



Chapter 3

Character Races



With the recent return of Infernus after millennia of isolation, elders and elderkind aren't the only races starting to pop-up throughout the multiverse. New planar races that once dominated the closed ecosystems of Infernus are now free to roam the planes. Some, like the drak, are the result of natural evolution, while others are not.

Not surprisingly, even some of the Infernal monsters have begun to show up elsewhere. It's not uncommon for travelers to stumble upon a glurp while roaming Avernus, where none existed only a few decades ago. The various monsters detailed in later chapters of this book list the lands and planes they may be encountered in, under the heading: Climate/Terrain.

Some cultures have easily assimilated the new races of Infernus, though others have not. Baatezu, for example, are less than hospitable to any race, whereas the yugoloths and some of the neutral races and lands have been more accepting.

Certainly, Sigil has become a popular refuge for many of the races not welcome in Baator or the cutthroat city of

Elves! No, it couldn't be, not in the dark, rank alleyways of New Paradise. Still, they do look an awful lot like elves—not drow, mind you, their skin is too light to be drow.

Though, they move with the elegance and grace of an elf... but, evil elves? By all the gods, what are they?

Well, if they're evil and elven, they probably speak drow...

—Last Words of a Clueless Warrior.

Ribcage. In fact, similarities between Sigil and New Paradise have opened numerous trade routes and new avenues for business. The Lady, herself, is responsible for the construction of several new portals to the city of New Paradise as well as possibly to other cities and lands of Infernus.

With all of these additional passageways into the multiverse, it's no wonder why the denizens of Infernus have begun settling the planes.

New PC Races

Several of the new Infernal races are appropriate for humanoid characters and are dealt with here. The others are described in Chapters 5, 6, and 7.

Player characters may choose to be *Drak*, *Aerel*, *Puck*, or *Garmon*. Each of these races is detailed in the following sections and is described similarly to those optional player character races listed in *The Complete Book of Humanoids* [2135] and *PLAYER'S OPTION™: Skills and Powers* [2154].

DRAK are dark elves with milky-gray skin and either black or white hair. They are skilled in the art of spellcasting and also make hardy warriors. They are very sophisticated and highly honor bound.

AEREL are humanoids with avian heads and human-like bodies. Their head and neck are covered with short, soft feathers, but the rest of their body is scaly. They have normal feet and a snaky, spaded tail. They are civilized and make excellent rangers and thieves. Some also become the best of bards—their impressive, dynamic voices being unparalleled. They are also quite fond of humor.

PUCK are small, rat-like creatures similar in size to a halfling. They have large, clumsy feet, a prehensile and mouthed tail, and squat heads with large ears, fangs, and three eyes. They are surprisingly strong for their size and make excellent warriors. Puck can also be wizards or priests.

GARMON are a diabolical lot. They have baboon-like heads with angled horns, large and leathery wings, and cloven hooves. Their society is very old and can be linked to the elders. They value wisdom and knowledge, but are often savage. They make good warriors and priests.

Ability Scores

The following table, Table 13, shows the racial ability score adjustments for the above-described races.

Also, note that some of these characters may start with ability scores initially as high as 19 or 20.

Table 13: Racial Ability Score Adjustments

Race	Adjustments
Drak	+1 Dexterity, +1 Intelligence, -1 Wisdom, -1 Charisma
Aerel	+1 Dexterity, +1 Constitution, -2 Intelligence
Puck	+1 Strength, +2 Constitution, -2 Dexterity, -2 Charisma
Garmon	+1 Dexterity, +1 Wisdom, -2 Charisma

Character Classes and Levels

Table 14, below, details the humanoid character level limits by class:

Table 14: Humanoid Character Level Limits by Class

Class	Drak	Aerel	Puck	Garmon
Fighter	12	10	12	12
Warlord	16	—	—	—
Ranger	—	15	—	—
Cleric	12	8	10	12
Wizard	15	—	10	6
Witch	15	—	—	8
Thief	10	12	—	—
Bard	—	U	—	—

As per rules detailed in *PLAYER'S OPTION™: Skills and Powers*, demi-humans may exceed level limits if they possess high prime-requisite ability scores. Because this rule applies only to demi-humans (and not humanoids), only the drak (an elven race) may do so. Table 17 in the aforementioned book details the number of bonus levels that may be earned (ranging from 1 to 5). Level limits for the other humanoid races are final.

