

PLANESCAPE CAMPAIGN SETTING

CHAPTER 2: CHARACTERS & RACES

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Creating a Character

To create a Planescape character, discuss with your DM your character idea and how he or she expects the players to perform on the planes. Planars, being the knowledgeable fellows that they are, categorize all creatures into one of five groups: Primes, Planars, Petitioners, Proxies, and Powers. These groups are discussed in detail below, including the role they play on the planes. If you are not familiar with Planescape, you should probably be a Prime so that you as a player can pick up information at the same rate that your character does. Players of Prime characters need read no further than Chapter 5 to have all the information they'll need to create a complete Planescape character. Planars, on the other hand, are expected to know a good deal of information about the multiverse and players should be familiar with the material up to Chapter 8.

Next choose your race and class. Since Planescape can be made compatible with most d20 settings, there exists the possibility for virtually any race to show up in some form in a Planescape campaign. The races outlined in the *Player's Handbook* and this chapter comprise the available options in a standard Planescape campaign. Keep in mind that planar races may be significantly different than their Prime counterparts, and allegiances are likely judged off alignment more than race. The *Planescape Campaign Setting* utilizes all the standard classes and prestige classes from the *Player's Handbook*, *Dungeon Master's Guide*, and *Expanded Psionics Handbook*.

Finally you determine your home plane and region. Your home plane is particularly important part of character creation because it determines the plane you are *not* considered extraplanar. Choosing a region for your character likewise gives you the option of further refining your character's past, as well as giving you additional choices in feats and languages. You should probably choose a region that reflects the alignment and beliefs of your character. On the other hand, coming from a plane with completely opposite philosophical views can provide a twist to your personality.

PLANAR DENIZENS

Primes

Also known as the Outsiders, or Clueless, if you prefer a less polite term. Primes are travelers from one of the many crystal spheres in the Prime Material Plane. Through use of powerful magic, portals, or other mystical means, they have journeyed beyond the borders of their small worlds and entered the infinite scope of the planes. Just about every race from other campaign settings fits into this category, including those in the *Player's Handbook*. Primes are often humans, elves, dwarves, or other lesser known races that travel the multiverse in order to complete some task given to them by their king or deity, though some simply wish to learn more about the multiverse. A few leave their home completely by accident, such as by unknowingly going through a portal, and don't even realize they left their plane. PCs are commonly Primes if the DM has brought them to the planes from another setting, be it a temporary or permanent trip.

Most Primes don't know the first thing about how the planes operate, which is why most planars call them the Clueless. They rarely understand the philosophy or the politics of the multiverse, and are likely to find trouble faster than anything else without an honest guide to help them along. Primes also often believe the rest of the multiverse revolves around their own world in some manner. Many simply can't get over the fact that their world doesn't exist at the center of the multiverse, and they expect every celestial and fiend to respect them for it. Most don't even realize that their world is not the only one on the Prime Material Plane.

Though the odd beliefs of Primes often make them seem crazed and easy marks, it's best to have some care when dealing with them, at least at first. It takes powerful magic to travel the

planes; more than one planar has been burnt trying to take advantage of the wrong Prime wizard. And of course, Primes don't look any different than their planar counterparts, so there's little way to tell the difference. There are even a few settlements scattered about of Primes who have chosen to live permanently on the planes.

Planars

Planars are the true denizens of the planes, ranging from planar humans to githzerai, from fiends to genies. PCs in a Planescape campaign are most likely planar characters, the mortal and immortal inhabitants of the planes beyond the Prime Material. In contrast to the ignorant Primes, planars have grown up in the multiverse and know how things work; they tend to have an understanding of the rules and forces governing the multiverse, an intuitive knack for dealing with portals, and some measure of respect for the true strength of belief. As inhabitants of the planes, planars are innately more magical than Primes and often possess some unique features that set them apart. For starters, all planars have the natural ability to see the outline of portals, the tunnels between the planes, whether the portals are currently active or not, with a successful Spot (DC 18) or a Search (DC 10) check.

Planars respect power, but even more they respect knowledge and quick thinking. The multiverse is infinitely large and dangerous, and there is always something with greater strength or magical power. Planars survive by knowing when to fight, when to talk, and when to just run for the nearest portal.

Clarifying 'Outsider'

The term "outsider" has multiple meanings depending on what system you are most familiar with. By its loose definition, any creature is an outsider if it is extraplanar: the plane it is on currently is not its home plane. In Planescape, planars often refer to Primes as outsiders because they come from such an isolated portion of the multiverse. In *Dungeons & Dragons 3.0E*, this term is redefined to describe any sort of nonelemental creature that comes from a dimension, reality, or plane other than the Prime Material Plane. Many outsiders, like elementals, are the manifestation of the traits of their home plane and are often referred to as exemplar. Exemplars on the Outer Planes include all types of celestials, fiends, modrons, rilmani, and slaadi. Outsiders may gain more skill points and feats, and by being a different creature type are not subject to effects that specifically target humanoids such as the spell *dominate person*.

While these rules may work in a campaign centered on the Prime Material, they are not as appropriate for a Planescape campaign, where almost all creatures could be considered outsiders. Instead, the creature type "outsider" is reserved for creatures with a particularly powerful connection to their plane, with other creatures becoming planar versions of other creature types. For instance, native outsiders such as aasimar and tieflings, as featured in the *Forgotten Realms Campaign Setting*, are planar humanoids. So a tiefling could be affected by the spell *charm person* because it is a humanoid, but it could also be raised by the spell *raise dead* since it is not an outsider.

Petitioners

The most numerous beings in the multiverse would be petitioners, the departed spirits of Primes and planars who have been reborn in some form of afterlife. Virtually all petitioners are on the Outer Planes on whatever plane most closely matched their alignment or faith. Souls that worshipped a specific power or pantheon are assigned a place in the afterlife based on the judgment of those deities, which normally means they are reborn in the realm of their respective powers. Because of this it is possible, if exceedingly rare, for petitioners to be reborn on the Prime Material Plane, on the Inner Planes, or on any other plane where a power keeps its realm.



The powers determine how petitioners exist in the afterlife spiritually and physically. They may be made into shapes deemed appropriate or valued by the deity, though typically petitioners are very much like they were in their first life. For instance, a power that favors felines may change her followers into cats, while elemental powers are fond of shaping their followers into barely sentient sparks of elemental matter. The petitioners' mannerisms and interests from their former lives remain, though any memories usually fade to shadowy fragments. Petitioners live to attain harmony and union with their power or plane, thus gaining purity from the ideals they value. This can be accomplished in any number of ways depending on their alignment: works of charity and good will, vile acts of selfishness, abandonment of thought or desire, etc.

Petitioners serve primarily as the nonplayer characters in a Planescape campaign. They may serve any role appropriate for their plane or realm: property owners, farmers, smiths, guards, spies, and so forth. Some may act under the orders of their powers; others may be furthering their own goals, which usually centers on becoming closer to their respective plane. Most have either few class levels, though some amount of skill from their previous lives lingers with them. Essentially they are planars, but in addition, perhaps because of their spiritual existence, they are completely immune to necromantic effects including spells that harm or heal.

When petitioners die, their essence is scattered and absorbed into their plane. There is no known way to revive slain petitioners. Most cannot leave their plane unless instructed by their deity, and those who do die on another plane face oblivion. Still, these risks are viewed as necessary methods to prove themselves, and thus become closer to their power.

Proxies

Though not truly their own category, proxies are a cut above the rest, as they are the chosen favorites of the powers. Where clerics are the heralds of the gods, proxies are the knights. Primes, planars, petitioners, monsters, or anything else that has proven itself in service of its god may be elevated to proxy status, a position that grants more power and responsibility than most planars ever know. Proxies give themselves entirely to their deity, becoming completely obedient to the desires of their power according to their alignment, and becoming more and more like their patron god. Good proxies are often kind, loyal, and selfless servants to their god. Evil proxies may be cunning, manipulative, and treacherous. Such proxies may serve their powers only until they can manage to betray them and come out on top.

The strength, appearance, and authority of a proxy depends on its patron and the assignment it has been given. While proxies usually retain their creature type, powers sometimes elevate their proxies to planars or even exemplars and, like petitioners, they are often changed into creatures favored by their god such as orcs, devas, or other, more mythological creatures. Aside from at high and epic levels, PCs are almost never made into proxies, and cannot become such without their power's approval. Instead, proxies are typically the elite nonplayer characters that see, speak, and act where their power may not be able to do so directly. Some are granted proxy status temporarily in order to fulfill a single mission, while those who have proven themselves worthy may be granted a longer lasting position in their patron's service. The greatest proxies may even be granted demigod status for a time at the cost of the deity's own strength, making them dangerous individuals indeed. No matter what their position, deities expect their proxies to receive the same respect and reverence as the gods themselves are given. To disrespect or attack a proxy is to do so to its patron, which contributes to the awe and fear that surrounds them.

Powers

The deities that reside in the multiverse are commonly referred to as powers by planars. Rightly so, for if you ask them most would say they are the prime de facto rulers of the multiverse, and they have the strength to back it up. As the living embodiments of belief, and the power that it represents, the gods are both inspiring and terrible. They are the mysterious



hands behind events both small and large throughout the cosmos. Most powers have a realm on the Outer Plane that best suits their nature and domains. You can't just walk into a palace and spot a god, though. They aren't seen unless they want to be, and sometimes such an encounter can be enough to kill a mortal. Almost all deities are part of a larger pantheon, and all in all there's a countless number of powers both known and hidden scattered across creation. While their plots and agendas stretch across the multiverse, drawing in planar and Prime alike, most seem to exist in an uneasy balance. The conditions of such a truce are the source of endless debate among planars, but more than likely it exists to secure the powers' own position.

The powers don't take quite as much interest in the Outer Planes as you might expect. The Prime Material Plane continues to hold the attention of most gods, as they draw more strength from their worshippers there than anywhere else. While planars may have closer contact with deities and have greater faith in their might, this certainty comes from continuous proof and direct experience. It seems the faith of Primes, who don't need to see to believe, simply provides more sustenance to the gods. This isn't to say that their servants on the planes are ignored. In fact it's quite the opposite; their planar followers are more likely to be given the honor of serving them in specific missions anywhere on the planes. Performing such tasks can go along way to secure a one's place in the multiverse, though failure or outright refusal may mean paying a far bigger price.

PLANESCAPE RACES

The races described below are the standard PC races for a Planescape campaign. They can all be found in Sigil, which serves as the home for most characters. Not all of the races below are suited to work together in a party, the githyanki and the githzerai being the most obvious example of this, as the racial hatred between the two runs so deep that they could never work together without significant explanation. Discuss with the other players the characters you are playing, and what relationships may exist between them before the campaign begins. See tables 2-1 and 2-2 for additional information on Planescape races.

Table 2-1 Aging Effects

Race	Adulthood	Middle Age*	Old**	Venerable†	Maximum Age
Aasimar	16	62	93	125	+2d20 years
Bariaur	17	50	75	100	+3d10 years
Bladeling	17	50	75	100	+2d10 years
Chaond	17	50	75	100	+5d20 years
Genasi	20	60	90	120	+6d10 years
Githyanki††	30	125	167	250	+1d% years
Githzerai	30	125	167	250	+1d% years
Khaasta	20	60	90	120	+2d10 years
Modron Outcast	NA	NA	NA	NA	No Limit
Nathri	20	62	93	125	+3d20 years
Shad	10	25	40	70	+2d10 years
Tiefling	17	50	75	100	+1d% years
Tuladhara	16	62	93	125	+4d20 years
Zenythri	16	62	93	125	+4d10 years

* -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

† -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

†† Githyanki spend most of their lives on the Astral Plane, and thus may be far older than they seem physically. The githyanki rely on secret spells to prevent time from catching up with them when leaving the Astral Plane.

Table 2-2 Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Aasimar, man	5'1"	+2d10	140	x (1d4) lb.
Aasimar, woman	5'0"	+2d10	90	x (1d4) lb.
Bariaur, man	6'5"	+2d6	700	x (2d4) lb.
Bariaur, woman	6'2"	+2d6	660	x (2d4) lb.
Bladeling, man	5'2"	+2d6	130	x (2d6) lb.
Bladeling, woman	5'2"	+2d6	110	x (2d6) lb.
Chaond, man	5'1"	+1d10	130	x (2d6) lb.
Chaond, woman	5'1"	+1d10	120	x (2d6) lb.
Genasi, air man	4'8"	+2d4	130	x (1d6) lb.
Genasi, air woman	4'7"	+2d4	80	x (1d6) lb.
Genasi, earth man	5'1"	+2d8	160	x (1d4) lb.
Genasi, earth woman	5'0"	+2d8	110	x (1d4) lb.
Genasi, fire man	5'0"	+1d10	150	x (1d4) lb.
Genasi, fire woman	4'9"	+1d10	100	x (1d4) lb.
Genasi, water man	5'0"	+1d10	150	x (1d6) lb.
Genasi, water woman	4'9"	+1d10	100	x (1d6) lb.
Githyanki, man	5'2"	+2d10	120	x (1d4) lb.
Githyanki, female	5'0"	+2d10	90	x (1d4) lb.
Githzerai, man	5'2"	+2d10	120	x (1d4) lb.
Githzerai, female	5'0"	+2d10	90	x (1d4) lb.
Khaasta, man	5'8"	+2d6	200	x (1d4) lb.
Khaasta, female	5'8"	+2d6	190	x (1d4) lb.
Modron outcast	6'0"	-	500	-
Nathri, man	3'1"	+2d4	50	x (1d4) lb.
Nathri, woman	3'0"	+2d4	40	x (1d4) lb.
Shad, man	3'1"	+2d4	70	x (1d6) lb.
Shad, woman	3'0"	+2d4	55	x (1d6) lb.
Tiefling, man	4'10"	+2d10	110	x (2d4) lb.
Tiefling, woman	4'7"	+2d10	80	x (2d4) lb.
Tuladhara, man	4'11"	+2d10	125	x (2d4) lb.
Tuladhara, woman	4'8"	+2d10	90	x (2d4) lb.
Zenythri, man	5'6"	+1d8	120	x (2d4) lb.
Zenythri, woman	5'6"	+1d8	90	x (2d4) lb.

Psionic Characters

Psionics are assumed by default to exist in the Planescape setting, as described in the *Expanded Psionics Handbook*. While not as common as magic, psionics are widely recognized, and those who manifest them are often respected on the planes because of their mental strength. Psionics are particularly common on the Outlands and on the Astral Plane. Three of the races listed below are psionic creatures: the githyanki, the githzerai, and the nathri. In most cases variants will be provided for magical counterparts if your campaign does not feature psionics.



AASIMAR

The noble scions of the Upper Planes, aasimar are mortals that bear remnants of celestial blood in their veins. Much like their celestial ancestors, aasimar tend to be kind, honorable, and proud. They normally live among humans, often becoming heroes and leaders of their communities as they continuously strive to bring justice and prosperity to their mortal kin.



Personality: Most aasimar possess an air of confidence and charm that sets good folk at ease and causes evil folk to grit their teeth. Loyal, courageous, and often honest 'till it hurts, it's easy to see their celestial heritage, which they take great pride in. Aasimar feel deep down that they have a duty to lead and protect, to fight for justice, and to crush evil at every turn. This passion causes them to make many close friends, as well as many bitter enemies. While they respect the rights of others to choose their own ways of life, very few aasimar could sit idly by if they saw something morally questionable. Some people might view them as overbearing, but such folk are those who probably shouldn't be left to their own devices.

Physical Description: While nearly all aasimar can arguably pass for humans or half-elves, they all possess features of their noble heritage that give them away. Flawless skin and radiant hair is typically the first sign that there's something different about them. Some possess more distinctive features such as vibrant metallic eyes, a tiny unicorn horn growing from their forehead, or even a birthmark shaped like a holy symbol. Aasimar rarely have much interest in fanciful clothing or other materialistic things, and tend to dress in the normal style of whatever community they were raised in. They carry themselves with a strong yet gentle demeanor, which adds to their ability to stand out in a crowd.

Relations: Aasimar are usually more interested in what kind of life you live than your race, but they don't fail to acquire prejudices. They tend to disdain tieflings on principle along with anyone who they consider tainted with evil. Their natural charisma allows them to gain the attention of most creatures, while their compassion, honesty, and reliability earns them long-lasting friendship with most well-intending people. Others know that aasimar are clean and honest folk, so they're trusted and respected more than most planetouched. Because of their interest in the welfare of others, aasimar often rise to positions of leadership and prestige in their communities such as religious leaders, advisors, or constables.

Alignment: Inherently pure and good, nearly all aasimar side with their celestial ancestors in alignment. For whatever reason there is also a predisposition towards lawfulness, though a few will do just about anything to serve the greater good, even if it means breaking a few rules and probably a few bones. However, though most fight against evil wherever it gains power, some aasimar have been known to fall into treachery and darkness, gaining the enmity and fear of those they once protected.



Aasimar Lands: Having no communities of their own, nor desiring any, aasimar often keep a home in Sigil or in human towns on the Upper Planes. Individual aasimar can be found just about anywhere, fighting injustice and spreading good whether they're welcome or not.

Belief: Almost all aasimar hold the tenets of Good and Order dear above all else, even their own lives. Many adventuring aasimar are paladins, with others serve as clerics to good deities. Aasimar are most numerous among the Sons of Mercy and the Harmonium, as these factions exist to spread good to others in one way or another. Though polite, they rarely have much respect for factions that focus on the self above the community, and strongly dislike morbid factions such as the Dustmen and the Bleak Cabal.

Language: Aasimar speak Planar Trade, and many learn to speak Celestial.

Names: Aasimar are often given human names by their parents, though a few take on celestial names to further identify themselves later in life.

Adventurers: Few aasimar can, or want to, deny their righteous heritage, and therefore many feel it is their duty to sponsor integrity, honesty, and kindness through all the realms of existence. Many, after seeing how much evil there is to be overthrown, take the road of adventuring as the path to do the most good. Some believe that the best way to win against evil is to maintain an exemplary life within their own home communities and protect them from corruption. In either case, the aasimar are normally trying to live up to their celestial ancestors, who are more than likely still alive and keeping an eye on their descendents.

Role-playing an Aasimar: Within you is the blood of celestials. You are the embodiment of courage, honor, compassion, and sincerity. As a champion of good, you are charged with defending your weaker kin, just as you are entitled to their respect. It is your responsibility to be ever watchful for evil and to strike it down at every opportunity. Vice and wickedness are your enemies, as are those who would spread it. Justice and peace are their own rewards as you travel the planes undoing the wrongs of others and avenging unjust deaths. Though fame and power are tools to spread the word of good, you must be careful not to allow yourself to fall to arrogance and greed, and risk becoming what you hate most.

AASIMAR RACIAL TRAITS

- +2 Wisdom, +2 Charisma. The aasimar's heritage makes them wise and inspiring leaders.
- Medium-sized humanoid.
- Aasimar base speed is 30 feet.
- Acid, cold, and electricity resistance 5.
- *Daylight* (Sp): Aasimar can use *daylight* once per day as cast by a sorcerer of their character level.
- +2 racial bonus on Listen and Spot checks.
- Darkvision up to 60 feet.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).
- Plane of Origin: Any (often one of the Upper planes).
- Favored Class: Paladin.
- Level Adjustment +1.



BARIAUR

Bariaur are tauric inhabitants of the Upper Planes, combining features of humans and rams. These natives of Ysgard are herbivorous and generally peaceful in nature, though like many of Ysgard's residents they enjoy competition and do not fear any battle. Their herds are a common sight on the chaotic side of the Upper Planes as they travel from plane to plane. Many bariaur make their way to Sigil on their own as traders, explorers, or just to use it a connecting point between journeys.

Personality: The best word to describe bariaur is carefree. They are optimistic about life, always looking to the best possible outcomes of events, as well as the best in other people. Bariaur are very social, and possess a powerful wanderlust, making it hard for them to settle down in one place for long. They constantly wish to try new things and see new places. Staying in one city, or even on one plane, bores them, which is why the herds are known to travel such great distances. Bariaur also enjoy combat, and when challenged they are focused warriors. However, they are not generally blood thirsty and don't desire to kill their opponents, only to defeat them.

