

Additional Races

Aranea

The legendary araneas are shapchanging, spider-like humanoids. They are extremely rare and feared, though few even know of their continued existence.

Personality: Araneas take great pains to conceal their dual nature, partly because of the unjust animosity felt toward them by other races. From birth, they are taught that they have two distinct identities. Individuals are forced to keep these two identities separate, never to reveal the secret to other races. Those who do are considered traitors; they are dealt with harshly and quickly by other araneas.

Physical Description: Araneas have three forms. In its natural arachnid form, an aranea resembles a large spider. Its body is 3 feet across, its legs span 7 feet, and it weighs about 150 pounds. An odd-shaped lump on its back houses its brain. A pair of mandibles sprout from the front of its body. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea's natural form is arachnid form, but it can assume two other forms, a humanoid or a demi-spider. The aranea may take the form of a Small or Medium-sized humanoid (the exact form is fixed at birth and cannot be changed). In this humanoid form, the aranea gains all the racial abilities of the form (for example, an aranea in dwarf form has dwarven racial traits). The aranea keeps its own ability scores and may cast spells, but it cannot use webs or poison in humanoid form.

In its demi-spider form, an aranea appears as a humanoid with arachnid elements. These elements always include fangs, spinnerets in the palm of each hand, two extra eyes on the temples, and an extra joint on each finger. Still, no two demi-spiders look exactly alike. This form is merely transitional between humanoid and arachnid, and cannot be maintained for more than 2 rounds per level.

Relations: Most araneas feel superior to other races due to their long history and special abilities. They can be cold, calculating, and secretive, but they are rarely evil. They also tend to be suspicious of others, expecting them to have secrets as well. Due to old legends of their purported evil, araneas are almost universally despised as a sort of "bogeyman."

Alignment: Though many araneas are neutral in alignment, other races assume that the giant spiders were evil. This assumption has forced the araneas to continue hiding their natural forms. Aranea are rarely Good, and are seldom Chaotic.

Aranea Lands: Araneas prefer to live in forests, the natural home of their ancestors, where they can hunt and hide. They are the secret rulers of the Magocracy of Herath, where the cities and villages resemble those of neighboring lands.

Religion: The aranea have no native religion of their own, but they typically follow those deities common to their humanoid form.

Language: Araneas have their own language, known as Heralian. All araneas know both Herathan and the native language of the humanoid race they are emulating.

Adventurers: Aranea society views adventuring as foolish due to the risks of revealing their identities. However, their magical nature makes aranea inquisitive and always on the lookout for ways to expand their knowledge or experience. More aranea go adventuring than thought, for they often go in secret even from their own people.

Aranea Racial Traits

- 2 Strength and -2 Constitution, +3 Intelligence. Aranea are very smart, but they lack strength and fortitude.
- Medium-size: As Medium-size creatures, aranea have no special bonuses or penalties due to their size.
- Base speed for an aranea (in any form) is 30 feet.

- Shapeshifter:** Araneas are classified as shapeshifters, for the purposes of magical items and resistances that give bonuses against shapeshifters (such as a magical sword +1, +3 vs. *Shapeshifters*).
- Darkvision 60':** Aranea can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise just like normal sight, and aranea can function just fine with no light at all.
- Shapeshifting:** Aranea possess the supernatural ability to change their physical shape into one of three different forms: arachnid, demi-spider, and humanoid. Araneas may not wear armor unless in humanoid form, and must remove the armor to change into arachnid form. Shapeshifting takes a full round to change from arachnid or humanoid to demi-spider, and another full round to change from demi-spider to another form. (Shapeshifting from humanoid to arachnid, or vice versa, takes two full rounds.) Shapeshifting is a supernatural ability, and cannot be dispelled.
- Humanoid form:** While in humanoid form, the aranea gains all of the size and racial modifiers of the race it is imitating (such as a halfling's size modifiers, +2 skill bonuses, and its +1 bonus to hit with missile weapons).
- Demi-spider form:** While in this form, the aranea loses all racial modifiers from its humanoid form, and gains the following: a +2 racial bonus to Spot, Move Silently, and Search checks, a +5 bonus to Climb checks, and a +2 bonus to all saving throws vs. magic.
- Arachnid form:** While in this form, the aranea gains a +10 racial bonus to climb, and a +5 racial bonus to Balance, Tumble, Spot, Search, Listen, and move Silently. Furthermore, while in arachnid form, the aranea gains a +3 bonus to all saving throws.
- Poison bite:** While in arachnid or demi-spider form, the aranea has a poisonous bite attack. This bite inflicts 1d6 points of damage (plus any strength bonuses or penalties), and requires the target to make a Fortitude save (DC=10 + 1/2 the aranea's level) or suffer 1d6 primary and 2d6 secondary Strength damage.
- Webcasting:** While in demi-spider or arachnid form, a mature aranea may create webs. An aranea can produce up to 10 feet of webbing per level per day, half from each spinneret. Web strands measure 1/4 inch in diameter and are strong enough to support approximately 500 pounds. Entangling an opponent with a web requires a normal attack roll. Severing a strand requires only 2 points of cutting damage (which must be inflicted in a single blow) or a successful open doors roll. Immobilizing a Medium-sized creature requires at least 20 feet of webbing, but much less is needed to entangle.
- Detection immunity:** Since an aranea has two "true" forms, the spell *truesight* and similar effects will only reveal the creature's present form (arachnid or humanoid). If cast on an aranea in demi-spider form, it will reveal either humanoid or arachnid, whichever was last held by the aranea.
- Partial immunity to polymorph:** If the aranea is ever affected by a polymorph attack, it need only revert to its demi-spider form and back again to remove the effect.
- Favored Class:** Sorcerer. A multiclass aranea's sorcerer class does not count when determining if he suffers an XP penalty.

Cayma

The lizard kin of the Orc's Head Peninsula were created by the Herathians about 1700 years ago, using captured wallaras as raw material. The caymas were created to serve as slaves, but were not considered suitable and were set free. Since then, they have developed into a race of tiny lizard folk.

Intelligent and sociable, caymas live together in villages, herding aurochs (large, shaggy bison) and trading auroch meat with the shazaks (the lizard-folk of the Bayou). Aurochs are about 6 feet tall at the shoulder, so the caymas have some interesting herding techniques. A cayma herder usually rides an auroch, using sticks with metal hooks on the end to tug on the auroch's ears, thereby directing it. Caymas have also domesticated small lizards (2 to 3 feet in length), which they use to pull their war chariots and as beasts of burden.

Caymas are peaceful and avoid combat whenever possible. Their small, agile frames are far more suited to thievery than fighting. When defending their homes and villages, however, they can become quite fierce. In general, caymas are a proud people, easily hurt by the slights other races unintentionally bestow upon them. Often, they are not taken seriously and the Herathian judgment that they were poor builders has led them to frenzied attempts to construct complex structures despite their lack of understanding of architecture and engineering. On the other hand, they are endlessly enthusiastic and certain that they can succeed.

Physical Description: Caymas are around 12 to 18 inches tall and weigh 6 to 10 pounds. They are quite dexterous, but most lack any real strength. They have skin tones that range from a dull brown to a rich green and have black eyes in which the pupil cannot be seen. When not in combat, caymas prefer to wear tuniclike wrappings and feathered headdresses. They like small bone and feather jewelry as well.

Relations: Caymas tolerate shazaks and are afraid of gurash (the "gator men"). Caymas are not necessarily hostile but are very leery of the "big" races. Often, caymas have been taken as slaves by larger, evil races.

Alignment: Caymas (known collectively as Cay) generally are neutral in alignment, but larger villages require some to be Lawful to maintain some sort of order. Good and Evil are rare persuasions among Caymas.

Cay Lands: The Cay are the smallest lizard-folk who inhabit the Bayou, a large swampy area in the Orc's Head Peninsula. Their boundaries rarely extend beyond jungle and swampy areas due to their small size and limited defenses.

Religion: Religion is taken very seriously among the Cay, and shaman (priests) and wokani (sorcerers) are not uncommon. Good-aligned Caymas tend to follow S'sar, their patron deity of water, fire, and protection. Those with evil inclinations often serve Tobek, patron of evil and water.

Language: All lizard kin speak a variant of the Melpheggi tongue, which has a written form that shazaks and a few gurash mages understand. Fluency with one dialect gives a basic understanding of the other two. A few lizard kin also speak common, although this ability is rare.

Adventurers: Caymas are curious and fearless, a combination which tends to get them into trouble more often than not. They make good barbarians and fighters, and have learned to use guerilla tactics in combat to bring down even the largest uglies in the swamps.

Habitat/Society: Caymas build haphazard villages of tunnels and chambers protected by rickety palisades of mud, sticks, and any other material they can obtain. The villages have many entrances, all of them the equivalent of concealed doors. The caymas are inordinately proud of these structures and refuse to see any flaws in the designs, no matter how blatant.