Also, players choosing from the above races may generally not customize them, and thus receive zero character points under the optional *Skills and Powers* guidelines.

Racial Abilities and Restrictions

The individual powers and abilities of each race are described fully in the following sections.

Drak Elves

I still remember that day—every taste, smell, and sight as clear as the waters in Mirror Lake. It was the greatest turning point of my life since I came of age.

We had heard of the new portal at the Arch of Sorrows, and my younger sister and I vowed to journey through it, despite the fact that our clan leader hadn't yet sanctioned such activity. Ever since we ran into that strange walker—a "tiefling," or so it called itself—our curiosities had gotten the best of us.

At the Arch we found many a strange walker lined up, ready to exit through the portal. Guardian elders were present, gathering egress tolls from the leaving visitors. Overseeing the whole affair was a mighty elder—a Kurzog! I had only seen one once before, and I hoped that I never would again. Obviously, someone or something wanted to impress our visitors—if not scare them outright from ever coming again.

There was only a minor toll to exit the city, and so we did after a lengthy wait. The journey itself was quick and unusual, and the cityscape beyond was unimaginable. Though it was small, it wrapped back around upon itself and curved like the inside of a barrel so that you could still see the city above you. It was a flat and dense city, though building designs were quite diverse, and the walkers!... The walkers were more diverse kinda crowd I'd ever seen. Sigil's what they called it.

Everyone and everything was free. No laws to speak of, no constant lookers that we could see, and no frequent patrols...Well, other than those walkers who called themselves the Harmonium—not much of a task force, if you ask me. It was borderline chaos, but just stable enough to feel right.

My sister and I spent several days wandering the streets and alleyways. We met many creatures and travelers from other lands. So much did we see, I cannot jabber of it all now. For the day before we were to return, we met another who was like and unlike ourselves. He was an "elf." We had heard the term long ago and it was part of several ancient legends they teach to children.

This elf had paler skin than we, and was shorter too. Frail is what I would call 'em, but he seemed to know his way 'round that which was untouched. Normally, I would hold more pride than I did then, but something told me to relent and let curiosity be sated.

Though unsteady of us to start, this elf guided us about and jabbered of strange lands and walkers—and somewhat as curious of us as we were of him.

When we finally ventured through another portal with him, returning to his land—the land of the clueless as he called it—we then knew we had found our new home. It was a primitive society to say the least, but was ripe for conquest and rule. This is where my sister and I would build our own cities, and conquer the clueless beneath us.

—The drak Eris to his children.



A Drak Warrior and Witch

PC Race Option

The drak can serve players as a new character race option. For rules purposes, they are considered elves—though players are not normally allowed to customize their characters as they would other demi-human and humanoid characters described in *PLAYER'S OPTION™: Skills and Powers*.

What follows below is the adjustments, restrictions, and benefits received from playing such a character. Like players that choose to play drow or humanoids, drak have a prejudice disadvantage, as well.

Description

Drak elves have slender, angular faces and features, though their frame size and type more closely resembles that of a human. Their skin is a light, milky-gray color, and their hair is always either jet black or white with slightly silvery highlights.

Drak are taller than normal elves, ranging between 5½ to 6-feet tall and have a base weight approximately 140 lbs.

Also, drak do not live quite as long as their Prime cousins—usually about six-hundred years.

Ability Score Adjustments

Drak receive a +1 bonus to both Dexterity and Intelligence. Likewise, they receive -1 penalties to their Wisdom and Charisma scores.

Hit Dice

Player character drak receive Hit Dice by class with no racial modifiers.

Natural Armor Class

Drak have a natural armor class of 10, as their skins are neither thicker nor tougher than other demi-human's.