Physical Description: Bariaur strongly resemble the centaurs found on some Prime worlds, though they generally do not care for the comparison. Unlike centaurs, a bariaur's lower body appears to be that of a large goat, instead of a horse, while their torso looks human. In addition, a male bariaur have a large pair of ram horns on his head, while females have smaller, less noticeable horns. Bariaur are generally very mindful of their appearance, considering it a matter of pride to look one's best. They usually wear shirts, jackets, blouses, or vests, but only to look fashionable, and spend long hours keeping their pelts well groomed. For special occasions some bariaur may even weave jewelry into their fur or suspend it from their horns.

Relations: Bariaur are very easy to get along with. They are very accepting of others, and in return most people have few problems with them. Of course, the general disrespect for rules that most bariaur express disturbs those involved with keeping the law. In fact, many bariaur have long suspected that the keepers of the law often single them out without reason, especially in the days of the Harmonium. Those who take life seriously or with cynicism, such as certain genasi, tieflings, and zenythri often have difficulty putting up with the typical bariaur cheerfulness. Bariaur, on the other hand, enjoy trying to loosen up such folk, seeing it as a challenge and a service.



Alignment: Many bariaur are chaotic good, but none can say whether this is inherent in their nature or if it comes from their long residence on the Upper Planes. Despite this tendency, bariaur of all alignments can be found.

Bariaur Lands: Bariaur are found on many planes, but their herds are found only on Arborea, the Beastlands, Elysium, the Outlands, and Ysgard. These herds roam all across the fields there in a seemingly random fashion, but of these five planes bariaur are by far most numerous on Ysgard. As a people bariaur erect no structures, although individual bariaur may do so. Those not found in these herds are usually lone wanderers, protectors of the wilderness, or herders. The majority of bariaur have little contact with civilization, and some have never even seen a city larger than a small town.

Belief: Bariaur have their share of clerics among them, though their close ties to the land also cause a large number to be drawn to the druidic lifestyle. They believe strongly in a carefree, unrestricted lifestyle, and do not approve of those that try to restrict others with laws and tyranny. Bariaur whose travels bring them to Sigil are likely to join the Free League, as the Indeps share their views on personal freedom. Many also choose to join the Sensates, who, like most bariaur, seek to experience new things. They are extremely unlikely to join the Doomguard, the Bleak Cabal, or the Dustmen, as the negative views on life expressed by these factions' do not appeal to bariaur mentality. It is also rare to see them as members of groups such as the Harmonium, for they cannot stand the restrictions enforced by such organizations.

Language: Bariaur speak Bariaur, Planar Trade, and Celestial. The Celestial tongue is used for communication with some of their neighbors on the Upper Planes, while Planar Trade is occasionally used for trading and discussion with outsiders.

Names: Bariaur are given a name at birth by their parents, and they also have a herd name that indicates either their current herd or the herd in which they were born into.

Male Names: Cious, Grazik, Darun, Jalen, Lijel, Mihel, Zatar

Female Names: Floria, Glien, Kilil, Defilia, Entida, Jillia, Welida

Herd Names: Wide Wanderers, Green Pastures, Far Mountain, Open Plain, Winding River

Adventurers: The wanderlust shared by many bariaur drives them into the career of adventuring. Usually they begin their careers by simply walking away from the herd one day, and soon they are drawn to try to meet other people, until they often as not wind up in Sigil. Others are drawn to a life of adventure through their exploration of trade opportunities. No matter what drew them to a life of adventure, bariaur embark on their journeys with the gusto with which they typically approach all ventures they undertake.

Roleplaying a Bariaur: Every day is a good day, for every day is a new chance to see new things. It is not possible to fail all of the time, thus even when everything is at its worst things have to look up eventually. Don't stay in one place too long; the planes are infinitely large, and therefore you shouldn't waste much time in one spot. Fear not danger nor adversity; you will die one day, and so it is best to take a risk and face the challenges before you. Every situation has potential for hope, so never give up, even when things seem the bleakest. And never, ever back away from a good fight, for what fun would running from a challenge be?

BARIAUR RACIAL TRAITS

- +2 Strength, -2 Charisma: Bariaur are stronger than average humans, but their carefree nature often makes them poor leaders.
- Medium-size monstrous humanoid.
- Bariaur base speed is 40 feet.



- Spell resistance 11 + class level.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- Quadruped: As quadrupeds, bariaurs gain a +4 bonus on checks to resist bull rush and trip attacks. They have a carrying capacity 1 ½ times greater than normal for their Strength. They must wear barding instead of normal armor and cannot wear boots designed for humanoids.
- Powerful Charge (Ex): A bariaur often begins a battle by charging at an opponent, lowering its head to smash its rams' horns against a foe. In addition to the normal benefits and hazards of a charge, this allows the bariaur to make a single bludgeoning attack that deals 2d6 + 1 ½ times the bariaur's Strength modifier.
- Darkvision up to 60 feet.
- +2 racial bonus to Spot and Listen checks.
- Automatic Languages: Bariaur, Celestial, Planar Trade, home region. Bonus Languages: Elven, Giant, Sylvan.
- Plane of Origin: Often Arborea or Ysgard.
- Favored Class: Ranger.
- Level Adjustment +1.

BLADELING

Bladelings are dangerous inhabitants of the Lower Plane of Acheron. Like their home plane, they seem to be made mostly of metal. Bladelings do not trust outsiders, and are rarely found outside their home communities, but when they do leave they quickly come to be respected and feared.

Personality: Many bladelings are extremely xenophobic. Those who have traveled outside of Acheron often learn to deal with strangers, but they are always suspicious of anyone who is not a bladeling. Those who have not left their home plane are usually openly hostile to strangers and can be provoked to violence with little motivation. Unlike many Lower Planar races, bladeling society instills into all its members a strong sense of duty and community; as a result they think foremost of their community and only secondly of themselves. Nevertheless, they fit poorly in societies consisting of other races, as this respect for community does not extend toward them. Bladelings are also highly superstitious, and as their beliefs are passed on from one generation to the next the bladelings will not abandon them, even when presented with evidence that suggests that they are in the wrong.

Physical Description: Bladelings have a humanoid form, and stand on average 6 feet tall, but otherwise share few qualities with humans. Most noticeably different is that bladelings are covered with patches of metallic spines. Their skin also looks metallic, giving bladelings the appearance of animated constructs. Some scholars speculate that in their initial battles with rust dragons the bladelings developed their immunity to rust and corrosion in order to survive against these foes. Furthermore, their eyes, usually blue or purple, glow with a sinister light that unnerves anyone willing to meet their stare. Overall, this gives bladelings the appearance of being fiendish, which for many of their race is an accurate description. They have little interest in superficial clothing, and many rely on their natural armor for protection.

Relations: Within their own community bladelings are very closely tied together, for without this unity they would not be able to resist the dangers of Ocanthus. However, the isolation of most bladeling cities causes them to instinctively distrust other races. Natural xenophobes, bladelings often find it difficult to deal with other races, or even other communities of bladelings. Bladelings almost never learn to trust non-bladelings completely, and will always carefully watch even long-time companions. Because of this distrust, others find it hard to befriend a bladeling, and are thus more likely to turn against them. This merely reinforces the bladeling's ideas about the unreliability of other races.



Alignment: Most bladelings share the alignment of their home plane of Acheron, lawful evil. However, a small portion of the population is lawful neutral, and it is from this group that many adventurers are found. Even the lawful neutral bladelings may have some evil tendencies, arising from the upbringing that they must overcome.

Bladeling Lands: Bladelings are found in the greatest concentration on Ocanthus, the fourth layer of Acheron. The primary bladeling city is Zoronor. Also called the City of Shadows, Zoronor is surrounded by a shell of wood called the Blood Forest that, for the most part, protects the inhabitants from the deadly environment of Ocanthus. Other bladeling cities are



undocumented, although the number of bladelings one may encounter surely indicates there are more. It is rumored that the race did not always hail from Acheron, but that they left some other plane to move to Ocanthus in the distant past. The truth of the matter is likely lost, and the bladelings themselves seem uninterested.

Belief: Clerics are prevalent among the bladelings, who as a whole seem to be a religious people. Some clerics devote themselves to Hextor, others who hail from Zoronor worship the Blood Forest as a lesser god called Hriste, the Gray Whisperer. However, the majority worships an unknown force or pantheon, and they will not speak about this belief to anyone, not even to their closest companions. Bladelings who find themselves in Sigil will most likely be attracted to the Sodkillers, as their harsh interpretation of justice appeals to both the lawful nature of bladelings and their darker

tendencies, or to the Fraternity of Order, as they too are interested in the pursuit of order. They are never attracted to the Xaositects, the Free League, or other chaotic factions as they cannot understand their disrespect for the law. Few can understand the Athar, as their teachings go against the strong religious ties in bladeling society.

Language: Bladelings speak Planar Trade and Infernal.

Names: Bladelings are given a name at birth by their parents. When they reach the age of adulthood they pick a descriptor to follow their name which either reflects their abilities or is intended to frighten their enemies.

Male Names: Bladac, Cutaros, Glearan, Rajjin, Shadi, Tarkai, Velassi

Female Names: Abalido, Ortoris, Higaria, Delara, Evensha, Jidika, Yolatis



Descriptor: Shade's Doom, Silent Killer, Shadow Walker, Death Drinker

Adventurers: There are generally two types of bladelings found adventuring on the planes. The first group is made up of explorers and traders who were sent out by their communities to gather knowledge about the other planes and to bring back goods that can help the bladelings survive on Ocanthus. Bladelings of this type will usually make periodic returns to their community to share their knowledge and acquisitions with their city. The second group are outcasts from bladeling society, who are now trying to set up new lives for themselves outside of Acheron. Outcasts are usually afraid to return to Ocanthus, as there their former brethren may attack them. For this reason, outcasts usually conceal their status to avoid reprisal.

Roleplaying a Bladeling: Darkness pulls at you from the back of your mind, causing you to do things others do not approve of. You must resist these impulses to survive, yet giving in is so much easier. This is the fault of the others; their non-bladeling ways have made you weaker. They are responsible, not you. Always watch your back; you never know when your so-called friends will turn on you.

BLADELING RACIAL TRAITS

- +2 Dexterity: Bladelings have a natural agility that makes them deadly warriors.
- Medium-size humanoid.
- Bladeling base speed is 30 feet.
- Darkvision up to 60 feet.
- Bladelings have a +4 natural armor bonus.
- Natural Weapons: All bladelings automatically have a claw attack that deals 1d6 + Strength modifier points of slashing damage.
- Razor Storm (Ex): Once per day, a bladeling can expel shrapnel-like bits of its skin in a 15-foot cone, dealing 2d6 points of piercing damage to any creature in the area. A Reflex save (DC 10 + Constitution modifier) halves the damage. After this attack, the bladeling's natural armor bonus drops to +2 for 24 hours.
- Immunities (Ex): A bladeling takes no damage from acid, and it is immune to rust attacks despite its metallic hide.
- Cold and fire resistance 5.
- DR 5/magic bludgeoning.
- Metal Hide: Certain spells that affect armor, such as *heat metal*, treat the bladeling as though wearing armor that cannot be taken off. In addition, the spikes on the bladeling's body make it impossible for a bladeling to wear medium or heavy armor.
- Automatic Languages: Infernal, Planar Trade, home region. Bonus Languages: Giant, Goblin, Orc.
- Plane of Origin: Usually Acheron.
- Favored Class: Fighter.
- Level Adjustment: +1.

CHA⊕ND

The implantation method used by the slaadi to reproduce is well known and feared, but what few planewalkers realize is that even when a victim is cleansed of the infection the remnants of chaos often persist. These lingering elements are overlooked as the unsuspecting soul continues about their life, but can become painfully obvious when their descendants appear more slaad than human. These hybrids are usually killed, but some are simply abandoned in remote places of the wild. Few survive on their own for long, but a small number manage to thrive and even procreate. As the generations pass, the slaad taint weakens and the human side grows stronger, allowing them to live lives that are more normal. The mark of chaos



always remains with these planetouched, known as chaonds, forever separating them from humans and even other planar creatures.

Personality: Chaonds are outgoing, flamboyant creatures. Whimsical and emotional, they are prone to sudden shifts in mood as well as flights of fancy, and feel no need to excuse their actions to others. Few look past the present moment or their own desires, and they are generally amused by the tendency of other races to trouble themselves with thoughts of the past and future. Though they are naturally very social, many people find their insensitivity to social custom and fits of emotion unsettling. This does not bother the chaonds, however, as they expect nothing from those around them and couldn't care less about the opinions of others. Their own interests and tastes change rapidly, causing them to live by a variety of different lifestyles and morals. They are not without reason for their actions, only quick to change their mind and even faster to act off it.



Physical Description: Chaonds normally appear as rudimentary humans with thick chests and limbs, blocky facial features, and slowly shifting skin and hair color. They range in height from 5'1 to 5'10, and are normally twice as wide as a typical human is. Many are repulsed and a little intimidated by the chaonds' savage body shape and posture, which disguises an agility surpassing most. Chaonds wear virtually anything, even patching different assortments of clothing together and equipment, having little interest in appearance or style. The result is often a gaudy display of color and design matching the chaond's own unorthodox form. They also possess a wide variety of unique physical features that link them to their slaad ancestor from patches of hardened scales to reptilian hands and feet. Most have a gravelly voice that sometimes resembles a croak when they are excited. These are just a few physical abnormalities; over the generations nearly any sort of alteration may develop among.

Relations: The chaonds' indifference to the opinions and rules of others serves as both a blessing and a curse in their relationships. While most find chaonds pleasant companions (overlooking their frequent outbursts of emotion), the chaos planetouched are rarely welcome among structured societies or organizations. Chaonds instead choose to spend most of their time in the wild on the edge of civilization, mixing with others infrequently and only for short periods. Well aware of their unusual heritage and form, they tend to get along with any other race, treating everyone as equals with an openness that surprises the most liberal person. They get along particularly well with bariaur, who share their free spirited nature, and many tieflings feel some common ground with them. Chaonds view those who impose laws on themselves and others as misguided, and have no compunctions against ignoring or actively working against such tyrants.

Alignment: Chaonds are inherently chaotic due to their slaad blood, but can be of any moral alignment. They are often self-centered in their apathy for the concerns of those around them, but some feel a calling to protect the freedom and lives of others. With anything being capable



for the chaos-touched, some chaond show a preference for order and structure over freedom. Such folk are the exception, however.

Chaond Lands: Chaonds have no organized culture or place to call home, but often live on the edge of planar civilizations. Rarely do they assume ownership of a particular area, believing that others have as much claim as they do, and having no desire to sit in one location for long.

Belief: Firmly believing that they choose their own path, chaonds have little use for fates or powers, and abhor enforced religion. Some choose to ally themselves with chaotic deities, if they share a similar belief or goal, but are as likely to ignore dictates as they are to obey them if it doesn't fit with the chaond's current taste. Naturally, the Xaositects have the highest number of chaond members, though a few can be found among the Transcendent Order and Revolutionary League.

Language: Most chaond speak Planar Trade, though their travels give them access to a wide variety of languages.

Names: Chaond names are based on where they were born, and thus can be nearly anything. Suiting their chaotic nature, chaond like going by alternating nicknames before falling back on their given name.

Adventuring: With a deep-rooted need to travel and explore, chaond are natural adventurers and can be found in any sort of environment or among any party. They are comfortable with most of the terrain found on the planes, and many serve as guides. They are most at home on the chaotic side of the Great Ring, but some take bringing anarchy to order as a challenge.

Roleplaying a Chaond: You live without restraint, responsibility, or worry. Others may bury themselves with trivial concerns and chain their lives with rules, but you know better. Life isn't meant to be with restrictions, but with the freedom and willingness to explore its many facets. To this end, you travel constantly, rarely remaining in one place for long, lest you miss some new experience and sensation. You live your life in the moment, for there is no point in being tied down by the past and future. While always open to new ideas, you do not let the opinions of others sway you to follow the trends or interfere with how you want to live your life.

Chaond Racial Traits

- +4 Dexterity, +2 Constitution, -2 Charisma: Chaond are sturdy and surprisingly agile, contributing to their feral appearance.
- Medium-size humanoid.
- Chaond base speed is 30 feet.
- Acid, cold, and sonic resistance 5.
- *Shatter* (Sp): Chaond can use *shatter* once per day as cast by a sorcerer of their character level.
- +2 racial bonus on Escape Artist and Tumble checks.
- Darkvision up to 60 feet.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (other than secret languages, such as Druidic).
- Plane of Origin: Any (often one of the Planes of Chaos).
- Favored Class: The first class chosen by a chaond is their favored class. Once chosen it cannot be changed.
- Level adjustment +1.



GENASI, AIR

Heirs to the open sky and wild blue yonder, air genasi are descendants of djinn, sylphs, and other inhabitants of the Elemental Plane of Air. Such pairings are very rare, but there are occasions when exceptional humans are chosen as mates. Also known as wind dukes, air genasi, like most elemental planetouched, are viewed as aliens because of their elemental heritage and disliked for their distant and arrogant nature. Though they have high ideals and stormy tempers, they can be quite gentle and friendly to those who manage to meet their standards.



Personality: Air genasi are quite used to looking down on everyone and seem to manage this even when standing on the ground. Having no need to breathe, they see such waste of air an affront to its purity, and their disdain in the “faults” of others only grows from there. The self-styled wind dukes are seen by most folk as haughty and self-important, but are well respected within the Elemental Plane of Air for their heritage. Elsewhere, however, they are viewed much as other genasi, which is an affront to their egos. Air genasi are wild and carefree; their temper often shifts between a calm breeze and a raging tempest seemingly without warning. They are swift to make rivalries and are fiercely competitive about anything their capricious nature indicates is worthy.

Physical Description: With their mortal parents being chosen for exceptional qualities combined with their elemental blood, air genasi are usually strikingly exotic in appearance. They often have a sultry, breathy voice, and what seems to be a constant breeze blowing through their hair, even while indoors. Some are proud of a light bluish tint to their skin or hair, as well as the coolness it radiates. Air genasi do not need to breathe, furthering the idea of their alien physiology. Most have a permanently disheveled look about their hair and attire, which they view as only the proper manifestation of things.

Relations: Air genasi tend to look upon other races as rivals and inferiors. They will rarely deign to lower their standards or assist those of lesser heritage than themselves. Instead, they prefer the company of their peers and individuals they believe measure up somehow. Overall, the air genasi do not seem to fit in well in most planar societies, as they rarely take interest in community affairs or the politics of others. It isn't impossible to befriend them, and in fact the wind dukes make strong allies, but such relationships are formed only on their terms.

Alignment: Air genasi can be of any alignment, though they tend to be neutral and are rarely lawful. Their morals vary intensely from one individual to the next, more so perhaps than other genasi, but no matter their alignment or motives, they are self-righteous in defense of themselves.



Air Genasi Lands: Unlike most genasi, wind dukes have a special place within their society. They are typically reared in humanoid settlements floating through the Elemental Plane of Air and put into positions of prestige and respect due to their noble heritage. Outside these little towns, however, air genasi are wind-strewn throughout the planes and live at the highest elevation they can manage. This usually means lofty mountaintops or at the very least on the highest floor of whatever building they are occupying.

Belief: Most air genasi are more concerned with their own well-being than that of any organization or church, but some choose to venerate deities of Air and Wind as part of their noble heritage. A few choose to join factions for short periods to satisfy a particular flight of fancy, and may remain if the philosophy grows on them. The Mind's Eye and the Transcendent Order seem to be the most appealing, though their numbers remain small even in these groups.

Languages: Air genasi speak Planar Trade, and a majority of them pick up Auran as a second language.

Names: Air genasi are often given names by their human parents, but depending on the involvement of their elemental sire, they may be given a name with more prestige in that society.

Adventurers: A good number of air genasi are avid travelers, which often leads them to become experienced planewalkers in their own right. Some are drifters who prefer not to sit still for very long, while others travel on business associated with their office in the community. A few may actually seek glory and adventure, though because of the reliance on traveling companions these are only the most tolerant of their kind.

