

netbook of Races

humans

d'nulm

elves

dwarves

atruanean

half-orcs

kninive

gnomes

maynd

rabeeb

lemnon

halflings



d20
system



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WELCOME!

I'm very proud to present to you the Netbook of Races, another free internet publication that is published under the banner of the Fantasy Netbook Community Council and is written with the help of the gaming community.

The last year and a half I have worked hard to publish this document, creating and reviewing races, writing articles and putting it all in this netbook. I received help from a group of people who helped me with the reviewing and gave me feedback on my writings.

I've also received a lot of races from you, the gamers, and some of those made it into the netbook.

This first publication is not as large as I wanted it to be, but all things start small and I hope to publish an update with more races soon. So if you're feeling creative please send in your race, thus making it public for the whole world to enjoy. I would also love to hear any comments of your experiences with the races in this netbook.

I hope that you enjoy reading this netbook and that you find it useful in your game. I would love to hear what you think of the netbook. So please send in your comments and remarks.

Yours Truly,
Martijn Reintjes

HOW TO USE THE NETBOOK

PLAYERS

If you are a player looking for a different race to play, this is a good place to start looking. The netbook provides you with a wide range of races and most of them even have their own equipment or spells. But before you start building your character, make sure that your GM allows the race in his campaign world. A new race can have a great impact on a setting and your GM always has the final say in the matter.

GMS

If you are a GM, you shall be thrilled to find all these races that help you to create a unique campaign world. The detailed backgrounds make it easy to implement a race into any existing setting and can inspire you for new adventures. If you are not happy about some elements of a race, feel free to change them; after all it's your game!

INTERNET

On the Netbook of Races website we will publish new equipment, magical items, NPCs and more things that give more depth to the races found in the netbook. And if you create your own stuff for a race, send it in and we'll put it on the website too.

You can check the site regularly and participate on the forums or subscribe to the mailing list to keep informed about new updates. You can find the official website at: <http://www.netbookofraces.tk>

ATUANEAN

Atuaneans were a very evil race primarily noted for their mastery of dark magic. Their culture and mighty civilization disappeared ages ago, but here and there, ancient ruins attest to their past glory. Nonetheless, a few atuaneans survived through the centuries through the use of hideous magic; and worst of all, many horrid monsters such as strange gargoyles, undead, and magical artifacts still plague the world today, thanks to the atuanean's past atrocities.

Personality: Atuaneans were usually dark and brooding people with little kindness in them. They were mainly preoccupied with their own station within the pecking order of their society; they didn't care for those beneath them, while envying those above them.

Atuaneans were fascinated by magic, not only for the power it could bring them, but also for the sheer intellectual interest of it. As such, their favorite pastime was the study of esoteric and mystical subjects of all sorts. They otherwise shunned the bright light of the sun, and best preferred to spend their time in unlit and shadowy places. For them, occult knowledge and power was found in darkness; but they also had secret vices that they wanted to keep secret. Atuaneans superstitiously believed that one who stands in bright light will one day or another be exposed to others.

Physical Description: Atuaneans were tall and slender humanoids with emaciated features. They had long necks, green malevolent eyes, and a pale gray skin. Their forehead presented a bony ridged pattern. Atuaneans typically stood 6 to 7 feet high, and weighed on average 150 pounds. They reached adulthood at about age 20, and lived about 200 years, though some among the priesthood nobility could live almost 350 years.

Relations: Atuaneans customarily considered all other humanoid races as cattle to enslave, good for the heavy labor or to be sacrificed to their dark gods' altars. They waged wars of conquest against other

races for the sole purpose to enslave them. As such they were hated everywhere they went, and often got the name of *Minzungu*, which, in those times, meant: "those-without-mercy". Because of this, any atuanean who still would be alive in the present times, would be mercilessly hunted if recognized as such.

Alignment: Atuaneans were never of good alignment, for being born and raised in a demon-worshipping culture. Atuanean commoners were either neutral or evil, while noble atuaneans were almost always evil. Goodness was

seen as a weakness, and such weakness had to be eradicated to "strengthen the race".

Atuanean Lands: Atua-neans lived on their own continent across the ocean. However, millenia ago this continent was destroyed by earthquakes, and sank under the sea. The atuaneans lived in great cities full of tall buildings of tortured design, built from black stone. Now these ancient great temples and palaces are all seaweed-covered ruins slowly decaying in the blackness of the ocean's depths. Nonetheless, the atuaneans also built forgotten fortresses and cities in a few other parts of the world where they had colonies. It is usually in such places that the last remnants of this once proud civilization will be found.

Religion: Atuaneans worshipped infernal deities whose cults fortunately disappeared with them. The common people in fact feared rather than revered these evil gods, and worshipped them primarily to keep them quiet. On the other hand the priests, who

The Atuaneans are a dead race of which only a few members still exist, having prolonged their lives for centuries through a horrid necromancy. As such, this evil race doesn't exist as a contemporary civilization, but as occasional NPC villains that may be found in ancient ruins and dark dungeons, outside of any society.

Note that some parts of the description and the illustration clearly remind of a race of creatures found in the *Creature Collection Vol. 1* © 2000 by Clark Peterson.

were the highest caste within the atuanean society and were exclusively drawn from the nobility, served these deities mainly to gain magical powers. Conquests and bloody sacrifices were the service they owed to them in exchange for the magic they received.



Language:

Atuaneans spoke their own tongue, whose written form consisted of complex signs and ideograms.

Names: *Male names:* Ejendos, Kelashun, Molh, Pakanth, Vostoros;

Female names: Baliassi, Fodria, Selanzia, Verishal;

Family names: Ektral,

Mashrak, Oshruth, Zathr.

Adventurers: Atuaneans adventured mainly to obtain riches and power. When traveling to distant lands, they always sought to conquer and enslave the peoples they would find there. However, almost all atuanians disappeared, and with them any that would have been an adventurer.

Nevertheless, a player could still play an atuanian PC. Such a character would have a peculiar story however, for living in a world where all of his race has become but a memory. In any case this PC would be the last of his kind, lost in a foreign world forever. Typically, the character would have been magically transported from the past to the present times. Maybe he stumbled upon a time-traveling device. He could otherwise have been imprisoned into a gem through a *trap the soul* spell. Centuries later the gem would have been broken, releasing the character. Note that unlike all NPCs of this race, an atuanian's PC may be good aligned; but in such a case, the atuanian would have been an outcast in his own culture.

ATUANEAN RACIAL TRAITS

- Abilities: +2 Intelligence, -2 Charisma. Atuaneans refined their intellectual abilities through esoteric studies, but were cold, haughty, and narrow minded.
- Medium Size
- Speed: 30 feet base speed.
- Low-light Vision: Atuaneans could see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retained the ability to distinguish color and detail under these conditions.
- Save Bonus: +2 racial bonus on saving throws against spells and spell-like effects. Over the ages atuanians grew used to magic.
- Skill Bonus: +2 racial bonus to Knowledge (arcana), Spellcraft, and Use magic device checks. Moreover, Use Magic Device was always a class skill for an atuanian. They had long traditions of magic-use.
- Spell-like Ability: Atuaneans with an Intelligence score of 10 or higher could cast the 0-level spells (cantrips) *detect magic* and *read magic*, twice per day each.
- Automatic languages: Atuanian. Bonus languages: Draconic, and Infernal (note: they don't get common as a bonus language, since it wasn't spoken during their time, millenia ago).
- Favored class: Wizard. A multiclass atuanian wizard class does not count when determining whether he suffers an XP penalty for multi-classing

DESCRIPTION TABLES:

Random Starting Age

Adulthood	Brb, Sor	Rg,	Bd, Fgt, Pal, Rgr	Cl, Dr, Mk, Wiz
20 years	+1d6		+2d6	+3d6