Cayma Racial Traits

- -4 Strength, +4 Dexterity. Caymas are very small and fragile, but amazingly quick.
- Tiny size: As Tiny creatures, Caymas gain a +2 size bonus to Armor Class, a +2 size bonus on attack rolls, and a +8 size bonus on Hide checks, but they must use smaller weapons than halflings use, and their lifting and carrying limits are one-quarter those of Medium-size characters.
- The base speed for a cayma is 20 feet.
- +4 racial bonus to Hide and Move Silently checks. This bonus is increased to +8 if the cayma is attempting to hide or move quietly in jungle, forest, or swampy terrain.
- +4 racial bonus to Wilderness Lore.
- +4 racial bonus to Diplomacy checks involving other lizard-kin. Caymas are generally liked (or accepted) among the reptilian races, and have a good reputation as food providers and traders.
- Improved darkvision: Caymas have a heightened darkvision ability, allowing them to see in the dark with a 90 foot range. Darkvision is black and white only, but it is otherwise like normal sight, and caymas can function just fine with no light at all.
- Bonus Feats: Improved Initiative and Combat Reflexes. Caymas are naturally quick, and have reflexes better than almost any creature.
- Automatic language: Lizard-folk. Bonus Languages: Common, Kobold, Troll, Orc, Goblin, Ogre, Atatch, Bugbear, Hobgoblin, and Tortle.
- Favored Class: barbarian. A multiclass cayma's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing. As a primitive and tribal race, the way of the barbarian comes most naturally to them (despite their low strength), and barbarian-clerics are fairly common.

Dwarf

Among the races dwarves are best known for their hardiness, be it in battle, in their resistance of magic, or in their stubbornness of character. They share a love of justice and stone, carving their lands out of the caves beneath mountains and producing masterworks of weapons, armor, and jewels unmatched throughout the Known World.

Personality: Dwarves of the Known World tend to be all business. They are slow to laugh and wary of others that have not proven themselves in battle or at the forge. These dwarves value gold and jewels as well as art made with skill and good form. They are careful and intelligent warriors, but their pride keeps them from backing down from a fair fight. When not bashing skulls, these dwarves love nothing more than good drink - and lots of it.

Dwarves of the Savage Coast, however, have largely abandoned the mindset of their cousins to the east. They still have the penchant for ale and the tactical battle knowledge to rival the other races, but they have adopted the attitudes and mindsets of the humans they live with. These dwarves tend to be flashy and flamboyant, always seeking to humiliate a foe before slaying them - mostly because it impresses the women a lot more.

Physical Description: Dwarves stand only about 4 to 4 ½ feet tall, but they are broad and solidly built, easily making them about the same weight and mass as a human. Dwarven men and women are about the same height, but men tend to be slightly heavier. Their skin tends to be ruddy or earthen-colored and their hair is dark brown or black. Both male and female dwarves can grow beards, and male dwarves consider such a positive trait. Dwarves can live upwards of 400 years.

Relations: Dwarves tend to be very wary of non-dwarves until they have proven themselves. The typical dwarven mindset lends itself to good relations with gnomes (with whom they share a love of all things shiny), though they tend to be put off by their tendency to tinker until they blow themselves up. Humans have been known to forge alliances with dwarves, but these ties take many years to forge and equally as long to destroy. Dwarves find wood elves strange and slightly frightening with all their talk of beauty and artistry, and most have no time for a wood elf's odd sense of timing. Shadow elves are hated and loathed - dwarves tend to single out and attack shadow elves on sight. The hin can be tolerated, but most dwarves feel they should spend less time smoking, reading, and thinking and more time doing.

Alignment: Dwarves have a strong sense of honor and justice, lending themselves to the lawful and good alignments.

Dwarven Lands: Most dwarves in the Known World live in the mountainous kingdom of Rockhome. These lands stretch both above and below the surface of the earth, and the majority of trade and business is conducted below ground. Dwarves in other regions of the Known World tend to settle in the hills and mountains, preferably in natural cave complexes if possible. Those dwarves of the Savage Coast tend to live in cities and towns along side humans and find nothing wrong with life above the surface.

Religion: The chief Immortal worshiped by the dwarves is Kagyar. Kagyar is their creator and their patron of craftsmanship, and it is to him they turn. Some peripheral support of other earth patrons such as Terra and Djea are also known among their kind.

Language: Dwarves speak Dwarven, which has its own script. Dwarves call this language "Dengar."

Names: Dwarven names should be treated as listed in the *Player's Handbook*.

Adventurers: Dwarven adventurers are most commonly motivated by combat, money, or honor. Many times dwarves will be prone to adventure after a racial enemy has scored a telling victory over the dwarves, serving almost as a single-minded quest to even the score.

Dwarven Racial Traits

The traits of a dwarf are standard to those presented in the *Player's Handbook*.

Elves

Throughout Mystara, elves have spread and diversified to a nearly human extent. Despite these regional differences, they all retain a slender grace and affinity to nature and magic. In game terms, unless specifically stated otherwise in a Gazateer all Mystaran elves use the high elf statistics from the Player's Handbook. The only other elves who differ greatly from this mold are described below.

Aquatic Elves

Aquatic Elves (or *Aquarendi* as they call themselves) are a race of elves living in the vast waters of the Sea of Dread. Aquatic elves are slender and graceful like their cousins of the land, but possess webbed fingers and toes to ease their swimming. They have hair of varying shades of green, from deep to the color of kelp.

- +2 Dexterity, -2 Constitution. Aquatic elves are lithe and elegant but frail.
- Proficient with either trident or longspear; proficient with hand crossbow and net. These weapons are in daily use in the undersea lands, and so all Aquatic elves are familiar with them. Aquarendi are not automatically familiar with any type of sword or bow, however.
- Gills: Aquatic elves can survive out of water for 1 hour per point of Constitution bonus (after that, refer to the suffocation rules on page 88 in the Dungeon Master's Guide).
- +4 racial bonus to Swim checks and a base swim speed of 50 feet. Aquatic elves can breathe air and water with equal ease; however, they cannot naturally heal unless resting fully immersed in water.
- +2 racial bonus to Hide checks. The Aquarendi can hide easily in their underwater environment.
- Low-light Vision: Aquatic elves have low-light vision like their surface cousins, however this also extends to four times normal vision when underwater.
- Automatic Languages: Common and Elf. Bonus Languages: Dolphin, Aquan, Kna, Merfolk.
- Favored Class: Fighter. A multiclass aquatic elf's sorcerer class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Shadow Elf

Thousands of years ago, an explosive cataclysm threatened the very lives of the elves that dwelled in the region. Instead of dying, these elves burrowed deep into the earth, carving out a new home in the subterranean setting. They have since changed, becoming accustomed to life beneath the surface in exchange for a feeling of discomfort when they return to the ancestral forests of their kind.

Personality: Shadow elves are more reserved and deeply religious than their surface counterparts. The clan and elvenkind as a greater whole is important to them, as they feel connected to every member of the race and cannot understand when one elf turns their back on another. They are very ritualistic, and sometimes will put extreme faith in the ways of their forefathers above their personal feelings.

Physical Description: Shadow elves tend to be short and slim like their surface counterparts, standing only about 4 to 5 feet tall and typically only weighing 75 to 125 pounds, with shadow elven men the same height and only marginally heavier than shadow elven women. They are graceful but frail. They tend to be pale-skinned, white haired, and have light eyes, almost albino in coloration. Shadow elves have no facial or body hair. They prefer simple, comfortable clothes, especially grays and blacks. Shadow elves possess unearthly grace and fine features, having ears larger and generally more sensitive than the surface elves. Many humans and members of other races have a hard time recognizing them as actually being elves. A shadow elf achieves majority at about 110 years in age and can live to be over 700 years old.

Like the elves of the surface, shadow elves do not sleep. They trance in the same method that surface elves do.

Relations: Shadow elves consider humans to be no better than cattle, elves to be prejudiced and foul, and most surface races as being somewhat trapped in a false sense of superiority. They consider dwarves and orcs not much better than petty rivals. While they possess a negative view of most races, they are not evil, and are willing to work with those who fall short of their standards when needed (which, after all, is often, since just about everybody who isn't a shadow elf falls in this category).

Alignment: Shadow elves love freedom and self expression, but stolidly uphold orders and traditions. They lean strongly towards the middle road of neutrality. They value others' freedoms as well as their own, and tend towards their own form of good.

Shadow Elf Lands: Shadow elves live in a complex of caverns beneath the surface of the planet. Their cities lie naturally with the fungus forests, runoff rivers,

and stone caverns; some cities are even built on the ceilings of the caves! Their skill in surviving this underground is as refined as their cousins in the forests, and they have learned to live in harmony with their environment. Contact with outsiders is usually limited and unfriendly, but shadow elves make a decent enough living trading between their own cities and clans.

Shadow elves encountered in human lands are commonly spies, outcasts, or wanderers trying to maintain a low profile. Most humans would fear and sometimes even attack a shadow elf outright if they knew the elf was present.

Religion: Shadow elves have a very refined religion and religious sense. Rafiel, their savior and protector, is the primary faith. He is the one who helped their race recover from the genetic damage they suffered long ago. Clerics are called shaman and are chosen at birth to be the spiritual leaders of the people and to commune with the souls of those yet to come. Some of the darker shadow elves have begun to follow Atzantotl and have a much looser religious order. Their main focus is to dominate the races of the surface they come in contact with.

Language: Shadow elves speak a form of the fluid language of their surface cousins. They lack a great deal of literature, but their songs and poetry are haunting and are used to pass their history down in an oral tradition. They use the same script as surface Elven and Sylvan.

Names: Shadow elves uphold naming traditions and norms of the surface elves, as they once belonged to it many years before. All the elves belong to one of four clans, however, and prominently place the clan name with their given name. The four clans are Celebryl, Porador, Felistyr, and Gelbalf. A shadow elf will always marry a member of another clan, and in doing so, is considered a part of the female's clan from then on.

Adventurers: Shadow elves take up adventuring either out of wanderlust or duty to the king. Life among the surface dwellers is not one shadow elves enjoy: the sun is too bright, the people move too quickly, and there is too much noise for their sensitive ears. Shadow elves do enjoy demonstrating their superiority to the surface races, and love nothing more than outsmarting them or playing a vital role in a success of a party that doubted the shadow elf.