Roleplaying an Air Genasi: You are a child of the skies, of purest air, an exemplar of nature's way. Those who do not share your birthright are beneath you, hardly worth a glance, and incapable of recognizing your true value. All you can do is bear with their failings and rise above them. Those who dare stand in your way will know the fury of the storms; those who merit your respect will feel the blessing breeze that is your kindness.

AIR GENASI RACIAL TRAITS

- +2 Dexterity, +2 Intelligence, -2 Wisdom, -2 Charisma. Air genasi are nimble in form and thought, but are flighty and arrogant.
- Medium-size humanoid.
- Air genasi base speed is 30 feet.
- Electricity resistance 10.
- *Gust of Wind* (Sp): Air genasi can use *gust of wind* once per day as cast by a druid of their character level.
- Breathless (Ex): Air genasi do not breathe, so they are immune to drowning, suffocation, and attacks that require inhalation (such as some types of poison).
- +1 racial bonus on saving throws against spells all air spells and effects. This bonus increases by +1 for every five class levels the genasi attains.
- Darkvision up to 60 feet.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).
- Plane of Origin: Any (often Plane of Air)
- Favored Class: Rogue.
- Level Adjustment +1.

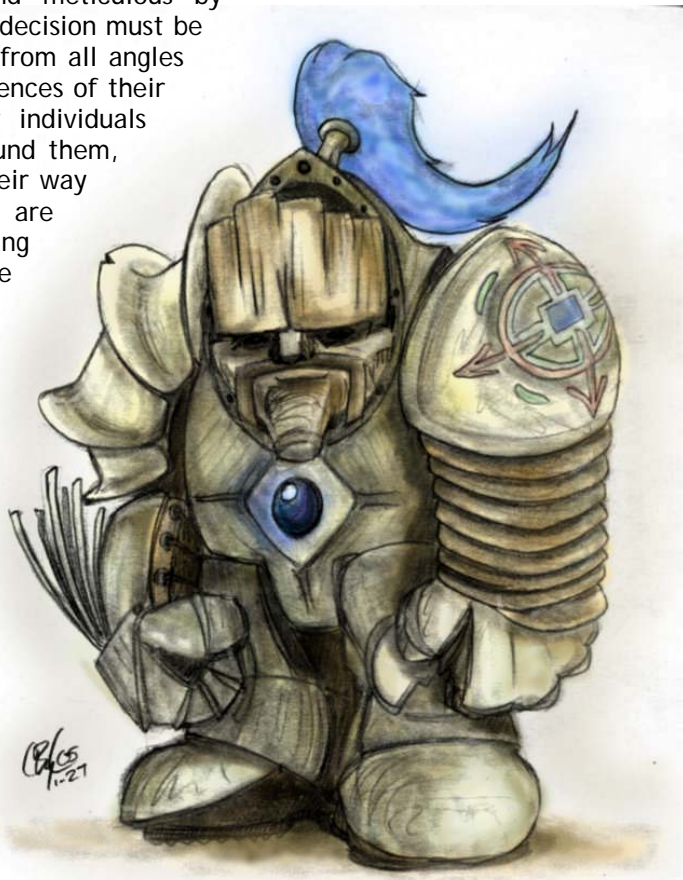


GENASI, EARTH

Bound by blood to the earth, the stone princes hail from the union of humans and dao from the Elemental Plane of Earth, and are ever bit as sturdy and stubborn as its natural residents. Abandoned by their genie ancestors, they live among humans never forgetting their unique connection to the fundamental elements of the planes. Though ponderous and slow to act, they can be as terrible as the quaking ground when brought to anger.

Personality: Earth genasi are slow and meticulous by nature. Never rushed when an important decision must be made, they try to consider any problem from all angles and carefully weigh the possible consequences of their actions. Earth genasi tend to be quiet individuals willing to listen thoroughly to those around them, though always with the certainty that their way is the right way. Though patient, they are often closed-minded to new ideas, seeing change as a waste of energy when they are content with the status quo. Slow to anger, and even slower to forget a slight, earth genasi make reliable friends and lasting enemies.

Physical Description: Resembling solidly built humans, earth genasi are commonly mistaken for dwarves – or sometimes boulders. Some have rough skin that resembles a handful of dirt and rock, while others have skin as smooth as marble or granite with a metallic sheen to it. Their eyes may be like gemstones, or bottomless black pits. Earth genasi have a naturally thick frame and strong muscles, though their short frame and skin color often causes them to blend into their surroundings.



Relations: Though just as arrogant as other genasi, earth genasi are patient and quiet, masking their contempt for other races. Many are sedentary and like to stay near the place of their birth, while others are always moving seeking out precious treasures of the earth in the form of gems or precious metals. Often as not, earth genasi are solitary individuals and few have the inclination to wait around on them, which is just as well for the earth genasi as they don't like being bothered to move at an unreasonable pace. Still they are loyal to their companions to the end, and are not ones to let small qualms or differences get between them and their friends. They are also widely regarded as the finest smiths, with many rivaling or even surpassing dwarves in their ability to craft stone and metal.

Alignment: Earth genasi seek a balance in their actions and thus tend to be neutral, though they have a predisposition towards the thorough, linear nature of law. They have little capacity to understand, let alone, embrace the ever-changing freedom of chaos, and are normally apathetic to moral dilemmas that do not concern them.

Earth Genasi Lands: An earth genasi feels at home whenever his feet touch the ground. Their elemental ancestors have no interest in flesh creatures, so they mostly live among their human

kin. As a race, they have no lands of their own, but often found deep within mountains, canyons, and near natural rock formations across the planes.

Belief: Many earth genasi revere the earth with what some would consider religious fervor, though few are actually priests. It is not in their nature to change their beliefs easily, and they can be extremely devoted to their ideals, even when presented with flaws in their logic. They are too independent to see much need for faction membership, though a small number join the Fraternity of Order for its stability.

Language: Earth genasi speak Planar Trade and the majority of them have Terran as a second language.

Names: Earth genasi take the name given by their human parents, which varies based on their homeland but often hints back to their unique physical features.

Adventurers: If an earth genasi puts his mind to accomplishing something, few are strong enough to stop them. Those stone princes who collect the hidden treasures of the earth like precious stones and metals will travel far and wide in search of them. Very rarely an earth genasi might reject its elemental heritage out of distaste for being abandoned so quickly by its sire (a rash act in their eyes), and choose to focus on protecting their fragile human kin above all else. These earth genasi may take up adventuring to promote the freedom and stability of other creatures.

Roleplaying an Earth Genasi: You are a being of earth, the greatest of all elements, yet no one understands you or recognizes your true worth. It's not their fault, and you are patient enough not to hold it against them. Nor will you let their failings stand in your path. They call you stubborn, and you gladly live up to the title. After all, a being with your lineage has a destiny; it's your duty to ensure that your name is engraved in the records of history.

EARTH GENASI RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma. Earth genasi are physically impressive, but can be oblivious and stubborn.
- Medium-size humanoid.
- Earth genasi base speed is 30 feet.
- Earth genasi have a +2 natural armor bonus.
- Acid resistance 10.
- *Soften Earth and Stone* (Sp): Earth genasi can use *soften earth and stone* once per day as cast by a druid of their character level.
- **Stonecunning:** This ability grants an earth genasi a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like. An earth genasi who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and an earth genasi can use the Search skill to find stonework traps as a rogue can.
- +1 racial bonus on saving throws against all earth spells and effects. This bonus increases by +1 for every five class levels the genasi attains.
- +2 racial bonus to Appraise and Craft checks that are related to stone or metal items.
- Darkvision to 60 feet.
- **Automatic Languages:** Planar Trade, home region. **Bonus Languages:** Any (except secret languages, such as Druidic).
- **Plane of Origin:** Any (often Plane of Earth).
- **Favored Class:** Fighter.
- **Level Adjustment** +1.



GENASI, FIRE

Descendants of efreet or fire spirits from the Elemental Plane of Fire, the flame lords are fiery-tempered beings of quick action. While most fire genasi are killed outright by their nonhuman parent, a few manage to escape with the mortal parent to human lands. There the fire genasi learns to be feared, perceived as a personification of fire's destructive power. Though not innately evil, as many believe, they are the most arrogant and selfish of the genasi, believing that the flames that run in their veins make them greater compared to other mortals.

Personality: Fire genasi generally like to be at the center of things, quick to take up causes of glory and fame, but also becoming bored easily if things get difficult or drawn out. They begin far more endeavors than they finish, though most would refuse to admit this as a failing. They are high-strung and full of energy, jumping at the chance to try something new and exciting while remaining elitists at heart. The flame lords typically try to push the extremes of social trends rather than follow them, seeing it as fitting that others would fall short of their capability. Befitting the nature of fire, they are wasteful and excessive, lacking both tact and consideration for others. The multiverse is their playground, and they don't mind if a few of their toys get burnt in their fun.

Physical Description: Hair like summer heat waves and eyes that glow with the intensity of flames, fire genasi have an exceptional ability to stand out no matter where they are. Most have skin that is deep red or charcoal color, which is sometimes hot enough to burn those who touch it. Some even have a voice that sounds like crackling flames, giving them almost a fiendish quality to their words. While outer appearances are very important to them, they prefer simple and elegant clothing in colors of black and red, fashioned to the latest styles of their culture.

Relations: Most races have an inbred fear of fire, and this distrust carries over to the flame lords. As a result, fire genasi become accustomed to accepting the paranoia of others and eventually reinforce it. Their hot tempers make dealing with them a matter of caution and few are willing to put up with their spoiled and elitist attitudes. Even those who might find themselves in the good graces of a flame lord may be dismissed shortly thereafter when something else catches the genasi's eye. Though it could easily be reasoned that they share common ground with other planetouched, they consider relating their existence to that of other races an insult to their innate superiority.

Alignment: Fire genasi are typically apathetic to moral or ethical decisions, basing their actions on their mood at the time. As a result most are true neutral or chaotic neutral, though sometimes their love for destruction leads them to the path of evil.

Fire Genasi Lands: Fire genasi are only completely tolerated in the towns where they were first raised, protected by their human parents from the hatred of others. Once mature, fire genasi normally choose to leave their homes forever in search of new thrills.

Belief: Not many of the flame lords hold strong beliefs or convictions, but those who do choose deities and factions that promote change, independence, and destruction. The Doomguard and Xaositects have their share of fire genasi among them, while the Revolutionary League and Transcendent Order may be attractive to them for a time as well. Overall few fire genasi have the dedication or interest to stand behind any organization or philosophy for long. Those who do may be the most fanatical of their kind.

Language: Fire Genasi speak the languages of the land of their birth and almost all have Ignan as a second language, considering it a higher form of speech.

Names: Fire genasi are often given names by their mortal parent that fit their elemental heritage.



Adventurers: Fire genasi readily take up arms for whatever suits their fancy at the time, especially if it involves fame and fortune. Because of the amount of fear human communities have for them, fire genasi often roam the planes for extended periods, enjoying the excitement and danger offered by adventuring. Their impatience and willingness to act first and think later leads them into dangerous situations, guaranteeing that any journey with a flame lord will be an interesting experience.

Roleplaying a Fire Genasi: The blood in your veins burns, driving you to try the impossible and rise above the mundane creatures around you. You give neither mercy nor compassion to others; it is more than enough that you acknowledge these weaklings, let alone view them as equals. Never hesitate or sit idle. Never allow yourself to be portrayed as weak or dependent. Mortals fear you and they should continue to do so. Allow no insult to go unpunished, for it is your responsibility to ensure others never forget who the superior race is.

FIRE GENASI RACIAL TRAITS

- +2 Intelligence, -2 Charisma. Fire genasi have bright minds but are easily angered and poor in dealing with others.
- Medium size humanoid.
- Fire genasi base speed is 30 feet.
- Fire resistance 10.
- *Produce Flame* (Sp): Fire genasi can use *produce flame* once per day as cast by a druid of their character level.
- Burn (Ex): As a free action after making a touch attack, a fire genasi may force the opponent to succeed on a Reflex save (DC 11 + Constitution) or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.
- +1 racial bonus on saving throws against all fire spells and effects. This bonus increases by +1 for every five class levels the genasi attains.
- Darkvision up to 60 feet.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).
- Plane of Origin: Any (often Plane of Fire).
- Favored Class: Evoker.
- Level Adjustment +1.

GENASI, WATER

The sea kings come from the pairing of humans with nereids, marids, or other water elemental creatures. Water genasi are the most independent of the elemental planetouched, having as little in common with their parents as with other genasi. Most are abandoned by their parents at birth and are later raised by other creatures on the Elemental Plane of Water such as dolphins, mermen, tritons, or darker races such as sahuagin. They consider themselves to be completely unique, and each develops an extreme personality trait that leads others to agree with them.

Personality: More than other genasi, no two of the sea kings are alike in personality. Some are patient and cunning, choosing to gradually wear away resistance to their plans, while others are stormy and violent, preferring to drown their foes in their wrath. They may have virtually any trait or goal, exhibiting a versatility that rivals even that of humans. Whatever characteristics a water genasi may have are taken to an extreme: bravery unto martyrdom, cowardice unto paranoia, and other such unbending outlooks are commonly displayed. They seem more than a little off to most, but they can be surprisingly pleasant if one treads lightly in dealings with them.



Physical Description: Their relationship with the seas is apparent to all who look upon the water genasi. Flowing seaweed-textured hair, blue-green skin with soft scales, and webbed feet and hands are common traits of the sea kings. Though they have no visible gills, they can breathe water as easily as air, and their voices sometimes sound like the sonorous songs of whales or dolphins. Though their form and styles are as varied as their personalities, many of them like to decorate themselves in the accoutrements of the sea such as sea-shells, coral, fish bones, and especially pearls or abalone.



Relations: Water genasi have more dealings with the sentient underwater races than anyone else, and are not looked upon cruelly by most since they can be very useful in communications and dealings between them and the more common planar races. They are perhaps the least arrogant of the genasi, but all strongly feel that which makes them unique makes them important individuals in their own right. While their extreme characteristics make it difficult for most to get close to water genasi, those who do can easily find a strong and amiable companion.

Alignment: Water genasi vary greatly in their principles, though their elemental heritage endows them with a measure of apathy to philosophy, so most are at least somewhat neutral.

Water Genasi Lands: Water genasi can take or leave land without much care, but they all call the water home. Be it river, sea, lake, or pool, the sea kings make their homes in or near bodies of water throughout the multiverse. Befitting their nature, none of them share enough common ground to join together, though most firmly believe

there is enough water for all.

Belief: As extreme as these fellows are, they are just as apathetic to morals and ethics as all other genasi. They are focused purely on themselves, but expect the same attitude from everyone else. Those who travel the Outer Planes may develop beliefs centered on this principle and become as fanatical about it as the greatest Hardhead. Of the factions, water genasi are most often found among the Fated, and the Free League has a number of sea kings among its members as well.

Language: Water genasi speak the Planar Trade spoken throughout the multiverse, and a majority of them are fluent in Aquan as well.

Names: Water genasi take the name given by their human parents, which varies based on their homeland but often hints back to their unique physical features.



Adventurers: The sea kings wander far and wide, following the tides physically and metaphorically. Many live among the creatures that raised them, as special members of the community or as slaves, depending on the society. Exploration comes naturally to water genasi, however, and they are quick to seek out adventure both under and above the waves. Many enjoy searching out and collecting lost treasure, though the appeal of learning about new places is also a strong incentive.

Roleplaying a Water Genasi: You are the essence of the great oceans, serenely tranquil yet quick and unpredictable. Others may have difficulty accepting you, but they cannot fathom the intensity within. You have always been the outsider, and deep down you realize you will always be different from everyone else. There is no one like you in the entire multiverse, an idea that brings you great satisfaction. After all, there must be great things meant for one as unique as you, and you know that no matter what direction your life flows it will lead you to that greater purpose.

WATER GENASI RACIAL TRAITS

- +2 Constitution, -2 Charisma. Little can faze a water genasi, which makes them not only sturdy but also aloof.
- Medium-size humanoid.
- Water genasi base speed is 30 feet. They swim at a speed of 30 feet.
- Cold resistance 10.
- Darkvision up to 60 feet.
- *Fog Cloud* (Sp): Water genasi can use *fog cloud* once per day as cast by a druid of their character level.
- Drench (Ex): The water genasi's touch puts out torches, campfires, and other open flames of nonmagical origin if these are of Large size or smaller. The water genasi can dispel magical fire it touches as *dispel magic* cast by a druid of their character level.
- +1 racial bonus on saving throws against water spells and effects. This bonus increases by +1 for every 5 class levels the genasi attains.
- Water genasi breathe water as an extraordinary ability.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).
- Plane of Origin: Any (often Plane of Water).
- Favored class: Druid.
- Level Adjustment +1.

GITHYANKI

Githyanki are the descendants of ancient humans enslaved by the Illithid Empire eons ago. After winning their freedom through a violent uprising led by one called Gith, they split with their brethren the githzerai over intense ideological differences. Living in the Astral Plane under the tyrannous lich-queen Vlaakith CLVII for millennia, the githyanki have devoted their entire society to warfare and conquest. Now, with the lich-queen recently slain, the githyanki are splintered and weakened, making them open targets for their ancient enemies. Due to both their heritage as illithid slaves and generations on the Astral Plane, githyanki also have a strong disposition towards psionic ability.

Personality: Cold, aloof and utterly militaristic, the githyanki have little in common with the distantly related humans. Although exceptions are quite notable, most githyanki only focus on war and domination - all life is defined by these. Needless to say, competition runs deep in the githyanki psyche. Even everyday activities become silent contests to outdo each other. They have a need for people to be organized hierarchically, like a military unit. Surprisingly, though, violence almost never erupts from this competitive drive. Ever since the separation from the



githzerai, githyanki never fought other githyanki - as long as they were loyal to their lich-queen. Even with Vlaakith dead, the githyanki remain a proud and loyal race.

Physical Description: Aside from their form, the githyanki's human heritage is almost unrecognizable. They are deceptively gaunt and lanky, but that hides steely muscles constantly trained for combat. The average githyanki stands 6¼ feet tall and weighs around 170 lbs. Their mottled, yellowish gray skin is pulled tight. Their hair is nearly always black, but red-haired githyanki have been encountered and it is said to be a dire omen when one is born. Their eyes are entirely glossy black, and their ears are pointed and marked with serrations in the back. They gain these serrations in dark ceremonies celebrating their coming of age.

Githyanki dress is always ornate, bordering on gaudy. They decorate their armor and weaponry with elaborate engravings signifying their prowess in battle. These weapons and armor are always finely polished and cared for more than the githyanki's own family.

Unlike most humanoid races, githyanki are an egg-laying species. These eggs are normally taken to heavily guarded fortresses in the Prime Material Plane where they can properly grow until hatching. Githyanki children likewise spend many years on the Prime Material Plane training in warfare and growing to adulthood.



Relations: Overall, githyanki relate well with no one. They rarely leave their plane except in the name of conquest and war. In particular, they have a deep racial hatred for githzerai and illithids. Other races are considered potential enemies, but it is not unheard of for individuals to prove their value in combat enough to earn the respect (though rarely ever trust) of a githyanki. The only exception to this is red dragons. Due to a pact formed centuries ago between the githyanki and the goddess Tiamat, red dragons have always come to the aid of the githyanki people. Whether this extends to individual githyanki is anyone's guess.

Alignment: Their entire society brutally engineered by the lich-queen, githyanki are almost always evil, and even those who have split from githyanki society are rarely good. Their regimented lifestyle leads most githyanki to be lawful, but not nearly as strongly as the tendency towards evil.

Beliefs: Loyal githyanki unilaterally worshiped the lich-queen as a deity. To avoid potential rivals and increase her own power, Vlaakith would devour the life essence of any loyal githyanki who became too powerful, and those githyanki not devoted to the lich-queen would be hunted to the death. Many continue to worship the lich-queen, though they will always feel a void within themselves without

her guidance. Others have chosen to devote themselves to true deities, with gods of war being favored, though some githyanki become so appalled by their racial nature that they instead



devote themselves to pacifistic deities. Few githyanki join factions, disdaining organizations led by mortals. Rogues will nearly always join some group due to their deep-rooted need to belong to a larger organization and for the safety customarily provided. They often join the Bleak Cabal, the Doomguard, the Dustmen, or the Free League.