Aging Effects

Middle	Old	Venerable	Maximum
65 years	95 years	130 years	+2d% years

Random Height and Weight

Gender	Base height	Height mod	Base weight	Weight mod
Male	5' 10"	+2d12	120 lb.	×(2d6)
Female	5' 5"	+2d12	85 lb.	×(2d6)



IMMORTAL ATUANEANS

(NPC examples)

These are the last living atuaneans, residing in some lost ruins amidst deep jungles. They survived from those ancient times through the use of dreaded necromancy. Whenever adventurers or lost travelers would come to their decaying sanctuary, the atuaneans captured them for a gruesome end. The unfortunate victims were sacrificed to manufacture the horrible *deathskulls* (see below) by which they prolonged their lives for more than a millenium. As such, the atuaneans had plenty of time to achieve very high character levels. However, on the long run they grew bored of their unending monotonous life, and thus became somewhat apathetic. Because of this, where a knight would have begun his career as a full fledged fighter centuries ago, he would eventually increase as a commoner after ages of apathy. Nonetheless, having lived for so long, he would still gain experience, albeit slowly, and thus the simplest atuanean commoner is a 16th level character. (Of course this is exceptional, and in ancient times atuanean peoples were normal).

You can find these NPC's on the Netbook of Races Website

Atuanean cultists (warrior lvl.4 /adept lvl.12 - 16th level character)

Atuanean knights (fighter lvl.4 /warrior lvl.6 /commoner lvl.8 - 18th level character)

Atuanean leader (cleric lvl.11 /wizard lvl.9 - 20th level character)

DEATHSKULL

(magical item)

This atuanean magical item is made from the reduced head of a victim whose life force and soul were imprisoned in it. When one such skull is worn, the wearer no longer suffers ability penalties for aging and cannot be magically aged; however, he still dies of old age when his time is up. When two skulls are worn, the wearer will not die from old age, but still visually age, eventually appearing as an apathetic old person. When three skulls are worn, all aging processes stop, the wearer becoming immortal. When four skulls are worn, the wearer also becomes immune to diseases.

A deathskull also bestows one negative level on any nonevil creature wearing it (several skulls worn have cumulative effects). This negative level persists as long as the deathskull is worn, and disappears when it is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while it is worn.

The skull has a duration of $2d4+2 \times 10$ years, at the end of which it crumbles to dust. However, if the skull is broken beforehand, it releases a wraith that will attack the last user of the skull (and vanishes once he is dead).

Hardness: 5; Hit-points: 5; Break DC=15.

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, *Death knell*, *Vampiric touch*, one living intelligent humanoid victim, creator must be evil; *Market Price:* 2500 gp; *Weight:* 1 lb.

D'NULM

At the dawn of time, the gods created their people, and there was relative harmony. As the years progressed, the dwarves and gnomes developed a working relationship, and began to settle together. Out of this contact, there grew many loving relationships; but alas, dwarves and gnomes could not reproduce. They called out to their gods to help them. Thus did Nyntok, gnome goddess of fertility, and Tyrna, dwarf goddess of love, stretch forth their hands to allow their people to have children. Thus were the D'Nulm (The Gift of Love) born.

The D'Nulm are a greatly loved race, and tend to be slightly spoiled by their sires. However, they, as a race, have a sense that they don't belong in this world. They have been told the legend of why they were created, but they feel lost in the communities of dwarves and gnomes. While they share traits of both parents, they feel that they don't truly belong to either.



The D'Nulm began to wander from their communities, trying to seek a place where they could belong. In their wanderings, they found that most races enjoy art, and accept the artists. Seeing this, the D'Nulm began in earnest to master the arts, in all their form and splendor.

Personality: D'Nulm are almost never found alone. Because of their sense of not belonging, they are deathly afraid of being left alone. Most D'Nulm player characters have at least one level of Expert, which represents their training in crafting. Most races welcome the D'Nulm, as they have gained a reputation of being master craftsmen.

Physical Description: Male D'Nulm typically stand from 3'9" to 4'6" and weigh between 100 and 165 pounds. Females tend to be slightly smaller in both height and weight to the males. D'Nulm hair color tends to be of the darker hues; gray, black and brown being the most common. Eye color ranges from light brown to almost black. Most male D'Nulm have beards. Those few who do shave, must do so at least twice a day, because their facial hair grows rapidly. Females also grow facial hair, albeit at a very slow rate. Because of this, almost all female D'Nulm are clean-shaven, and it is the rare few who sport beards.

Relations: The D'Nulm are on best terms with dwarves and gnomes. Humans treat D'Nulm craftsmen with great respect, and most noble houses employ at least one D'Nulm Expert. The other races treat the D'Nulm as they would treat dwarves or gnomes.

Alignment: D'Nulm lean to the good alignments, as they typically are involved in creating art and

beauty. Communities primarily made up of D’Nulm tend to be neutral good.

D’Nulm Lands: D’Nulm tend to settle with dwarves and/or gnomes, but they are known to create settlements of their own. Another predominant place to find D’Nulm is in noble human houses, as they are, typically, the master craftsmen and artisans the human lords and ladies employ.

Religion: The chief deity of the D’Nulm is Kornakt, Master of Crafts. Otherwise, they worship freely among the dwarven and gnomish pantheons.

Names: Currently, D’Nulm take names of either their dwarven or gnomish ancestors. Typical names can be found in *Core Rulebook I* for both dwarves and gnomes.

Adventurers: When D’Nulm do adventure, their primary goal is to practice their art to people other than those from their villages. These adventurers, when they finally do settle down, tend to do so in larger communities that see many different people over the course of time.

D’NULM RACIAL TRAITS

- +2 Constitution, -2 Wisdom. Like their ancestors, D’Nulm are a doughty people, but they are not sure of how they fit in the world.
- Medium size
- D’Nulm base speed is 20’
- Darkvision: D’Nulm can see in the dark up to 30’. Darkvision is black and white only, but it is otherwise like normal sight, and D’Nulm can function just fine in no light at all.
- Low-light vision: D’Nulm can see one and one-half times 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.
- +1 racial attack bonus against goblinoids
- +4 racial dodge bonus against giants
- +2 racial bonus on Craft and Perform checks. D’Nulm, in trying to find their place, have become artisans and musicians, gaining a sense of belonging through their artistic expression.

- Automatic Languages: Common, Dwarven and Gnome
- Bonus Languages: Draconic, Elven, Giant, Goblin, Orc, Terran and Undercommon
- Favored class: Bard. D’Nulm tend to combine the militant nature of their dwarven ancestors with the arcane of the gnomes. This combination expresses itself best in the Bard.



DESCRIPTION TABLES

Random Starting Age

Adulthood	Brb, Sor	Rg,	Bd, Fgt, Pal, Rgr	Cl, Dr, Mk, Wiz
40 years	+3d6		+5d6	+7d6

Aging Effects

Middle	Old	Venerable	Maximum
110 years	170 years	220 years	+3d% years

Random Height and Weight

Gender	Base height	Height mod	Base weight	Weight mod
Male	3’7”	+2d4	95 lb.	×(2d4)
Female	3’5”	+2d4	70 lb.	×(2d4)

KNINIVES

Few people have ever heard of kninives and there are fewer who have seen one. This is because kninives choose to live in secret and not to have contact with outsiders. They make their homes in the treetops of magnificent trees, deep in ancient forests, where they are hidden from enemies. kninives survive by hunting and gathering, but they also practice some crafts like basketweaving and woodcutting. Sometimes they trade these things with



other sylvan races, like elves, rabeeb or pixies.

Personality: Kninives are not fond of strangers and they try to keep out of sight when they encounter them. But amongst clan members they are brotherly and look after each other. They do the same for friends, but they usually have few outside of their clan. It's not that they are anti-social, they just find it hard to trust strangers.