Shadow Elf Racial Traits

- +2 Dexterity, +2 Intelligence, -2 Constitution, -2 Charisma: Shadow elves are graceful and swift but frail and alien. A shadow elf's grace makes her better at stealth and her intellect makes her excel at magic.

- Medium-size: As Medium-size creatures, shadow elves have no special bonuses or penalties due to their size.
- Shadow elven base speed is 30 feet.
- Immunity to magic sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Immunity to undead paralysis..
- Darkvision: Shadow elves can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and shadow elves can function just fine with no light at all.
- +2 racial bonus on Listen, Search, and Spot checks. A shadow elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door. A shadow elf's senses are so keen that she practically has a sixth sense about hidden portals.
- Automatic Languages: Common and Elven. Bonus Languages: Dwarven, Gnoll, Gnome, Goblin, Orc, and Undercommon.
- Favored Class: Wizard. A multiclass shadow elf's wizard class does not count when determining whether she suffers an XP penalty for multiclassing. Wizardry comes naturally to shadow elves (they have as much claim to it as elves do), and fighter/wizards and cleric/wizards are common among them.

Winged Elf

Winged elves (or E'ear as they call themselves) appear like normal wood elves, however they have large feathered wings on their backs that enable them to fly. They are staunch allies of the Enduk race.

Personality: Typical ee'aar are reclusive, preferring the company of their own kind. Those who choose to adventure have overcome this tendency enough to associate with others but still tend to be very private. Ee'aar are curious and regard all nature as wondrous and worth protecting. They pity those who cannot fly and do not understand people who voluntarily spend time beneath the ground, away from sky and sun. Most ee'aar are very vibrant, full of humor, and unafraid to show their emotions.

Physical Description: Ee'aar look much the same as regular elves, but appear even more delicate with more angular facial features and slightly larger eyes. Ee'aar also have large, feathered wings with a span of 12 feet when unfolded. When folded, the wings stretch from their heels to a few inches above the head, and they cannot be concealed except through magical means.

Ee'aar usually have white or silver hair, though some have hair that is black or a shade of gray; ee'aar wings are about the same color as their hair. Their eyes are amber, violet, or deep green.

Relations: Most ee'aar have had little contact with races native to the Savage Coast, so they have no pre-conceived notions or pronounced racial preferences. They are friendly with enduks, who also now live on the Arm of the Immortals. They tend to like phanatons and wallara and pity the wingless elves and half-elves. They sometimes slightly fear gurrash, lupins, and rakastas, because they resemble creatures that prey on birds, creatures that would prey on ee'aar if they could. They do not care for manscorpions due to those creatures' betrayal of their friends, the enduks.

Alignment: Ee'aar tend toward good and chaotic alignments, with few lawful individuals and even fewer who are evil.

E'aar Lands: Ee'aar come from Aeryl, a kingdom on the Arm of the Immortals, a peninsula several miles to the west of the Orc's Head Peninsula. Other colonies could exist elsewhere, high in the mountains or near seaside cliffs.

Ee'aar buildings are composed mostly of glass and are open and spacious. They usually have tall foundations of glass or stone, with open living quarters that can be accessed only from great heights. They seldom have doors, just wide openings for ingress and egress.

Religion: The E'aar pantheon is the same as that of the elves.

Language: Ee'aar speak a dialect of the elvish tongue called Aeryla and can communicate with little difficulty with those who speak standard elvish. Ee'aar curiosity often encourages them to learn the languages of other races.

Names: Standard for elves.

Adventurers: Adventuring E'aar follow their path for reasons similar to those of normal elves, though in far fewer numbers.

E'aar Traits

- +2 Dexterity, -2 Constitution. Winged elves are fast and nimble, but their hollow bones break easily.
- Proficient with either longsword or rapier; proficient with nets and slings.
- Winged elves' base speed is 30 feet. Their flight speed is 80 feet (average). Each hour of flight a winged elf must make a Constitution check (DC 15) or become fatigued and unable to fly for a half hour for every two hours flown.
- -2 racial penalty for saves against fire.
- +2 racial bonus to Listen, Search, and Spot checks. Spot check bonus increases to +4 in

natural outdoor settings. Winged elves do not have any skill with secret doors.

- **Claustrophobia:** Winged elves cannot stand inclosed spaces and must succeed a Wisdom check (DC 15) each day they are confined or become temporarily insane (insane winged elves become violent, panicked, or catatonic). The insanity lasts until they reach open air. A winged elf that fails four Wisdom checks is permanently insane, curable only by means of a *heal* or *remove disease* spell.
- **Automatic Languages:** Common and Elven. **Bonus Languages:** Auran, Draconic, Minotaur, Sylvan, Herathi.
- **Favored Class:** Wizard. A multiclass winged elf's Wizard class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Enduks

Enduks are winged minotaurs, the only "true" minotaurs according to their history and legends (others are cursed versions that lost their wings when they turned to evil). Like the ee'aar, enduks are not native to the Savage Coast but come from the Arm of the Immortals, so they too are rare as player characters. The enduk homeland is the Kingdom of Eshu. Enduks once inhabited the Kingdom of Nimmur, but were betrayed and displaced by the manscorpions.

Personality: The typical enduk is a religious individual; most are lawful good. They are not very trusting and seldom make friends among the wingless. Enduks are honorable and go to great lengths to keep any promises they make.

Physical Description: The enduks look like minotaurs with wings. They are humanoid, appearing to be furred humans with heads like those of bulls. Their fur is usually light brown, ranging to black but a very few have creamy-white fur. Enduk wings are feathered black, white, or a shade of gray or blue-gray. Hair (and beard, for males) is coifed into curled rows.

They stand 6 to 7 feet tall and are often well-muscled. Both males and females have horns; these stick out from the sides of their heads (rather than curling close) and are usually ivory-white, though some are yellow, light brown, or gray. White-furred enduks have pearly horns. Horns are 1d6+12 inches long. They typically have brown eyes, though some have black irises.

An enduk's foot has only two large toes, both with hooflike coverings. Their hands look human but have thick, black nails. Enduks are carnivores and have sharp teeth.

Relations: With the exceptions of the E'aar and manscorpions, the enduks have had little to no contact with the outside world. The E'aar are their friends, and they will embrace any elf they meet as kin. They never forgave the orcs for the raids that led to the manscorpions' betrayal, and attack them on sight.

Enduk Lands: The Kingdom of Eshu is on a large plateau surrounded by towering mountains. The ruler of the land is a priest-king who guides his subjects in religion and in secular life. Eshu is a peaceful land, but is always ready to defend itself against enemies. Most common enduks are farmers, scholars, and artisans, but all are part of the militia.

They live in stone structures close to the ground. Their homes are simple and practical but tend to be large, with huge doorways, because of the enduks' size and wingspan. Enduk buildings have doors, but these are left open unless strangers are present or in the case of some threat. Most enduk structures also have trapdoors on the roofs.

Religion: Enduks believe themselves to be the creation of the immortal Idu (Ixion) who had fashioned them for his loyal shedu servant, Gildesh. They were, and still are, dedicated to being Gildesh's servants but Gildesh only appears every three centuries now, preferring to let the Enduk grow on their own. This decision was made after an Enduk who turned to evil slew Gildesh's mortal form. The curse upon this Enduk and his fellows turned them into the minotaurs that most know of.

The enduks are essentially followers of Idu, which is what they were created to be. Idu represents fire and the sun as well as a balance of passion and wisdom, power, and scholarship.

Language: Enduks have their own language, a beautiful and complex tongue known as Nimmurian. This language has been adopted by the manscorpions, but never spoken so fluently by them as by the enduks. The enduks consider most other languages simple and learn new languages quickly.

Names: Enduk names tend to be flowing in the manner of elven names, with somewhat harsher syllables. Babylonian and Sumerian names are appropriate.

Adventurers: Traveling enduk are rare, but some do leave their peaceful existence to go out into the world. Particularly, they wish to regain their lost kingdom from the Manscorpions and many go in search of power or help to aid in that goal.

Enduk Racial Traits

- +2 Strength, -2 Dexterity
- Enduk's base speed is 30 feet. Their flight speed is 60 feet (poor). Each hour of flight an enduk must make a Constitution check (DC 15) or become fatigued and unable to fly for a half hour for every two hours flown.
- -2 racial penalty for saves against fire.
- Natural Weapon: Horns. Enduk are automatically proficient with their horns and they can do 1d4+1 damage with them.
- Automatic Languages: Nimmurian, Common. Bonus Languages: Auran, Draconic, Minotaur, Herathi, Elven.
- Favored Class: Cleric. A multiclass enduk's cleric class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Gnomes

After Kagyar's successful transformation of the dwarves, one of his followers, the Immortal Garl Glittergold, chose to fashion a race after his own heart. His creation, the gnomes, were placed among the dwarves and along buffer zones between humanity and the sterner races.

Gnomes are welcomed everywhere for their skills in trade, artistry, and invention. In most cases this is a blessing and a curse - gnomes are willing to live where ever the money is good, but more often than not the gnomish goods tend to horribly misfire, blowing the poor gnome and his patron up in the process!

Personality: Gnomes love animals, jokes, and shiny things. They possess a great, although over the top and twisted sense of humor, laughing heartily at even the sickest of puns. Most of their energy is spent in their first love, however - smithing and engineering of all sorts. Gnomes recklessly seek out information and technological breakthroughs - sometimes so recklessly that, well, let's just say the poor gnome isn't too happy when things go wrong.