Githyanki Lands: Githyanki inhabit massive fortresses within the Astral Plane, as well as numerous outposts on the Prime Material Plane. These bases are designed solely to be fortresses to either mount or defend against invasions. Those who have lived on the Astral Plane for extensive periods either remain on that plane or use unique spells developed by the githyanki to prevent time from catching up with them when they travel.

Languages: Githyanki speak their own secret language, and will typically know the Planar Trade and Draconic. A few also learn the languages of their enemies, the githzerai and the illithid. Those stationed on the Prime will likely know the predominant language of the region.

Names: Githyanki names are prophesied at birth by the parents and are said to denote their future deeds. Thus all githyanki names carry some meaning, though they hide this from those outside their race. They may earn additional prefixes denoting their profession and rank or due to major accomplishments. The honorific prefixes often differentiate names as necessary. The name of the fortress they are positioned in normally serves as a surname when traveling.

Male Names: Ki'Yaj, Tehv'in, Y'roon

Female Names: G'zen, Na'rai, Zan'uusm

Fortress Names: Githmir, Tn'erkis, Tu'narath, Xamvadim

Adventurers: Loyal githyanki rarely join adventuring parties unless it somehow benefits githyanki society. Most adventuring githyanki are therefore outcasts, and wander the land fleeing from their people and trying to achieve some purpose outside of their society.

Roleplaying a Githyanki: Whether you accept it or not, every fiber of your being is devoted to combat. Focus this drive through your sword and vanquish those who would dare to stand against you. Prove to them that they are only worthy to bleed upon your blade. Combat is your passion, and the killing blows your ecstasy. Even when you are not in battle, be vigilant. Never forget that your people were betrayed by their alleged brethren. Trust no one. Underestimate no one. Always be aware of their capabilities in relation to your own, for everyone you meet is a potential weapon to be raised against you, or wielded by your own hand.

GITHYANKI RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Wisdom. Generations of combat training have made the githyanki agile and sturdy. However, their single-minded devotion to the lich-queen for ages has stolen much of their intuition and judgment.
- Medium-size humanoid.
- Githyanki base speed is 30 feet.
- Darkvision up to 60 feet.
- Naturally Psionic: Psionic githyanki gain 3 bonus power points at 1st level.
- Psi-Like Abilities: 3/day - *psionic daze*, *far hand*. In addition, at 3rd level githyanki can use *concealing amorphia* 3/day, at 6th level githyanki can use *psionic dimension door* 3/day, and at 9th level githyanki can use *telekinetic thrust* 3/day and *psionic plane shift* 1/day. These are manifested as a psion of the githyanki's character level.
- Power Resistance (Ex): A githyanki has power resistance equal to 5 + 1 per character level.
- Red Dragon Pact: Githyanki receive a +4 racial bonus to Diplomacy checks with red dragons.



- Automatic Languages: Githyanki, Planar Trade, home region. Bonus Languages: Celestial, Draconic, Githzerai, Undercommon.
- Plane of Origin: Usually the Astral Plane.
- Favored Class: Either psychic warrior or fighter. Whichever class taken first by a githyanki character becomes that character's favored class. Once chosen, it cannot be changed.
- Level Adjustment +2.

Nonpsionic Githyanki

If the *Expanded Psionics Handbook* is not being used, replace the Naturally Psionic, Psi-Like Abilities, and Power Resistance traits with the following racial traits for githyanki characters:

- Psionics (Sp): 3/day - *daze*, *mage hand*. In addition, at 3rd level githyanki can use *blur* 3/day, at 6th level githyanki can use *dimension door* 3/day, and at 9th level githyanki can use *telekinesis* 3/day and *plane shift* 1/day. These are cast as a sorcerer of the githyanki's character level.
- Spell Resistance (Ex): A githyanki has spell resistance equal to 5 + 1 per character level.
- Favored Class: Fighter.

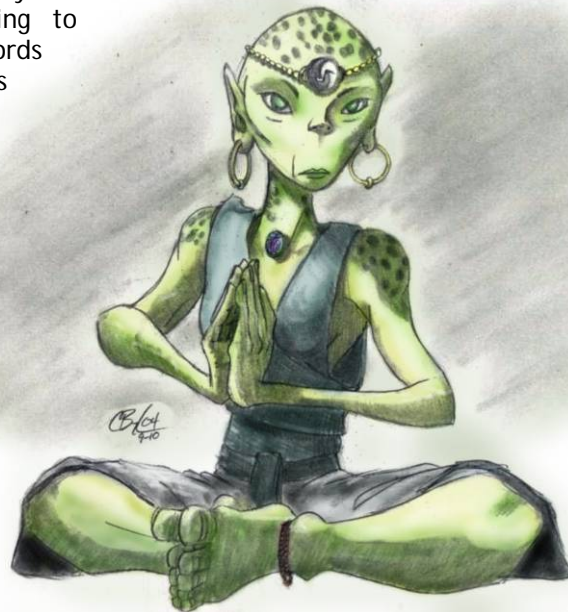
GI+HZERAI

Like their cousins, the githyanki, the githzerai are the descendants of ancient humans enslaved by the Illithid Empire eons ago. After Gith led their people to freedom, a warrior known as Zerthimon rose up to oppose her, warning that she would lead them into an evil just as great as the illithid. A civil war between those loyal to Gith and the followers of Zerthimon began, eventually resulting in the two sides splitting into the githyanki and githzerai. They have sworn to never be enslaved again by anyone, and all githzerai are taught to protect their freedom and that of their people above all else.

Personality: The githzerai as a rule are grim and serious to the point of being humorless. Smiles are rare, laughs are rarer, and tears are rarest of all on a githzerai's face; they are the bane of artists, bards, and jesters everywhere.

They do not speak often, preferring to remain silent rather than waste words over meaningless issues. Though not as paranoid as the githyanki, they live cautiously, trusting few nongithzerai and are always mindful of their wars with the githyanki and illithid. Their greatest fear is that they will somehow be enslaved again, thus githzerai view just about everything as a form of oppression that they must fight against.

Physical Description: Githzerai were once human, but the crucibles of enslavement, war, and survival in Limbo have forged a new form for them. Standing roughly six feet tall and weighing around 150 pounds, githzerai would be distinct from their forebears even without their unmistakable sharp features and piercing, yellow-gray eyes. Their skin is pulled tightly and has a dark yellow color to it. Some cannot tell the difference between a githyanki and a githzerai,



though the distinctions are clear and few make the mistake twice. In sharp contrast to the baroque ornateness of githyanki, the githzerai favor extreme simplicity. Dark, drab earth tones prevail, even more so in their monasteries, and voluminous cloaks are common - especially over light armor.

Like the githyanki, the githzerai are an egg-laying species due to the horrific mutations made while enslaved by the illithids.

Relations: As a rule, the githzerai seem to interact best with themselves, and the harshness of Limbo has done little to discourage this introversion. While they normally deal with other races politely, githzerai have been trained from birth for generations to be wary of anything as a potential threat. It is difficult to earn their respect, and even harder to gain their trust. Few would say that githzerai make good friends, but they are good companions to have at one's back. They hold a deep and powerful hatred towards both the githyanki and the mind flayers, who they actively hunt across the planes. Despite their obsession with personal freedom, their greatest loyalty lies to their people, and they will never reveal information that could be used against them.

Alignment: Githzerai exhibit an odd combination of order and chaos. They are all extremely independent, believing that no one has the right to choose their path for them, and thus enslave them. Most githzerai are as chaotic as the Limbo they call home; their rejection of githyanki legalism in part guided their decision to colonize the plane of primordial chaos. Likewise, they reject the predation and callousness so prevalent amongst githyanki, although they make neither claims nor efforts to goodness. Yet as much as they value personal freedom, githzerai society instills both rigid discipline and complete loyalty to the entire race. Such are the necessities of war.

Githzerai Lands: Eons separated from the world where first they originated, the githzerai have adopted the plane of Limbo as their home. A loose alliance of cities, fortresses and castles - as well as a vast number of monasteries, reflecting an equally vast number of teachings - hold their ever-shifting domains in the plane of ultimate chaos. Occasionally, however, a party of illithid hunters known as *rrakkma* will establish a stronghold on the Material Plane during an especially long hunt, laying waste to the surrounding landscape until a predetermined number of mind flayers have been slain.

Beliefs: The githzerai do not know the gods. They have no pantheon, and no religion has ever held sway over more than a handful of their kind. However, their culture is saturated with the image of their liberator and greatest hero, Zerthimon, and many githzerai hold a deep reverence for his legacy that borders on faith. The god-king, Zaerith Menyar-ag-Githzerai, grants his subjects more freedom than the githyanki's lich-queen ever did. The githzerai are free to keep company with whatever faction they may, and some (most notably Karan of the Xaositects) have risen in the ranks to great prestige. Their continued freedom, and that of their people, will always be the most important values of the githzerai, and all other ideals and loyalties come second.

Language: The githzerai's language draws heavily on history, mythology, and the epics of their greatest heroes, using metaphor and Zerthimon's words frequently and powerfully. Despite ages in isolation, the spoken language is still close enough to githyanki that the two races, were they to speak instead of slaughter, could make sense of each other. All githzerai are well versed in Planar Trade as well, recognizing the importance of being able to deal peacefully with other races.

Names: Githzerai names are often given to them by the leaders of their community, and normally have an even number of syllables.



Female Names: Atlor, Beezil, Jebeel, Karsten, Moraan, Narniss

Male Names: Arstimis, Karan, Leggis, Yangol, Zegonz

Adventurers: Many githzerai take to wandering the planes, for many reasons. Some roam far and wide in the endless war against the mind flayers and githyanki; others are dispatched across the multiverse in their monastic training; and still others travel for gold and glory, just like any other race in the multiverse. In almost every case, however - no matter what the reason - their adventuring includes the defense of the githzerai.

Roleplaying a Githzerai: Remember Zerthimon, always - there is nothing in your existence without a parallel in his. Live freely, in emulation of him, and act that githzerai may forever live freely in emulation of him. In every pair of eyes that you meet look deeply at what you see - and if you see in their eyes a tyrant, an enemy, an enslaver; then remember the illithids. Remember Gith. Remember Zerthimon - and never regret the blood on your blade. Underestimate nobody. Never cry; pain is the forsaking of weakness. In the crucible of pain, you are made strong, that you may forever live free. Broken bones heal forever unbreakable; so too shall you. These are the words of Zerthimon; his words are all words; his life is all life.

GITHZERAI RACIAL TRAITS

- +6 Dexterity, +2 Wisdom, -2 Intelligence: Lightning reflexes and iron will are highly regarded by githzerai; both traits are essential for survival in the tumult of Limbo. Creative thought, however, is not.
- Medium-size humanoid.
- Githzerai base speed is 30 feet.
- Darkvision up to 60 feet.
- Naturally Psionic: Psionic githzerai gain 2 bonus power points at 1st level.
- Psi-Like Abilities: 3/day - *catfall*, *concussion blast*, *psionic daze*, *inertial armor*. At 11th level githzerai can use *psionic plane shift* 1/day. These are manifested as a psion of the githzerai's character level.
- Power Resistance (Ex): A githzerai has power resistance equal to 5 + 1 per character level.
- Automatic Languages: Githzerai, Planar Trade, home region. Bonus Languages: Githyanki, Khaasta, Slaad, Undercommon.
- Plane of Origin: Usually Limbo.
- Favored Class: Monk.
- Level Adjustment +2.

Nonpsionic Githzerai

If the *Expanded Psionics Handbook* is not being used, replace the Naturally Psionic, Psi-Like Abilities, and Power Resistance traits with the following racial traits for githzerai characters:

- Psionics (Sp): 3/day - *daze*, *featherfall*, *shatter*. At 11th level githzerai can use *plane shift* 1/day. These are cast as a sorcerer of the githzerai's character level.
- *Inertial Armor* (Sp): Githzerai can use psychic force to block an enemy's blows. This gives them a +4 armor bonus while they remain conscious. This is equivalent to a 1st level spell.
- Spell Resistance (Ex): A githzerai has spell resistance equal to 5 + 1 per character level.

KHAAS+A

Personality: The khaasta are interested in only two things: prestige and wealth. To achieve these goals, they would do almost anything. Although the khaasta are a chaotic race, they have a very rigid social code of conduct, which encourages backstabbing, conniving and deceit. Khaasta challenge authority, believe in the rule of the strong, and always strive to improve their position in a, be it khaasta or a multicultural one such as Sigil. Although they are usually

disorganized and wild, they have developed a non-lethal means of dealing with inner conflicts, which consists of unarmed fights. This prevents them from rooting each other out like some Prime drow societies do.

Physical Description: Khaasta resemble lizard folk, though they are between 6 and 7 feet tall. Males weigh 200 to 250 pounds, while females usually are a bit lighter. They have a humanoid form, but their bodies are covered with tough scales and their spine extends into a long, powerful thick tail, which is about 3 feet long. Their reptilian noses are flat and somewhat blunt, and their yellowish eyes are sunken deep into their heads. Bone spikes grow out of their skin from the head to the tail. Khaasta scales range in color from green to brown; some are even reputed to have reddish scales, which some sages interpret as fiendish heritage. Unlike the primitive lizard folk, they like to dress in martial armor, usually plate mail, and wield exotic weapons. Khaasta are bipedal creatures and can live up to around 120 years of age.

Relations: The khaasta are distrusted by most races, and rightfully so. They kidnap, extort, smuggle goods, and often raid small towns on the Outlands to ransack whatever they can get in their greedy claws and enslave the inhabitants. The poor souls who have been made slaves by a khaasta will most likely find themselves on a Blood War battlefield only some days later. Some good-aligned races and organizations such as asuras or the Order of the Planes-Militant actively despise the khaasta. In return, the khaasta ignore other races or see them as lessers whom they can exploit. However, while dealings with the khaasta are risky, they do not always turn out bad. The khaasta are an excellent source of information, sell rare items and even offer themselves as mercenaries. One must be able to meet their prices, though, or show that they are too powerful for to be overcome. The khaasta code of conduct demands that they take from the weak instead of dealing with them, and if one is not careful, they may find themselves lying on the Outlands with a khaasta spear in their chest.

Alignment: Khaasta are very chaotic, having a wild and disheveled mindset. Trying to get themselves on top, they are most likely to ignore the needs of others. However, the khaasta are not completely evil, as they do not seem to be cruel, tyrannical, or scheming. Lies and betrayal are only a tool for them to improve themselves. Most khaasta are chaotic neutral, though there are exceptions, as with most races.

Khaasta Lands: The khaasta usually do not found cities or even nations on their home planes. Most khaasta wander the Outlands in large bands, using the portals there to travel between the chaotic planes, as they have no innate plane-shifting ability. These bands are usually equipped with caravans and giant lizard mounts. Some khaasta like to explore the Great Ring and seek new kips to raid. A few even set up shop in the places they have "discovered".



Belief: The khaasta aren't very religious. Though some of their elders are clerics of powers like Semuanya, most of them don't like to bow before a high-up, be it a god or king or whatever. Those khaasta who ever get to visit Sigil are most attracted to the Fated, as their beliefs match

perfectly. The Mind's Eye, The Revolutionary League, and Xaositects are also good choices for factions.

Language: Khaasta have their own language with a unique alphabet, and some Guvners claim that they have over thirty different terms for "money". All are fluent in Planar Trade, which they use to deal with other races.

Names: The khaasta have no family names. They define themselves by the clan or band they live with.

Male Names: An'arth, Curnnt, Hutha, Klentz't, Nuthas

Female Names: Biyu, Gonhu, Kovaru, Luqu, Vit'hu

Clan Names: Ssarth of Limbo's Flag, Kunhu Thasta of Tir na Og, The Wandering Laughter, The Sissaha Blades

Adventurers: Most adventuring khaasta have either left their bands to improve themselves on their own or were forcibly separated from their kind. Being accustomed to wandering the planes, the khaasta will gladly take on a life as an adventurer seeking wealth, power, and prestige.

Roleplaying a Khaasta: Power is the only force that can shape the multiverse and its inhabitants. Strive for power. Grasp at it wherever you can. But be not foolish. Dominate the untamed by brute force, bribe those susceptible to mere coin, learn the laws of the civilized to your own advantages and beguile those who fall for words. If you choose to fight for law or chaos, good or evil, act in accordance to these philosophies, but never forget your true destiny.

Khaasta Racial Traits

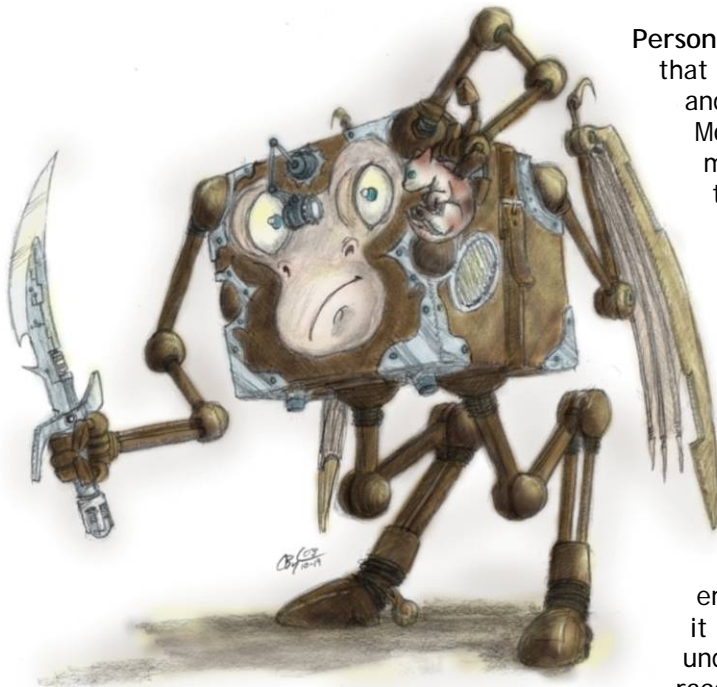
- +8 Strength, +2 Dexterity, +4 Constitution, +2 Intelligence: Khaasta are incredibly strong and tough, as well as deviously clever.
- Medium-size monstrous humanoid.
- Khaasta base speed is 30 feet.
- Khaasta possess darkvision to 60 feet.
- Kooth Proficiency: The kooth is the khaasta's ritual weapon, two crescent blades in a 45° angle to each other on a 10-foot pole. All khaasta are proficient with the kooth.
- Khaasta receive a +6 natural armor bonus.
- Natural Weapons: All khaasta have a bite attack that does 1d4 + Strength modifier points of piercing damage.
- Automatic Languages: Khaasta, Planar Trade, home region. Bonus Languages: Abyssal, Draconic, Slaad, Undercommon.
- Plane of Origin: Often the Outlands.
- Favored Class: Rogue.
- Monster Hit Dice: Khaasta have 3d8 + Con modifier hit points in addition to class levels. From these Hit Dice, they have a BAB +3 and base saves of Fortitude +1, Reflex +3, and Will +3. They also have (2 + Int modifier) x 6 skill points. Their class skills for these skill points are Climb, Handle Animal, Intimidate, Knowledge (the planes), Ride, Spot, and Wilderness Lore. They also have 2 feats and proficiency with all simple weapons.
- Level Adjustment +3. With their 3 Hit Dice, khaasta have an ECL of 6, so a 1st level khaasta rogue will have 4 Hit Dice (3 from race, 1 from class) and be equivalent to a 7th level character.



MODRON OUTCAST

One of the oddest creatures a planewalker's likely to ever run into on the planes, the modrons are the workers and caretakers of the plane of Mechanus. They represent the strictest form of law and order, and view the multiverse in an alien manner compared to most other races. Stability, structure, order: these are the modron principles, dictating everything about how they act, think, and function. But even in the perfection of Mechanus things go wrong every now and then. Once in a while a modron loses his place in the hierarchy of the modrons, turns from the order it has always known, and goes rogue.

