrangement is circular, and the J'ez have inward-pointing fang-like parts around the circumference of their relatively flexible mouths. Extensions reach from the sides of the mouth and help secure food to be taken in by the "fangs", which dispense the tohr-kreen's venom.

A J'hol has red chitin, three claws per hand, and large antennae. A J'hol's abdomen is small compared to other kreen – perhaps six feet in length – and the J'hol is almost humanoid in appearance. A J'hol is better built for stony barrens and rocky badlands, terrain that exists throughout most of its nation.

T'keech have green chitin, indicating that they once lived in areas where plants were common. The green is a fairly dark shade, with lighter green along the thorax and abdomen. T'keech have small abdomens and are similar in build to J'hol, reaching seven feet in length. T'keech have long antennae and four-clawed hands.

The Tondi are the most unusual of kreen. Their chitin is a mottled, pinkish-purple, and the exoskeletons of their abdomens are elaborately decorated with protrusions. When still, Tondi look like giant flowers, or outcroppings of rock crystal (found in some places in the North). Tondi

have abdomens as large as those of To'ksa (up to 11 feet long), long antennae, and three-clawed hands. All Tondi are female. They reproduce by parthenogenesis, laying eggs that hatch into more females.

**Relations:** Relations with other races are governed by the same concerns as with thri-kreen – pack mentality, the need to establish a hierarchy and dominance, and the concept that everything is food.

The chief difference is that tohr-kreen are not the roving nomadic packs of the Tablelands. Tohr-kreen have a civilisation and see the ruinous conflicts between other races as proof

that these creatures are little more than uncivilised beasts.

**Lands:** Beyond the Jagged Cliffs lie three nations of tohr-kreen: Jeral, J'hol, and J'ez. The primary species of kreen in each of these nations is named for the nation; the species are physically distinct from one another, as noted here and in the **Campaign Guide**. Besides these three subspecies, there are three others (Tondi, T'keech, and To'ksa) that no longer have nations of their own.





Each nation is composed of several packs, seen as states rather than tribes, their leaders treated as governors. These form a clutch of their own and choose an overall leader for their nation from its members. Strict rules regarding governance, authority, and challenge ensure harmony among the nations.

North of these nations lies an empire of kreen, ruled by a hereditary emperor with abilities far beyond those of normal kreen. Rumours say the empire has huge cities built with the aid of creatures unknown in the Tyr Region.

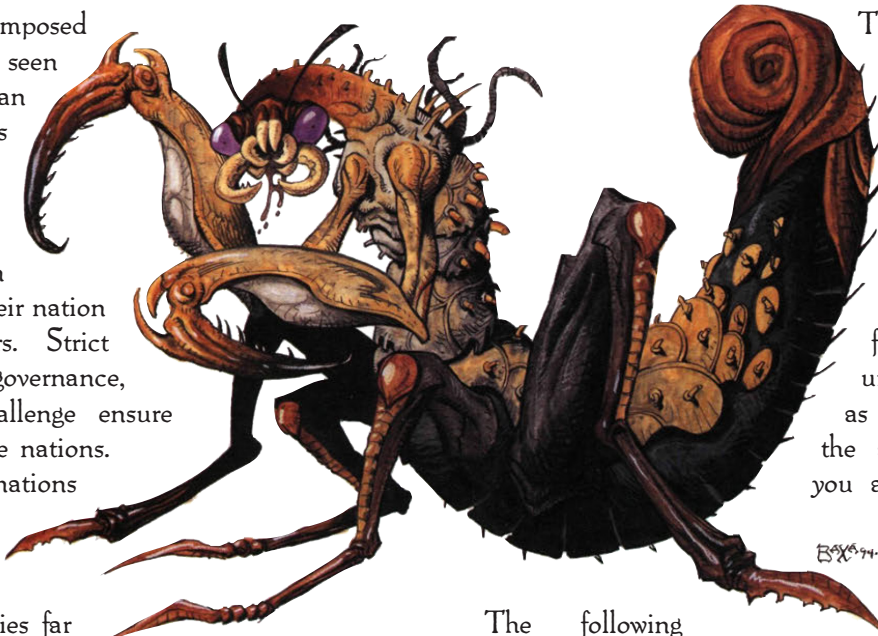
**Language:** Tohr-kreen speak essentially the same language as the nomadic thri-kreen, with certain differences of dialect and vocabulary.

**Tohr-kreen Society:** J'ez usually live in rocky badlands and sandy wastes. Their philosophy requires them to remain combat capable. J'ez architecture and art are average, but their literature is superb.