Alignment

Drak tend toward lawful alignments. Their blood is also inherently evil and so most drak shy away from good alignments. PC drak may be of any alignment save chaotic.

Languages

Drak elves begin play with: drak, maelhoran (the Infernal Black Tongue), common, and garmon.

Racial Abilities

Their elven heritage gives them a 90% resistance to sleep and charm-related spells. They are likewise able to detect secret doors, though they do not have infravision.

Their main advantage is that their bodies are less susceptible to temperature extremes, thus gaining a +1 bonus to saving throws vs. cold-based attacks. They are especially resistant to heat and fire-based attacks and take only half damage (save for ¼ damage) from normal and magical fire attacks.

Racial Penalties

All drak are inherently bound by honor. Once they have given their word or swear an oath, they must follow through with their promise.

No one is quite sure of why this is, as drak heritage cannot be linked with the elders with any certainty. Nevertheless, a drak that does not follow through on his word will grow sick, losing 1d4 hit points per day until death or the promise is completed.

Also, as with other creatures of lawful evil alignment, a drak is only bound by the letter of his word and not the spirit of an agreement. Drak player characters who are forced into giving their word are encouraged to use trickery and cunning in their wording.

Furthermore, drak exhibit great pride. This can be seen in how they dress and carry themselves. They believe themselves superior to all Prime races and to all Planar races, save a few of the immortals. Player character drak receive a -2 penalty to reaction rolls and also must use great restraint to avoid attacking or killing those that insult them.

Class Restrictions

Drak may be Fighters, Warlords, Clerics, Wizards, Witches, and Thieves. Warlords, followed by fighters and priests are the most respected of their roles (at least by their own societies). A few go on to become wizards and witches, while it is nearly a disgrace for one to become a thief.

Table 15 details the level restrictions based on the class chosen:

Table 15: Drak Character Level Limits by Class

Drak	Fighter	Warlord	Cleric	Wizard	Witch	Thief
Level	12	16	12	15	15	10

As with other demi-human races, PC drak may exceed these level limits by 1 to 5 bonus levels for high prime requisite scores. This range is detailed on Table 17 of *PLAYER'S OPTION™: Skills and Powers*.

Proficiencies, Kits, and Role

Players may choose any kit and proficiencies that befit the drak's sophisticated and skilled natures. Drak may be either Planar or Prime characters as they have also settled many worlds of the latter.

Background

The origin of the drak is a topic fiercely debated. What was once only a legend is now a contender among myriad possibilities in light of recent developments, including encounters with a variety of Prime elves.

Because the elven race consists of several sub-types, many believe that the drak are simply another such type. The drakish warlords and high-priests believe their race is an offshoot of the divine, and continue to point-out similarities with the elders.

Still, the wizards and high-ranking witches contend that it's clear their race was simply a standard elven sub-race that has since adapted to the environments of Infernus over millennia. Though, how any elves made their way to Infernus during the Great Era of Isolation (q.v.) is another matter left unexplained.

Whatever the case, the drak closely resemble elves, whether by chance or heritage, and many drak now refer to themselves as drak elves.

Society

Drak society is clan-based. Each such clan or "house" comprises a prince of noble birth and rite, who leads over his family and all those related by birth or marriage. Thus, each house is essentially an extended family of sorts.

House structure is governed by males, and females that marry give-up their house for that of their mate's. In ritual rites, where one male challenges another under law or precedent, the victor may give-up his house and assume the role of the loser. Such a house will welcome the victorious male, as this strengthens their house's standing.

A single house can range from a small, extended family of not less than 100 members, to great houses of several thousand strong. Each prince is charged with the prosperity of his house, and the stronger and higher standing it is, the greater his respect and power. Princes of the greatest houses are always high-level warlords whose words carry great weight and can easily impact all of drakish society.

Likewise, the house to which a member belongs accords him a commensurate level of respect throughout all of drakish society. And it is not uncommon for members to envy the positions of others.