They easily make friends with animals and most kninives have one or two companions; they particularly like (dire)rodents and birds.

Physical description: Kninives are slightly taller than 4 feet and that makes them short for medium sized creatures. They are slim but muscular and move through the woods with a grace only matched by elves. Their skin color is light brown with shades of green and hair doesn't grow on their bodies. Males and females have the same height but females tend to have softer features and are less muscular than males.

Kniniven feet are much more flexible than those of most humanoids, their toes look more like fingers which makes climbing trees much easier. Because of this kninives are usually barefoot, they also don't wear much clothing since it hinders their movement through dense forestation. Kniniven hunters do wear thick leather skirts called armots, which gives them some protection.

Relations: Since kninives choose to live in secret they don't have much contact with other races. Only elves and rabeeb are frequently encountered since they all live under the same (tree)roof. There are regular contacts between rabeeb and kninives – rabeeb druids heal sick kninives for example. Kninives have less contact with elves and most contact is commercial, but the two races treat each other with respect and friendliness.

When other races are encountered in the woods, kninives usually don't show themselves. So there is virtually no contact with others then forest dwellers.

Alignment: Kninives don't tend to either good nor evil, they just decide their actions on a case by case base. They do have a strong personal code though, to themselves and to their family. Most kninives are therefore lawful neutral.

Kniniven lands and society: Kninives make their home in the rooftops of big, old trees deep in ancient forests where few dare to tread. They are

excellent climbers and don't have problems reaching their treehouses. The males hunt game and gather roots, berries and other food in the forest to provide daily sustenance. Females, besides looking after the children, are excellent basketweavers and woodcutters, but they also practise other crafts with great skill. What they can't provide for they trade with the elves and the rabeeb. Common trade goods are baskets and fine woodcuttings but also the wild singing birds which elves are fond of and that kniniven hunters catch high in the treetops.

Kninives live in small family clans. These clans are usually no larger than 25 people divided over several treehouses. The head of a clan is the oldest female. She also gives name to the clan. When she dies, another woman becomes matriarch and the name of the clan changes.

Religion: Kninives put their faith in the forest spirits. They make small sacrifices to them for good luck and protection. Most kninives have a small symbol on them as a good luck token. For kninives their faith is very personal and everyone experiences it differently. Because of this there is no need for clerics and they are thus seldom found among them.

Language: Almost all kninives know sylvan, but they speak a dialect derived from sylvan to talk amongst themselves. This dialect is called n'vish and sounds more harsh than the melodic sylvan, it also uses many words not found in sylvan.

Names: Kninives usually have only one name. They don't have much interaction with others so one name is sufficient and doesn't lead to much confusion. When encountering other clans the name of the clan leader is also used for identification. A kninif might be called Berthar but when he visits another clan his name is Berthar of Goerus (after the clanleader named Goerus).

There are also very few gender specific names, most names are used for both sexes.
Kninif names: Berthar, Klurs, Polantus, Zediar and Othiarm.

Combat: Kninives count on their speed and swiftness in combat, they prefer to lay in ambush and surprise their foes by jumping them from the trees. Then they make a few attacks with a small group of usually three or four hunters and then retreat and hide in the trees, regrouping for another

swift attack. This causes their foes to be surprised and disorientated, which makes them vulnerable.

A favourite weapon among kninives is the doubledagger, most hunters use it because the weapon is light and small, which is very practical in the thick woods they live in. Kninives also tumble a lot and use feats like Combat Reflexes, Lightning Reflexes and Spring Attack in combat.

Most kniniven hunters also know how to use a rabeeb blowpipe and can shoot with shortbows.

Adventurers: Kninives seldom leave the forests they grow up in. But when they do, it is usually curiosity that drives them and not personal gain. From the elves they hear of strange and wonderful places outside the forest and sometimes a kninif just has to see these wonders for himself.

KNINIF RACIAL TRAITS

- +2 Dexterity, -2 Intelligence: Kninives are trained climbers and have to move swift for their survival. But their down to earth way of life didn't really developed their brain. They are not stupid, just not that smart.
- Medium-size: As Medium-size creatures, kninives have no special bonuses or penalties due to their size.
- Kniniven base speed is 20 feet.
- Low-light: Kninives can see twice as far as a humans in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Their knowledge of the forest gives them a +2 racial bonus on Knowledge (nature) and Hide checks. The hide bonus applies only when hiding in natural surroundings.
- Kninives have long dexterous toes and fingers which gives them a +4 racial bonus on climb checks.
- Woodland Stride: Kninives have the ability to move through natural thorns, briars, overgrown areas and similar terrain at their normal speed and without suffering damage or other impairment. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect kninives.
- Fall reduction: when a kninif falls, he doesn't take damage from the first 10 feet, also when

making a Jump check for falling he gets a +2 racial bonus on that roll. On a successful check, the character avoids damage from the first 20 feet and converts the next 20 feet as subdual.

- Proficient with the doubledagger, a knif doesn't need the exotic weapon proficiency to fight with a doubledagger.
- Automatic Languages: Ní'vish and Sylvan. Bonus Language: Elven.
- Favored Class: Ranger. A multiclass kniniven ranger does not count when determining whether he suffers an XP penalty (see Experience for Multiclass Characters, Core Rulebook I, Chapter 3). Forest warriors or hunters as they call them always have been a part of kninif culture.

DESCRIPTION TABLES

Random Starting Age

Adulthood	Brb, Sor	Rg,	Bd, Fgt, Pal, Rgr	Cl, Dr, Mk, Wiz
12 years	+1d2		+1d4	+2d4

Aging Effects

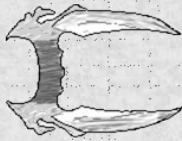
Middle	Old	Venerable	Maximum
35 years	43 years	50 years	+2d10years

Random Height and Weight

Gender	Base height	Height mod	Base weight	Weight mod
Male	3'10"	+2d2	50 lb.	×(2d4)
Female	3'10"	+2d2	55 lb.	×(1d6)

AMOTS & DOUBLEDAGGER

Armots (singular and plural), thick leather skirts; Light Armor, Cost 3gp, Armor Bonus +1; max Dex any, armor check penalty 0, Arcane spell failure 0%, speed 30ft/20ft, weight 4lb; This armor is made from multiple layers of flexible leather. It's a kind of kilt and doesn't stack with other suits of armor.



Doubledagger, exotic weapon; cost 4gp, damage 1d4+1, critical 19-20/x2, weight 2lb., slashing/piercing damage; The doubledagger, when used properly, makes two wounds in one movement and is commonly used by kninives. It first cuts and then makes a little stab wound. This makes it a little more dangerous than an ordinary dagger.

LEMNON

"The Lemmon? Oh you mean the plain people!"

Lemmons are more commonly known as the plain people, a race of nomads who travel the great plains and savannahs, always herding their yeps to new fresh grasses and pools. Their way of living makes them isolated from the world, but they love to have visitors and always treat their guests with a warm, kind heart.

Personality: The lemnon are a very hospitable people, they always welcome outsiders in their small huts and love to hear their stories. The visit of a stranger is usually reason for a small feast. But despite this merriment, lemmons are hard workers. They have to, if they want to survive.

Physical description: Lemmons are slim, tall humanoids with a greyish brown, thick, leathery skin. They have very dark, but immensely keen eyes and their noses are big and help to make a deep, low sound that travels far over the plains – a way of communication for long distances.

Their knees bend in the opposite way and when they run they bend their body forward, this allows them to run at very great speeds. Some even claim they have seen a Lemmon outrun a desert hare.

They dress in long white drapes that are made of wild cotton found on the plains. Sometimes they use one long drape to cover both head and upper body but usually they use more drapes for that. They also wear light brown pants made off yep hair.