No one is quite sure what causes a modron to go rogue, though it represents one of the greatest blasphemies in the eyes of the higher-ups in the modron hierarchy. Some say it occurs when a modron receives conflicting orders from its superiors, or when a modron realizes something is truly wrong with the order around it. Others believe the modron advances beyond its immediate peers, and thus becomes different from other modron of similar rank. There are even rumors that Primus, the near power-like leader of the modrons, purposefully infects some modrons with chaos in order to better understand that force. Though this is probably baseless, the truth remains unknown. While many of these rogues are hunted down by other modrons as threats to the modron order, a select few are allowed to leave modron society peacefully. Truly epitomizing lawfulness, modrons have developed a bureaucratic process even for this. Those approved are cast out from the modron hierarchy and are forever considered non-modron.



Personality: Planewalkers often assert that modrons are incapable of emotion, and this isn't far from the truth. Modron outcasts, however, have much more freedom to develop their own personality than their siblings have, and thus are able to learn about the feelings that other creatures take for granted. Being somewhat naive in the ways of planar matters, modron outcasts tend to be extremely inquisitive, questioning the cause behind the simplest events, and pushing the most patient individual to their breaking point. Over time, the modron may unknowingly mimic emotions, particularly frustration as it experiences difficulty understanding the rationale of other races, but this marvelous discovery

merely opens fascinating new avenues for the modron to explore.

Modrons do not recognize the concepts of "chance" or "luck". Though the multiverse is alarmingly chaotic in the eyes of a modron, they believe that there is an order behind it all. Everything follows laws and regulations, even though they may not be obvious at first. The modron outcast need only learn these laws to find its place in the multiverse. While likely a life-long task, modrons have plenty of time, and they have a focus that no other creature can match.

Physical Description: All modrons are made of a fusion between metal and organic parts working together in perfect unison. While a modron's shape is normally determined by its rank,



shortly after leaving Mechanus the modron outcast loses its rank, including any abilities determined by it, and adopts a form similar to a quadrone. In this new form rogue modrons stand exactly 6 feet tall with a cube-like body, with each side 3 feet across. They have two thin 3-foot legs and two 3-foot arms, as well as a pair of small non-operational wings on their back, and a vaguely humanoid face on their front side. They can draw nourishment from nearly anything, and they sleep and breathe like normal creatures, though undoubtedly the exact process is different internally. All modrons are genderless and ageless, and every modron outcast looks exactly alike, making it confusing to tell them apart at times. Thankfully, there are very few modron outcasts traveling the multiverse.

Relations: Modron outcasts have a neutral, analytical approach to everyone they meet. They come from an alien society and world, and find the different outlooks held by other races both strange and fascinating. Their spark of self-awareness gives them a vague understanding of concepts such as greed, happiness, and self-preservation, but the ideas are still foreign to their way of thinking. They are neither submissive nor arrogant in their dealings, simply curious and straightforward. Over time the modron outcasts typically adapt to fit in their new environment. While most planewalkers cannot tell the difference between a modron and an outcast, all true modrons recognize the outcast as no longer part of the modron hierarchy and treat them as such.

Alignment: Modrons have no sense of mercy or compassion, but they are neither cruel nor vengeful. Their decisions are based on pure logic, not morality, and the modron outcast will normally do what seems most reasonable at the time. As it begins to understand matters of good and evil, the outcast's alignment may shift as a result of its exploration of these new concepts. Though no longer part of the strict hierarchy of Mechanus, modron outcasts remain beings of pure law. They can never accept that there is not an order to everything, and will go to great lengths to impose their own law on the multiverse or rationalize explanations for apparent chaos.

Modron Outcast Lands: All modrons are originally born on Mechanus from the central energy pool in Regulus. After leaving the modron hierarchy, outcasts slowly lose any memory they had of their home or former life. Thus they know nothing of their previous rank or where they come from. Each must find its own purpose and place, for they are far too few to form their own society.

Belief: All modron outcasts have the universal belief that there is an order to everything. This defines their entire existence, and no one has ever been able to convince them otherwise (though many a Chaosman has tried). Most beliefs a modron outcast develops after leaving Mechanus arise from their quest to discover the laws governing the multiverse, or are adopted from their companions. They do not quite understand the role of deities or the devotion given to them, but a few pay lip service as a way of adapting to new cultures.

Language: Modron outcasts retain knowledge of Planar Trade and the Modron tongue after being exiled from Mechanus, but must pick up any additional languages on their own.

Names: Modron outcasts are normally named by those they meet upon first leaving Mechanus. The idea of names, like most concepts, is foreign to the modrons and requires some time for them to accept. These names can be nearly anything, though some outcasts take on a unit designation that they believe suits their position now or reflects their former life (normally arbitrarily).

Adventuring: Modron outcasts adventure as a way to learn about the multiverse and its inhabitants. To them everything is new and mysterious, and adventuring presents the most opportunity to obtain additional information. Modron outcasts never join any groups that do not have a clear hierarchy, even adventuring parties. They must have a firm idea of their



function in the group, including who stands above and below them in authority. Though modrons are rarely innately brave or heroic, like everything else they may exhibit similar traits by modeling their actions after those of their companions.

Roleplaying a Modron Outcast: Cast away from the order of Mechanus, you now find yourself enveloped in new thoughts, sensations, and experiences. There is so much information that the multiverse can seem chaotic, but you can sense the order behind it all, even if you cannot see it. You hear its clockwork movement, the ticking and grinding of wheels as the multiverse moves. Chaos is an illusion; luck does not exist; there is a reason and purpose for everything. Every detail is important, each piece of information another part of this mysterious machine. Ask questions about everything; observe what happens and why; take every opportunity to learn more from those around you. They provide various insights into the nature of the multiverse, and unknowingly into the laws governing it.

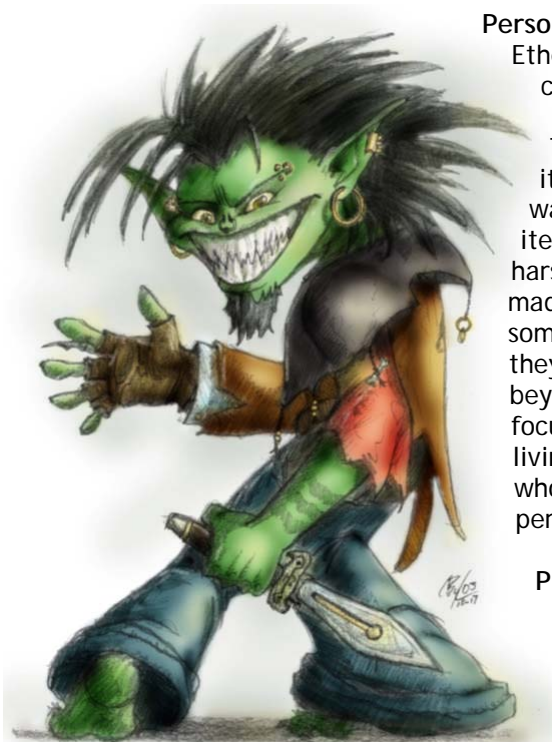
Modron Outcast Racial Traits

- +4 Constitution, +4 Intelligence, -2 Wisdom, -2 Charisma: Modron outcasts are highly intelligent, and their partial clockwork composition makes them sturdier than most other races. However, they have very little experience in life outside of modron society, especially concerning interaction with others.
- Medium-sized outsider.
- Modron outcast base speed is 30 feet.
- Darkvision up to 120 feet.
- Modron Outcast Traits (Ex): Due to their devotion to order, modron outcasts are immune to mind-influencing effects, and their odd body composition makes them immune to subdual damage or critical hits. Unlike other modrons, they are susceptible to ability damage, ability drain, and energy drain. It is believed this is because they are cut off from the central energy pool, but none other than Primus himself knows the reason.
- Acid, cold, and fire resistance 10.
- Metal Frame: Modron outcasts receive a +4 natural armor bonus to their Armor Class due to their partially metallic nature. Due to their odd form, however, they are unable to wear amulets, armor, helmets, belts, goggles, medallions, necklaces, robes, shirts, or vests. Such items, magical or mundane, must be custom made for the modron to wear.
- Automatic Languages: Modron, Planar Trade, home region. Bonus Languages: Any (any other except secret languages, such as Druidic).
- Plane of Origin: Always Mechanus.
- Favored Class: None. Modron are too focused to be able to diversify easily.
- Level Adjustment +2.

NA+HRI

The Ethereal Plane is a realm of ghosts and haze. It is a gray world that shadows the Material Plane, always watching yet rarely seen. Within the fog live the nathri. They are said to have sprung from the depths of the Deep Ethereal itself, and seem highly attuned to the plane. Their history remains a mystery since as a race they are savage and lack any known civilization. Instead, they live in hunting packs centered around an extended family and feed off of the few creatures that attempt to traverse their ethereal home.





Personality: With the tribulations of life on the Ethereal, nathri have little culture and are considered crude savages by most. They do what they must to survive and have little time for anything else.

They are also, by necessity, scavengers. Any loose item that is potentially useful will quickly find its way into nathri hands. Even apparently useless items will be taken if they catch a nathri's eye. The harsh environment of the Deep Ethereal has also made them very volatile, and if displeased by someone chances are they will lash out. However, they never hold a grudge for a minor offenders beyond a day or so - their minds are simply too focused on where to find the next meal (even when living in abundance among society). However, those who are seen killing a nathri will be forever perceived as a threat.

Physical Description: Nathri typically stand only 4 feet tall and have green skin and unruly long black hair. They have wide faces with flat noses and long pointed ears. Adult males will have a small tuft of hair on their chin. Eye color is usually a blend of yellow, green, and gray, though often

one of those shades will be dominant. They also have on the backs of their right hands a small barb that secretes a mild poison. They wear clothing (often scavenged) with many pouches and bags in which to carry the entirety of their possessions, and rarely wear heavy armor. Nathri are also capable of consuming any organic matter - a fact that benefits the scavengers greatly.

Relations: Nathri clans rarely get along well with other races, seeing them as merely a source of goods to be stolen from. Individual nathri, however, are far different. The few who have ventured out into the multiverse, especially among adventuring groups, become quite friendly with their companions regardless of their race, even to the extent of considering them as their new clan. In fact, being so removed from the rest of planar society, nathri simply are not treated with the typical distrust many harbor for races like the tieflings. They see all races as just various shades of non-nathri. However, their loyalty apparent naivety are best not overestimated. The first remark about one's "pet nathri" is bound to be met with the full force of their rage.

Alignment: Nathri have little concern for good and evil, and even less for the structure of society, and therefore have a strong predisposition towards chaotic neutral.

Nathri Lands: The nathri are a nomadic race constantly traveling the Ethereal Plane, often raiding demiplanes there. Long-term nathri communities are unheard of, though more than a few Guvners believe they have some hidden realm deep in the Ethereal where they may have originated from. On other planes they are rarely seen, with those few who are often



become bandits and highwaymen along the trade routes that cross the Outlands, though a sizeable number of the waste collectors in major planar cities are nathri as well.

Beliefs: Nathri have no known deities or dominant belief systems. Despite their lack of any apparent culture of their own beyond their own clans, it has been rumored that all nathri travel through the Deep Ethereal at some point in their life in what can only be called a spiritual pilgrimage. The validity of this rumor, let alone their destination or reason for making such a sojourn, are all unknown. Few nathri ally with the factions, but those who do find the greedy values of the Fated to fit their scavenging natures. The randomness of the Xaositects, especially when focused towards brute force, can often appeal to the more violent nathri. The endless ethereal mists also drive a few nathri towards the Bleak Cabal.

Language: Nathri speak their own strange language, as well as Planar Trade. It is also common for an eclectic mix of additional languages to be spoken by various members of a clan, which are usually the tongues of civilizations that they frequently spy on and raid.

Names: Nathri names consist of a given name at birth, and the name of the same gender parent. Given names are always chosen by the paternal grandfather, and are often reused from ancestors. On occasion, he will hear a name or word spoken in the language of a town they are raiding and later choose to use it for a grandchild's name.

Male Names: Amkhet, Fek, Rezni

Female Names: Nammusah, Sebahkk, Tariktiri

Adventurers: With the nomadic lifestyle of the nathri, traveling through the unknown depths of the Ethereal Plane raiding demiplane after demiplane, world after world, it could be said that all nathri are adventurers. On occasion an individual (or even more rarely an entire clan) will leave the Ethereal and use their adventuring skills for some grander cause. Nevertheless, while they are very few in numbers, it appears as if a greater proportion of nathri are adventurers than any other race.

Roleplaying a Nathri: Life is harsh and can end at any moment, so you must do what you can to survive. Most often that means preying upon the weak for food and goods. It's not malice that drives you, just the predatory hunger to continue on even at the cost of others. In your raids and travels, however, you have witnessed glories beyond the imagination of other creatures. You have walked through countless demiplanes, each its own pocket of twisted reality that refuses to conform to the rules of any of the other planes of existence. These worlds, each a unique gem, are your gardens and pastures, providing all that you need to survive. Many may call you barbaric, or even vermin, but you have walked in places that would have made them weep in joy and in terror. Even more importantly, you have come out of them, your sanity intact and pockets full of food to feed your clan.

Nathri Racial Traits

- +2 Dexterity, +2 Constitution, -2 Charisma. The harsh ethereal environment has made nathri tough and quick, yet the isolationism greatly hinders their social skills.
- Small-sized humanoid: As small creatures, nathri gain a +1 bonus to AC and attack rolls.
- Nathri base speed is 20 feet.
- Darkvision up to 60 ft.
- Naturally Psionic: Psionic githzerai gain 2 bonus power points at 1st level.
- Psi-Like Abilities: 3/day - *catfall*, *cloud mind*, *empty mind*. These are manifested as a psion of the nathri's character level.
- Poison Spike (Ex): Nathri can poison creatures using a small barb on their right hand that deals 1d4 piercing damage. Nathri poison (Injury DC 11, 1d2 Dex + 1d2 Int, 0).



- **Ethereal Vision (Ex):** Nathri are able to see creatures in the Ethereal Plane from any plane coexistent with it. Ethereal objects appear hazy and are easily distinguished from objects in the current plane. Within the Deep Ethereal, nathri vision is not impaired and remains a 60 ft. range.
- On the Ethereal Plane, nathri gain a +4 racial bonus to Intuit Direction, Listen, and Spot checks.
- A nathri has power resistance equal to 5 + 1 per character level.
- **Automatic Languages:** Nathri, Planar Trade, home region. **Bonus Languages:** Aquan, Auran, Draconic, Ignan, and Terran.
- **Plane of Origin:** Usually Ethereal Plane.
- **Favored Class:** Barbarian. Nathri live outside traditional society and typically only encounter others during raids for supplies.
- **Level Adjustment +1.**

Nonpsionic Nathri

If the *Expanded Psionics Handbook* is not being used, replace the Naturally Psionic, Psi-Like Abilities, and Power Resistance traits with the following racial traits for nathri characters:

- **Psionics (Sp):** 3/day - *featherfall*, *invisibility*. These are cast as a sorcerer of the nathri's character level.
- **Spell Resistance (Ex):** A nathri has spell resistance equal to 5 + 1 per character level.

SHAD

Centuries ago, a group of powerful druids from a world named Verdorth decided to take it upon themselves to transform the Plane of Earth into a garden paradise unequalled among the planes. As the Beastlands is to animals, this haven would be for plant life. They managed to carve out massive caverns within portions of the Elemental Plane of Earth, where they opened portals to the Planes of Water and Radiance, and soon plant life unlike anything else on the planes began to grow. Trees grew to fantastic proportions; fruit the size of cattle gained magical properties. All was well and glorious for generations of the Verdorth druids.

Then, at some point, some unknown assailants killed every last one of the druids. Without their constant care, the paradise rotted and crumbled. Unbeknownst to even the druids, among the trees a new race had been spawned. These humanoid beings, which called themselves the shad, descended from the falling trees that had been their home. Short-lived yet very fertile, they started to spread out in groups of extended families to search for new homes within the Plane of Earth, and eventually numerous other planes as well.

Personality: The shad seek merely to survive. After the tragedy of their ancestral home dying away, and the fact that many races consider them little more than vermin, the shad have learned to tolerate a great deal. They appear blissfully oblivious as they shrug off insult and injury and continue on with the urge to survive just one more day. An important factor in helping the shad survive is the signs and messages left by past generations. For the short-lived race to thrive, they learned to always leave markings, tell tales, and convey other messages for future generations to help them learn what to make use of and what to avoid. Therefore, the shad have developed a rich tradition of stories and folklore, each with a specific warning or information on helpful resources (such as hidden oases in the caverns of the Plane of Earth).

Physical Description: Shad are lean, gray-skinned humanoids, who are also able to contort their bodies to extreme degrees. Though they are not overly graceful, that flexibility is still evident in their awkward, wobbly gait. Their hair is nearly always short and dark. Oversized eyes dominate much of their faces, and are most often colored various earth tones, from golden yellow to ruddy brown to drab green. Clothing varies greatly from clan to clan, but is most commonly simple clothing or armor with precious stones sewn in. Shad also adorn their

large ears with multiple earrings; the number and placement of earrings always carries a meaning, but the meaning is not at all consistent between families. One clan may use earrings to indicate status, in another clan they would signify important past deeds, and in yet another they would represent lineage (with each earring possibly being either a family member, or even a generation since the tribe was formed).

Relations: Shad are distrustful of most other races with good reason. Most view the newcomers as nuisances at best, and vermin to be exterminated at worst. Yet, once past their initial distrust, shad are extremely friendly to most races, unless of course an ancestor left some message about specifically not trusting them.

Alignment: Having been created on the Plane of Earth, shad have a strong tendency towards neutrality, though shad of all alignments have been encountered. With the racial emphasis on helping future generations survive and keeping the race as an entirety thriving, there is a slight tendency towards lawful and neutral good.



Shad Lands: There are numerous small shad settlements throughout the Plane of Earth. The longest-lasting ones tend to be hidden, with a few large central caverns used as gathering places, and the shad themselves living in smaller caverns that are only accessible through extremely small openings. In the case of invaders, the central caverns are abandoned and the shad scatter into their smaller abodes, hoping their enemies either cannot follow or cannot get to them all. In other planes, the shad tend to settle in very small groups, with the exception of a village in the Outlands where up to a thousand of them have settled. Recently, however, a tribe of giants boasted that they "dealt with" that little infestation.

Beliefs: As a whole, shad tend to revere nature itself rather than any specific deities. Those few who do follow a deity typically worship deities of nature, knowledge, protection, and travel. It is also not surprising that more than a few shad clerics of Ilmater (FRCS) exist. As for factions, a few

Revolutionary League cells have found them useful for breaking into buildings, and the exploratory nature of the Mind's Eye appeals to many shad. The Free League and Xaositects, with their rather open membership, also boast a number of shad members. Few other factions tolerate them beyond a few particular individuals.

Language: The shad lack any language of their own, but through observing the Verdorth druids, they managed to learn their secret language. A number of families use the druidic language as their primary language. However, they are just as secretive about the language as druids are. They have also developed an unspoken language of simple symbols and markings, called Shad Graffiti by other races that can convey surprisingly complex amounts of information. It is also quite common for shad to speak Terran.

Names: Shad typically only use a given name, often a name common in the family ancestry. In shad settlements, however, it is often necessary to differentiate shad further. In this case, they often use second names that signify their role within the settlement or some noticeable



aspect of the individual. Furthermore, there is no discernable difference between male and female names - all are used for both sexes.

First Names: Loppdil, Nebneb, Oebi, Plilp, Sedjed, Tasperoo

Second Names: Green Gardens, Dark Eyes, Pale Eyes, Swordsmith, Leader's Son, No Hair

Adventurers: Most shad seek to settle down and live out the rest of their lives in peace. Unfortunately, they do not often get this chance, making a great number of shad wanderers, and adventurers by necessity. A very small number look to take a more active role in defeating the enemies of their race, and will search out those who would harm their families.

Roleplaying a Shad: No one likes you. On good days, you are not even noticed, and on bad days you rely on your sturdiness of body and spirit to endure. Always be sure to inform future generations of dangers and safe havens, both with secret markings and with stories to be passed down. After all, while individuals of other longer-lived races might still be breathing, your grandchildren and their children may come and go. Endure and your race may one day find gardens as majestic as those of which your ancestor's stories speak. Within each shad is a small spark of that tranquility, and from that draw strength until your race finds peace again.