Physical Description: Gnomes are short in stature, usually only standing 3 ½ to 4 feet in height and weighing between 40 and 45 pounds. Their skin ranged from dark tan to woody brown, their hair is fair, their eyes can be any shade of blue, and most have long, almost comical noses. Both male and female gnomes are capable of beards, but male gnomes are the only ones that usually keep them. Gnomes usually wear leather and earthen toned clothing as well as lots of jewelry. Gnomes can live to upwards of 500 years.

Relations: Gnomes get along perfectly well with dwarves, with whom they share many interests and foes (though a dwarf tends to be more subdued and natural about their engineering tasks). Gnomes enjoy the company of the hin, as it seems only the hin can appreciate the value of a good pipe and a witty joke. Gnomes are a little wary of the taller races - humans, elves, lupins, rakasta, and half-orcs - but they are no more malicious than your standard practical jokester around them.

Alignment: Gnomes are most often good. The makeup of the gnome is a dichotomy of structured and ordered invention and outlandish and unpredictable jokes, allowing for a range of all types, though neutral is most common.

Gnome Lands: Gnomes have no nation or developed land of their own. Most tend to dwell among the lands near the dwarves, content to have their burrows near the surface where the dwarves like to avoid. The largest concentration of gnomes is on the flying city of Serraine, a techno-magical marvel. There are no gnomes native to the Savage Coast lands.

Religion: Most gnomes worship Garl Glittergold, their patron and the being who gave them their loves and interests. Some of the more stolid and refined gnomes take to Kagyar, intrigued by his love of artisanship in all forms.

Language: Gnomes speak their own language (Gnome) which is related to Dwarven and uses the same character set. The language is full of technical terms and taxological categories, and most intense scientific namings use Gnome.

Names: Gnomish naming conventions are the same as those presented in the *Player's Handbook*.

Adventurers: Gnomes have a tendency to set off on adventures in search of something. Many times they need a certain item in their research and development, while other times they are swayed by rumors of gold, magic, or Blackmoorian technology. Sometimes a gnome takes to adventuring simply because they crashed their airplane and need to find some way home, you know?

Gnome Racial Traits

- +2 Constitution, -2 Strength.
- Small: As Small creatures, gnomes gain a +1 bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans and their lifting and carrying limits are three quarters of those of Medium-size characters.
- Gnome base speed is 20 feet.
- Low-Light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Knowledge and Profession skill checks involving mechanics or tinkering.
- +2 racial bonus on saving throws against illusions, because gnomes are innately familiar with illusions of all kinds.
- +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.
- Gnomes are proficient with all crossbows and hammers.
- +2 racial bonus on Listen checks: Gnomes have keen ears.
- +2 racial bonus on Alchemy checks: A gnome's sensitive nose allows him to monitor alchemical processes by smell (and notice fires before they get out of hand).
- Automatic Languages: Gnomish, Common. Bonus Languages: Draconic, Dwarf, Elf, Giant, Goblin, Orc. Gnomes tend to learn the languages of their most common allies and foes.
- Favored Class: Illusionist, Tinker or Expert (NPC class from the *Dungeon Master's Guide*). A multiclass gnome's preferred class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*). A gnome must designate one of the two to be the sole prestige class at creation.

Half-Dragon

While the normal aberration may occur throughout Mystara, true dragon blood flows through the veins of many half-breeds in the Wyrmsteeth Mountains. There, tribes of humans side with and serve various dragons and dragon groupings. The inter-play of warring factions and inter-tribe politics has created a complex, if not bloody, social structure among the tribes of the Wyrmsteeth. Within these tribes, the most blessed of warriors, sages, and priests are the half-dragons. From them comes the blood which drives the magic of the tribes.

Half-dragons of the Wyrmsteeth mountains use normal rules, however a human tribesman with dragon blood have their own rules which are mentioned elsewhere.

Half-Elves

Half-elves are very common in Mystara, as the integration of elves into human society is much more prevalent here than in other fantasy worlds. They are most common in human nations where the elf population is high, or a large population is nearby. These nations include Darokin, Karameikos, and Glantri. Because of this integration, half-elves can be expected to be treated on their merit no matter where they go. Of course, they will not be welcomed as an elf amongst elves or a human amongst humans, but this is generally not a problem unless the half-elf finds herself in the company of Hattians or trying to pretend she belongs in Alfheim.

Half-elves follow standard statistics as presented in the *Player's Handbook*.

Half-Orcs

Half-orcs raised in human society often suffer from prejudice or shame because of their orcish ancestry. Depending on the personality of the individual half-orc, they can find themselves prone to either pushing harder to become better and stronger heroes to prove their worth to the humans or powerful criminals that wish to get revenge on the entire human race that scorned them. Half-orcs in orc society often ultimately find themselves in positions of power due to their ability to out think their orcish relatives. However, half-orcs raised in this environment rarely see humans as potential friends or worthwhile creatures.

Half-orcs follow standard statistics as presented in the *Player's Handbook*.

Half-Outsider (also Planetouched) (Celestial, Fiend, Elemental)

The reasons for such creatures to exist in Mystara are no different than the reasons for any other world. They are aberrations and exceptions to any rule you can come up with. The only land where this sort of being can be created with some regularity is in Ylarum, where air and fire elemental kin result from mating with djinn and efreet. These children and their descendants are prized after by emirs and sultans.

Half-Ogre

Although humans and ogres are not known for their romantic liaisons, they do occur (often less romantically than with elves and humans) and half-ogres are often the result.

Most half-ogres are not accepted by their ogre parent, as they are smaller, weaker and slower to mature than their brethren. This pushes them in turn towards human society, where their great size and fearsome appearance gives them a modicum of respect, although they are still often judged harshly for their giant-kin roots. Those that cannot adapt to human life find themselves uprooted, without kin, wandering alone or perhaps with a tribe of lesser humanoids.

Personality: Half-Ogres are not deep thinkers, nor are they known for their sensitivity. Those who live in human domains however are those who show the least of their ogreish tendencies, having learned to hold back from physical acts of violence because it more often than not leads to intervention by the city watch.

Since they live in exile, most half-ogres in cities seek work in out-of-the-way positions, often doing menial labour at docks or working with trade caravans. With their mighty strength, many are sooner-or-later approached to bear arms for their employer, but few are ever given the proper training to become a fighter, mostly out of fear.

Physical Description: Half-Ogres are impressive specimens, ranging between 7 and 8 feet in height ($80 + 4d4$ inches), and weighing 300 pounds on average (255 lbs + ($2d4$ x height bonus)). Skin colour and hair colour is variable, but tends to be brown, greyish, black, or dull yellow (for skin tone only, never hair). Most half-ogres have human-like eyes, though about 20% have the white pupils common to ogre-kind.

The half-ogre skull has a massive brow-ridge and heavy-set jaw, and the nose takes on a flat, squashed appearance. Combined with their size and large amounts of coarse body hair (even including manes on some specimens), the half-ogre is hard-pressed to hide in polite society.

Half-Ogres age and mature faster than human, at a rate proportional to that of half-orcs (use the half-orc aging tables in all cases).

Relations: Half-Ogres are only generally on good terms with half-orcs, who go through the same social problems as them. In fact, some half-orcs look to the half-ogre as a bigger, dumber brother. Generally they are on poor terms with most other races, only having humans on anything close to speaking terms. Most half-ogres try to find acceptance via the path of least resistance, usually by being quiet and good citizens and keeping to themselves. More boisterous, "tough" behaviour usually results in their immediate removal from human society via the city watch.

Alignment: Half-Ogres have a strong tendency towards chaos from their parentage, but favour neither good nor evil. Most half-ogres found in human lands try to keep a neutral good bent to their behaviour. Those living with humanoids are more evil.

Half-Ogre Lands: Half-Ogres have no lands of their own. They most often quietly live among humans, while those not suited to human life find themselves exiled from both worlds, and only usually accepted by smaller humanoids

(goblins and orcs) who take advantage of their greater strength.

Language: Most half-ogres are fluent in common, and some have learned Giant from their ogre family.

Names: Like half-orcs, half-ogres names usually are based on the impression the half-ogre wants to make. Those living in human society usually take unassuming human names, while those living with the humanoids are more likely to take a name in the Giant tongue to impress the humanoids around him.

Adventurers: Half-Ogres join adventurers when the pressures of society become too much and they feel the need to strike out and get out of town for a while. Those that do often find that adventurers are more accepting than society at large, and will often continue to adventure for no other reason than to stay with these new friends.

Half-Ogre Racial Traits

- +4 Strength, -2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma: Half-Ogres are strong and tough, but their lineage includes a much smaller brain and they are inept in social situations.
- Medium-Size: No matter how much bigger a half-ogre may appear to be, they are still Medium-sized creatures (as is any creature up to 8 feet tall). As medium-sized creatures, half-ogres have no special bonuses or penalties due to their size.
- Half-Ogres get a +2 racial bonus to Intimidation skill rolls due to their mighty stature and reputation.
- Half-Ogre base speed is 30 feet.
- Low-light vision: Half-ogres can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination.
- Giant Blood: For all special abilities and effects, a half-ogre is considered to be an Ogre or a Giant. Half-Ogres can, for example, use special ogre weapons or magic items, and are treated as Giants when dealing with rangers who have Giants as their favoured enemy.
- Automatic Languages: Common or Giant. Bonus Languages: Giant or Common, Orc, Gnoll.
- Favored Class: Warrior. Unfortunately for the Half-Ogre, proper fighter training is rare and their favoured class resorts back down to the NPC Warrior Class. A multiclass half-ogres warrior class does not count when determining whether he suffers an XP penalty.

Hin

The hin, commonly called "halflings" by the other races, are cheerful and interesting folk, best-friends to most races and worst nightmare to those that cross them. They are cunning and resourceful, but usually this is dismissed by their childish looks and odd behaviors.