Relations: The lemnon wander the plains far from the civilized world, therefore they don't have much contact with other races for most of the year. But once or twice a year they set up their tents near a big city and stay there for a week or two to trade and hear news. They best get along with humans and halflings, for they understand the lemnon with their

urge to travel the best. Elves tend to spent most of there lives in one place and most lemnon find this very peculiar. Other races are seldom encountered but everybody is welcome at a lemnon tent. As an old lemnon saying goes: "Every stranger is a friend when he brings news and stories".

Alignment: Lemmons are kind-hearted and always interested in others, but they also live in a very tight group structure. Most lemmons are therefore lawful good. Evil lemmons are usually sooner or later banned from a tribe.

Lemnon lands and society: The great plains and savannahs are where the lemnon roam. Their lives revolve around their herds of yeps and they travel the plains in search for fresh, green grass for the animals. Breaking camp and setting it elsewhere for no longer than just a few days. They live in large tents, made of the skin and wool of the yep. One tent is large enough to

DESCRIPTION TABLES

Random Starting Age

Adulthood	Brb, Sor	Rg,	Bd, Pal, Rgr	Fgt,	Cl, Mk, Wiz	Dr,
25 years	+1d6		+2d6		+3d6	

Aging Effects

Middle	Old	Venerable	Maximum
70 years	100 years	130 years	+3d20years

Random Height and Weight

Gender	Base height	Height mod	Base weight	Weight mod
Male	5'	+2d10	100 lb.	×(2d4)
Female	4'10"	+2d10	80 lb.	×(2d4)

accommodate up to eight family members and most lemnon tribes count five or six tents. The head of a tribe is a strong male warrior approved by the council of elders. This council is formed by the oldest and wisest members of a tribe. Women are treated as inferior and have to obey the men. A woman's place in society is to watch the children and do other domestic chores.

Religion: The lemnon are a very religious people and pray three times a day at set times. When they wake up, which is usually at sunrise, before they eat their evening meal and the last time when the sun sets or when they go to sleep. They have their own pantheon and they call upon every god in their prayers. Some devotions can take up to one hour!

could look like this - Achlin of Yarnt Klachmar, where Achlin is the given name, Yarnt the given name of the father and Klachmar as the family name.

Male names: Ilchan, Erlop, Kas, Toir and Poach

Female names: Azarachinaï, Rla'arnimar, Ploichnoidaï and Gerriannioch.

Family names: Asurman, Ponudaal, Ktrichmalak and Jublitach

Combat: The lemnon are a friendly people but are not afraid to take up arms. They use their speed to their advantage and use the Spring Attack feat to keep distance between them and their foe. Lemnons like to attack their foes one at a time, first ganging up the weaker ones.

Adventurers: One could say that all lemmons are adventurers, travelling from one place to another trying to survive. But that's just their way of living. Real lemnon adventurers are much harder to find and are usually outcasts, banned by their tribes for crimes committed. This is why most adventuring lemmons are evil.

LEMNON RACIAL TRAITS

- +2 Constitution, +2 Wisdom, -2 Strength. Lemnon are built for endurance, not sheer strength. They can run for hours but have more difficulty lifting heavy objects. Because they don't use script they have to learn everything by heart making them almost like walking books.
- Medium-size: As Medium-size creatures, lemnon have no special bonuses or penalties due to their size.
- Lemnon have a base speed of 40 ft.
- Slow dehydration: Lemnon are accustomed to drought and their leathery skin helps them retain water. Therefore a lemnon can go without water for 2 days plus a number of hours equal to twice his constitution score.
- Keen eyesight: Lemnon are used to looking over the wide plains and their eyes have adapted to that which gives them a +2 racial bonus on spot checks.
- Know direction: Lemnon can feel the direction of north from where they are at any moment. This way they don't get lost on the plains. This trait should be treated as the spell *know direction* in Core Rulebook I.



Language: The lemnon have their own language, which sounds very strange and unusual. Many linguistic scholars have studied the language and all they could find was that it was distantly related to draconic. Why and how it evolved they couldn't say. The lemmons don't use an alphabet but have learned to write down numbers from the humans and sometimes they use very basic hieroglyphs which are more simple drawings than anything else. Lemnons also use another way of communication: humming. This is the sound they make when they want to communicate over great distances. It doesn't have any words and can only be used to tell very basic things. It works a little like smoke signals but only in an audible form.

Names: A lemnon name is a combination of the given name and the name of the father which also bares the family name. Female names tend to be much longer than those of males. A male name

- +2 racial bonus on Handle Animal checks. Lemnons learn from an early age to work with the beasts in the herd.
- Automatic Languages: lemnon and humming.
- Bonus Language: common and halfling.
- Favored Class: Ranger. A multiclass lemnon ranger does not count when determining whether he suffers an XP penalty (see Experience for Multiclass Characters, Core Rulebook I, Chapter 3). Lemnon don't live in the forest but they have adapted the ranger class to live on the plains.



YEP

Large Animal

Hit Dice:	6d8+24 (51 hp)
Initiative:	+0
Speed:	20 ft.
AC:	12 (-1 Size, +3 natural)
Attacks:	Gore +9 melee
Damage:	Gore 2d6+9
Face/Reach:	5 ft. by 10 ft./5 ft.
special attacks:	Stampede
Special Qualities:	Scent, Low-light vision
Saves:	Fort +9, Ref +2, Will +2
Abilities:	Str 22, Dex 10, Con 18, Int 2, Wis 11, Cha 4
Skills:	Listen +8, Spot +4

Climate/Terrain:	Warm plains
Organisation:	Solitary or herd (8-40)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7-8 HD (Large)

Yeps are slow migrating animals always looking for grass. They live in herds but wandering males, or lone animals, can also be encountered. They are short, buff creatures with short legs, a long tail and both genders have a horn for protection. Sometimes a whole herd scares and might cause a stampede. They won't go fast but they'll trample everything in their path.

Yeps can easily be domesticated. They give sweet milk and their meat tastes delicious. Their short soft fur is used for cloth and the skin makes excellent leather.

RABEEB

The rabeeb are small, stout humanoids who live in the woods. Every new day they see as a gift from the gods and is therefore celebrated. Their hiding skills are unsurpassed by any other race and their ability to speak with animals helps them to protect the forests.

Personality: The rabeeb are cheerful creatures who love life in the woods. They take every opportunity to party but their lust to party is easily forgotten when the forest, or one of the creatures living in it, is threatened. A rabeeb is born with love for the forests and considers protecting it as his duty. But the rabeeb consider life as the most precious thing in the world and it is a great sin to take it. Because of this the rabeeb take great effort not to kill their enemies. Luckily they found a way to defeat the enemy without killing it.

Physical description: A rabeeb stands about 2.5 feet tall and usually weighs between 35 and 40 pounds. They are stout but stealthy and are completely covered with a brown, wool-like fur. The fur grows thicker for the winter and keeps them warm in the colder months. Only their feet, hands and head aren't covered with fur but have the same color as their fur. They have dark brown or black hair.

Most eabeeb don't wear clothing since their fur protects them. They do sometimes make cloaks from their winter fur or from traded cloth. Sometimes they are even seen wearing boots, a hat or a belt.

Relations: The rabeeb are hunted by the other races for their nice fur and their delicious meat. Rabeeb meat is treated as a delicacy by humans and half-orcs but the other larger races sometimes hunt them as well. In most countries the eabeeb hunt is illegal but there are many poachers who take the risk. Because of this the eabeeb don't have much

contact with the other races. Elves are the only race the rabeeb aren't afraid of. They live side by side in the forests and elves are known to protect the rabeeb.

Alignment: The Rabeeb are more often good and most of them tend toward Neutrality.