Shad Racial Traits

- +2 Constitution, -2 Wisdom. Shad are durable, but lack a great deal of common sense.
- Small-sized humanoid: As small creatures, shad gain a +1 bonus to Armor Class and attack rolls.
- Shad base speed is 50 feet.
- Darkvision up to 60 feet.
- +2 racial bonus to saving throws against poison and disease.
- +4 dodge bonus versus creatures with the Earth subtype.
- +2 racial bonus on Craft (Weapon smith) checks due to their need to craft weapons that can stand up to attacking earthen creatures.
- Contortion (Ex): Shad bodies are extremely pliable and they can contort their bodies to fit through an opening only 6" by 6". Shad also have a +8 racial bonus on Escape Artist checks.
- Automatic Languages: Planar Trade or Druidic, home region. Bonus Languages: Planar Trade, Druidic, Dwarven, Shad Graffiti, Terran. Note: Shad must select either Planar Trade or Druidic as their automatic language, though either can be added as a bonus language due to high intelligence. After character creation shad can only learn Druidic by becoming druids themselves.
- Plane of Origin: Often Plane of Earth.
- Favored Class: Bard.

TIEFLING

The tieflings are one of the most numerous planetouched races, the offspring of humans and some lower planar denizen. This ancestry causes tieflings to often be shunned by respectable society, driving them to associate with those on the wrong side of the law. Often tieflings grow up with no family or close relations, and few feel the need to look after other members of their kind. Despite these obstacles, tieflings often have a strong personal drive to rise to positions of power, wealth, and respect.

Personality: Some have theorized that tieflings are born sharp, for it seems that they always know a little bit about everything. Part of this is because tieflings are children of the planes; unlike many other races they have no home and are much more willing to explore. Tieflings are often driven to prove that they are better than their fiendish heritage, and thus try to stay on top of things, more so than most other folk. In their desire to rise to the top, however, many



tieflings take risks that others would shy away from, and they sometimes find it convenient to bend, or even break, the law. This gives some the impression that tieflings are untrustworthy and deceitful. This is of course not universally true; there are some tieflings that are as virtuous as any paladin. The vast majority, however, seem shady to most.

Physical Description: Tieflings look like normal humans, with only a few physical traits to show their heritage. It is said that all tieflings come from the inbreeding of humans and fiends, with the fiendish traits being diluted over time. The most noticeable of these include: goat legs, cloven hooves, horns, tails, fur, and scales. Note that no tiefling possesses all of these traits, and some possess none of them. The less noticeable traits include pointed teeth, unnatural eye or hair color, and pointed nails.



Relations: Tieflings are generally tolerant of other races, though most other people do not extend this generosity to them. Many distrust and fear them, and a few are openly hostile. Residents of cosmopolitan areas, such as Sigil, interact with many tieflings, and thus are more accustomed to them. While these people still often distrust them, they will not react with open fear or anger. In general tieflings get along better with the shadier side of society than with those who live uprightly, even if the tiefling is of a good nature.

Alignment: Tieflings can be found possessing any alignment, though because of the way they are raised, or perhaps because of their fiendish blood, they seem to have a disposition towards being evil. This could just as likely be a stereotype placed on them, however.



Tiefling Lands: Tieflings do not have any specific lands of their own. However, as a group they gravitate toward cities and other heavily populated areas where they are more likely to be accepted. While tieflings can be found on all of the planes, there are very few residing on the Upper Planes, as the inhabitants there are disturbed by the tieflings' connections to the Lower Planes.

Belief: There are very few clerics found among the tieflings. This is not because they do not believe in the powers; rather it is because they do not like putting others above themselves. They would rather strive to be a power than to worship one. Tieflings who find themselves in Sigil are naturally attracted to the Mind's Eye, as it preaches that all beings can rise above their origins to greater things, and gain great power by doing so, just as many tieflings have risen above their fiendish origins. Many are also attracted to the Free League, as its philosophy of independence suits them well, plus its association with the Grand Bazaar doesn't hurt. There is no faction that doesn't contain at least some tiefling members, as they have as diverse a world-view as any race, but the faction that appeals to them least is the Harmonium, whose strict regulations attract few tieflings.

Language: Most tieflings speak Planar Trade, as well as a few other languages they may have picked up either from their planar travels or their dealings in Sigil.

Names: Like many of the planetouched, tieflings names are based on whatever culture they were raised in.

Adventurers: Many tieflings end up as adventurers. Some are trying to figure out where they belong, and others are coming to grips with their dark heritage. Most are adventurers for far less noble reasons, however. These tieflings have come to terms with their past and are more focused in establishing a name for themselves, along with wealth and power. Realizing that their past doesn't have to limit them, many tieflings are driven to rise from humble beginnings, and gain the respect and prestige that may be denied to them because of their appearance. This drives some to embrace their heritage and attempt to rise to great power within the ranks of the fiends themselves.

Roleplaying a Tiefling: Who really cares where a body came from? If a body makes a name for himself through his deeds none can say that he didn't earn it. If the multiverse gives you lemons use them to corner the lemon market, push your competitors out of business, and amass a huge pile of coin. Sometimes it may be necessary to bend the law a little, but that is the price of success, and you are willing to pay it. You may have some disadvantages, but no one can stop you now; you will rise to the top of society, and then you won't have to hear any whispers about your origins again.

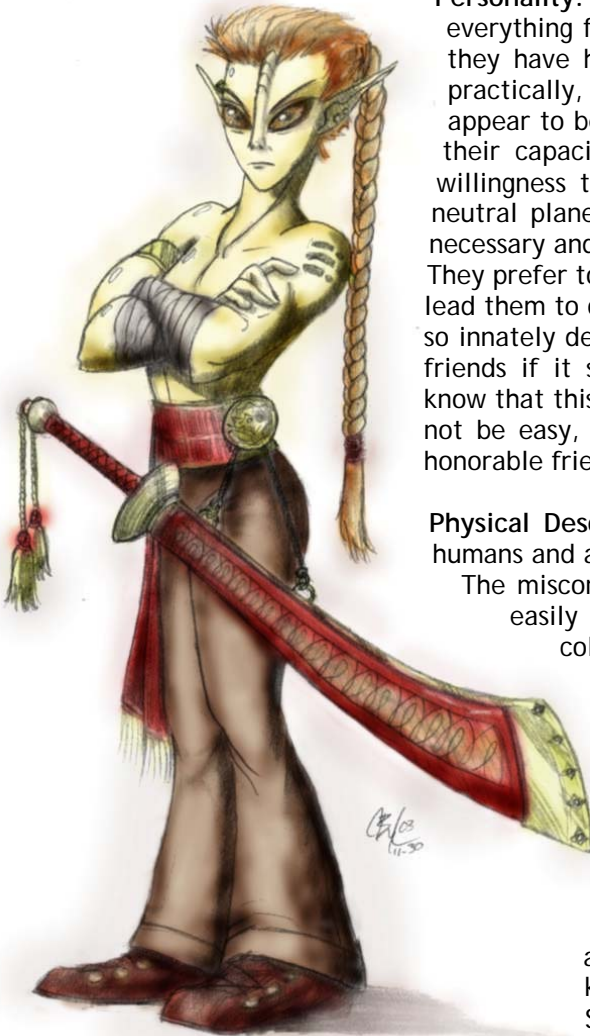
Tiefling Racial Traits

- +2 Dexterity, +2 Intelligence, -2 Charisma: Tieflings are nimble both in wit and body. However, their Lower Planar heritage makes some uneasy.
- Medium-size humanoid.
- Tiefling base speed is 30 feet.
- Darkvision up to 60 feet.
- Cold, fire, and electricity resistance 5.
- *Darkness* (Sp): Tieflings can use *darkness* once per day as cast by a sorcerer of their character level.
- +2 racial bonus to Bluff and Hide checks.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).
- Plane of Origin: Any (Often one of the Lower Planes).
- Favored Class: Rogue.
- Level Adjustment +1.



TULADHARA

Perhaps the rarest of planetouched, the tuladhara are the distant descendants of rilmani and a human, infused with the essence of balance itself. Though no one knows why the enigmatic neutral exemplar would choose to mate with a mortal, most assume these planetouched are yet another tool to be used by the rilmani in order to balance the planes. Tuladhara are just now being recognized in any significant numbers, which only increases the mystery surrounding their motives.



Personality: Tuladhara tend to stay out of conflicts, viewing everything from a distance and making judgments only after they have heard (or seen) both sides. The tuladhara think practically, but are not emotionless like zenythris sometimes appear to be. In many ways they resemble normal humans in their capacity for any emotion, though tempered by their willingness to consider all sides of an issue. Above all, the neutral planetouched are cryptic, rarely saying more than is necessary and always seeming to know more than anyone else. They prefer to help someone find their own answer rather than lead them to one. Though some think that the tuladhara, being so innately dedicated to neutrality, will even betray their own friends if it serves their idea of balance, real planewalkers know that this is not true. Earning the trust of a tuladhara may not be easy, but once you have it, they are loyal allies and honorable friends.

Physical Description: Tuladhara look like lithe and graceful humans and are sometimes mistaken for aasimar or half-elves.

The misconception is short lived, however, as they can be easily discerned by their skin, which has a metallic color depending on the type of rilmani ancestor. In addition, their eyes glow with opalescent light, and some tuladhara have slight ridges on their foreheads. Tuladhara like to dress in fashionable, rich and heavy fabrics, so long as they aren't too flashy.

Relations: Few people have met a tuladhara, and even fewer know enough about the rilmani to make any judgments on them. This anonymity serves the tuladhara fine, as those who know of their heritage often eye them curiously. Some people are alienated by the thought that the tuladhara are born of neutrality, and think

that they have no opinions of their own, while others believe they are trying to play everyone in the pursuit of equilibrium. A few races even look at them with disdain for not taking a stance in the conflicts of ethics and morals throughout the Outer Planes. More open-minded races admire the tuladhara, because they are fair and never have biases. Whatever others think of them, due to their neutral mindset, they try (often successfully) to be on good terms with all other races.

Alignment: As one might suspect, most tuladhara are true neutral, and those who are not strive to be at least a bit balanced in their views. Those who decide to tilt the odds in one direction can be chaotic neutral, neutral evil, neutral good, or lawful neutral. Tuladhara with one of the "extreme" alignments are very, very rare.



Tuladhara Lands: The tuladhara live everywhere on the planes. Perhaps because of the rilmani's grand design, they have created their children to live on the Outer, Inner, and even the Prime Material Plane. Many tuladhara have visited Sigil at least once, trying to "learn from The Lady", whom they regard as an important factor in keeping the balance on the planes. They have no lands of their own save among their human parents, and it is unclear whether the rilmani would welcome them in their own society.

Belief: Balance is everything for the tuladhara. They are born with the desire to make the planes equal and few can suppress these urges. They tend to work together with like-minded individuals to achieve their ends, and if this means that they have to join a religious order or faction, they will do it. Few are dedicated to a single ethos, though some of them venerate neutral powers, particularly gods of knowledge, nature, and time. Tuladhara join any faction that they believe can help them further their goals, though many join the Free League.

Language: Tuladhara speak Planar Trade. They'll also learn any other language that they think might be necessary to know in the future. Most tuladhara also know Prime languages like Draconic and Elven, exemplar languages like Abyssal and Celestial, and the elemental tongues.

Names: Since the rilmani have no family names, the tuladhara adapt the family name of their mortal parents or define themselves by their birthplace.

Male Names: Devonech, Leynar, Silmach, Vondar

Female Names: Cesimag, Elnehm, Kivha, Unach

Adventurers: Adventuring gives a tuladhara the opportunity to increase her knowledge about the planes and where balance is needed. Many tuladhara will not hesitate when they are offered a position within an adventuring group and will support this group with all of their abilities as long as these people understand and respect their belief. They will rarely act against the wishes of the group; instead they try to advise their companions on the best course of action. Whether appreciated or not for their insight, tuladhara are confident that their attempts will bring the multiverse one step closer to harmony.

Roleplaying a Tuladhara: The multiverse's equilibrium is endangered, and you are its tool to even the odds. Strive for knowledge and power, but only as tools to achieve balance. You are born of an enigmatic race of keepers, and are equally mysterious to those around you. The passions and temptations of your mortal kin do not stir you. In the end, the many cycles of the multiverse triumph over these temporary things. Though just a small part of a greater design, unlike most creatures you know what your purpose is. Do not hesitate to play your part; what you do serves the will of the multiverse itself.

Tuladhara Racial Traits

- +2 Constitution, +2 Wisdom: Tuladhara are resilient and naturally perceptive.
- Medium-size humanoid.
- Tuladhara base speed is 30 feet.
- Darkvision up to 60 feet.
- Acid, electricity, and sonic resistance 5.
- *Magic Circle against Alignment* (Sp): Tuladhara can use *magic circle against chaos/evil/good/law* once per day as cast by a sorcerer of their character level.
- +2 racial bonus to Diplomacy and Sense Motive checks.
- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).
- Plane of Origin: Any (Often one of the Neutral planes).



- Favored Class: Druid or Ranger. Whichever class taken first by a tuladhara character becomes that character's favored class. Once chosen, it cannot be changed.
- Level Adjustment +1.

ZENYTHRI

One of the rarest of the many planetouched that walk the planes are the zenythris - the descendent of humans mysteriously infused with the energies of law. No one is quite sure where zenythri offspring come from, the rumors range from unnatural rituals used to mix lawful exemplars with humans to zenythri being the distant descendents of certain gods. Currently the most popular explanation is that certain regions of Mechanus alter travelers in strange ways, causing them to give birth to zenythri offspring. Still, a few whisper that the real secret of it is zenythri are the result of machines built to defy the natural order and artificially create life.

No matter how the zenythri came to be, they do exist in small numbers on the planes, sticking mostly to Sigil and the Planes of Law. More often than not, they do not seem to know any more about their origins than anyone else, and surprisingly show little interest in the matter. Instead, zenythri devote their entire life to self-perfection in some manner or another, viewing anything else as a distraction from that goal.

Personality: Zenythri are introverted, serious creatures that view everything with high scrutiny. They rarely express any emotion; rather they choose to analyze every facet of a situation before deciding how to react. While others may view them as slow to act, few match their drive and determination once their course is set. Zenythri tend to be absolute perfectionists, refusing to let the smallest flaw or shortcoming pass in a task when it is possible to do better. As a result they often look down on less-structured creatures with either pity or disdain.

Physical Description: Zenythris most resemble perfectly formed humans. They range in height from 5'7 to 6'3 with perfectly smooth skin, evenly shaped bodies, and well-defined muscles. Even their hair naturally forms into the zenythri's personal style. They are often attractive by human standards, and could easily pass as one if not for the bluish-purple tint to their skin. Some have more unusual features such as metallic colored hair and eyes, or even areas of skin that have hardened into metal. They prefer elegant, but simple clothing that provides as much comfort as image for those around them. Their clothing is often tight-fitting, so as not to impede their naturally strong and agile bodies. They cannot stand waste or clutter, even in their dress, and normally avoid wearing large amounts of jewelry or other accessories. Often they change their style to match whatever the current trend is in their area, if they do not set the new trend beforehand.

Relations: The structured nature of the zenythri makes them natural leaders and decision makers. They are often attracted to positions of high responsibility, where they are able to bring their own form of order to those around them, whether tyrannical or benign. While this may put them at odds with the strong-willed or independent-minded, their patience gives them the restraint to deal with any situation rationally. They treat most other races fairly, though generally with an air of superiority. Zenythri rarely trust or see eye to eye with the more chaotic races, such as bariaur or khaasta, and outright avoid chaotic exemplars such as the slaad and tanar'ri. At the same time zenythri tend to admire the efficient operations of the modron, and get along well with the modron outcasts found traveling the planes.

Alignment: Zenythri are naturally lawful creatures, though they move freely along the moral spectrum of good and evil. More often than not, they try to prove the superiority of their ethics by leading as an example to others, but some find it more efficient to enforce their views in



any form possible. There are exceptions to the structured nature of the zenythri however, and some zenythri choose to forsake their quest for perfection in favor of the enticing thrills and freedom of chaos.

Zenythri Lands: Zenythri have no homes or land of their own, but mix freely in nearly any society where humans call kip. In larger communities, groups of zenythri may form small organizations to pursue some common goal, but usually they keep to themselves to avoid conflicting views of law and order.



Belief: Zenythri believe it is their duty to further perfect the gifts they have inherited, and thus are often found among the Mind's Eye, though many are members of the Harmonium, the Fraternity of Order, and the Transcendent Order. Their focus on personal potential and responsibilities gives them little reason to worship deities, though most recognize the important role the powers play in the multiverse, and some look to the lawful deities as exemplars of order.

Language: Zenythri speak Planar Trade and any other dominant languages in their region.

Names: Zenythri names are based on where they were raised, and thus can be nearly anything. Whatever they may be, they take great pride in their names, and hold them in high regard.

Adventuring: Most zenythri find wandering the planes unappealing, the lifestyle too wild and unfocused. Those who are members of the Mind's Eye travel because they believe the knowledge gained will help them achieve perfection of self. Others feel the need to bring their order to realms beyond their home communities, and join adventuring groups

because of the safety in traveling with others.

Roleplaying a Zenythri: You exist as a bastion of order in a multiverse filled with chaos. Your heritage makes you superior to most creatures, who lack an understanding or appreciation for structure, and it is your duty to guide those beneath you. In bringing your law to the planes you not only improve the multiverse itself, but you give purpose and completion to your own existence, bringing you closer and closer to perfection. Let nothing deter you from your destiny. Do not be distracted from the important things in life. Small pleasures and concerns are trivial; they will only delay you in your quest and are to be removed as quickly and efficiently as possible. By following this course you will master yourself in time, achieving perfection and unity with the very order of the multiverse.



Zenythri Racial Traits

- +2 Strength, +2 Dexterity, +2 Wisdom, -2 Charisma: Zenythri are slightly stronger and faster than their human ancestors, and their scrutinizing mind allows them to gain a higher understanding of things. Their arrogance often hampers dealings with others, however.
- Medium-size humanoid.
- Zenythri base speed is 30 feet.
- Electricity, fire, and sonic resistance 5.
- *True Strike* (Sp): Zenythri can use *true strike* once per day as cast by a sorcerer of their character level.
- +2 racial bonus on Balance and Intuit Direction checks.
- Darkvision up to 60 feet.
- Automatic Languages: Planar Trade, home region. Bonus: Any (other than secret languages, such as Druidic).
- Plane of Origin: Any (Often one of the Planes of Law).
- Favored Class: Monk.
- Level adjustment +1.

USING OTHER RACES

Nearly any race can be found somewhere on the planes. It is entirely possible to play a race not included as one of the standard planar races, in fact one of the advantages of the *Planescape Campaign Setting* is that allows players to mix character races from many different settings. Most of these creatures are Primes that have journeyed to the planes, but some creatures actually have planar equivalents. Whether the race first originated in the Prime Material Plane or not makes no difference; after generations of living on the planes they have become part of the extended cosmos, gaining the benefits and downfalls of its true natives. Planar humans can be found in large numbers on nearly any plane, befitting their ability to adapt to any environment, but elves, dwarves, and other planar races exist as well.

Included below are notes on the races found in the *Player's Handbook* and *Oriental Adventures*, with details on how they fit on the planes and any appropriate stat changes. DM's should carefully consider how other campaign settings fit into Planescape before allowing players to choose other Prime races.

Races from the *Player's Handbook*

Planar Humans: Humans can be found nearly anywhere in the multiverse. Most are born and raised on the planes, employed as merchants, adventurers, or any other profession known on the planes. Humans may not be as powerful as many planar races, but they are highly adaptable, allowing them to live in places some planetouched cannot. Much of the conflict between ideologies occurs among humans, especially in Sigil and among the factions. Human settlements usually reflect the architecture of the realm or plane where they live, resembling traditional homes but influenced by whatever races they coexist with. Still, many humans have no ties to any specific realm or land, and can be found wandering and exploring the multiverse. No matter where you go on the planes, humans likely have been there first.

- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).



