

NEW RACES FOR MYSTARA

by Ron Carney

FROM THE SAVAGE COAST

The following races are found on the Savage Coast, a region far to the west of the Known World region of Mystara. The information here has been updated from the original text, which was originally published for AD&D 2nd Edition. For more information, see the *Savage Coast* campaign setting.

LUPINS

Lupins are furred humanoid with dog-like heads. Descended from a nomadic culture, they now make up the vast majority of the population of Renardy (on the Savage Coast). Some lupins even live in Herath and the Savage Baronies, but elsewhere they are rare.

Lupins are built much like humans, and their eyes resemble human eyes, with irises of blue, brown, or green. They also have short tails, about 2 feet long. A lupin's limbs are human in appearance, though the hands are furred on the back and have dark, leathery palms, and the feet are furred on top and have leathery soles.

Their short fur ranges from tan to black, with rare instances of white. An individual lupin's fur is usually one color, perhaps with some small touches of another lighter color around the muzzle, hands, and feet, but a few individuals have spots. Like humans, lupins have comparatively long hair on their heads. This is often a shade darker than the lupin's body fur, though it turns gray or white with age. Lupins usually wear their hair long and straight, though braids are not unusual.

Lupins with pure white coats are often natural spellcasters. Those gifted in this way are nearly always adopted by mages or priests and taught the appropriate craft.

Lupin personalities range widely, but most tend to be loyal to friends and somewhat rude to strangers, testing their tolerance. They are usually of good alignment, though some are neutral, and a few are evil.

The lupins of Renardy have two native languages. Renardois is spoken by all but the lowest classes in Renardy. The lupin racial language, known as Lupin, consists of barks and howls. This language is spoken mostly by peasants in Renardy.

Lupins have lowlight vision and can thus see twice as far as a human in poor lighting conditions. They also have excellent senses of smell and hearing, as well as special instincts, which give them several special abilities: scent, detecting invisible or ethereal beings, blind-fighting, detecting noises and identifying were-creatures.

When confronted with invisible creatures, a lupin receives a +4 bonus to the spot check (DMG, p.78) made for detection. A lupin automatically gets a spot check (with the bonus) when an invisible creature approaches within 10 feet and for every round the invisible being remains that near. The lupin does not automatically know where the invisible creature is, just that it is nearby; locating it requires other clues. A lupin also has

the same chances to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *armor of etherealness*. The lupin recognizes the difference between ethereal things and simply invisible ones but gains no special attack or defense capabilities against ethereal beings.

Lupin characters automatically gain the blindfighting feat for free. They also have the scent ability and can use it to follow trails and locate creatures attempting to hide from the lupin by scent alone, making them excellent trackers. Lupins can recognize the smell of a person or creature they have encountered before. Perfumes or



strong odors in the area can give the lupin a -1 to -4 penalty to this ability, depending on the strength of the odors (see DMG, p.81).

Lupins also have an instinctual hatred of lycanthropes, and a lupin ranger almost always chooses lycanthrope as her favored enemy. A lupin always recognizes a lycanthrope in any of its forms.

A lupin also has a +4 racial bonus to listen checks. Because of their acute senses, lupins receive a -2 penalty on their saving throws against attacks based on odor (such as those made by ghosts or *stinking cloud* spells) or sound (such as a banshee's wail or a harpy's song).

Wolfsbane repels lupins. The substance is even more poisonous to them than it is to humans. Lupins suffer the normal damage from poisoning, but are penalized by -2 for all saving throws against it. Fortunately, a Lupin's keen sense of smell usually alerts her to the presence of wolfsbane before ingestion.

For more information see the *Savage Coast* campaign setting.

Lupin Racial Traits

- **Size:** Medium.
- **Base Speed:** 30ft.
- **Ability Adjustment:** +1 Str, +1 Con, -1 Int, -1 Wis.
- **Lowlight Vision:** Can see twice as far as a human in poor lighting conditions.
- **Blindfighting:** Lupins automatically have all the benefits of the Blindfighting feat.
- **Detect Invisible and Ethereal Creatures:** +4 racial bonus to sense invisible and ethereal creatures. Roll automatically when any invisible or

Savage Coast Languages

Slag (common trade-language based on Thyatian)

Slagich (similar to Traladaran)

Verdan

Espa

Ranax

Eusdrian (similar to Antallian/Heldannic)

Hulian

Yavi

Renardois (similar to Sylaire found in Glantri)

Lupin

Dengar (Dwarven)

Hin (Halfling)

Elvish

Shazak (lizard-folk)

Rakastan

Herathan

Tortle

Risil, Jibar, Nimmurian (Orc)

ethereal creature approaches within 10 feet of the Lupin and every round the creature remains within 10 ft.