Rabeeb lands: Deep in the woods is where you can find the rabeeb. They make their homes in high trees where they are safe from hunters. They live in small clans of approximately 40 people. At the head of each clan is an old woman. She guides her clan members and can usually wield some magic. The rabeeb live from what the forest provides: berries, nuts and roots for example. They do not eat meat, eating meat means that something died and killing isn't allowed. When a rabeeb does kill something he is punished. If the killed creature was a humanoid the murderer is banned from his clan.

Religion: Guantos is worshipped by most of the rabeeb, he protects the woods they live in and provides hiding places for the hunters. He also gave them the ability to speak with animals. Guantos gave Rashoe Goldwood (the first rabeeb) his mission to help protect the forest and the animals inside it. And all



rabeeb see it as their holy duty to abide by this mission.

Language: The rabeeb speak the language of the forest: Sylvan. They share this language with dryads and pixies. Not many rabeeb know how to read and write. Every rabeeb has the opportunity to learn it though, but most find it too boring to learn.

Names: Every rabeeb has a given name and a clan name. The clan name is usually derived from the name of the forest the clan lives in. A single forest can harbor many clans but all have different names. Rabeeb males have names with two syllables and females have names with three syllables. This is tradition for as long as anyone can remember but the origin of this is unknown.
Male names: Rashoe, Tinkert, Argi and Xirou
Female names: Ganani, Tankidan, Zarita and Pluontoe

Adventurers: A rabeeb does not often leave his home forest. But the rabeeb have a very good relationship with Guantos and he sometimes sends them on a quest. Usually the quest involves protecting the forest. Some rabeeb have even come out of the forest to talk to people about stopping to eat them.

When a rabeeb kills someone he is banned from his clan. Joining another clan isn't allowed so he is forced to live on his own. Many of these outcasts become adventurers.

RABEEB RACIAL TRAITS

- + 2 Dexterity, -2 Strength: Rabeeb are swift on their feet, but they are small and therefore not as strong as larger humanoids.
- Small: As small creatures the rabeeb gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on hide checks.
- A rabeeb's base speed is 20 feet.
- +2 racial bonus on Hide, Spot and Move Silently: The rabeeb are trained in being sneaky to avoid hunters.
- +2 racial bonus on climb checks: The rabeeb have developed amazing climbing techniques to reach their homes high in the trees.
- +1 attack bonus when they use a blowpipe. Since the blowpipe is almost the only weapon

the rabeeb are allowed to use they have developed great skill in it.

- Proficient with the blowpipe. The rabeeb defend themselves by blowing poisoned darts at their enemies. The darts are dipped in a powerful potion that renders the victim unconscious. This way they can defend themselves without killing.
- Automatic languages: Common and Sylvan. Bonus languages: Elven, Orcish and Halfling. The rabeeb mingle freely with elves and they do sometimes have contact halflings. They also learned the language of their hunters, the half-Orcs.
- Speak with animals: The rabeeb can speak with animals at will (as the spell *Speak with animals*). Guantos gave them this ability to better protect the woods and the creatures within it.
- Favored class: Druid. A multi-class rabeeb druid class does not count when determining whether he suffers an XP penalty (See Experience for Multi-class Characters, Core Rulebook I.) A rabeeb is born with love for forests and considers protecting it as his duty.

DESCRIPTION TABLES

Random Starting Age

Adulthood	Brb, Sor	Rg,	Bd, Pal, Rgr	Fgt,	Cl, Mk, Wiz	Dr,
12 years	+1d4		+1d6		+2d6	

Aging Effects

Middle	Old	Venerable	Maximum
27 years	45 years	65 years	+3d10years

Random Height and Weight

Gender	Base height	Height mod	Base weight	Weight mod
Male	3'	+2d4	55 lb.	×(1d4)
Female	2'10"	+2d4	50 lb.	×(2d4)

BLOWGUN & RABEEB POISON

	cost	dam	crit	incr	wght	type
blowgun	1gp	1	x2	10ft	2 lb	P
needles, (20)	1gp	--	--	--	2 lb	--

Blowgun: This small, exotic weapon is used to fire small needles a long distance. It is silent, and its needles most often are used to poison foes.

Needles, Blowgun: These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

Rabeeb Sleep Poison

Injury [DC 15]

Cost: 130 gp (per dose)

Initial Damage: -1 Con

Secondary Damage: Unconscious

Craft DC: 18

Trap DC: +1

Leaves from the tartrytree are used by the rabeeb to make a potent sleepingpoison. The process of creation is closely guarded by the rabeeb but it is rumoured that not only tartryleaves are used but also the red margotflower.



MAYND

The Astral Plane. A timeless, ageless, eternal realm where people walk with their minds instead of their feet, where illusions can become real, where past, present and future mingle together, where the corpses of once great powers crumble into featureless rock. Here most life is outside-bound, or at least it once was – but not the maynd. These luminous, serene folk, born in a gigantic psionic ritual gone wrong, now inhabit the Astral Plane, the most powerful among them being the closest possible thing to a ‘psionic elemental’.

Personality: Most maynds show very little emotions, but that doesn’t mean they don’t have them; to strangers, they tend to be cold to the point of indifference, but among themselves and with their few trusted ones, they are friendly, amiable and very caring with each other. Almost nothing can surprise them, and, if such a thing were possible, they are the physical embodiment of serenity. Of the saying “to foolish words, deaf ears” they make a cult – it’s doubtful that even the sharpest and most clever insult an angry gnome could put together could pierce the shell of contempt of a maynd. The only true loyalties a maynd has are to his people and to himself, in that order.

Physical Description: Maynds are stylized, ghostlike humanoids that resemble human adolescents with exquisitely chiseled features and stunning physiques, averaging 5 feet tall and typically weighing around 100 pounds. Their skin is always very pale, with shades that range from ivory yellow to alabaster white, and exceptionally to an extremely clear and pale shade of blue; it always glows with an unearthly and notorious aura of the same color. (Think of it as the aura provided by the *faerie fire* spell.) Maynd hair is very clear as well, this time in shades of silver, white, blue and red. Male maynds tend to have their hair cut short, while maynd girls

let their hair grow to amazing lengths – a planewalking halfling once said: ‘the best way to earn the hatred of a maynd gal is ruining her hair’. Each maynd has absolutely unique eyes, because each maynd has an absolutely unique mind; such a fact is normal in all other races, but the eyes of a maynd reflect it in a much greater degree. Thus, it is possible to find a maynd with blood-red irises and white pupils, as is equally possible to find a maynd with brightly shining green irises and black pupils. Male maynds prefer their clothing to be as loose as possible, while female maynds favor tight-fitting garments; in both cases, they prefer colors that contrast with the tone of their skin.

Relations: Maynds know little of most other races, mainly due to the distant and strange realm they have inhabited for millennia. They welcome members of those races with a great curiosity they conceal under their shell of indifference. They don’t treat strangers with hostility nor are they xenophobic, but neither are they friendly or give their trust easily. Only the most comprehensive –or patient– of people can reside alone in a maynd domain long enough to be considered by the natives as one of them; dwarves and some neutral psionic races are often those few trusted.

Among their enemies are some evil psionic races, but the maynd believe –strongly– that the worst possible insult is to ignore them. So far, the strategy has worked: raids on maynd settlements on the Astral Plane have only met with utterly disastrous failures, but no reprisals. This keeps the assaults on an ever-lowering number.

Alignment: Maynds have no other desire than to be left in peace, living their lives of contemplation and psionic development in peace, but they can risk it all to protect each other and their friends from

harm. Thus, their alignment tends strongly towards neutrality, with a streak or two of goodness.

Religion: This is a concept a maynd finds almost impossible to grasp; they know what the powers are, and the extent of their might, but they believe that there is little service a god can offer to them, mainly because there's little their psionic abilities cannot do. They, however, respect the religious streak most other races have, and even grow to admire some gods or mythical figures –yet never to revere or worship them.