Secluded Planar Races

Many planar races are seldom seen outside certain planes. Most notably, planar elves, dwarves, gnomes, and halflings rarely travel the planes beyond the realms of their pantheons. These creatures are the descendents of Primes who traveled to their deities' homes millennia ago and decided to stay. Like petitioners, they are content to live under their respective powers and see no reason to leave their version of paradise. Players wishing to play a planar version of these races should have a good reason why their character would leave paradise, and of course have the DM's permission. Players are still free to play Prime versions of these races.

Planar Dwarves: Many settlements in the dwarven realms engage in profitable trade in metal goods. Like their Prime brethren, planar dwarves are well known for their skill at the forge. Those that leave the realms often use the skills they have learned to set up their own smithies in whatever plane they settle in, and cities such as Sigil are always receptive to dwarves for just this reason. The majority of dwarves are found in the Dwarven Mountain, located in the Outlands. Most non-lawful, non-evil, dwarves are drawn there either when they die or when they find it on their travels. Lawful neutral and lawful good dwarves are most often encountered in Erackinor, located in Solania, a layer of Mount Celestia. Some dwarves can even be found in Nidavellir (the realm), which is located in Nidavellir, the third layer of Ysgard. The dwarves of Nidavellir tend to be slightly chaotic, and many of them are also magically inclined.

The duergar make their home in Hammergrim, a realm in the second layer of Acheron, Thuldanim. Finally the derro, a race of chaotic evil dwarves, are found in the Hidden Betrayal, located on Phlegethon, a layer of Pandemonium.

- Automatic Languages: Dwarven, Planar Trade, home region. Bonus Languages: Abyssal, Celestial, Infernal, Giant, Gnome, Undercommon.

Planar Elves: The majority of elves live in Arvandor, located in the first layer of Arborea and home to the majority of the elvish pantheon. Its deep woods appeal to the elves, many of whom never leave it. Perhaps due to the proximity to their gods, these elves are even more haughty and aloof than their Prime counterparts, with a very strong tendency towards isolationism. Outcasts of elven society are often drawn to Fenmarel Mestarine's realm Fennimar located in Limbo.

Drow are generally drawn to one of two places: good drow are attracted to Svartalfheim, located in Nidavellir, the third layer of Ysgard, while most evil drow are drawn to Lolth's realm in the Abyss, the Demonweb Pits. A few evil drow are found in Carceri, specifically in Vhaerun's realm Ellaniath in the layer Colothys.

Most planar elves feel strong ties to nature. Even if they plane on which they are living or visiting does not have a traditional environment, they will still respect the natural (or unnatural) order that is found on that plane. Many elves find employment as explorers and guides, especially in Arborea and in the Beastlands, as they are familiar with these types of environments.

- Rather than the weapon proficiencies, Arvandor planar elves focus on their magic and gain a +2 racial bonus to Spellcraft and Knowledge (Arcana) checks.
- Elf Automatic Languages: Elven, Planar Trade, home region. Bonus Languages: Auran, Celestial, Draconic, Gnome, Halfling, Sylvan.
- Drow Automatic Languages: Elven, Planar Trade, Undercommon, home region. Bonus Languages: Abyssal, Drow Sign Language, Dwarven, Gnome, Sylvan.



Planar Gnomes: Although most often found throughout the Upper Planes, planar gnomes tend to follow a few different paths. A great many tend to the quiet pastures of Arborea and the Outlands, living simple lives. Another significant portion become Guvner sages, spending their days pouring over ancient tomes with an almost joyful sense of exploration. The last major group is the often-maligned tinkerers. Among the magical landscapes of the planes, their clockwork machinery stands out as an eyesore in all but the gears of Mechanus. Interestingly enough, these disparate groups all co-exist quite well in Bytopia, where gnomes are perhaps the most plentiful race.

Most likely due to their tendencies towards a neutral alignment, the svirfneblin, also known as deep gnomes, are one of the few Underdark races commonly found in the caverns within the Elemental Plane of Earth. They tend to go about their lives there much the same as they do in the Underdark. In fact, a number of svirfneblin communities are totally unaware that the Plane of Earth and the Underdark are separate locations. To them it is all endless caverns where it is best to attract as little attention as possible or become easy prey to slavers - be they drow or dao.

- Rather than the ability to "Speak with Animals", planar gnomes gain a +2 racial bonus on one Craft skill.
- Automatic Languages: Gnome, Planar Trade, home region. Bonus Languages: Celestial, Draconic, Dwarven, Elven, Terran.

Planar Half-Elves: Planar half-elves are almost always the children of a planar human and a Prime elf. Like many races that do not have "pure" ancestry, the half-elves generally feel no special attachment to any one place. Some make their homes in elven communities, primarily in Arborea, but the vast majority live elsewhere on the planes. Many planar races cannot distinguish between half-elves and humans, and most assume that their pointed ears are the result of some faint tiefling heritage. Like humans, half-elves are very adaptable, and as a result can be found scattered throughout the multiverse. While half-elves may make up a sizable percentage of the population on some Prime worlds, on the planes they are much rarer.

- Automatic Languages: Elven, Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).

Planar Half-Orcs: Of the races native to the Prime Material Plane, half-orcs are most like humans and half-elves. They have no ties to any specific realm and are thus commonly found traveling, adventuring, and making names for themselves on the planes. The half-orcs have no powers that specifically watch over their race. Some worship the orcish powers; these half-orcs are commonly found in Nishrak, located on Avalas, the first layer of Acheron. Often the orcish powers use the half-orcs as elite troops, since they are usually smarter than full-blooded orcs, and can thus carry out complex battle plans. These half-orc generals are greatly feared upon that plane. Many half-orcs are not drawn to worship the orcish powers, however. They tend to go to the major planar cities, where they find work as soldiers or bodyguards.

- Due to the respect they garner commanding orcish armies, half-orcs gain a +1 racial bonus to all Charisma-based skill checks on the plane of Acheron.
- Automatic Languages: Orc, Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).

Planar Halflings: Most halflings are found in the Green Fields, located in Venya, a layer of Mount Celestia. Green Fields is a pastoral paradise, perfect for farming, and thus perfect for many halfling temperaments. It primarily exports food to other locales on the planes, and some halflings may be found outside their native realm along with these shipments. Generally halflings that were raised in Green Fields have a lot of adjusting to do to fit in on the planes, and are often as clueless as any Prime. Those who are not found in Green Fields are most likely



to be encountered in the Flowering Hill, located in the Outlands. The demipower Urogalan is part of the halfling pantheon, but he serves as a judge of the dead for the halflings, and not many of their race worship him, thus there are few petitioners associated with his realm.

- Automatic Languages: Halfling, Planar Trade, home region. Bonus Languages: Celestial, Dwarven, Elven, Gnome, Gnoll, Goblin.

Races from *Eberron*

Planar Changelings: Though very rare, there are planar descendents of doppelgangers and humans, but its one in a million whether someone has ever met one. The term changeling is more often applied to the children of fey, however, and most would assume the ability to shapeshift springs from faerie or planetouched blood. Regardless, those Eberron changelings who journey to the planes are at worst associated with tieflings, and can normally expect to be treated much like anyone else.

- Automatic Languages: Planar Trade, home region. Bonus Languages: Any (except secret languages, such as Druidic).

Planar Kalashtar: There are no kalashtar on the planes save those who have managed to travel beyond Eberron and the few realms known to the Primes there. While it is conceivable that the outcast quori who originally learned to merge their bodies with humans could have done so in places other than Eberron, it would not have provided them as much protection from the other quori, as the Region of Dreams is easily accessed through the Astral and Ethereal Planes. On the other hand, as more people travel to the ephemeral Dream Plane creatures similar to the Inspired are beginning to appear, and it may be only a matter of time before the quori make their presence known.

- Automatic Languages: Planar Trade, Quor, home region. Bonus Languages: Draconic, Riedran.

Planar Shifters: Like their lycanthropic ancestors, planar shifters are primarily found in the Beastlands, though some live in Arborea and the Outlands as well. Their blood typically grants them some prestige in the animal kingdoms there, and a few cults are devoted to the superiority of lycanthropes and those related to them over other races. Throughout the rest of the Great Ring shifters are treated just like anyone else; it's not uncommon to share a meal with far more menacing creatures, and there aren't enough planar shifters for any stereotypes to develop.

- Automatic Languages: Planar Trade, home region. Bonus Languages: Bariaur, Celestial, Elven, Sylvan.

Planar Warforged: Living constructs are nothing particularly new on the planes. One could make a compelling argument that the modron are the oldest example of such a race, and a small number of similar creatures are known to exist in parts of the Planes of Law. None of these were specifically created to be war machines, however, and it's seen as no small irony that Primes seem to be the first to come up the idea. As it stands, while all warforged are native to Eberron, a slave trade has sprung up to transfer some to buyers in Acheron, Baator, and Mechanus. The Fraternity of Order, Sodkillers, and baatezu are particular interested in learning the secrets of the warforged's creation, but whatever force is responsible for bringing them to the planes seems to be more than capable of hampering such efforts. Still, it may be only a matter of time before planar versions of the constructs begin appearing.

- Automatic Languages: Planar Trade, home region. Bonus Languages: None.



Races from *Oriental Adventures*

Planar Hengeyokai: After the vanara, hengeyokai are the most common oriental race encountered in the Outer Planes. Always living on the outskirts of society, they have few ties to the Prime Material Plane, and many left ages ago to explore the multiverse. They tend to wander across the planes freely, never staying in one place for long, with a tendency to travel through the chaotic side of the Outer Planes. Naturally, many find the Beastlands to their liking, and it is there that most planar hengeyokai are born. They strictly avoid areas known for lycanthropy of any kind, however. It seems they see such creatures as infectious mockeries, and are appalled at being often mistaken for them.

Some hengeyokai adopt settlements to protect (or exploit), much like on the Prime Material Plane. This occurs throughout most of the Outer Planes, particularly in the Lower Planes, where a number of evil hengeyokai have had the audacity to extort villages. Whether such hengeyokai have gained permission from the local fiendish masters, or are soon to find themselves as a fiend's dinner remains to be seen.

- Automatic Languages: Planar Trade, home region. Bonus Languages: Giant, Goblin, Nezumi, Spirit Tongue.

Planar Korobokuru: The korobokuru prefer simple lives and very rarely travel to the planes on their own. However, centuries ago, a number of oni led by a powerful ogre mage captured hundreds of korobokuru and sold them to the baatezu as laborers and Blood War troops. Generations later, a number of the korobokuru managed to flee their slavery and escape to the Outlands. The largest number of still captive korobokuru remains in the City of Minauros on the third layer of Baator, where they help keep the city from sinking into the sands. The free korobokuru have been making raids on the city for years now, releasing more and more of their people each time, and now organize their attacks from a large town located spireward of Ribcage. Even though they have managed to operate largely undiscovered in the area around Ribcage for years, they know it is only a matter of time before they are discovered.

- The korobokuru's +1 bonus to attacks against goblinoids is instead applied to all demons due to the training they received from their baatezu masters.
- The korobokuru's +4 dodge bonus against giants now applies to demons that are Large or greater in size.
- Automatic Languages: Infernal, Planar Trade, home region. Bonus Languages: Abyssal.

Planar Nezumi: On the Outer Planes, the nezumi are often mistaken for wererats and other evil creatures. They suffer the same sort of prejudice as tieflings do, which means the two races often have an understanding of one another. Their scavenging nature helps them to survive in portions of the Outlands, as well as on a number of the Lower Planes themselves, while a significant number of good-aligned nezumi also reside in the tunnels of Sigil, where they are united in a mission to rid the city of all wererat infestations. Their success has been extremely limited thus far.

- Instead of the nezumi taint immunity, planar nezumi are immune to the wisdom-draining "grays" as well as the entrapment effects of the Gray Waste. Since they have lived through despair as a race and moved on, these planar effects have no hold on the nezumi.
- Automatic Languages: Nezumi, Planar Trade, Rokugani, home region. Bonus Languages: Bakemono, Shadowlands.

Planar Spirit Folk: The spirit folk have strong ties to the spirits of the Prime, and therefore very rarely have any traveled beyond that plane. Those found on the planes are often mistaken for humans, or worse, genasi. Only a brief conversation will reveal that the serene spirit folk are a far cry from the haughty genasi. Unfortunately, few of the spirit folk have enough patience to educate others on the matter. Most live on the Outlands, tending to the land and

seas much as druids (and a number of them, in fact, are druids). Many of them also find peace upon the Astral Plane as well, where they feel they can better commune with the nature spirits. It is also interesting to note that a disproportionate number of proxies serving the Celestial Bureaucracy are spirit folk. Many act as guides and directors to the humans and petitioners who faithfully serve the Bureaucracy in Mechanus.

- Automatic Languages: Planar Trade, Spirit Folk, home region. Bonus Languages: Hengeyokai, Nezumi.

Planar Vanara: More than any other of the oriental races, the ever-curious vanara often find their way onto the planes, either by following human adventurers or by exploring through own magic. Since they venerate the grandest spirits of nature, many are drawn to the magnificent landscapes of Ysgard. They find the boisterous humans and other races on that plane fascinating, and greatly enjoy the festivals and battles on the Plain of Ida. The vanara are nearly always observers to such activities, however, and only very rarely participants. On the other hand, the more contemplative vanara shamans are often found on the upper two layers of Elysium. Lastly, a large clan of vanara has arisen on Karasuthra, the third layer of the Beastlands. The bestial nature of the plane has shaped those vanara somewhat, leaving them more aggressive and savage. These vanara tend to have a far more stooped posture when walking, though this is not readily apparent to most who encounter them, however, since they live entirely within the trees and never walk upon the ground.

- Automatic Languages: Planar Trade, Vanara, home region. Bonus Languages: Celestial, Bariaur, Spirit Tongue, Sylvan.

MONSTROUS RACES

Planes outside of the Prime Material Plane tend to be less parochial by several orders of magnitude. On the majority of Prime worlds, where habitable land is limited, monsters are the creatures that adventurers fight and drive away from civilized lands. Out amongst the infinite planes, however, there is room to spread out and even for monstrous races to find a place of acceptance. Parts of Acheron are the unquestioned domain of orcs, formians control vast stretches of Mechanus and Arcadia, and ogres are the bouncers of choice in many of Sigil's taverns and pubs. Members of races traditionally labeled "monsters" may be one's neighbors, employers, or even close companions. In most realms, monsters are nearly as common as, if not more common than, the "civilized" humanoids. Many prejudices of the Prime worlds do not often carry over into planar societies. After all, how can a dwarf focus his hatred solely against giants and goblinoids when vile fiends openly walk the streets?

This is not to say that all of the races get along harmoniously outside of the Prime Material Plane. Far from it. Bigotry and racial hatreds still run rampant - take a survey to see how many would trust a tiefling walking towards them in a dark alley. Like everything on the Outer Planes, however, hatred is often based more on philosophy than race. With such a staggering number of races from an equally staggering number of worlds, nobody can entirely keep track of what races are "good" or "bad", which leads to individuals being judged more on their moral and ethical positions than by their racial background.

Specific Monsters

Many existing monsters already have clear planar ties; exemplar and elementals tend to be found on their respective planes in large numbers, though most have at least some freedom to travel beyond their home plane. Listed below are explanations as to where some common Prime monsters are typically found in the multiverse.



Beholders, as with many other aberrations, find they fit into planar society surprisingly well. They most often serve as conniving servants of various fiends, acting as messengers, spies, and assassins between the fiendish factions. Many are found around the realms of their deities, including Gzemnid in the Outlands and the Great Mother in the Abyss. Beholder representatives and proxies of the Great Mother can be found on several layers above and below her realm. Albeit quite rare, non-evil beholders do exist and have a tendency to congregate within Sigil.

It is rumored that *dragons* are so rarely seen off the Prime Material Plane because their spell-like abilities are directly tied to that plane, leaving them significantly weaker whenever they are away from it. The validity of this is still debated, and few are willing to put their theories to the test. Notably, the vast majority of dragons found outside the Material Plane either are rare native breeds (such as the ethereal dragon) or are working directly in the service of a deity. This is especially true for the draconic deities such as Chronopsis, Tiamat, and Bahamut, who almost exclusively use dragons as proxies. Gem dragons are also known to frequently live on the Inner Planes and a few journey to the Outer Planes for a time. With dragons as magical as they are, it is also speculated that dragons always assume humanoid forms when traveling the Outer Planes, which makes it all the more difficult to judge their population.

The various *fey* races generally prefer causing mischief on the Prime Material Plane, where they are relatively free to entertain themselves with the Primes there. The preference is even more pronounced in relation to the Inner Planes where, save for an isolated community on the Plane of Air, fey are virtually never seen. On the Outer Planes, the Seelie Court tends to congregate in the realms of Arborea or Ysgard, while the Unseelie Court reigns in its own portion of Pandemonium. Though reclusive, neither court is static, and members of both sides often take stances in the politics of the Outer Planes in their own mischievous ways.

Formians have always been a feature of Arcadia, but it is becoming unclear whether they originated from that plane or from Mechanus. Whatever their origin, the insectoid hive-cities are spreading throughout Mechanus at an accelerated rate. So far, the modrons have done little to stop the incursion. Perhaps in watching the clockwork of reality they know that their time has come and gone, and now they resolve themselves to be ground under the wheels of destiny. Or perhaps they are too concerned with some other more pressing concern.

Among the various planes, even though most creatures are still medium-sized, larger creatures are much more common than on most of the Prime worlds. Therefore, *giants and giant-kin* are better able to fit in - at least physically. Many are still brutes destroying much of their surroundings, but a number of them are able to adjust into societies rather well. Unfortunately, this includes a number of fire giants that have aligned themselves with the baatezu in their Blood War or can be found commanding armies on the battlefields of Acheron. Storm and good-aligned cloud giants are common on Mount Celestia, while Ysgard has a particularly high population of fire and frost giants. In only the past decade, a small but thriving Giant's District has also formed in Sigil, featuring architecture suitably sized for giants and other massive creatures. Much to the chagrin of law enforcement, giants living there are still adjusting to looking past racial differences. Consequently, small gangs based upon racial and alignment lines have formed, leading to a few outbreaks of bloody violence.

Prime wizards and other spellcasters are common visitors to the Outer Planes. They come to explore these new worlds (at least new to them, even if they did exist ages before their world), but the vast majority of them meet their fate out here. They leave behind walking towers, drifting demiplanes, and a surprisingly large number of *golems*. Every type of golem imaginable can be found abandoned, the corpse of its master perhaps still rotting at its side. Most remain dormant for eternities awaiting a new master. However, word is that an enigmatic woman calling herself the Golem Queen has discovered a means of awakening intelligence in the constructs. Most are then ushered away to a secret realm full of nothing but intelligent, self-aware golems. At least so the rumors go. Word differs on just where this realm of golems is



located; some say it is in caverns near Automata, others claim it is a fortress constantly moving between planes searching out additions to their society. Also mysterious are the Golem Queen's motives; does she do this out of some sort of benevolence, or is she building an army? Those she leaves behind, self-aware, are left to wander the planes, contemplating their new awareness and the multiverse around them.

The *lillendi* are found more on the Outer Planes than on any Prime world. Their most common home is Selune's Palace, the origin of the Infinite Staircase, on the first layer of Ysgard. Caretakers of the Infinite Staircase, they constantly roam its many flights, guiding those who are lost and dealing with those who would exploit or harm it. In fact, if you ever see a lillend on the Prime Material, chances are she is exploring the area around one of the portals on the Staircase. Lillendi are also artists and poets to the core of their being, so many are traveling artists, sharing their work with others and nurturing the creative spark wherever they go.

Mind flayers are a rather unique participant in the planar scheme of things. Outside of Ilseine's realm on the Outlands, mind flayers are exceedingly rare, and settlements are almost unheard of. The vast majority of the illithid reside upon the Prime Material Plane in their subterranean cities. Yet, their influence upon the Outer Planes exceeds that of most any other race. It is said they are second only to the yugoloths in manipulating both sides of the Blood War. Entire cities, including two gate-towns, have allegedly been obliterated at the whim of these creatures within the past few centuries alone. Cranium rats, believed to be the eyes and ears of Ilseine and its illithid worshippers, are ever-present within Sigil and can be found in many other planes. Even on the Inner Planes, a mind flayer or three seem to be present whenever powerful tyrants rise to power. It is not surprising that the grand sultan of the City of Brass has a mind flayer among his court of advisors. Whether they are individually ambitious or are actually working together to reclaim the glory of the Illithid Empire, mind flayers are just as feared by planar creatures as they are by Primes. Some hunt them, others respect them, but most just steer clear.