Personality: Hin are outgoing and love talking about their feats and boasting about their prowess, but mostly they are not particularly brave, preferring tricks and thievery to survive their daringness.

Hin enjoy spending their free time in the comforts of home - their most favorite of things. Hin communities are well known to be places of much eating, drinking, talking, and jesting with friends, and it is not uncommon for an impromptu match of wits to break out from time to time. Wealth can be used to motivate the fair folk, but they are more likely to spend such money to further their domicile comforts than to hoard it like a dwarf or gnome.

One other matter of note about the hin is that they are not to be trifled with. Most see them as dismissable folk that are too busy laughing and collecting things to be a serious threat. However, when the hin feel they, as a race, have been wronged, they have been known to amass whole armies in a matter of hours, and the hin forces have brought even the stanchest of warlords to their feet - and not always by the sword.

Physical Description: Hin stand about 3 feet tall and weigh anywhere from 30 to 35 pounds (though the heaviest of such was said to have reached as much as 60 pounds). Skin colors are usually ruddy, eyes are usually brown or black, and hair is most often black but can also be brown. Beard are very uncommon among the hin, leaving some to suspect that they simply cannot grow them. This, coupled with their size and slightly pointed ears often reminds others of a childlike countenance. Hin like to wear simple, comfortable clothing and rarely waste time, effort, and money on jewelry. They can live upwards of 200 years.

Relations: Hin tend to get along just fine with every other race they meet. Humans welcome the hin for their appreciation of the simpler things in life, and the hin reciprocate because humans are the easiest to take advantage of. Elves tend to be agreeable to the mindset of the hin, and gnomes enjoy their clever nature. Dwarves tend to be the least open to the hin, as they are far too serious in nature to understand why the hin can be so easily contented. Hin have a strong historical dislike of the goblinoid races, however, as they have often had to rebel from goblinoid overlords.

Alignment: The hin are mostly neutral and practical. Their reliance on the Shire system breeds a strong-

er lawful tendency into them, but under the times of the wanderlust strongly chaotic traits do manifest.

Hin Lands: The strongest concentration of the hin can be found in the Five Shires, a region of grasslands and gently rolling hills. The region is divided into five political bodies called Shires (originally held by the five children of the first hin leader). Hin can also be found all along the Savage Coast interacting with humans and living with them, as there is no hin homeland in that region. Often the hin can be found through the island chain in the Sea of Dread, primarily in the trading (and pirate) ships of the region.

Religion: Oddly enough, the hin have no single Immortal they worship on an associated racial level. Mostly a hin will follow the Immortal that is best fitted to their general personality, be it one that is the patron of tricks or one that is the patron of the hearth and home. For this reason, religious loyalties are sharply divided among the hin.

Language: The hin speak their own language which they call Lalor. This language uses the common script and has borrowed much from the Thyatian tongue over the years. Hin rarely write things in their own language, however, preferring to write in Common so as to allow most people to read what they write, but they have a strong oral tradition that has kept the language alive among their own kind.

Names: Hin naming conventions follow those of the halflings presented in the *Player's Handbook*.

Adventurers: Most hin become adventurers in their youth due to the racial "wanderlust" that hits just about every hin at some point in their lives. These hin travel about, making a name for themselves, before the urge passes and they settle where ever their journey lands them. Sometimes older hin have been known to suffer this affliction a second time, depending on their occupation and how old they are.

Hin Racial Traits

Hin conform to the standard traits of halflings in the *Player's Handbook* with the addition of one thing:

- +2 racial bonus to Hide in natural settings. Hin are excellent at hiding among bushes, trees, scrubs, and the like. This bonus does not apply to cities and caverns, however.

HUTAAKANS

The proud Hutaakans are an ancient race that were once much more numerous than they are now. Created by the immortal Pflarr to be his personal servants, they were utterly dedicated to him and his pursuit of magical lore and knowledge. During the height of Nithia, they settled the lands of Traladara and enslaved the people there to be both their servants and their pupils. They were eventually destroyed by hordes of gnolls, but pockets of Hutaakans have survived in secret.

Personality: Hutaakans are a callous and haughty race dominated by their priests. They are very sensitive, civilized, and intellectual creatures, who are forced to suffer isolation because the world is cruelly dominated by barbaric cultures. If they are not attacked directly Hutaakans are almost pacifistic nature. Even though they consider physical combat to be beneath them, they will fight without mercy when forced to do so. Hutaakans prefer ambush strategies and attack with missile weapons when possible.

Hutaakans do not have much individual freedom. The priests of Ptah rigidly control the Hutaakan communities and the destinies of these communities' inhabitants.

Physical Description: Hutaakans are tall, slender humanoids with jackal-like heads. Otherwise they resemble ascetic humans with narrow hands and feet. They like to decorate or carve their heavy clawlike nails to represent their rank and station in life. Even the most simple and unassuming of these creatures wears long, somber robes, with the occasional addition of one or more simple pieces of jewelry.

Relations: Hutaakans share almost no relations with other races. They consider most other races to be too primitive and barbaric to be worth contacting. Furthermore, after the gnoll invasion they have always feared being found and destroyed.

Alignment: Hutaakans are extremely lawful in alignment, a necessity in their society. They also take pride in their non-involvement with the rest of the world. So almost all Hutaakans lean strongly towards neutrality.

Hutaakan Lands: Surviving pockets of Hutaakans are located in the hills and mountains between Karameikos and Darokin. These valleys are invariably hidden by nature or magic.

Religion: Hutaakans follow their creator, Pflarr. Besides doing his bidding, which doesn't come often

any more, they pursue his interest in magic. Hutaakan priests are often multi-classed wizards.

Language: The Hutaakans speak a complex language with a very alien grammar. They speak in fluting, mellifluous, tones possessed of a haunting, musical quality. The language itself is a dialect of Nithian, and anyone speaking Ylari can vaguely communicate with them.

Names: Hutaakans are given their first name by a priest of Pflarr and keep it for the rest of their lives. They get the family name of their fathers.

Names in general have an Egyptian flavor to them.

Adventurers: For a Hutaakan to go adventuring would require that the race either reveals itself to the world or the Hutaakan refuses to tell where he comes from. Because of this, Hutaakans almost never go adventuring. However, once they are revealed to the world it will become much more common...

HUTAAKANS RACIAL TRAITS

- +2 Intelligence, +2 Wisdom, -2 Strength, -2 Charisma.
- Medium-size: As medium-size creatures Hutaakans have no special bonuses or penalties due to size.
- Hutaakan base speed is 30 feet.
- Low-light vision: Hutaakans can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish detail under these conditions.
- +2 racial bonus on Craft (art), Listen, and Spot checks.
- +4 racial bonus to Move Silently.
- If not a spellcaster, the skills Use Magical Device and Spellcraft become class skills.
- Magical Affinity: All Hutaakans are adept as some form of magic. A Hutaakan may learn a number of cantrips or orisons (they must choose one) equal to their Intelligence or Wisdom bonuses. They may prepare and cast one of these per day.
- Automatic Languages: Hutaakan. Bonus Languages: Thyatin, Elven, Gnoll, Traldaran.
- Favored Class: Wizard. A multiclass hutaakan's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.

Lizardfolk

The term “lizard folk” is used generically to describe a wide variety of lizard-like humanoids that can be found in various places. Primarily, there are the Malpheggi lizardmen of Darokin and the Shazak of the Orc’s Head Peninsula. For the most part, they are peaceful primitives who have only recently begun to develop art and a written language. However, when provoked lizardfolk are extremely dangerous.

Personality: Though they can be fierce when aroused, lizardfolk are for the most part peaceful. They are both tough and cunning. They have formed a stable government, begun the production of art and goods, developed a written language, and learned the rudiments of trade. They make dependable mercenary soldiers.

Physical Description: Lizardfolk stand six to seven feet tall and weight from 200 to 250 pounds. Their skin tones range from dark green to a grayish brown, with their scales giving them a flecked or dappled appearance. Their tails average three feet long and are not prehensile. Lizardfolk usually have golden yellow eyes with slit pupils much like those of cats; occasionally, a lizardfolk is born with brilliant green eyes, and these are marked to become Wokani or Shamans. There is little overt physical difference between male and female lizardfolk to the unpracticed eye.

Relations: Because of their appearance and primitive ways, lizardfolk tend to be mistrusted by their more civilized neighbors, though some have begun to appreciate what the lizardfolk have to offer. The feeling is often mutual. The Shazaks currently are engaged in skirmishes with the Rakasta of Bellayne and in constant conflict with the Gurrash (gatormen) nearby.

Alignment: At first glance the peace loving lizardfolk would seem to be of good alignment, however this peace is a natural one. Being more in tune with nature, they care little for good or evil, law or chaos. There are certainly exceptions to this, but neutrality is most common.

Lizardfolk Lands: In most places where there are large amounts of swampland, lizardfolk can be found. Their organization tends to be into small, disunited villages or extended family units consisting of grass and bamboo huts and other primitive structures.

Religion: With a few exceptions, Lizardfolk don’t worship any particular immortals. Rather, they tend to believe in the power of nature and follow a sort of collective druidism.

Language: Almost all lizardfolk speak a dialect of Malpheggi, the original lizardfolk tongue. They usually know few other languages. Only the Shazak have developed any sort of written version of their language.

Names: Lizardfolk names tend to be hissing with hard syllables, naturally. Most only have one name, and refer to their homeland or family if they need to be specific.