Also, houses will often align themselves with greater houses, to curry favor and standing. Some houses will wildly fluctuate in power and standing

based upon current politics, while others remain a pillar of strength or are notoriously weak.

The greatest princes of each house contend for the position of High-King. To bid, each prince undergoes a complex religious ceremony, followed by a contest of prowess, cunning, and wisdom where he is pitted against all other contenders. He who is victorious becomes the chosen, or High-King.

This prince gives up his own house in order to rule over all of drakish society. He is attended to by a lavish court of accomplished warriors and is advised by a ruling council consisting of both wizards and priests (all of which have also given up their houses).

Once the High-King is chosen, he assumes that role for life. If he is ever assassinated, a new rite of succession will be held following an extensive investigation where the responsible house (or scapegoat) is shamed and denied participation. The High-King can also be removed by the unanimous decision of the ruling council and a two-thirds vote of the highest-ranking contending princes (in which case, he is legally assassinated).

Until recently, there was only one High-King. But now, with entire clans relocating to various Prime worlds (as well as a few to other planes, including the Outlands), each such world is promoting their own High-King. This is permitted, as the difficulties associated with ruling remote civilizations is difficult, at best.

The High-King who resides over the drak of Infernus is still considered the ultimate authority, though no other High-King as yet challenged his authority.

Ethos and Morals

Drak are lawful evil and are also highly honor-bound. They place law and order above all else, and even neutrality is viewed as utter chaos.

**"His Word's as good as a Drak's"
—Fast becoming a Planar Proverb**

Their ethos requires them to be unwavering in oath. And if a drak should swear an oath or give his word, he must follow through—though, one's word can often be twisted in meaning. Those who don't, always wind-up dead. Whether this is because they are killed or are hunted down by some unknown sickness or force is unknown.

Morally, the drak are not as evil as one might assume at first glance. This is because their society is so

family oriented (rather unusual for an evil society). In fact, most clan members will put aside their selfish motives and take-on an almost “heroic” stance when another member is in danger or need of help.

The drak claim that it is their honor that binds their clan together as a unit, and by keeping their unit whole, they keep themselves whole.

This logic seems a little fuzzy at best by other lawful-evil societies. But, few make the mistake of viewing this family unity as weakness, for those who do have regretted it.

Although the drak are not a heavily religious society, they do maintain a number of priests, including several on the ruling council. These priests and all others in drakish society are charged with setting other morals and interpreting proper ethos as decreed by the elder princes.

Habitat

Drak mainly reside in urban areas throughout the Plains of Ög. They avoid Rhä'ha'dum, and it is said that those who venture too close to the dark city are taken back as slaves.

More than sixty clans reside in New Paradise alone, though the High-King can only be found in Draal, the drak city of some fifty clans. Draal has a population of nearly 50,000—most of which are drak, though some garmon live their too.

Draal is an impressive city by design. Every stone set in each street, building, and spire is intricately engraved with unique designs.

All of the city's streets point toward the center tower, like spokes in a wheel. This tower of the High-King rises nearly a thousand-feet high, dwarfing every structure in the city. By law, no other building may rise above one-hundred feet so that the High-King's tower can be clearly seen from every vantage point in the city.

The city is prosperous and extraordinarily clean for an Infernal city. Industries include weapon smithing, design, art, and numerous magical wares. Taxes are higher for non-drak citizens, so few other beings choose to dwell here.

The drak earn their racial hatred from the puck because the drak maintain thousands of slaves (all puck and a few drak that have been sentenced into slavery for crimes they've committed). These slaves work the vast mines and quarries just outside of the city's walls, mining the one thing of value in the soils and rocks of Infernus: Kealar—that ancient metal, so heavy and unbreakable, it is the only mineral that Infernal designers can use to build structures so grand.

The drak are surprisingly civil and humane regarding the treatment of their slaves. Even so, the work of mining and transporting this unbearably heavy mineral is grueling to say the least. It is estimated that nearly 30% of puck slaves die from hard labor each year. Because of this, they must be constantly replaced.