J'hol are inclined toward building and crafting. Their cities are elaborate, with vast parks, ornate decorations, high walkways, and tall spires. Popular professions among J'hol include the psionist and all warrior professions. Gladiators are rare among J'hol, but J'hol enjoy combat and like watching gladiatorial contests; their arenas are some of the most popular in the North. They make fine clothing and tools, and are the only kreen who routinely work metal, also crafting beautiful crystalline weapons.

Most T'keech serve as labourers in the northern tohr-kreen nations. Small clutches of T'keech are found in each nation. T'keech are almost never nomadic, but some clutches have small, independent settlements near oases. T'keech prefer to live in scrub plains and near oases, though they can be found anywhere in the North. T'keech produce quality crafts, but are seldom artists.

Tondi are skilled herbalists. There are areas of badlands in the North with outcrops of pink rock crystal, and large flowers are found in northern scrub plains.



Tondi lay eggs near these flowers and adults often live among the rocky badlands or in gardens of the flowers.

**Role-playing Suggestions:** You follow the same urges and attitudes as a thri-kreen, with the added proviso that you are part of a larger civilisation. To you,

*EX 674* this is simply an extended pack.

The following game statistics apply to the tohr-kreen player character:

- **Ability Adjustments:** +2 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma.
- **Movement Rate:** 18.
- **Size:** Medium (J'hol, T'keech); Large (J'ez, Tondi).
- **Natural Armour:** +5 natural Armour Class bonus. Tohr-kreen cannot wear armour.
- **Claws and Bite:** A tohr-kreen can use his talons to attack four times per round for 1d4 damage and bite once per round for 1d4+1 damage.
- **Antennae:** A tohr-kreen's antennae reduce penalties for darkness by one point.
- **Bulky:** Tohr-kreen cannot float or climb surfaces.
- **Reduced Water:** Tohr-kreen require only one gallon of water per week when active.
- **Vulnerable to Humidity:** Tohr-kreen in humid areas risk suffering lung infections and chitin rot. Consult your DM for more detail on this.
- **Leaping:** From 3rd level, a tohr-kreen can leap 20' upwards or 50' forwards (but not backwards).
- **Poison:** From 5th level, tohr-kreen develop poisonous saliva - any creature bitten must save vs. paralysis or be paralysed; Tiny or Small creatures are paralysed for 2d10 rounds, Medium for 2d8 rounds, and Large for 1d8 rounds. Huge or Gargantuan creatures are affected for one round.
- **Chatkcha Expert:** At 5th level, tohr-kreen become proficient with the chatkcha, if not already.
- **Dodge Missiles:** From 7th level, kreen can dodge missile fire with a roll of 9 or higher on a d20.

## Minimum and Maximum Ability Scores

Dark Sun characters use the racial ability requirements given here. If a character's ability scores fit all of these requirements, the character may choose that race. Consult this table before making any racial adjustments to ability scores.

### Racial Ability Requirements

Ability	Dray 1st	Dray 2nd	Gith	Halfling	Jozhal	Lizardfolk	Nikaal	Ssurran	Tarek	Tari	Tohr-kreen
Strength	10/20	10/20	7/20	5/20	5/20	8/20	5/20	8/20	12/20	5/17	8/20
Dexterity	5/20	8/20	12/20	12/20	10/20	5/20	7/20	7/20	5/20	12/20	15/20
Constitution	8/20	5/20	10/20	5/20	5/20	8/20	7/20	7/20	10/20	7/20	5/20
Intelligence	5/17	8/20	7/20	5/20	8/20	5/17	10/20	5/20	7/20	7/20	5/20
Wisdom	5/17	7/20	7/20	7/20	8/20	5/18	10/20	7/20	8/20	8/20	5/20
Charisma	5/17	7/20	5/17	5/20	7/20	5/16	7/20	5/20	5/20	5/20	5/17

## Class Restrictions and Level Limits

As an optional rule, your DM may impose restrictions on the classes available to a character, and the level to which he may advance, based on his race.

Humans are always unrestricted in level advancement or class selection. Use the optional rule on Exceeding Level Limits (presented in the *Dungeon Master's Guide*) when applying level limits.