Adventurers: Besides the usual wanderlust, lizardfolk make excellent bodyguards and soldiers. Many lizardfolk met outside their homelands have been either hired out or displaced by someone who thought they saw potential in an individual. Few can conceive that the potential exists for most of the race.

Lizardfolk Racial Traits

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma.
- Medium-size: As Medium-size creatures, lizardfolk have no special bonuses or penalties due to their size.
- Lizardfolk base speed is 30'.
- Natural Armor Class bonus of +2.
- Low-light vision: Lizardfolk can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish detail under these conditions.
- +4 racial bonus to Swimming checks.
- Starting Languages: Malpheggi. Bonus Languages: Common, Draconic, Herath, Verdun, Risil.
- Favored Class: Druid. A multiclass lizardfolk's druid class does not count when determining whether he suffers an XP penalty for multiclassing.

Lupin

Lupins once roamed the border wilderness as nomadic hunter-gatherers long ago. Since then, they have risen to a place in life where they support a complex civilization of gentlemen, wizards, and courtly rakes. Depending on what part of the world they hail from, some of their outlooks may differ, but for the most part, lupins are proud of their achievements and determined to win the approval of the other races of the Known.

Personality: Lupins are dedicated and inquisitive souls that enjoy good intellectual conversations just as much as traditional hunting and stalking of the ceremonial prey. Lupins tend to possess somewhat over-inflated views of themselves, but they are loyal and trustworthy to the last, even if they pretend to put on heirs around others.

Lupins are very dedicated and serious about living. Most are excellent wilderness warriors and fight with honor and grace. Lupins harbor a general dislike for werewolves, a fact many use to speculate about their ancient origins.

Physical Description: Lupins stand usually between 5 and 6 ½ feet in height with females of their race a few inches shorter. Lupin males weigh between 150 and 186 pounds and lupin females between 140 and 176 pounds. They are covered with fur from head to toe that is usually deep browns or blacks and have pad like bald spots on their hands and feet. Their heads resemble that of a large dog. Civilized lupins like to wear flashy clothing that makes them seem important, but those who are nomadic or adventuring usually limit themselves to simple, functional clothing that will not get in their way. A lupin becomes an adult around 15 and lives just over a century.

Relations: Lupins, though humanoids, do not suffer from the normal stigmata of the goblinoid branch of those species. They do well with humans, sharing similar views about life and enjoyment. They find elves and hin somewhat too free-spirited for their tastes, but are quick to match wits with them if offered. Dwarves are a bit too stern for their tastes. Lupins harbor no hard feelings for rakasta, but are usually on tense terms with them as a race due to ideological conflicts.

Alignment: Lupins tend to be much more neutral than other races. They have underwent a large amount of historic change in their culture, and as such, welcome it when they feel it a necessity, but refuse it when they see no point to it.

Lupin Lands: Lupins settle in gently wooded places and build towns and cities much in the standard human tradition. In fact, if it was not for the abundance of lupins, one could easily mistake their homelands for those of their human neighbors. Lupins prefer to leave large tracts of forests untouched for the purposes of hunting and exploring as a way to see that their ancestral instincts remain sharp.

Religion: Lupins have their own complex pantheon that they follow in a devout manner. Ancient lupin heroes are their Immortals, and these lupins overlook the majority of day to day life as far as a lupin is concerned. Their spirituality usually consists of elaborate rituals that large bodies of the population take part in.

Language: Lupins recall their ancient racial tongue of Lupin. This is primarily a language made up of barks and yips and has no written script. The higher class of lupins,

however, do not speak this tongue, but know the "new" racial language of the lupins - Renardois. This is a lilting and complex language spoken mostly in a nasal tone with the last letter of each word being swallowed whole. This language uses the Common script. Lupins who speak each language usually view the other with contempt.

Names: Lupins have a given name and a family name. Family names mimic seem as if they were based off of cities that could very well have existed in the past, but as the lupins have a short racial history, they are all made up by the initial lupins that thought to start using them.

Male Names: André, Claude, Gérard, René, Richard.

Female Names: Isidore, Marie, Genevise.

Chosen Names: Argent, du Bois, d' Lac, le Pont.

Adventurers: Lupins go on adventures either out of wanderlust, a great compulsion from their ancient instincts, or to prove themselves in the challenges of the world. Most lupins see the life of a swashbuckling adventurer as the perfect way to make a name for themselves and return home later in life as a hero demanding of respect, no matter what their station of life was before leaving.

Lupin Racial Traits

- +2 Constitution, -2 Wisdom: Lupins are hearty from years of wandering the forests, but their recent climb to civilization has left them lacking in some of the true ways of the world.
- Medium-size: As Medium-size creatures, lupins have no special bonuses or penalties due to their size.
- Lupin base speed is 30 feet.
- Low-light vision: Lupins can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail in these conditions.
- +4 racial bonus on Listen, Spot, and Wilderness Lore checks: Lupins have acute ears and noses and are used to traveling in the heart of the wilderness.
- Lupins can automatically detect werewolves and other lupins for who they really are no matter what form they are in.
- Lupins are allergic to Wolfsbane and suffer a -2 circumstance penalty to attacks and AC when within 10 feet of it.
- -2 racial penalty to saving throws vs gasses: Lupins have sensitive noses and have a hard time resisting gasses.
- Lupins can deliver a bite attack for 1d4 points of damage with a x2 critical modifier. When using this natural attack, they are not considered unarmed.
- Automatic Languages: Common and Lupin or Renardois. Bonus Languages: Dwarven, Elven, Goblin, and Orc.
- Favored Class: Ranger. A multiclass lupin's ranger class does not count when determining whether he suffers an XP penalty for multiclassing. Lupins have spent many years in the wilderness and are very skilled in acting within it.

MINOTAURS

Personality: Minotaurs are an honor-bound race. They believe strongly in preserving their honor and emerging victorious in the struggle for dominance over other races. In this way they are much like the Dwarves – both races value honor, strength, family, hard work, and the superiority of their race. Most Minotaurs allow no exceptions to the code of honor, not even in the most extreme situations. Without honor, they have no life. Minotaurs are also convinced that “Might makes Right.” Those who solve their problems using strength, cunning and skill are clearly those in the right. Clearly the Minotaur philosophy is a survival-of-the-fittest, competitive one. Minotaurs should not be mistaken for being selfish though – every Minotaur would die for his family, as for his nation and his god.

Physical Description: These huge bull-headed humanoids stand at a hulking 7 feet tall. Their torsos and limbs are humanoid: Rippling chests and humanlike arms, legs and hands. Their feet, however, end in a cleft hoof. Their whole bodies are covered with a layer of short hair. Their fur ranges in color from whitish blonde to glossy black, although most Minotaurs have only one color of fur. Only after they reach the age of 110 do they start mottling. Minotaur horns grow to 24 inches of length. These lengths are measured and cherished because Minotaurs pride themselves on their horns. For a Minotaur his horns symbolize a great and noble heritage unlike any a member of another race could claim. Minotaurs rigorously wax and polish their horns to make them shiny and strong. Criminals are punished and exiled by having their horns cut off. They are no longer considered Minotaurs but beasts akin to humans.

Minotaurs reach adolescence at age 21 and live up to 150 years.

Relations: Minotaurs tolerate humans, halflings and elves and easily accept dwarves, recognizing them as an honorable people of warriors – just not fortunate enough to be born as Minotaurs. Generally all individuals are given a chance to prove themselves, but you should not expect any compassion if you don't. Gnomes, though, tend to make Minotaurs extremely nervous, and a nervous Minotaur is really not something you would like to be around. Goblinknoids and Orcs are considered to be of an inferior breed, fit only for elimination and slavery. Minotaurs have nothing against genocide, should they believe it to be an enrichment of the world.

Alignment: Minotaurs are often lawful in alignment as it fits the Minotaur code of honor and the laws of the League the best. Whether you do good or evil is not important to a Minotaur – as long as you have the strength, cunning and skill to back up your actions. Philosophical discussions about right and wrong are settled in the arena.

Minotaur Lands: The land of the Minotaur race is a land of huge, fertile farmlands, towering military fortresses, blooming metropolises and a nice temperate climate. The population is packed into areas of good land, the landscape dotted with towns, villages and industries, and all of these interconnected by roads and well-constructed bridges. Minotaurs maintain large regional garrisons to protect the people and quell any rebellions.

Religion: The Minotaurs worship a varied pantheon. Various temples, either dedicated to an individual immortal or shared by several, are found in every community and are often well attended. While not necessarily pious, Minotaurs are reverent.

The pantheon includes Ireon (Tarastia), Kagirth (Thor), Bral (Vanya), Soradorn (Frey), Idharmane (Noumena), and Bothangragh (Karaash).

Language: The Minotaur language is called Tauran and is harsh and loud but surprisingly complex. It is roughly related to Nimmurian. Minotaurs have a great oral tradition and their legends are remembered in boisterous tales and powerful songs. Hard consonants are the rule rather than the exception in the Minotaur tongue.

Names: A Minotaurs first name is give to him at his birth by the father. Later in life Minotaurs will add the most glorious title to

their name – be it the family name or a nickname acquired through great achievements.

Male Names: Sothrath, Koragrance, Bodrorn, Thirthak, Melak, Ograrun, Glorik.

Female Names: Amtik, Ilat, Kilat, Perpesti, Rylash, Tetriene, Vikta.

Family Names: Minotaurs have a wide variety of family names. These names often resemble shorter versions of Minotaur surnames. Particular glorious title are sometimes inherited by the children of a great hero – even though this will put the children under an extreme pressure to prove themselves worthy of such an honour.