- **Scent:** Lupins have the scent ability as described in the *Dungeon Master's Guide*, page 81.
- **Acute Hearing:** +4 racial bonus to Listen.
- **Sensitivity:** -2 penalty to all saves versus smell and sound-based attacks.
- **Natural Weapons:** An unarmed Lupin may bite for 1d4 piercing damage.
- **Wolfsbane:** Lupins are highly susceptible to wolfsbane and receive a -2 to save against its poisonous effects.
- **Hatred of Lycanthropes:** A Lupin can always recognize a lycanthrope in any of its forms.
- **Automatic Languages:** Common and Lupin (or Renardois)
- **Bonus Languages:** Any Savage Coast languages.
- **Favored Class:** Ranger.

RAKASTAS

Rakastas are feline humanoids. Bellayne (on the Savage Coast) is populated mostly by rakastas, split between the settled town dwellers and the nomads who carry on rakastan ancient traditions. Rakastan culture is unique, somewhat mystical, and concerned primarily with battle and honor. Some members of this race dwell in Herath, but they are rare in other states.

A rakasta looks like a furry human with the head of a cat. Its short fur is usually soft and ranges in color from light tan to dark brown. Many rakastas have a darker hue on the ears and muzzle. Some specimens have white highlights at the ears and muzzle instead or even white or dark patches at the extremities (feet, hands, and tail). Older rakastas show a whitening around the face and ears.

Rakastas have a build similar to that of humans; nomad rakastas tend to be slender, while those who live more sedentary lives tend to weigh more, ranging from slightly chubby to downright obese. The creatures have cat eyes, with vertical pupils. The irises are usually green, but some are yellow or even blue or hazel; a few rare individuals have two colors, most commonly one blue and one green eye.

Rakastan hands and feet are like those of humans, except for the fur and retractable claws. Rakastas also have non-prehensile tails. Nomads usually have tails between two and four feet long, though a very few have none at all. The tails of town dwellers range from four to six feet in length; most are covered with short fur, though the hair on some rare ones is long and silky. Rakastas are very proud of their tails and spend a great deal of time each day grooming them.

Rakastas tend to be proud and emotional; the nomads, in particular, are quick to anger. All are con-

vinced of rakastan superiority over other races. Still, most are extremely interested in the world at large. For the nomads, this translates into a wanderlust that demands they explore and experience all things for themselves, while for the town dwellers, it becomes an intense curiosity about visitors and a penchant for puzzles of any type.

Most rakastas are usually neutral, but good and evil individuals are more common than the rare lawful or chaotic rakasta, evil specimens being fully as common as good ones.

Rakastas have excellent balance and reflexes, taking only half damage from any fall. They have lowlight vision and can thus see twice as far as a human in poor lighting conditions. Also, they have excellent hearing and some special instincts. Together, these give rakastas three special abilities: detecting invisible or ethereal beings, blindfighting, and detecting noise.

When confronted with invisible creatures, a rakasta receives a +4 bonus to the spot check (DMG, p.78) made for detection. A rakasta automatically gets a spot check (with the bonus) when an invisible creature approaches within 10 feet and during every round the invisible being remains that close. The rakasta does not automatically know where the invisible creature is, just that it is close by; locating it still requires other clues. Rakastas also have the same chances to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing



armor of etherealness. They recognize the difference between things ethereal and those simply invisible but gain no special attack or defense capabilities against ethereal beings.

Rakasta characters automatically gain the blind-fighting feat for free. A rakasta also has a +4 racial bonus to listen checks.

Because of their keen hearing, rakastas receive a -2 penalty on their saving throws against attacks based on sound (such as a banshee's wail or a harpy's song).

For more information see the *Savage Coast* campaign setting.