### Racial Class and Level Limits

Class	Dray 1st	Dray 2nd	Gith	Halfling	Jozhal	Lizardfolk	Nikaal	Ssurran	Tarek	Tari	Tohr-kreen
Bard	—	—	—	—	12	—	16	—	—	12	—
Cleric	16	—	12	12	12	12	14	U	14	12	12
Druid	—	—	—	12	—	16	—	18	12	—	16
Fighter	14	12	16	12	10	12	12	16	U	10	16
Gladiator	U	12	12	12	—	12	—	14	16	—	15
Psionicist	12	U	U	U	U	U	U	U	U	U	U
Ranger	14	8	—	16	14	16	—	12	12	—	12
Templar	—	18	—	—	—	—	—	—	—	—	—
Thief	12	16	14	16	16	12	12	12	—	U	—
Trader	12	12	—	—	14	12	14	16	12	14	—
Wizard	—	U	U	16*	16	—	U	14	—	14	—

\* Halflings may only be illusionists.

## Racial Ability Adjustments

Race	Adjustment
Dray, 1st generation	+2 Strength, +2 Constitution, -2 Intelligence, -1 Wisdom
Dray, 2nd generation	+1 Strength, +1 Constitution, +1 Intelligence, -1 Wisdom
Gith	+2 Dexterity, -2 Charisma
Halfling, renegade	-2 Strength, +2 Dexterity, -1 Constitution, +2 Wisdom, -1 Charisma
Halfling, rhul-thaun	-1 Strength, +1 Dexterity, +1 Wisdom
Jozhal	-2 Strength, +2 Dexterity, -1 Constitution, +2 Intelligence, +1 Wisdom
Lizardfolk, Marnitan	None
Nikaal	-2 Strength, +1 Intelligence, +1 Wisdom
Ssurran	+2 Strength, -1 Intelligence, -1 Charisma
Tarek	+2 Strength, -2 Dexterity, +1 Constitution, +1 Wisdom, -2 Charisma
Tari	-2 Strength, +2 Dexterity, +1 Wisdom, -1 Charisma
Tohr-kreen	+2 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma



## Character Races

### Height and Weight

Race	Height in Inches		Weight in Pounds	
	Base	Modifier	Base	Modifier
Dray, 1st generation	74/72	2d12	180/170	2d10
Dray, 2nd generation	76/72	2d12	170/150	3d10
Gith	78/74	2d8	160/130	3d10
Halfling	36/34	1d8	50/46	5d4
Jozhal	48/46	1d8	60/55	2d10
Lizardfolk, Marnitan	60	2d12	170	3d10
Nikaal	66/64	1d6	200	5d10
Ssurran	60/58	2d6	200	2d10
Tarek	72/70	1d8	240/200	5d20
Tari	60/58	1d12	100	2d10
Tohr-kreen*	82/82	2d4	450/450	1d20

\*Tohr-kreen are 48 inches longer than they are tall. For J'hol, T'keech, and Tondi, subtract the modifier from the base instead of adding it.

### Starting Age

Race	Starting Age		Maximum Age	
	Base	Variable	Base	Variable
Dray, 1st generation	12	1d4	90	+2d10
Dray, 2nd generation	15	1d10	120	+2d12
Gith	10	1d6	50	+1d10
Halfling	14	3d6	90	+4d12
Jozhal	15	2d6	120	+2d10
Lizardfolk, Marnitan	15	1d4	110	2d10
Nikaal	12	1d4	50	+1d10
Ssurran	15	1d8	80	+2d20
Tarek	12	1d6	50	+1d10
Tari	15	+1d4	90	+2d20
Tohr-kreen	6	—	25	+1d10

### Aging Effects

Race	Middle Age*	Old Age**	Venerable Age***
Dray, 1st generation	45	60	90
Dray, 2nd generation	60	80	120
Gith	25	33	50
Halfling	45	60	90
Jozhal	60	80	120
Lizardfolk, Marnitan	55	73	110
Nikaal	25	33	50
Ssurran	40	53	80
Tarek	25	33	50
Tari	45	60	90
Tohr-kreen†	—	—	25

\* -1 Str/Con; +1 Int/Wis upon reaching middle age

\*\* -2 Str/Dex, -1 Con; +1 Wis upon reaching old age

\*\*\* -1 Str/Dex/Con; +1 Int/Wis upon reaching venerable age.