Adventurers: Minotaurs adventurers are fairly common. Even though most Minotaurs pursue well-respected professions such as gladiators, merchant, soldier and sailor, many young Minotaurs are attracted by the prospect of glorious victories in battles against horrible monsters.

Minotaur Racial Traits

- +2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -4 Charisma. Minotaurs have amazing physical attributes, but are very hard to be around.
- +2 natural Armor Class bonus. Minotaurs have thick hides.
- Medium-Size (though bordering on Large): Minotaurs suffer the penalties of large creatures without gaining the benefits. This means all minotaur armor must be specially made and costs twice as much as normal armor, they have a -1 size penalty to their Armor Class and a -1 size penalty to their attack rolls.
- Minotaur base speed is 30'.
- Scent: Minotaurs can detect opponents within 30' by sense of smell; the exact location is not revealed, only the presence. They may also track by scent, using a Wisdom check against a base DC of 10 modified by strength of the smell and a -2 penalty for each hour the trail is cold.
- Horns: Minotaurs may use their horns as a single natural weapon that does 1d6 damage with a 19-20 critical threat range that does x2 critical damage.
- Minotaurs receive a +2 racial bonus to Search, Spot, and Listen checks.
- Automatic Languages: Common, Tauran. Bonus Languages: Nimmurian, Giant, Rakastan, Goblin, Orc, and Gnoll.
- Favored Class: Fighter. A multiclass minotaur's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Automatic Languages: Tauran and Common. Bonus Languages: Nimmurian, Giant, Goblin, Orc, Gnoll.
- Favored Class: Barbarian. A multiclass Minotaur's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.

Phanaton

Phanatons have long inhabited the Savage Coast and other areas, but only within the last few centuries have they achieved any measure of civilization—gathering into tribes, using tools, and so forth. The phanatons of Jibarú have formed a tribal confederation, developed religion and art, started using tools, and made initial steps toward a system of laws.

Personality: These spiritual folk have a great love of nature. Though normally peaceful, they strive to protect their forest homes and can fight well when pressed. Phanatons lead a relatively harsh existence, so they tend to be rather serious. Still, they take joy from life; not jokers or boisterous carousers, they have a quiet sense of humor. Phanatons are cautious and not prone to panic, nor are they easily awed by shows of power.

Physical Description: Phanatons are furred humanoids about three feet tall. Looking very much like monkeys, phanatons have slender bodies, humanoid hands, dexterous toes, and four-foot-long prehensile tails strong enough to support their body weight. Membranes of skin stretch from arm to leg, and are used to glide. The creatures' fur has markings like those of a raccoon: brownish gray fur with a black "mask" around the eyes and a ringed tail. Phanatons have eyes of bright green, fiery red, or shiny yellow. They almost never wear clothing, but might wear jewelry of wooden beads.

Relations: Phanatons are wary of most other races, because their forests have often been harmed by them. The exception are the wallaras, whom the phanatons generally like. They tend to distrust wizards and Herathians of any race as Herath has an aggressive policy against phanatons—for no reason the forest-dwellers can fathom. Once past initial reactions, phanatons generally like elves, especially those from Robrenn, but dislike gurash; all are dealt with as individuals.

Alignment: Phanatons tend to be good or neutral and are rarely evil. Most are independent, so chaotic alignments are more common among them than lawful ones.

Phanaton Lands: Dense forests and jungles are often the home of the phanatons. Their existence is often unknown for those who walk on the ground as they live high above in tree houses. However, whatever land the phanatons call home they protect with all their ability.

Religion: Phanatons live in harmony with nature, but their growth as a sentient race has attracted the interest of some immortals. Several are now worshipped by the phanatons in simple ceremonies, more resembling druidic practices than clerical. The deities include Uí (also called Ordana), **Mother Earth (Marau-Ixuí)** (also known as Terra) and **The Huntsman (Uatumá)** (also called Zirchev.)

Language: The spoken language is still primitive, requiring many gestures. The written language requires an extensive library of symbols representing animals whose sounds come close to the desired syllables. Ideograms conveying ideas complete other written symbols available to Jibarú shamans. Common phanatons rarely learn to read or write, though monarchs and chiefs usually acquire the skill.

Names: Tapurú, Uruá, Maragú, Araca, Ixaitubá, Tuacá, Uapagú, Cucuí, Jarapuá, Gujari, Ixugú, Garanuí, Axauá, Purucuí, Palamá, Tapajú, Uruxú, Itupaxingú, Macapuí, Irigí... The Jibarú language does not have the "e" and "o" sounds.

Thus, the phanatons refer to themselves as Phanatu, or *the people*. "X" is pronounced "sh" and the last vowel in the name is accentuated. Double names are a sign of nobility.

Adventurers: Many a phanaton hunter has gone out on "the great hunt" never to return. While most simply die, others are captured and mistaken for simple animals by others. The strange journey a phanaton can take via this route can be amazing indeed. Additionally, the Immortals are never above sending their followers upon crusades where they could be needed.

Phanaton Racial Traits

- +2 Dexterity, -2 Strength. Phanatons are not physically strong, but they are very agile.
- Small: As Small creatures, phanatons gain a +1 bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans and their lifting and carrying limits are three quarters of those of Medium-size characters.
- On the ground, a phanaton's base speed is 20'. While gliding, it is 50'.
- Flight. When there is little or no wind, a phanaton can glide a distance equal to three times its starting height. In a normal wind they can gain 10' of altitude for every 60' of horizontal distance. In a strong wind the horizontal distance needed is reduced to 30'. While flying, the phanaton may take standard actions. For every 10 pounds the phanaton is carrying, the total distance he can fly is reduced by 20'.
- +2 racial dodge bonus to Reflex saves.
- Low-light vision: Phanatons can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail in these conditions.
- +4 racial bonus on Listen, Spot, and Wilderness Lore checks: Phanatons have acute ears and noses and are used to traveling in the heart of the wilderness.
- Automatic Languages: Jibaru. Bonus languages: Common, Risil. A phanaton must spend points to become literate just as a barbarian must.
- Favored Class: Warrior. As skilled as they are, the advanced training required of other classes are still beyond phanaton society. A multiclass phanaton's warrior class does not count when determining whether he suffers an XP penalty.

Rakasta

Rakastan, much like lupins, are newcomers to civilization. They are proud, but spend their time more focused on respect of others. Rakastan are known to be some of the most efficient soldiers and warriors in all of the civilized lands.

Personality: Rakastan are a deep, devout, people that believe in the importance of honor and friendship. Fighting is a rite of passage among them, and fighting fair is important when the foe is deemed worthy. Rakastan view themselves as an equal to their neighbors, and demand that they are treated as such. Anything less offends a rakasta, and offending one is not something to be done lightly.

Physical Description: Rakastan males and females stand between 4 feet 8 inches and 6 feet in height, and usually weigh around 140 to 180 pounds with the females weighing about 25 less. They are cat-headed creatures covered in soft fur all over their bodies. Their fur is usually lighter colors, including browns, grays, and oranges. "Civilized" town dwelling rakastan dress in simple clothing similar to that of the neighboring humans. The nomadic rakastan wear elaborate armor and use stylized weapons, but otherwise wear simple featureless clothing when not in battle. Rakastan reach the age of majority at 15 and live for just over a century.

Relations: Rakastan coexist well with humans and dwarves, the former because of the rakastan need to learn more about civilization and the latter because of similar views about honor and warrior codes. Rakastan see elves as too chaotic and free-spirited for their tastes, and harbor a kind of competitive rivalry with the lupins, sharing just too much for their own tastes.

Alignment: Rakastan tend towards lawful alignments, as they hold honor and codes in the highest esteem and demand that ones word be followed to the letter. Rakastan tend to be neither wholly good nor evil, but a definite slant towards goodness is inherent in their nature.

Rakasta Lands: Rakastan live and form communities and cities similar to those of humans usually on flat or slightly hilly lands. They are limited in their skills, and are not entirely self sufficient, relying heavily on trade between themselves and other nations in order to maintain a quality of life they demands. The nomadic rakastan form small, temporary camp grounds that can be packed up entirely and carried off on horseback in less than an hour's time, preferring not to be tied down to one location for too long.

Religion: Rakastan are not highly spiritual people, preferring to leave the worship of deities and powers to others. Some of their kind become clerics, but as rakastan have no native Immortals, they always worship those of cultures near them. Most rakastan believe in personal mysticism and see more to revere in the mastery of the body, mind, and environment to the highest level.

Language: Rakastan speak their own racial language, called Rakastan. This is an older language and seems entirely unrelated to those around them. Rakastan does not use the script of the Common tongue. Instead, it is composed of ideograms that roughly resemble the object being written about at the time. The language is very difficult to learn, as it has 3,000 such ideograms, all with different meanings.

Names: Rakastan have adopted the idea of a family name from the humans around them. As far back as any can

remember, given names have always been the norm, but the nomadic tribes did not keep or care about remembering names of families - those that dwelled with them were treated with respect as a family, and those who were not were considered outsiders.

Male Names: Francis, Henry, James, Jonathan, Richard, Robert, William.

Female: Catherine, Diana, Joan, Mary, Margaret.

Family: Connor, Fields, Harrison, Stafford, Teller.

Adventurers: Rakastan take up adventuring out of a sense of duty or honor. With war being important to them, most young rakastan will expect to spend some time training to be warriors, and the best of which will become true fighters. Others will travel in the pursuit of knowledge, and some of the greatest bards have come from the land of the rakastan. Nomadic rakastan usually adventure due to owing a debt of honor to someone or seeking vengeance for a wrong that has been committed against them.

