

## Regions of Tharstelding

**Automatic Languages:** The Languages automatically known by all the characters from this region, regardless of intelligence score. These are in addition to any other automatic languages a character may possess, such as from belonging to a specific race.

**Bonus Languages:** Characters of exceptional intelligence (12 or higher) begin play with one bonus language per point of intelligence bonus. These bonus languages are in addition to any other bonus languages a character may possess, such as from belonging to a specific race. In addition, the following languages are always available as bonus languages to the appropriate characters, regardless of race or region; Abyssal (Clerics), Celestial (Clerics), Draconic (Wizards), Infernal (Clerics), Sylvan (Druids).

In addition, characters can learn any language spoken in Draconspire by spending skill points on the linguistics skill, regardless of whether the language appears on this list.

**Regional Feats:** If you choose a home region you may select a regional feat appropriate to that region. These feats represent the common sorts of talents that people from that region learn. A character may only ever have one regional feat. A regional feat can only be selected at 1<sup>st</sup> level.

**Equipment:** Finally, the table lists equipment your character starts with if he chooses a home region. This equipment is in addition to any equipment you get with your starting package or whatever you might buy with your starting money.

You may choose to sell your bonus equipment at 50% of its listed cost, if you would rather have extra coin instead.

### Tirmordane:

Automatic Languages: Common, Mordane

Bonus Languages: Dwarven, Giant, Elven, Thallos, Zanth

Regional Feats: Lumberjack, Tainted Ancestors, Merchant Contacts, Elven Blessing

Equipment: (A) Studded Leather Armor\* and 3 *potions of cure light wounds*  
(B) Artisan Tools\* and 200 gold  
(C) Small Cottage a Mule and a Cart

### Pax Thallos:

Automatic Languages: Common, Thallos

Bonus Languages: Dwarven, Hill Dwarf, Draconic, Castran

Regional Feats: Strong Rider, Sandgod's Faithful, Slaver, Fireborn

Equipment: (A) Light Warhorse or war pony, Long Spear, Composite Shortbow  
(B) Scale Mail \* and a Longsword or Mace  
(C) Ranseur\*, Manacles

### Xar Zanth:

Automatic Languages: Common, Zanth

Bonus Languages: Orc, Goblinoid, Gnoll, Mordane, Castran

Regional Feats: Militia, Democratic, Guild Suave, Metropolitan

Equipment: (A) Leather Armor\* and Thieves Tools \*  
(B) Chain Shirt and a Heavy Steel Shield  
(C) Noble's Outfit, Light Horse or pony and a *potion of Sanctuary*

**Castros:**

Automatic Languages: Common, Castran

Bonus Languages: Goblinoid, Sylvan, Hill Dwarven, Thallos, Zanth

Regional Feats: Radiant Fervor, Hearty, Far Traveler, Born Adventurer

Equipment: (A) *Wand of Light* or *Wand of Detect Magic*  
(B) Any two 2nd Level Scrolls  
(C) A light horse or pony with a saddle, pack and 10 days rations and feed.

**Kal:**

Automatic Languages: Common, Kal

Bonus Languages: Terran, Draconic, Gnoll, Sylvan, Aquan

Regional Feats: Mysterious, Barbaric, Elemental Soul, Druidic Acolyte

Equipment: (A) Darkwood Shield (large or small) and 1 1<sup>st</sup> level potion.  
(B) Trident, Net and Leather Armor\*  
(C) Scimitar, Dagger and 2 *Tanglefoot Bags*

\* Masterwork Item

Blowguns and Pistols are described on Page 144 of the 3.5 DMG and follow the same rules.