Rakasta Racial Traits

- **Size:** Medium.
- **Base Speed:** 30ft.
- **Ability Adjustment:** +2 Dex, -2 Wis.
- **Breakfall:** Automatically take half damage from any fall.
- **Lowlight Vision:** Can see twice as far as a human in poor lighting conditions.
- **Blindfighting:** Rakastas automatically have all the benefits of the Blindfighting feat.
- **Detect Invisible and Ethereal Creatures:** +4 racial bonus to sense invisible and ethereal creatures. Roll automatically when any invisible or ethereal creature approaches within 10 feet of the Rakasta and every round the creature remains within 10 ft.
- **Acute Hearing:** +4 racial bonus to Listen.
- **Sonic Vulnerability:** -2 penalty to all saves versus sound-based attacks.
- **Natural Weapons:** An unarmed Rakasta can do normal unarmed damage or choose to do slashing damage in melee with his claws. The amount of damage is the same, only the damage type changes. Rakasta may also bite for 1d4 piercing damage.
- **Exotic Weapon Proficiency:** War Claws (See *New Weapon*, left).
- **Automatic Languages:** Common and Rakasta
- **Bonus Languages:** Any *Savage Coast* languages.
- **Favored Class:** Fighter.

New Weapon

Rakasta War Claws (Exotic, Double, Melee)

Size: Small

Damage: 1d4/1d4 (Slashing)

Cost: 6 gp per pair

Notes: War Claws are special metal claws worn over a Rakasta's natural claws. Non-proficient use suffers the normal -4 penalties. Proficiency allows full use of the rakasta's hand(s), and can allow attacks at the rakasta's unarmed attack rank. A buckler may be worn, but may not be used in the same round the rakasta attacks with the war claws.

TORTLES

Tortles are bipedal tortoises, standing about the same height as humans. They have inhabited the lands of the *Savage Coast* for thousands of years. Tortles have no real government; they live in small family dwellings, often within the borders of some other race's state. The creatures are generally peaceful, scholarly farmers, but they will defend their homes.

Tortles walk upright with a ponderous, rolling gait. The creatures have leathery, reptilian skin and shells that

cover their backs and bellies. Only their heads, limbs, and tails stick out of their shells. An adult turtle stands about 6 feet tall and weighs more than 500 pounds.

Turtles have no hair; their skin is mostly olive or blue-green. Their back shells are usually shinier and darker than their skin, while their front shells tend to be lighter, with a yellowish cast. A turtle's eyes look something like the eyes of humans, except that the pupils are horizontal ovals in shape. The irises are vibrantly colored, usually blue, but sometimes green or red. A turtle's mouth is beaklike and toothless and can deliver a vicious bite.

Turtles are stocky, but most of their weight comes from their shells, so they tend to remain at the same weight throughout their adult lives, never growing fat or thin. Their arms and hands are shaped like those of humans, but thicker and tipped with sharp claws. Turtles can wield most weapons as easily as humans. Their tails measure about two feet long. Also, they usually wear no clothing, though some may wear cloaks, belts, or harnesses for carrying tools and supplies.

Despite their ancestry, turtles are not especially slow, either mentally or physically; however, they are thinkers who might ponder a question a little longer than most before answering. Most turtles are peaceful and slow to anger. While they have the same range of emotions as humans, turtles are not as demonstrative and often seem cold and distant to more passionate races. Turtles tend to be lawful and good; chaotic or evil individuals are quite rare.

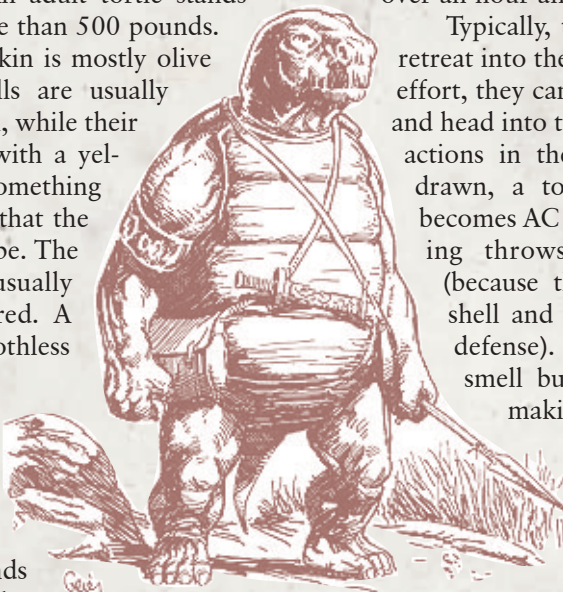
Turtles speak their own language, simply called "Turtle," but most speak common or some other local language as well.