Throughout the inactive mine tunnels and open quarries, the drak have constructed villages for the puck. More or less holding pins than anything else, these villages serve as breeding stock for the slaves. Females are kept constantly pregnant and fed fine meals regularly. Those who bear weak or runt infants are slain or sent to the mines themselves.

The kaelar mined by the drak is either used to strengthen or expand the tower or structures of Draal, or it is sold to other cities or high-up men around Infernus, including elders.

The drak residing in other cities have adapted to survive in those cultures. In cities where they make-up a large minority, such as New Paradise, their group has some power in the politicking of those governments. Though such drak do not contribute to the slavery efforts of their home city, they do, nevertheless, suffer the prejudices shared by their brethren. It is not uncommon for minor skirmishes between puck and drak neighborhoods to escalate into full-blown street wars (something most governments silence immediately).

Recently, drak have begun to settle areas outside of Infernus. Entire clans have relocated to a number of Prime worlds, and one can usually catch a glimpse of a drak wandering the streets of Sigil. Some have found their way to the Outlands and have made homes for themselves inside and out of Ribcage. Few have actually tried to settle on Baator, Gehenna, or Acheron, but stories tell of drak encountered there as well.

By far and away, the largest settled area outside of Infernus is the Plane Prime. The clans that have taken root on such worlds have found life easy compared to that of Infernus, and because of this, thrive on such worlds.

Such drak have also discovered a new enemy—a powerful enemy that rivals nearly every facet of their existence: Drow. The drow find the drak to be an abomination and threat (though not much of one) to their own existence. Wars have already been fought between the two dark elf races and word of such has reached both Infernus and the Abyss...



Aerel

Yup, 'em choppers tink 'ter reeeeeal smart. But, get 'em laugh'n 'til day can't stop, and ya got 'ter purse fur sure.

Ha, ha, I 'member da time win I jabbered 'tis chopper wit 'em horns fur sure, an' he had da purse o' sweet'as blood, he did. 'Course I peeled it 'rot off 'em an' fur none the wiser.

By all da gods, 'em chopper's dumber din me, he, he, he. But, ya gotta know pain, berk! Devry wonst din a while, 'em chopper's 'al pin ya. An' win day do dat, ya gotta chop 'em back.

Yup, an' I chopped a bunch of 'em. An' alla' it 'rot under da horns of da law, he, he, he.

—A drunk aerel thief bragging to a polymorphed horde master.

PC Race Option

Aerel make for interesting role-playing opportunities. Players looking for a hardy and agile thief or ranger with a steady aim, will find an aerel perfectly suited.

What follows is the adjustments, restrictions, and benefits received from playing such a character.

Description

Aerel are humanoids with avian heads. Soft, short feathers cover the head and neck areas, while the rest of the body is covered with tiny scales. Large, curving horns sprout from the back of their heads. Their hands and feet appear normal, but end in tiny claws. They also have a snaky, spaded tail.

Aerel are approximately 6 to 6½-feet tall, and have a base weight of 160 lbs.

Ability Score Adjustments

Aerel receive a +1 bonus to both Dexterity and Constitution. Likewise, they receive a -2 penalty to Intelligence.

Hit Dice

Player character aerel receive Hit Dice by class with no racial modifiers.

Natural Armor Class

Due to the aerel's scaly hide, they receive a natural armor class of 8. Naturally, if the aerel dons armor with better protection, this natural armor class does not lower it further.



Alignment

Aerel naturally tend towards neutral or lawful alignments. They are generally evil, but a few neutrally-aligned aerel have been encountered. Player character aerel can be of any alignment, though good aerel are extremely rare.

Languages

Aerel begin play with: aerel, maelhoran (the Infernal Black Tongue), common, drak, puck, and garmon.

Racial Abilities

Aerel can mimic the voice of any small or medium-sized creature they've encountered, perfectly. Furthermore, they can sing at will, gaining a +2 bonus to their reaction adjustments vs. any hearing creatures.

Once per day, they can emit an ear-piercing screech that causes hearing creatures within 10-yards to save vs. petrification or be deafened for 1d4 turns.