Language: Maynds have their own language, an inextricably complex and subtle tongue so musical that can be compared sometimes to Elven. Maynds also learn Common and Planespeak.

Adventurers: Maynds are easily prone to take up adventuring and often begin doing so after they have completed their many years of meditative training; most young maynds adventure to learn about the infinite worlds that lie beyond the Astral Plane, and can pass an entire lifetime before returning to their ancestral homes, but sooner or later they all do. Since they are very frail and unsuited for melee, maynds favor classes that allow them to strike from afar; it's obvious to say that since they have a strong natural Will, most pursue the Way and become formidable psions. Those who do not, embrace the ways of war instead –specializing in archery– and combine it with their Will, training themselves as psychic warriors of deadly accuracy with ranged weaponry.

Maynd psions deserve a special paragraph; they favor all disciplines save, perhaps, psychometabolism, which is difficult for them to master due to their lack of strength and resilience, and also has little prestige among them due to the notorious inclination of egoists to violence. The practitioners of each discipline are given different names by maynds; egoists are known instead as “Brawlseekers”, nomads are “Jump masters”, savants are “Wielders”, shapers are “Weavers”, seers are “Sightmakers”, and telepaths have borrowed their alias from the feared psions of Athas –the world of the Dark Sun Campaign Setting from AD&D 2nd Edition–, being known as “Mindbenders”.

Combat: Once again, maynds are very easy pickings for a foe that manages to close to melee range, and they know it. They have developed great skill with ranged weapons, but always have a spare short sword or rapier to resort to if there's no other choice. When fighting in groups, they use their dimension slide ability to shift locations and confound the opposition, trying to keep them confused and disoriented long enough to bury them under a cloud of arrows, while those who are the least resilient of all support their comrades with psionics.

Racial background: Maynds originally were a part of the Astral Plane, just another bank of silver fog among an ocean of silver fog, before a race of evil psions schemed to strike a deadly blow against their enemy through a ritual that combined the power of both magic and psionics, and the mighty psionic artifact known as Annulus. They tried to use

the ritual to temporarily augment the powers of Annulus to a level high enough to allow them to nullificate an entire city; the ceremony was foiled by an enemy raid.

The flawed ritual, however, had an effect that no one had predicted: after being taxed nearly to its limits by the incomplete ceremony, the Annulus nullified the entire ship –disintegrating the psions and their enemies. But shortly after that blast it released a second, more powerful surge of psionic energy, that created a rift on the Astral Plane through which Annulus slid into an unknown realm... and that gave sentience to the thought matter that surrounded the whole area, changing it to wraith-like humanoid shapes. Little time passed before some of the gaseous wraiths harnessed the remnants of the enormously powerful energy that had been released by Annulus and became capable of remarkable psionic feats; these psionic wraiths used their power to shape their own matter into living flesh. Thus were the first maynds born.

Habitat/Society: Most maynd communities build their towns upon islands of floating rock, debris, or the ever-decaying corpses of a dead god in the Astral Plane. But some have chosen the Prime Material Plane as their home and settled their communities in barren wastelands far from other civilisations, using their powers to turn their land into blooming orchards.

Any such towns –regardless of the surrounding environment or plane– are always heavily defended with surrounding walls, defensive towers, and fortresses. All are of exquisite construction and have been likened to a natural formation of rock eroded by the elements, to the point that its facets round and smooth. All maynd architecture follows this pattern – even their houses resemble little mountains that have been hollowed and smoothed. Maynds like to cover their hill-like houses with a variety of vine of dark blue-green, wedge-shaped leaves that they call bluevine; this plant blooms with bright red, yellow and blue flowers every six months in the Astral Plane –spring doesn't exist there–, or every spring in the Prime Material Plane –where their growth is slower–, and produces a variety of violet berries which is the distinctive mark of maynd bakery; the berries having a sweet, mildly acidic taste.

Maynd society is matriarchal; the female elders rule in a council led by the eldest of them –which is not always the most powerful; this council is composed

of the eldest female member of every family in town. Maynds are also very closed as a community; as noted before, strangers are noted immediately and treated accordingly. Maynds do not marry until they are more than 200 years old, and don't take marriage lightly – a married couple of maynds will never be the product of a matrimony of convenience. Usually, neither parent is dominant in the family, and maynd children are raised in the serenity and discipline required to master the Way; but that serenity cloaks the ruthless ferocity they can display to protect their nest. Families are extremely solid, almost clannish, and every generation pays reverence and homage to every one of their ancestors back to the Silver Birth – equaling, to some degree, the fierce loyalty of dwarves to their clans, but without the jealousy between families that sometimes leads to clashes and bloodshed. Though powerful, maynds are few, and they know that only through unity and a strong society can they survive.

Maynds of both genders fill almost all society roles with little or no distinction; both males and females form the militia that protects the community and tend to the orchards where they grow the vegetables that are their diet. Maynds, who hate flesh and don't eat it, often dub other races that do eat meat 'butchers'; the only animal products maynds eat are dairy products. Both genders work on the same professions, save a few distinctions: blacksmithing and weaponcraft is almost exclusive domain of male maynds, while weaving of carpets and clothing and the craft of jewelry is a profession almost always taken by females.

DESCRIPTION TABLES

Random Starting Age

Adulthood	Brb, Sor	Rg,	Bd, Pal, Psy War	Fgt, Rgr,	Cl, Mk, Psion	Dr, Wiz,
100 years	+4d6		+6d6		+10d6	

Aging Effects

Middle	Old	Venerable	Maximum
160 years	240 years	320 years	+4d% years

Random Height and Weight

Gender	Base height	Height mod	Base weight	Weight mod
Male	4'6"	+2d4	80 lb.	×(1d6)
Female	4'	+2d4	60 lb.	×(1d6)

MAYND RACIAL TRAITS

- Basic ability modifiers: -2 Strength, +2 Dexterity, -4 Constitution, +4 Wisdom, +4 Charisma. A maynd is blessed with insights that come from their psionic origins, and are endowed with almost unearthly beauty. But, although their physiques are fleet and agile, they are very slight and frail.
 - Medium-sized: Maynds are medium-sized characters.
 - Base movement rate is 30 feet.
 - Darkvision: As all Outsiders, maynds can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and maynds can function just fine with no light at all.
 - Inertial armor: A maynd instinctively generates a tangible field of force that provides a +4 armor bonus to AC. This extraordinary ability is nearly identical to the Inertial Armor feat, save a few differences: it remains active even when the character is unconscious or asleep, and doesn't require a reservoir of psionic strength. This armor bonus does not stack with the armor bonus provided by a shield, a regular armor or magical or psionic items that provide regular armor bonuses.
 - Power resistance: A maynd has power resistance equal to 11 + his character level.
 - A maynd can manifest *detect thoughts*, *dimension slide* and *lesser mindlink* at will, and can manifest *psychic crush* and *mental barrier* at will as well. At 9th level, a maynd can manifest *plane shift* once per day. These abilities are as the powers manifested by a psion of equal character level.
 - Change Self: Maynds can cast *change self* at will as a sorcerer of equal character level; this spell-like ability differs from the spell in the fact that changes are real and permanent, not merely illusory –and thus nothing different shows up if a maynd is scanned with *true seeing*, and that using it is a free action. This ability is a trait that every maynd has inherited from their ancestors from the Silver Birth, who were able to alter their bodies at will –with no conscious effort– to suit their wishes. Following generations were not an exception; for example, it's custom among maynds to change their hair or their eyes to a certain color, depending on the occasion.
- For example, in a marriage, maynds would have bright and clear hair and eyes, while in a funeral a lot of black heads and coal eyes would be seen.
- Faerie fire: Maynds are permanently surrounded by a glowing aura of color equal to the tone of their skin which makes camouflage and hiding somewhat difficult. Maynds suffer a -2 penalty to Hide checks and must be targeted by a darkness spell before any illusion – like *invisibility*, *mirror image* or any other spell or power of the like, save their change self ability – can be placed on them.
 - Immortal: Maynds do not die from old age, and all negative effects derived from aging do not affect them. (gamemasters, however, may rule this trait out of their game, and use the description table to determine aging effects normally.)
 - Psionic nature: Maynds have an understanding of the Will and the Way that surpasses by far the psionic lore of most other living beings, since their very birth and nature were psionic in origin. This essentially means that maynd psions can use the highest ability score they have to determine bonus power points, regardless of the psionic discipline they've chosen.
 - Outsider: Most –if not all– maynds reside in colonies built upon the corpses of the gods in the Astral Plane, and count as outsiders in every other realm, with all the inherent advantages and penalties of an outsider. This makes them vulnerable to many spells like banishment, dismissal, or protection from evil, and means that outside their native plane they can't be raised or resurrected. At least not by any means shorter than a miracle or a wish. On the other hand, outsiders have darkvision up to a distance of 60 ft. Furthermore, spells like *charm person* and *dominate person* don't work against them. Maynds born on the Prime are treated as native outsiders and have all the previously described traits save the fact that they can be raised or resurrected through normal means.
 - Skeptical: Maynds simply can't put their faith on a 'superior entity' whose power is manifested through minions or emissaries... and, because of this cynicism, they can never take levels on any class that manipulates divine magic – save, perhaps, rangers or druids.
 - Telepathy (Su): A maynd can communicate telepathically with any creature within 120 feet