Turtles have lowlight vision and can see twice as far as a human under poor lighting conditions, and can see underwater within this range as well. The creatures gain a +4 racial bonus to swim checks, but they are clumsy swimmers. Their natural buoyancy keeps them afloat while they paddle along (even across bogs, quicksand,

and mud). Turtles can hold their breath underwater for over an hour and a half.

Typically, turtles do not wear armor but can retreat into their shells for protection. With some effort, they can bend and twist to pull their limbs and head into the shell, but they can take no other actions in the same round. When fully withdrawn, a turtle cannot move or attack but becomes AC 19 and gains a +4 bonus to all saving throws, even against mental attacks (because the turtle gains the benefit of its shell and marshals all its inner strength for defense). A withdrawn turtle can hear and smell but cannot see outside of its shell, making it immune to gaze attacks and other attacks that require a victim to see.

For more information see the *Savage Coast* campaign setting.



Turtle Racial Traits

- **Size:** Medium.
- **Base Speed:** 20ft.
- **Ability Adjustment:** +1 Wis, +1 Con, -2 Dex.
- **Lowlight Vision:** Can see twice as far as a human in poor lighting conditions. This ability also functions underwater at the same distance.
- **Buoyancy:** +4 racial bonus to Swim.
- **Hold Breath:** Turtles may hold their breath for up to 100 minutes, +1 minute per point of Constitution. After this period expires, the Turtle risks drowning as any other character.
- **Natural Armor:** Turtles have a shell that provides protection in the form of a +7 natural armor bonus. With some effort, a Turtle may draw his head and all appendages into his shell. This makes the Turtle immobile, but gives him an AC of 19, and a +4 situational modifier to all Saving Throws, and immunity to gaze attacks. Withdrawing into the shell is a full-round action that provokes attacks of opportunity.
- **Natural Weapons:** An unarmed Turtle can do normal unarmed damage or choose to do slashing damage in melee with his claws. The amount of damage is the same, only the damage type changes. Turtles may also bite for 1d6 piercing damage.
- **Automatic Languages:** Common and Turtle
- **Bonus Languages:** Any *Savage Coast* languages.
- **Favored Class:** Cleric.

Character Age

Race	Starting Age		Max. Age Range (Base + Variable)
	Base	Variable	
Lupin	15	1d6	90+2d10
Rakasta	15	1d4	90+2d8
Sidhe*	n/a	n/a	n/a
Turtle	20	2d4	50+2d100

*Sidhe do not age.

OTHER RACES

SIDHE

Sidhe (pronounced “shee”) is actually a Gaelic word which can be used to refer to any fey creature, but for our purposes it refers to a specific race of fairies. Sidhe are to fey-kind what humans are to the other mortal races: a very diverse and adaptable race of fairies. Some look like humans (usually with elven features), elves, dwarves or other races, and can often pass through these societies without notice. However, a sidhe’s appearance is not limited to these races (in fact, this race exists so that any fairy-like creature from myth or fiction can be represented in the game).

Like all fey creatures, sidhe can become invisible to mortals at will and never age. On the downside, iron is poisonous to them, and special care must be taken to avoid contact with raw iron or alloys containing that element, including steel. This usually means that adventuring sidhe must devote large sums of money to purchasing items fashioned from other metals, or locating only the purest of enchanted items for use. A side effect of this allergy is that the blood of a sidhe is not as red as that of mortal races, due to the lack of iron in their bodies.

For more information see *PC1: Tall Tales of the Wee Folk*.

Sidhe Racial Traits

- **Creature Type:** Fey.
- **Size:** Tiny, Small, or Medium, as determined by the Sidhe’s form. An appropriate Armor Class Bonus is given to Tiny or Small Sidhe.
- **Base Speed:** 30 ft or 20 ft, as determined by the Sidhe’s form.
- **Invisible to Mortals:** Sidhe may become invisible to mortals at any time as a free action.
- **Second Sight:** Sidhe may see any other fey who are *invisible to mortals*, *shapechanged*, *polymor-*

phed, or otherwise altered from their normal, visible form as if using the arcane spell *True Seeing*. Sidhe always see other fey in their true form.