Aerel are ambidextrous, and may use weapons with either hand with no penalty.

An aerel may bite opponents with its sharp beak for 1d4 points of damage.

They may also use their semi-prehensile tail to grip and carry objects up to 40 lbs. That is, although an aerel could carry a 20 lb sword, he could not wield it.

Racial Penalties

Aerel sustain double damage from all gaseous attacks (save for normal damage).

Class Restrictions

Aerel may be Fighters, Rangers, Clerics, Thieves, or Bards. Table 16, below, details the level restrictions based on the class chosen:

Table 16: Aerel Character Level Limits by Class

Aerel	Fighter	Ranger	Cleric	Thief	Bard
Level	10	15	8	12	U

Like other humanoid races, aerel may not normally exceed these level limits, though the DM is the final arbiter, of course.

Proficiencies, Kits, and Role

Aerel automatically receive the *tracking* proficiency. They may also choose any kit or proficiencies the player wishes, and as described for each class.

Aerel are strictly Planar characters as they have not yet attempted to settle any worlds of Plane Prime.

Background

Aerel ascended from a now extinct race of elderkind, long ago. It is believed that they were once the progeny of Agoren, Prince of the Lower Aerial Kingdoms, however, they are now recorded little respect.

Society

Aerel have no real societal structure and are somewhat nomadic, moving from city to city, regularly. They will sometimes form small bands of less than a dozen aerel, but these never seem to last for more than a few weeks, at best.

Aerel mate frequently, and females carry 1 or 2 large eggs for a period of approximately four months. At the end of their pregnancy, they give birth to the egg(s) which the males then puncture in order to inseminate.

Females will guard and care for the eggs until they hatch, a process taking roughly two months—the males nowhere to be found. Hatchlings will reach full size in as little as two years, at which point they are abandoned by their parent.

Ethos and Morals

Aerel do not usually abide by a strict set of rules or ethics. Some constantly lie and cheat, having no sense of honor, while others are nearly as noble as the drak.

They are, of course, lawful evil for the most part, but it is not unusual to encounter both neutral evil and lawful neutral aerel roaming the city streets of Infernus.

Habitat

Aerel have no single place they can call home. Being somewhat nomadic, they can be found wandering the streets of nearly every city on Infernus. Because of this, travelers never seem to meet the same aerel twice.

"Beak-it, berk!"
—Infernal Proverb

Aerel are naturally curious, and it is this curiosity that has led them to other planes of existence. Aerel have settled in Sigil, and some can be found wandering the Outlands. As of yet, they seem relatively uninterested in the worlds of the Prime.

Surprisingly, aerel have also taken-up residence in some of the Infernal marsh and forest lands, including Witherwood.



Puck

To: Giiareng Ögalema,
Rimward Labor Camp HG3-5

Dearest Mother,

I have completed the fourth circle of promise, thereby graduating from my class. Magic now seems almost natural to me, and I have learned how to kill with it. I know you must be very proud.

I'm sorry to hear about father, and your friends Goolirak, Yokgashik, Perkemole, and Tiiangok. Someday it will be the drak who die in the mines, I promise you that.

In the mean time, follow my advice and disown your blood, for they will all perish soon, of course. It will make things easier for you—I know that I will pay no attention to your death. Hopefully it will not be with much suffering, and always remember that it could be far worse if you were sold into elder slavery. But, do let me know when more of our family are tortured and killed, it always makes for good jabber.

Say, one last note worth mentioning: If you remember Auorgiik, another student, displeased our master yesterday. As punishment, we were allowed to test our magic skills on him. The poor chopper was left burnt hairless, blind, and bloodied. Ha, and he still lived! Oh, that was a lot of fun—wish you were there!

Anyway, I hope you're still alive by the time this letter reaches you. And be sure to write back, otherwise I'll leave you for dead.

Love,

Your best blood, Haagelk Ögalema.

PC Race Option

Puck are not accorded much respect, though they can become accomplished fighters, wizards, and priests. They can also provide players with an exciting role-playing challenge.