which he can see. (Bear in mind, though, that the creature is aware of the maynd who's speaking to it and can pinpoint where he is as precisely as if he were speaking to him.)

- Automatic languages: Common, Maynd, Planespeak, home region. Bonus languages should be assigned by the Gamemaster, as the Astral Plane is a crossroads of the multiverse in

which almost every form of life could be found.

- Favored Class: Psion. A multiclass maynd's psion class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level adjustment +3: Maynds are more powerful and thus gain levels more slowly than most of the other common races.

KULA THE MINDBENDER

(NPC example)

Female maynd Psi9 (telepath): CR 12; Medium-size Outsider (maynd); HD 9d4+18; hp 48; Init +7; Spd. 30 ft., AC 23 (+3 Dex, +8 Improved Inertial Armor, ring of protection +2); Atk +8 ranged (Light crossbow +1), +7 ranged touch (by power); SQ maynd traits, psicrystal benefits; SR 20; AL NG; SV Fort +5, Ref +7, Will +12; Str 9, Dex 16, Con 14, Int 14, Wis 20, Cha 22. Height 5' 1".

Skills and feats: Bluff +21, Concentration +14, Gather Information +19, Knowledge (psionics) +15, Psicraft +15, Sense motive +18, Fortify Power, Improved Initiative, Improved Inertial Armor (twice), Quicken Power, Maximize Power, Repeat Power, Resculpt Mind.

Special Qualities: at will—Change self. Psicrystal benefits: Liar psicrystal provides a +2 bonus on all Bluff checks. Psionic combat modes: Ego Whip, Mind blast, Mind thrust/Empty mind, Intellect fortress. Racial powers: at will—Detect thoughts, Dimension slide, Lesser mindlink, 1/day—Plane shift. Racial psionic combat modes: at will—Psychic crush/Mental barrier.

who had captured and tortured her.

Powers known (PPs: 63): 0—Daze, *Detect psionics*, *Far hand*, *Inkling*, *Lesser natural armor*, *Telepathic projection*, 1—*Charm person*, *Empathy*, *Identify*, *Lesser body adjustment*, 2—*Animal affinity*, *Brain lock*, *Invisibility*, 3—*Fate link*, *Greater concussion*, *Schism*, 4—*Domination*, *Fate of one*.

Possessions: Amulet of mental adversary (+1 ability damage to all psionic combat attack modes), Cloak of resistance +1, Light crossbow +1, Psionatrix of telepathy (+1 to the DC of all Telepathic powers), Ring of protection +2, Skin of striking (answers the first attack of every round with a burst of ectoplasmic fire for 3d4 damage; uses the wearer's base ranged attack bonus with an increment of 10 feet), 20 masterwork bolts, thunderstone, dagger, 2 tanglefoot bags, smokestick, 2 flasks of alchemist's fire.



Background: Kula is a bit of an oddity among maynd society. After she completed her psionic training, she didn't choose to settle down and take a profession or test her skills in the militia. Instead she offered her expertise in psionics to the master of a plane-faring caravan upon his arrival to her town. After many travels through most of the Upper Planes, the caravan arrived to an immense city, and the energy and activity of this colossal crossroads dazzled her. After settling in the Market Ward, she spent many years in the gigantic city, exploring and learning about its myriad of roads and portals and secrets, and began working as a psionic items merchant. One of her clients accused her of selling him a fake item. Although this claim was untrue, she was arrested and brought before court to be judged. When they discovered that the accusation had been false, it was too late. By the time Kula was freed, her kip and shop had been sacked by bandits. After teaming up with a strange monk and a human psion, she tracked the band of raiders to their hideout in the Astral Plane. And those whom Gruthar the Monk didn't kill she brought to court so that they received their

judgement and punishment. That earned her the hatred of some astral pirates.

Knowing that she was in danger and could not resume her old life, she allowed Gruthar to persuade her in joining him in his raids against the evil races. This led her into an endless series of adventures and skirmishes throughout the Astral, the Ethereal, and the Prime, hunting either pirates or some other evil. Kula possesses both an unearthly beauty and a force of will capable of moving mountains. The notorious prowess she acquired in telepathy has gained her the title of "mindbender", which was given to her both by her elders and a planewandering psion who had captured and tortured her.

NETBOOK OF RACES

SUBMISSION GUIDELINE

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Making a new race is difficult, making a balanced race even more. When you want to design a new race look at Core Rulebook I, Chapter 2 for examples. These races are all balanced and can function as good guidelines for your new race. Also read the Core Rulebook II, Chapter 2 for information about creating new races. For help on assigning traits read the article Tricks of the Traits. You can also download this document as a *.rtf on the Netbook of Races website for easy revising

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Race name: For those who can't figure this one out; here comes the name of the race

Submitter's name: Your name

Submitter's e-mail: Your e-mail address

Contributor ID: The ID-number you got when you send in the Permission Agreement

Introduction: This should be a single paragraph explaining why or how this new race is different from one of the existing (sub)races and what the race is known for.

Personality: Are they short-tempered, do they love animals, are they graceful, in brief: what kind of personality do members of the race have?

Physical Description: What do members of the race look like? Are they slim or stout, short or tall? Have they big pointy ears or very big feet? What is the color of their skin and hair? Do they have hair? All of these things and more that give players an idea what the race looks like come here.

Relations: How does the new race react and interact with the other (Core Rulebook) races? Who are their allies and who their enemies?

Alignment: What is the most common alignment for members of your race and why?

... lands and Society: Where do they live and what do their homes look like? Also what kind of political system do they have (Core Rulebook II. Chapter 5) This section should also contain things like social structure and way of life.

Religion: What is the chief god and why do they worship him?

Language: What language do they speak and what does their alphabet look like? What other languages are commonly known by your race?

Names: Give a couple of examples of names, make a difference between female and male names and surnames. Maybe you can also include nicknames.

Combat: Every race has its own favourite weapons and strategies, but also explain what feats the members of your race commonly choose.

Adventurers: When and why does your race begin to adventure? What drives them and what are their goals.