† -1 Str/Dex upon reaching venerable age

## Individual Race Experience Point Awards

### Action

#### Dray

Repay help given to you (first generation)	100 XP
Demonstrate your superiority (second generation)	100 XP

#### Gith

Overcome a rival without combat	50 XP
Escape a confrontation without suffering harm	100 XP

#### Jozhal

Steal a magic item	XP value
Hide from a superior foe	10 XP/HD

#### Lizardfolk, Marnitan

Meaningful display of gratitude to Mind Lords	100 XP
React calmly to an emotional situation	250 XP

#### Nikaal

Conceal your true motives from your companions	50 XP/day
Defeat a foe with your natural weapons	10 XP/HD

#### Ssurran

Demonstrate how we are all beasts	250 XP
Convince a companion to join you in veneration of your deities	100 XP

#### Tarek

Solve a problem with brute force	250 XP
Kill a defiler	100 XP/HD

#### Tari

Form a true friendship	100 XP/HD
Find a secure bolt-hole	250 XP

## Further Explanations

**Dray:** First generation dray, outcast by their creator, value acts of kindness. For a first generation dray, repaying such acts is deeply meaningful and deserves an experience award to reflect the sense of accomplishment that comes with demonstrating gratitude for kind treatment.

Second generation dray are aloof and condescending on the whole, and derive satisfaction from displaying this kind of behaviour. Role-playing a second generation dray accordingly helps reinforce this trait and this should receive a commensurate award.

**Gith:** Quintessential raiders, the gith nevertheless are deeply cowardly - this is why they choose raiding as a way of life. It's easier to prey on the weak and take what you want than to work for a living. Achieving goals without exposing yourself to risk is a key gith survival trait and should be rewarded.

**Jozhal:** These diminutive reptilians like nothing more than to steal magic items from the unwary - significant experience awards await those who are successful. And, when cornered (perhaps by those irate at having their items stolen), a jozhal who can hide from his foe is one who will live to tell the tale and grow from the experience earned.



## Character Races

**Lizardfolk, Marnitan:** The lizardfolk of the Last Sea owe their existence to the Mind Lords. Those who can meaningfully show this gratitude feel fulfilled by the display and deserve an experience award. Another important characteristic of the lizardfolk is the fact that they do not experience emotions in the same way as other races - portraying this cold-blooded outlook on life is a key element of role-playing this race.

**Ssurran:** To the ssurrans, all things are beasts, the so-called intelligent races included. Demonstrating this to your companions - or, even better, showing how their own behaviour demonstrates it - helps reinforce this aspect of ssurren personalty. Similarly, the ssurrans gain deep satisfaction from encouraging others to join them in venerating the ancient spirits that the ssurrans revere. A ssurren who is able to convince his companions to join him in worship of these entities deserves a healthy experience award.

**Tarek:** Tareks know that might makes right, and solving a problem though sheer force - either implied or actual - reinforces this aspect of their nature and should be rewarded. But this is secondary to the satisfaction that comes from slaying a hated defiler. Achieving such a victory is a worthy goal for any tarek and worthy of experience.

**Tari:** For the skittish tari, there are few things finer than finding a true friend. Most Athasians would gladly hunt the rat-folk, so forming a bond with one who values the tari should be recognised through an experience award. And, when encounters go awry, there is always the chance to escape. A tari who finds a safe place of refuge has achieved something meaningful and rewarding - an experience boost reflects this.

### Rogue Skill Racial Adjustment

Skill	Dray, 1st Gen.	Dray, 2nd Gen.	Gith	Jozhal	Lizardfolk, Marnitan	Nikaal	Ssurran	Tarek	Tari
Bribe	—	—	+5%	+5%	-5%	+5%	+10%	—	-10%
Climb Walls	—	-10%	-10%	-10%	-5%	+5%	-15%	+5%	+10%
Detect Magic	—	+5%	+5%	+10%	—	—	—	+10%	—
Detect Illusion	—	—	—	+10%	+10%	—	—	+5%	—
Detect Noise	+5%	—	+5%	+5%	+5%	+5%	+5%	+5%	+10%
Escape Bonds	—	+5%	—	+5%	+5%	—	—	+5%	+5%
Find/Remove Traps	-5%	—	-5%	—	—	—	+5%	+5%	+10%
Forge Documents	—	—	—	-5%	—	—	+5%	-5%	-10%
Hide in Shadows	+10%	+5%	+5%	+10%	+5%	+10%	-5%	-20%	+10%
Move Silently	+15%	—	+5%	+5%	+5%	—	-5%	—	+10%
Open Locks	-15%	-5%	-5%	—	-5%	—	+5%	-5%	—
Pick Pockets	-10%	-5%	—	—	-5%	+5%	-10%	-5%	+5%
Read Languages	-5%	—	-10%	+5%	-5%	+10%	—	-10%	-10%
Tunnelling	—	—	—	-10%	—	-5%	—	—	+5%