The various *orcish* and *goblinoid* races infest the Outer Planes just as much as they do the Prime Material Plane. In Acheron, they are so common as to even outnumber all other races. Many also survive as bandits upon the trade routes of the Outlands and by selling themselves as mercenaries (which, of course, means a great many of them wind up fighting in the Blood War). Sigil's Hive Ward is also rife with the creatures, especially orcs, while the goblinoids are more prevalent in the tunnels of Sigil. One notable exception to the typical plague of orcs is a number of orcish petitioners arriving on Mount Celestia. They all come from a particular Prime world where an orcish paladin order has arisen that venerates the legend of Mahleotcha, a noble orc hero in that world's history.

Undead creatures are not as common as they are on many Prime worlds, often sticking to the realms of deities of death and undeath. Though still reviled by many planar races, mindless undead such as *skeletons* and *zombies* are sometimes used as servants and soldiers by planar organizations, while other more powerful undead may serve as guardians for certain pantheons. Undead *spirits* are rarely seen on the Outer Planes, as most creatures know with certainty what stage of life awaits them next. *Vampires* and other undead that suffer from daylight find themselves free to move about during the day on planes that do not have true daylight, such as Sigil. Nonetheless, these creatures prefer to avoid "surface life" and keep their presence, and their appetite, as hidden as possible to avoid the inevitable persecutions. Some vampire councils have been known to exist, but they either have been destroyed or have managed to mask themselves in obscurity. Most assume vampires either have a difficult time accessing the planes or simply prefer to feast on the Prime Material Plane. *Liches*, on the other hand, are often powerful players in the politics and conflicts of the multiverse. While not usually the type to wander the planes, or even to show themselves openly, many influential liches, such as the githyanki queen, are well known and feared.



Playing Monstrous Races

Playing a monstrous race is just like playing any other Prime race, provided you have the DM's approval. The Planescape setting directly lends itself to playing strange and exotic creatures as player characters, and rules for this are fully detailed in the *Savage Species* supplement. One of the limiting factors of playing a monstrous PC is often the high effective character levels (ECLs). Even with the "monsters as classes" rules outlined in *Savage Species*, characters might have to be high-level before they can even begin taking levels in a standard class. The *Planescape Campaign Setting* also helps mitigate this problem; with challenges such as competing archdevils, shifting planar layers, and numerous philosophical organizations all vying for the beliefs of sentient creatures everywhere a party of 1st to epic level characters can easily find adventures awaiting them.

Furthermore, with the decreased emphasis on combat in many Planescape campaigns, disparity in power is less of a factor. DMs may wish to re-evaluate the ECLs for certain races if their campaigns will depend less on combat, though a large shift is not recommended, as powerful monsters can still have distinct advantages in non-combat situations with greater bonuses to skills and ability scores.

If the creature you are playing is planar, you should work out with the DM how your race fits into the Planescape setting and pay special attention to the differences in personality such a character would have from its Prime brethren. Does your race have a unified position on the planes, or are they scattered about the multiverse? What are the traditional beliefs of your people, and how well do they tend to relate with other prominent planar creatures and organizations? Answering these questions will help you create a character with a background suited for a planar creature.

PRESTIGE RACES

The very substance of the planes is potent. The Outer Planes are built out of pure belief, and even the Inner Planes are composed of such raw elements that magic is inherent in them. Over generations, the planar energies can shape creatures into forms more attuned with that plane, giving rise to various planetouched races. Some creatures, however, choose to evolve much faster. Through rituals as ancient as the planes themselves, they can focus the planar energies into their own bodies in order to evolve step by step into a new form. They gain prestige races.

Presented in "Prestige Races" in *Dragon* #304, creatures undergo magical rituals to gain "enchantments of the flesh" which cause their very bodies to evolve. The character must travel to a place of extreme magical power in order to cast such a ritual. Each enchantment costs a certain number of experience points. As the transformation occurs, the character's body makes the specified change in a matter of minutes.

Enchantments of the flesh are collectively known as prestige races. Each follows a particular focus of three to four physical changes, each with its own experience point cost. Characters who begin down one focus are not required to continue down it. Unless specifically barred, they can even take enchantments from more than one focus.

Each focus presented in Planescape is attuned to a particular plane. Within each focus are listed known places of power that can help characters to gain prestige races without the Evolve feat. At the DM's discretion, there can be more, fewer, or even none of these locations. Perhaps the only way to gain a prestige race is through the Evolve feat. Alternatively, the feat may not exist in your campaign, and the places of power may be the only means to cast enchantments of the flesh. However you balance access to prestige races, it is suggested that characters can only evolve along a focus while actually on the plane the focus is attuned towards.



Each step along those foci is listed with the specified XP cost, and the minimum character level required to undergo that change. Also listed are any prerequisites (typically just earlier stages in the Focus), and a list of what creatures are barred from that change (typically diametrically opposed Foci, and in the Planescape setting, creatures with opposing alignments). Lastly, details of the change both physically and in game effects are listed.

This book contains prestige races based upon the Outlands and UnderSigil. Future books will include prestige races for all of the planes. Some of the prestige races already released fit certain planes well, however. Examples of Foci based around the four standard elements (air, earth, fire, and water) appear in *Dragon* #304. Furthermore, the Focus of the Gear presented in that article is quite fitting for Mechanus.

FOCUS OF THE OUTLANDS

Characters that pursue this Focus attune their forms to the various aspects of the Outlands. Initially they focus on the diplomatic side of the Outlands, helping to appease conflicts. Afterwards, they attune their form to the mists and fogs all too common throughout the Outlands. Lastly, characters with this Focus alter themselves to better protect themselves from the forces of imbalance as well as the magic of their enemies.

Places of Power:

- 1000 miles beyond any gate town
- Upon the Spire - the character must climb for one day per 1000xp in the cost

Soothing Creature

Cost: 5,800 XP

Minimum Level: 6th

Prerequisite: None

Unavailable to: Non-neutral creatures (LG, CG, CE, LE)

Details: The creature's voice becomes soothing and calming, and its facial appearance seems more serene.

Game Effects: Able to cast *calm emotion* 3 times per day as a sorcerer of their character level, and gain a +5 racial bonus to Diplomacy and Sense Motive checks. They also gain a +10 racial bonus to Knowledge (the Outlands) checks.

Misting Creature

Cost: 4,400 XP

Minimum Level: 7th

Prerequisite: Soothing Creature

Unavailable to: Non-neutral creatures (LG, CG, CE, LE)

Details: Creature's skin becomes grayer as if color is fading out of it. Wisps of mist and smoke trail from its every movement.

Game Effects: Can cast *solid fog* at will and *gaseous form* once per day as a sorcerer of their character level. Also, gain a +10 racial bonus to Hide checks.

Balanced Creature

Cost: 7,200 XP

Minimum Level: 8th

Prerequisite: Misting Creature

Unavailable to: Non-neutral creatures (LG, CG, CE, LE)

Details: Eyes become a solid opalescent color, with no visible pupils or irises.

Game Effects: Able to cast *detect chaos/evil/good/law* and *protection from chaos/evil/good/law* each at will as a sorcerer of their character level.



FOCUS OF UNDERSIGIL

Creatures following the Focus of UnderSigil slowly transform into unsightly creatures that are well suited to the scavenging lifestyle necessary to survive in Sigil's dank underworld.

Places of Power:

- Sigil

Scavenging Creature

Cost: 3,500 XP

Minimum Level: 4th

Prerequisite: None

Unavailable to: None

Details: The eyes of the creature become oversized, dominating much of their face.

Game Effects: Gain darkvision to 60 feet. If the creature already possesses darkvision, its range is extended 30 feet. Also gain a +10 racial bonus to Search checks.

Digging Creature

Cost: 4,500 XP

Minimum Level: 5th

Prerequisite: Scavenging

Unavailable to: None

Details: Arms become over-sized and hands grow claws built for digging through the porous rock of Undersigil.

Game Effects: Increase strength score by +2. Gains burrow speed of 10. Gain natural claw attack that deals 1d6 damage.

Stinging Creature

Cost: 6,500 XP

Minimum Level: 7th

Prerequisite: Scavenging

Unavailable to: Non-scavenging

Details: The creature grows a bulbous stinger and poison sac somewhere on its body - commonly the arm or back, although a few unfortunate souls grow it on the side of their heads.

Game Effects: Can rebuke and command vermin as an evil cleric rebukes or commands undead at half their character level. Gain poison attack - deal 1hp damage and poison 1d4 Str initial and secondary damage. DC is 10 + ½ character level + Con modifier + size modifier for vermin (+2 for medium-sized, +4 for large, etc.).

Immunized Creature

Cost: 8,000 XP

Minimum Level: 9th

Prerequisite: Scavenging

Unavailable to: None

Details: The creature's stomach becomes bloated and distended as it fills with various chemicals that can digest nearly anything.

Game Effects: Increase constitution score by +2. Immune to all disease, including magical disease. Also gain a +6 racial bonus to saving throws vs. poison.

Note: This is identical to the Immunized Creature in the Focus of the Body from *Oathbound: Domains of the Forge*.

Digestive Creature

Cost: 14,000 XP



Minimum Level: 15th

Prerequisite: Digging creature, and Immunized creature

Unavailable to: None

Details: These are truly unsightly creatures, with stomachs becoming even more bloated - the skin stretched tight so that it is possible to see dark shapes moving within. Their jaws are now loosened as well, and often hang slack. This allows the creatures to swallow prey they have successfully grabbed more easily.

Game Effects: Acid Resistance 20. Gains acid spit attack - functions as a ray up to 30 feet long, 2d6 damage. Each use exhausts the entire supply of acid, and thus it can only be used once per hour. Gain Improved Grab, and Swallow Whole special attacks as detailed in the *Monster Manual*. Creatures swallowed suffer 2d4 points of acid damage each round. Those trapped can use a tiny slashing weapon to cut free by inflicting 12 hit points of damage (AC 18).



LANGUAGE

In a setting as vast as Planescape, it is impossible to list the number of languages that characters may know. On the cosmopolitan streets of Sigil, being a center for planar commerce, dozens of different tongues are spoken every day. The solution to this language barrier was the development of Planar Trade, which takes the place of Common in the Planescape setting; all planar characters begin as literate in the language unless they have special reasons not to be. Prime characters, on the other hand, may find the Common language they use completely foreign, and in many cases Common may not even extend to Primes from other worlds. However, even with the existence of Planar Trade, knowledgeable planars see the need to know several different languages, and many guides make a living by catering to such outsiders. Some of the unique planar languages are described below, and a listing of the most common languages spoken on the planes is listed in Table 2-1.

Celestial, or Upper Planar Trade, seems to be the root language for the various celestials of the Upper Planes and is widely used for communication between different races there. It is the language Primes are most familiar with, and is often used in religious ceremonies. The celestials themselves derived their own tongues over the millennia, but do not mind speaking to others in Celestial.

Fiendish, or Lower Planar Trade, is a crude language developed before the advent of the current Planar Trade for use among traders along the Lower Planes. Unlike Celestial, Fiendish was derived as a basic form of Infernal by those seeking a common tongue. It is rarely used elsewhere in the multiverse, and only handles topics such as greed and hate with ease. Its limited usage makes it an excellent way to communicate secretly, however.

Modron is a strange language of various beeps and notes emitted rapidly in mathematical patterns. Most creatures have great difficulty understanding it, let alone learning to speak it. Non-modrons must have Int 17+ to learn the language.

Rhebus is the strange picture language used almost exclusively by the dabus of Sigil. The language consists of an assortment of diagrams, letters, and other symbolic images strewn together to imitate the Planar Trade. There is no spoken version of the language, and few are capable of mimicking the symbolic notation. Anyone can attempt to understand a message in rhebus without learning the language by making a Decipher Script check (DC 20 for basic messages), though unlike normal characters can make the checks untrained.

Of some note is the prevalence of a slang used with Planar Trade known as the Cant. The cant is widely used by planars in casual talk, but may be seen as unsophisticated by intellectuals or members of the upper class.



Language	Spoken in...	Spoken by...	Alphabet
Abyssal	The Abyss, Carceri, the Gray Waste, Pandemonium	Tanar'ri	Infernal
Aquan	Elemental Plane of Water	Marid, Water Elementals	Draconic
Archon	Arcadia, Mount Celestia	Archons	Celestial
Asura	Arborea, Arcadia, the Beastlands, Bytopia, Mount Celestia, Ysgard	Asuras	Celestial
Auran	Elemental Plane of Air	Air Elementals, Djinn	Draconic
Bariaur	Arborea, the Outlands, Ysgard	Bariaur	Elven
Celestial	Arborea, Arcadia, the Beastlands, Bytopia, Mount Celestia, Ysgard	Aasimons, Archons, Asuras, Eladrins, Guardinals, Quesars	Celestial
Rhebus	Sigil	Dabus	Rhebus
Daemon	Gehenna, the Gray Waste	Yugoloths	
Demodand	Carceri	Gehreleth	Infernal
Eladrin	Arborea	Eladrins	Celestial
Fiendish	The Abyss, Acheron, Baator, Carceri, Gehenna, the Gray Waste	Baatezu, Gehreleth, Tanar'ri, Yugoloths	Infernal
Formian	Arcadia, Mechanus	Formians	Formian
Githyanki	The Astral Plane	Githyanki	Githjad
Githzerai	Limbo	Githzerai	Githjad
Guardinal	Elysium	Guardinals	Celestial
Ignan	Elemental Plane of Fire	Efreet, Fire Elementals	Draconic
Infernal	Acheron, Baator, Gehenna, the Gray Waste	Baatezu	Infernal
Khaasta	The Outlands	Khaasta	Khaasta
Modron	Mechanus	Modron	Modron
Nathri	The Ethereal Plane	Nathri	Nathri
Planar Trade	Any (except Prime Material Plane)	All	Planar Trade
Shad Graffiti	Elemental Plane of Earth	Shads	Druidic
Slaad	Limbo	Slaadi	Slaad
Sylvan	Arborea, Pandemonium, Ysgard	Fey	Sylvan
Terran	Elemental Plane of Earth	Dao, Earth Elementals, Xorns	Draconic
Xill	The Ethereal Plane	Xills	Infernal

Variant Rule: Common as the Shared Language

While the default rules make Planar Trade and Common different languages for purposes of realism, you may wish to make them equivalent for simplicity. This is particularly ideal if you are running a game with a party of Primes, or only visiting the planes for a short time. Making this change requires no special work; simply replace any mention of Planar Trade with Common. This can be most readily explained by the existence of the powers, many of whom have existed for millennia and have a presence on many worlds and planes. These deities may have seen fit long ago to guide various cultures to develop a shared tongue for its obvious benefits, thus making communication a much easier process.



Character Region and Home Plane

The planes are vast, and the folks that live in them are anything but homogenous. Different planes, layers, and realms can breed all kinds of people, from the jaded souls of Sigil to the dedicated working folk of Bytopia. "Region" can refer to any division of the planes or realms, but typically refers to either a particular plane or a grouping of sparsely populated planes. For example, Limbo counts as its own region while the Positive Quasielemental Planes, though four separate planes, only count as one region due to their extremely sparse population. A region can also be a racial cultural identity, such as aasimar or khaasta.

Regions help to provide flavor and perspective unique to the character's homeland. A character's region often has a strong relation to their beliefs and attitudes. It is the plane the character grew up on and possibly first started adventuring in. Characters may gain additional languages or access to particular feats based off their region. In addition, a character's region often denotes their home plane as well. All creatures have a home plane, the place they were born and the only plane they are not considered extraplanar in the multiverse (see above). A character can have only one region and only one home plane. Nonhuman characters are free to designate either their physical homeland or their racial culture as their region, though they must match the typical alignments of their race or homeland to select the corresponding feats.

Table 2-2 lists the normal Planescape regions and describes typical alignments, automatic languages, bonus languages, and regional feats. Prime characters may choose regions from their world. Sigil is considered part of the Outlands.

Automatic Languages: The languages automatically known by all characters from this region, regardless of Intelligence score. Planar Trade, though not listed, is always an automatic language.

Bonus Languages: Characters of exceptional Intelligence (12 or higher) begin play with one bonus language per point of Intelligence bonus, which must be chosen from the list on the table (superseding racially granted bonus languages).

Regional Feats: If you start with an alignment typical of your home region, you may select regional feats appropriate to that region. These feats represent the common sorts of talents that people from that region learn. You can acquire regional feats later in your adventuring career. With a few exceptions, any regional feats appropriate to your race or homeland that you don't select at 1st level are still available the next time you gain the ability to select a feat. If your alignment changes from the alignment typical of your home region, you cannot select additional regional feats, though your previously selected feats still operate provided your new alignment meets the feat's prerequisites.

You may even learn feats from a new region altogether, whether or not you actually have that region or the typical alignment. After 1st level, each 2 ranks in Knowledge (the planes) you have allows you to select feats from the appropriate plane (other than your home region, if applicable).



Region	Typical Alignment	Automatic Languages	Bonus Languages
Abyss, The	Chaotic Evil	Abyssal	Draconic, Fiendish, Gnoll, Ignan, Undercommon
Acheron	Lawful Evil, Lawful Neutral	Orc	Giant, Goblin, Infernal, Fiendish
Arborea	Chaotic Good	Celestial	Auran, Bariaur, Eladrin, Elven, Sylvan
Arcadia	Lawful Good, Lawful Neutral	Formian	Asura, Celestial, Gnome, Halfling
Astral Plane, The	Any	Githyanki	Celestial, Draconic, Undercommon
Baator	Lawful Evil	Infernal	Draconic, Fiendish, Goblin, Ignan, Orc
Beastlands, The	Chaotic Good, Neutral Good	Celestial	Aquan, Asura, Bariaur, Elven, Guardinal
Bytopia	Lawful Good, Neutral Good	Gnome	Asura, Celestial, Dwarven, Guardinal, Terran
Carceri	Chaotic Evil, Neutral Evil	Abyssal	Demodand, Fiendish, Giant, Undercommon
Elemental Plane of Air	Any Neutral	Auran	Aquan, Draconic, Elven, Ignan, Sylvan
Elemental Plane of Earth	Any Neutral	Terran	Aquan, Draconic, Dwarven, Ignan, Undercommon
Elemental Plane of Fire	Any Neutral	Ignan	Abyssal, Auran, Draconic, Infernal, Terran
Elemental Plane of Water	Any Neutral	Aquan	Auran, Draconic, Elven, Terran
Elysium	Neutral Good	Celestial	Asura, Elven, Guardinal, Halfling
Ethereal Plane, The	Any	None	Aquan, Auran, Ignan, Nathri, Terran
Gehenna	Lawful Evil, Neutral Evil	Daemon	Draconic, Fiendish, Ignan, Infernal, Terran
Grey Waste, The	Neutral Evil	Daemon	Abyssal, Fiendish, Infernal, Undercommon
Limbo	Chaotic Neutral	Githzerai	Abyssal, Celestial, Khaasta, Slaad
Mechanus	Lawful Neutral	Formian	Celestial, Draconic, Infernal, Modron
Mount Celestia	Lawful Good	Celestial	Archon, Draconic, Dwarven, Elven, Halfling
Outlands, The	Any Neutral	Khaasta	Draconic, Dwarven, Sylvan, Undercommon
Pandemonium	Chaotic Evil, Chaotic Neutral	Abyssal	Dwarven, Sylvan, Terran, Undercommon
Ysgard	Chaotic Good, Chaotic Neutral	Bariaur	Dwarven, Elven, Giant, Sylvan, Undercommon



Chapter Release Information

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- Changed bariaur back to version described in the *Planar Handbook*
- Updated githyanki, githzerai, and nathri to use *Expanded Psionics Handbook*
- Added Eberron races
- Other minor text revisions
- Updated background image
- Reviewed table layout for chapter
- Converted PW_Font to Exodus font
- Reviewed spacing, paragraph formats, grammar

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- Added artwork, color images for most races
- Renamed misnamed / misnumbered tables

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- Revised artwork, added water genasi art