Racial Traits:

Make a list of traits that players of this race get when they choose to play it. This list should at least include:

- **Racial ability adjustments:** In general. The following table demonstrates appropriate penalties to match equal bonuses. Notice that sometimes the bonus/penalty trade-off doesn't always work both ways. Ability scores should always be adjusted by two ranks (+2 or -2).
- **Creature size:** Is it small, medium or large, or maybe smaller or bigger than that. Also include bonuses or penalties of the size; armor class, hide skill etc.
- **Base speed:** At what speed does a normal member of the race walk?
- **Automatic languages:** What languages does the race know? And which can it also learn?

Aging, Height and Weight

Make a small table which includes the aging, height and weight, look for examples in Core Rulebook I, Chapter 6

Extra Features

Does your race fight with new weapons? Have they created unique magical items? Do they have weird equipment? Have you created a NPC of this race? Here you can put those things that give your race more flavor.

TRICKS OF THE TRAITS

You just finished the detailed description of your new race. You made clear who they are, how they live and what they look like. But now you stumble onto a little problem, you have to come up with traits that are cool and original but don't unbalance the game.

Traits

Traits can be divided into two groups, the standard and the specialized traits. Standard traits are those traits you find in every trait's list. Things like speed and creature's size, but also the favored class belongs to this group.

The specialized traits are a more versatile group. To this group belong those traits that make a race truly unique. Things like the extra feat for humans, the +1 bonus on saves for halflings and the dwarven stonecraft for example.

Standard Traits

Ability modifiers: The ability modifiers are almost always the first thing people look at when they pick their race. Abilities are a very important thing in the game and therefore also in your race. The modifiers should be based on the info you put in your description. If they are tough, then they deserve a modified constitution but if they are extremely well-mannered, then you should raise their charisma. Most of the time you want to keep the modifiers balanced, Core Rulebook II provides a table in Chapter 2 with the ability score equivalencies and there is also a copy on the Netbook of Races website at www.netbookofraces.tk. If you want to do something different, make sure you balance the race by giving it less specialized traits or an equivalent character level (ECL).

Size: Next on the list is your race's size. How big or tall is it? This is important because small creatures are harder to hit than larger ones. But they also have a bonus on the Hide skill. Most races are medium or small sized but there is no reason that this can't be different. But be aware that bigger or smaller races can bring serious game play or role-playing problems. The following table can be consulted for determining sizes.

Size	Height/Lengt h	Weight
tiny	1 to 2 ft	1 to 8 lb
small	2 to 4 ft	8 to 60lb
medium	4 to 8 ft	60 to 500lb
large	8 to 16 ft	500 to 4,000 lb

(*source: Core Rulebook I)

Movement: After the size category you have to determine how fast it moves, does it run, swim or fly? Look at the races or at the monsters in the Core Rulebooks to determine your race's movement. Maybe it can swim and walk, or fly and walk. In this case be sure that you give both movement rates. And if it flies don't forget to give maneuverability.

Favored Class: The last subject that belongs to the standard traits is the favored class. The favored class is important for players who want to multi-class. When you select a favored class make sure it is based on the description or on the other traits.

Specialized Traits

There are many specialized traits and every race should have one or two which are truly unique to make the race interesting to play. The specialized traits can be divided into eight groups: vision, saves, skills, feats, armor, attack & weapons, spells and miscellaneous, for those that don't fit in the other groups. Serious consideration should be given when performing this next part. The standard traits aren't that unbalancing, but the specialized traits can be very much.

Most races can be divided into two categories: ECL 0 and ECL +. ECL stands for Equivalent Class Level. An ECL 0 race is a race that is balanced for a game where all characters start as a level 1 character. All the races in Core Rulebook I are ECL 0. ECL + are those races who are too strong to be taken by a level 1 character. An example is a planetouched character. See Core Rulebook II, Chapter 2 for more information.

Vision: Most races have the same kind of vision that humans have, but others have better eyes. They can see better in moonlight with low-light vision like elves or in complete darkness with darkvision like dwarves. But you can imagine more kinds of vision, like infra-red or movement-only vision. Or maybe you want your race to be blind and have some kind of sonar vision like whales and dolphins have. Everything is possible, but make sure to describe the rules so others know how to play it.

Saves: It happens quite often that a good saving throw saves a character from a terrible death. That's why it is important to have good saves. Some races are blessed with a bonus on their saves. This bonus usually comes as a +2 bonus for a save in certain circumstances (against poison as dwarves for example). These circumstances can be anything from certain schools of magic or large groups of spells to more basic things like poison or fear. Some races (like the halflings) even have a +1 bonus on a whole save category.

Skills: Skills are a great way to let your character do more than just swing his sword or babble his spells. They can create depth to a character or can help him out of nasty situations. Skills can therefore bring a lot of flavor to your race.

There are a lot of ways to give skill bonuses: by giving free skill points at creation or at every level. Or by giving a bonus on a particular skill, or maybe an auto check when certain conditions are met, like when elves pass a secret door. Possibilities are endless but don't overdo it. Like spices you can easily put in too much when you should only flavor it!

Feats: Sometimes a race has a certain feature that is already described as a feat, so why not make the feat a trait? You can also let the character choose from a specific group of feats (or all feat, like humans) on creation.

But be aware not to give your race too many feats. Feats can make your race munchkin and unbalanced real fast.

Armor Class: Humans have a very weak skin that doesn't grant them any bonuses, but other races may be covered with scales or just have a more leathery hide. So sometimes races get an armor bonus, this bonus is a natural armor bonus and therefore can't be stacked with other natural armor bonuses.

Other races may have a dodge bonus. This can happen when they are extremely dexterous and swift, but also if they are trained in battling a specific enemy, like dwarves against giants.

Combat & Weapons: Combat is a very important part of the game and therefore it is also important for your race. Nearly every race in the Core Rulebooks has a combat related trait. So it will be likely that your race also has one or two.

There are many ways your race can have a slight edge in combat, by having a proficiency or attack bonus with a certain weapon or weapon group. Or maybe it knows some dirty tricks against some monsters that gives it an attack bonus against them.

Your race can also be a little monstrous and have a natural weapon like claws or teeth. When it does, be sure that you describe how many attacks and how much damage they do.

Spells: Some races have traces of magic running through their veins or can achieve spell-like effects. Things like the cantrips some gnomes can cast. It's wise to put a maximum on these spells, like once or twice per day. Imagine how strong a character gets when he can cast a simple spell, like sleep at will. He will be nearly invincible at low level!

It can also happen that a race is immune to a certain spell or spell group. Elves for example, who aren't affected by magical sleep.

Miscellaneous: There are always things that just won't fit in a group. Traits also have a couple of these things. Like a water breathing ability or some kind of racial blood. Your fantasy is the limit when it comes to DnD and also when it comes to traits. Everything you want is possible but make sure you describe it properly, so others understand what you mean and know how to play your race.

Balancing

It is very difficult to make a balanced race. You should use the races in the Core Rulebooks as guidelines. But if you want your race to be stronger then those races you have to give them a equivalent class level (ECL). Assigning an appropriate ECL is even more difficult then making a balanced race. If you want some help with this you should read the article "Monsters as Characters" by Monte Cook. You can find a link to this article on the Netbook of Races Website.

So, I hope I have given you some ideas about traits that help you create a good balanced race. If you want your race to be played by people all over the world send it to us so we can publish it in the netbook. We can also help you with your race, balance it and give you tips about the descriptions. If you still have any questions just e-mail me.

SUBMITTING RACES

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Introduction

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The open gaming foundation is an organization dedicated to Open Gaming in general and is headed up by the guy who came up with the OGL and D20 and all that: Ryan Dancey.

I strongly recommend checking out the mailing lists if you really want to be an expert. OGF:
<http://www.opengamingfoundation.org/index.html>

And of course there is Mages of the Beach's website dealing with these licenses. D20:
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