Rakasta Racial Traits

- +2 Dexterity, -2 Intelligence, -2 Wisdom: Rakastan are nimble and possess good reflexes, but they lack knowledge of facts or of the world from their time spent as nomadic tribes.
- Medium-size: As Medium-size creatures, rakasta have no special bonuses or penalties due to their size.
- Rakasta base speed is 30 feet.
- Low-light vision: Rakastan can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail in these conditions.
- +2 racial bonus to Balance, Listen, and Spot checks: Rakastan have excellent reflexes as well as strong ears and eyes.
- +2 racial bonus to Spot checks to find Invisible. This bonus stacks with the rakasta racial bonus of +2 to Spot checks.
- Rakasta have several natural attacks. Their bite inflicts 1d4 points of damage and has a x2 critical modifier. Their front claws deal 1d2 points of damage each with a threat range of 19-20 and a x2 critical modifier. Their foot claws deal 1d3 points of damage each with a x3 critical modifier. When using these natural attacks, a Rakasta is not considered unarmed.
- -1 racial penalty to saving throws vs sonic attacks, spells, and abilities.
- Automatic Languages: Common and Rakastan. Bonus Languages: Dwarven, Gnome, Gnoll, Goblin, and Orc.
- Favored Class: Fighter. A multiclass rakasta's fighter class does not count when determining whether she suffers an XP penalty from multiclassing. The rakastan culture is steeped in a warrior code, and the path of the fighter is natural to a rakasta.

Tortle

Tortles aren't known well in the human lands, as they tend to keep to themselves and not concern themselves with

worldly things and travel. Those that know them speak of their gentleness and love of peace and the life around them. Tortles met are usually some of the best philosophers and judges on the basis of fairness.

Personality: Tortles tend to be slow moving, unselfish, and unconcerned in most things. Tortles value family life above other things and are content living as simple farmers and scholars. Those who make enemies of the tortles, however, learn just how strong and quick they are to strike back and that usually the hardest to provoke are the toughest to defeat.

Physical Description: Tortles stand between 5 and 6 feet in height with both males and females at about the same height. They can weigh anywhere from 500 to 700 pounds as they have massive shells on their backs. Tortles otherwise appear like large, bipedal turtles and have no hair and dull green scaly skin. Every tortle has a shell on their back that they can retreat into with some effort. Most tortles wear little or no formal clothing as it interferes with their shells and usually is not designed to fit them. Headbands, belts, wristbands, and simple shoes are the most complex their clothing usually gets. A tortle reaches majority at 20 years in age and can live up to 250 years old.

Relations: Tortles tend to keep to themselves and be peaceful, and as such any race that is not openly threatening to them will usually be able to pass through their homes and seek aid from them. Tortles most sympathize with the lizardkin that live near them, but they also are on friendly terms with most of the other major races (humans, elves, dwarves, halflings, gnomes, and so on). Tortles generally distrust and dislike half-orcs, used to their humanoid and goblinoid relatives raiding their villages and killing their children.

Alignment: Tortles are usually lawful, and they tend strongly towards neutral. Adventuring tortles are less likely to fit this mold, as they will have had some reason to take such a non-racial stance as to leave their homeland.

Tortle Lands: Tortles do not have a nation all to their own and usually dwell entirely within the borders of other nations. As such, tortles enjoy a considerable amount of autonomy. Their homes are usually made along the borders of seas and rivers and other places where crops grow well. Tortles live in large, extended families that span several generations, and it is not unlikely for an entire "city" to be just one family unit.

Religion: Tortles tend to be more spiritual, with their worship restricted to primal forces of the planet and nature around them. Good choices are those who have special interest in water, forests, and philosophical thought.

Language: Tortles speak their own tongue, a slow and tedious language called Tortle. As a reflection of the slow pace of their life, an entire conversation in Tortle may take over an hour whereas it would take no more than fifteen minutes in Common. Tortles that speak in Common usually do so painfully slow to their listeners, which is a reflection of their normal pace.

Names: Tortles are given a single name at birth and use this name their entire life. Though they keep themselves closely grouped in family, surnames are neither needed nor practiced by their culture, as they know who they "belong" to by what village they live in.

Male Names: Chul, Hennas, Jung, Lau, Quan, Xchi.

Female Names: Anoi, Kai, Lenna, Mai, Pao.

Adventurers: Tortles take up adventuring for the purposes of learning more about the world around them to gain a deeper understanding of life, or for the purposes of retribution of wrongs done to their family unit. Tortles find life among most races moving at a pace far too fast for them, and as a result they will usually try to find occupations that allow them to move more to their liking. Tortles enjoy deep debates on difficult issues, regardless of who the race they are dealing with is.

Tortle Racial Traits

- +2 Constitution, -2 Dexterity: Tortles are hardy and resistant but slow and heavy due to their shells.
- Medium-size: As Medium-size creatures, tortles have no special bonuses or penalties due to their size.
- Tortle base speed is 20 feet.
- Low-light vision: Tortles can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. In addition, tortles retain this ability to equal distances while underwater.
- Tortles can hold their breath underwater for 10 minutes before having to make standard checks for drowning.
- Tortles are proficient with either the kama or nunchaku and the shuriken.
- +2 racial bonus to Sense Motive and Swim checks: Tortles have deep understandings of how races act and are strong swimmers.
- Tortles can attack with their bite and claws. Their bite inflicts 1d6 points of damage and has a x2 critical multiplier. Their claws inflict 1d4 points of damage each and have a x2 critical multiplier. When using these natural weapons, Tortles are not considered unarmed.
- Tortles can pull themselves into their shells. This gives them a racial +6 bonus to their AC. While in this state, a tortle cannot move, attack, or cast spells with somatic components.
- -2 racial penalty to Climb checks: Tortles have small, weak arms and cannot lift their own weight well.
- Automatic Languages: Common and Tortle. Bonus Languages: Gnoll, Goblin, Draconic, Lizardfolk, and Orc.
- Favored Class: Cleric. A multiclass tortle's cleric class does not count when determining whether he suffers an XP penalty for multiclassing.

Wallara

Related to dragons and once the companions of the Immortals, the wallaras degenerated into a more primitive society due to a Herathian spell gone awry. Today, they have struggled back from nomadic hunter-gatherer existence and have begun to relearn from the past.

Personality: The wallaras are a wise people who value the land and their place in it. They are physically active, sometimes walking all day while hunting or gathering food. They are also meditative and spiritual, honoring their Immortal patrons through dance and song. Wallaras can be quite serious but most of them have a humorous side as well, laughing at themselves as easily as at their fellows. Levelheaded and practical though they may be, wallaras can be very superstitious, following rituals and customs that seem nonsensical to outsiders.

Physical Description: Wallaras are humanoids of many colors whose 7-foot height is emphasized by their extremely slender build. They have spindly arms and legs and walk with a gangling gait that appears awkward to other races. Their skin is slightly scaly with multicolored mottled red tiger stripes, interrupted by blue, yellow, green, orange, brown, black, and white spotting. Hair is found only on their heads and may be a single color or as mottled and colorful as their skins. They wear loincloths or simple shifts, usually carry net or kangaroo bags with their personal necessities, and occasionally don jewelry.

Relations: Besides friendly relations with nearby phanatons and lizardmen, wallara as a people do not have much contact with the outside world. To a wandering Wallara, the world outside his homelands would be strangely regarded. And the outside world looking in would probably think the same.

Alignment: Wallaras are usually good, but quite a few are neutral. A very few of them are evil. Because most wallaras follow tribal customs and taboos, lawful alignments predominate.

Wallara Lands: The arid, grassy outback of Wallara is the homeland of the primitive wallaras. Many wallaras have settled in small villages, but most now reside in the ancient city of Risilvar, where clues to their past abound.

Religion: The Wallara observe rigid religious rituals and rites, and the Immortals are part of every day life. They include Agundji, The Rainbow Serpent (also called the Great One); Barramundje, The Mother (also known as Calitha Starbrow); Genjoo, the Crocodile Spirit (also called Ka); and Warrantam, The Eagle Spirit (known as Ixion).

Language: Wallaras speak their own language known as Risil, a curiously inflected lingo with many strange-sounding words. The changing colors of their

skin reveal feelings. Proper usage of color and shade is a sign of wisdom and social status among wallaras. Although modern wallaras do not use a written language, an ancient pictographic form of Risil often found in old wallaran ruins is used by a few wallara wizards.

Names: Wallara names tend to have a Australian aboriginal sound to them, such as Worungu.

Adventurers: A wallara that leaves his home willingly is a strange thing, but it could happen for any number of reasons. The Immortals can give commands, spirit quests can be sought, and plain old wanderlust can take hold. The latter is rare, but it can happen. Most wallara that become adventurers either learn to adapt or die.

Wallara Racial Traits

- -2 Strength, +2 Wisdom. Wallara are not strong, but they tend to be wise.
- Medium-size: As Medium-size creatures, wallara have no special bonuses or penalties due to their size.
- Wallara base speed is 30'.
- Adult wallara may *Vanish* at will. This effect is similar to the spell *Dimension Door*, except the range is 120' and there is no chance of appearing in a solid object. *Vanish* is a standard action and requires an Intelligence check with a DC 13 to succeed.
- +6 racial bonus to Hide checks. The wallara's natural chameleon ability allows him to turn nearly invisible.
- Wallara may remain motionless for up to one hour per level of experience.
- Tracking. All wallara are expert trackers and gain the Tack feat for free.
- Automatic Languages: Risil. Bonus Languages: Common, Herath, Jibaru, Verdun, Draconic. A wallara character must spend points to become literate like a barbarian must.
- Favored Class: Cleric. A multiclass wallara's cleric class does not count when determining whether he suffers an XP penalty for multiclassing.