- **Lowlight Vision:** Sidhe, like all fey, can see twice as far as a human in poor lighting conditions.
- **Water Breathing:** Sidhe may breathe water as easily as they do air.
- **Curse of Iron:** Iron is a slow-acting poison to any Sidhe, consequently they avoid using any items made of iron (including steel). Note that this is a gradual poisoning; steel and iron weapons do no additional damage in combat. Prolonged contact with iron or ingesting it can cause a permanent drain on vitality (see *The Curse of Iron*, next page), if not countered with healing or removal of the iron from the sidhe’s system. Metal weapons, armor and tools used by sidhe must be bronze, mithril, adamantite (or some other non-ferrous metal or alloy) or be of at least +3 enchantment (the construction of more powerful items requires less iron).
- **Timeless Form:** Sidhe, like all of fey-kind, are physically immortal and never suffer the effects of age.
- **Immune to Ghoul Touch:** Sidhe are immune to the paralyzing touch of ghouls, and to the spell of the same name.
- **Unhallowed:** Holy (and unholy) water damages a Sidhe just as it does the undead, inflicting 1d4 points of damage per vial. Also, Sidhe must pass a Will Save (DC 13) to willingly enter any shrine, *consecrated* or *blessed* (or similar spell) area, or approach (or remain) within 10 feet of a presented holy symbol.
- **Base Languages:** Common, Fey and Sylvan.
- **Bonus Languages:** Elf, Dwarf, Gnome, Halfling, Celestial.
- **Favored Class:** Sorcerer.
- **+1 Level Adjustment.**

Aging Effects

Race	Middle Age ¹	Old Age ²	Venerable ³
Lupin	45	60	90
Rakasta	45	60	90
Sidhe*	n/a	n/a	n/a
Tortle	50	66	100

*Sidhe do not age.

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

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

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

Average Height & Weight

Race	Height in Inches		Weight in Pounds	
	Base*	Modifier	Base*	Modifier
Lupin	60/58	2d12	150/140	6d6
Rakasta	58/56	4d6	140/125	8d6
Sidhe**	varies	-	varies	-
Tortle	62/62	3d6	500/500	5d20

*Base numbers are listed male/female.

** Sidhe base their height and weight on the race they most resemble.



The Curse of Iron:

Cold iron (and its alloys) are the bane of the sidhe, such that any sidhe that encounters it will begin to suffer adverse reactions. Simply touching iron is uncomfortable, with a Will save after each round at DC 10 to avoid losing the mental balance which enables a sidhe's Invisibility. This DC is also used for concentration checks for spellcasting while in contact with iron.

Iron has a debilitating effect. Treat iron as a contact poison requiring ten full minutes of exposure for initial onset. After this ten minute buildup, the sidhe must make a fortitude save at DC 15 or temporarily lose four attribute points each in STR, CON, and DEX. If the sidhe makes his save, but remains in contact with the iron, he must save again after another ten minutes of exposure at +5 DC. Repeat until the sidhe succumbs to the effect or the iron is removed. Ten minutes after the primary effect, the sidhe must make a Fortitude save (using the newly modified CON) at DC 25 or permanently lose a level of experience. Each day of contact thereafter requires

another save at DC 25 or results in yet another level loss. If the sidhe's level falls to 0, he dies, and immediately fades to nothingness.

Ingesting iron increases all DCs listed above by 5, and eliminates the 10 minute onset time.

Spellcasting under the debilitating effects is nearly impossible, requiring a concentration check at DC 30.

A sidhe cannot recover any of the attribute damage until the iron is removed. Only experience or *Lesser Restoration* or *Restoration* can restore lost levels. Ingested iron can be removed by *Remove Poison* followed by *Remove Curse*, or with *Heal spell*, *Miracle*, or *Lesser/Greater Wish*.

If physically restrained by iron, (most likely by manacle, chain, or hoop) a sidhe loses all his above listed Special Qualities, and begins to age. The iron need not touch skin (as in the case with cloth-lined manacles), thus avoiding the poisoning effects, but must be the force rendering the sidhe unable to move freely. A bound sidhe's lifespan in these conditions is similar to starvation (see DMG, p.86).