What follows is the adjustments, restrictions, and benefits received from playing a puck.

Description

Puck are squat and bulky humanoids possibly analogous to dwarves on Prime worlds. They are hunchbacked and have wide heads with three eyes, a fanged mouth, and pointed ears. They have large, clumsy feet, and their fingers and toes end in inch-long talons.

Aside from their third eye, a most notable feature is their tail which ends in a snaky head. This snaky head



is mouthed and has three eyes as well. Puck are able to use these additional eyes in order to see in alternate directions.

A full-grown puck averages about 3½ to 4-feet high, and has a base weight of approximately 150 lbs. In a natural environment, they are known to live in excess of 200 years.

Ability Score Adjustments

Puck receive a +1 bonus to Strength, and a +2 bonus to Constitution. Likewise, they receive a -2 penalty to both Dexterity and Charisma.

Hit Dice

Player character puck receive 8 bonus hit points at first level. Thereafter, they receive Hit Dice by class. However, they are allowed a full Constitution bonus as if they were fighters, regardless of actual class.

Natural Armor Class

Puck receive no special bonuses to armor class. An unarmored puck has armor class 10.

Alignment

Nearly all puck are lawful evil, though some of neutral evil alignments are known to exist. They excel in selfish morals.

Player character puck may be of any alignment, though good-aligned puck are extraordinarily rare.

Languages

Puck begin play with: puck, drak, maelhoran (the Infernal Black Tongue), and common.

Racial Abilities

Puck have excellent vision and can see in total darkness to a range of 120'. Furthermore, their tail enables them to see in additional directions—wherever it happens to be pointing.

They also have above-average hearing and a superb sense of smell. They can, in fact, track prey by scent 50% of the time.

Puck have a multitude of natural weaponry. They are able to bite and claw opponents for 1-2 points of damage each. Furthermore, their tail may strike out at opponents like a snake, inflicting 1-3 points of damage.

Racial Penalties

Puck are fairly clumsy and cannot move very quickly. They have a base movement rate of 6.

Class Restrictions

Puck may be Fighters, Clerics, or Wizards. Table 17, below, details the level restrictions based on the class chosen:

Table 17: Puck Character Level Limits by Class

Puck	Fighter	Cleric	Wizard
Level	12	10	10

Like other humanoid races, puck may not normally exceed these level limits, though the DM is the final arbiter, of course.

Proficiencies, Kits, and Role

Puck automatically receive *endurance*, *mining*, and *stonemasonry* proficiencies. They may also choose any kits and proficiencies they wish, and in accordance with their specified profession.

Puck are usually only Planar characters as few have ever ventured to Prime worlds.

Background

No one is quite sure where the puck originated from, and no one (including the puck) really seem to care. They breed quickly and are found all over Infernus. The

elders see them almost as an infestation, like rats to a Prime.

Society

Although the puck have no recognized society, they do seem to maintain some kind of loose family structure. There does not seem to be any hierarchy to these families, and individuals always go off on their own as soon as they are of age.

Puck mate indiscriminately, and females bear litters of six or more young. The young are casually cared for by their mother until they are half-grown (about eight years). Thereafter, they are left to their own devices, though periodically return to their mothers for additional guidance. Approximately half of all puck young die before adulthood due to harsh city environments.

Ethos and Morals

Aside from their rather selfish family holdings, puck do not seem to really care about anything or anyone else but themselves.

They are primarily lawful evil, though some neutral evil specimens have been found.

“Ahhh, ha, ha... Say, you’re a funny-
lookin little thing, he, he... So, what a—”
—Last Words of a Clueless.

Habitat

Puck inhabit mainly city dwellings throughout the Plains of Ög, and are rarely found anywhere else. A great number of them are also kept as slaves by the drak, just outside the city walls of Draal.

A few puck have wound-up in Sigil, Ribcage, and a number of other city locations throughout the lower planes. Some have also ventured to Plane Prime, though few survive their long, as they are drawn to cities and most Primes see them only as monsters.

