

Beneath The Desert Sands

An Introduction to the Ura

I am Chemuk of Moon Raider, master hunter, mighty warrior and wisest of our clan. My word has great weight when the clan makes their decisions, for the blood of Moon Raider runs in my veins, he who was the best of our ancestors.

We are the free people of the desert, runners beneath the moon and burrowers beneath the sands. Our clan, the Five Stars Rising, is ruled by a council of elders whose bloodlines stem from the greatest of ancestors. I hear that you are of the line of Djinn Slayer, so you too may find a place on the council when you have proved your worth in battle.

We take what we need from the big races who cast away useful items carelessly. We are brave fighters and stealthy raiders and we respect any who treat us with honour. The lumbering dromads treat us with contempt and so we war with them whenever we meet. Humans are strange and changeable – some have honour, some don't. Through them we have found new lands where the stars are different and the land is like an oasis everywhere.

The race of ura come from the Outer Continent, or Fallen Sun as it is known. Fallen Sun is a landmass with a fertile coastline and a harsh desert interior, and the ura can be found in the borderland between these extremes. Desert nomads originally, many of the tiny people have found a niche in human cities, and with the recent contact between the Inner and Outer Continents they have found a means to spread further across Conclave.

Personality: Despite their tiny size, ura have a culture venerating brave and honourable warriors and most ura try to live up to these ideals. They consider it dishonourable to show fear and to lie, and can sometimes come across as very serious to outsiders although this is mostly a front. Ura also like to relax hard, with plenty of music and dancing. They can drink a surprising amount for such small creatures. An uran friend is a staunch and loyal ally. An uran enemy is an implacable foe and often more dangerous than their size may suggest. They do not, however, bear grudges and an uran enemy may become a strong friend once redress has been made.

Physical Description: Ura are typically about 12-18 inches tall and wirily muscled. Their nose and mouth protrude slightly like a small muzzle and their most notable feature are their large ears on top of their head, often referred to as rabbit-like. These ears are hairless, heavily veined and mobile. Their position is a good way of determining the mood of

an ura – they lie flat when the ura is angry or scared and stand tall when the ura is excited or happy.

Ura have three long toes on each foot but four fingers and a thumb on each hand. They have short hair on their heads but none elsewhere. Their skin-tone tends towards the dusky or dark, like the humans of Fallen Sun.

Relations: Other races tend to see the ura as an annoyance or pest, but the ura are open and curious about all other races. They get on best with races that either enjoy life freely or who have a reputation for being honourable warriors. Ura are not intimidated by the relative size of other races and see themselves as equals of all.

Alignment: Ura have little time for highly organised society and so favour the chaotic alignments. They have no particular predilection towards either strong good or evil and are as likely to be either of these as to be neutral in the matter.

Ura Lands: The ura come from the Outer Continent of Conclave, also known as Fallen Sun. They are a desert-dwelling race, suited to a hot and dry climate where they survive by living underground and venturing forth at night. Ura are nothing if not opportunist, however, and since contact between Fallen Sun and the Inner Continent nations they have followed traders back to their homelands and can now be found anywhere. They are a gregarious people and prefer cities to wilderness. Although originally nocturnal and subterranean they are adaptable and ura

immigrants live anywhere and are active at any time.

Religion: Many ura follow the major religion of Fallen Sun – the All Seeing One – spread by the human a’Keshamite Empire. Traditional ura beliefs centre around the veneration of warrior ancestors, and most of the ura clans trace their origin from a particular ancestor. To humans, there are countless numbers of these ancestors and sometimes the ties seem spurious and invented on the spot, but ura take them very seriously. Objects in the night sky are also commonly revered – the moon, the stars and the wanderers – and ura have a well developed science of astronomy.

Classes: Ura make good rogues, with their tiny size and those who live amongst humans often tend towards this class. The ura also have a strong warrior culture and fighters and rangers are common. Monks are unheard of amongst Fallen Sun ura, but those in Imperial lands are fascinated by the focus and discipline of the fighting styles. Some Fallen Sun ura become paladins in the name of the All Seeing One. Ura are rarely wizards, and they prefer physical solutions to problems than magical ones so spellcasters of all kinds are uncommon except for shamans or clerics who speak with their ancestor spirits.

Language: Ura speak uran, a language both abrupt yet musical, full of glottal consonants and distinctive clicks. There are many tribal dialects but the differences are too subtle for the casual speaker of uran to spot. They usually learn the language of their nearest neighbours as well. On Fallen Sun this is normally the Imbatan language. Immigrant ura to Merchant League and former Empire of Splendour lands learn Low Imperial.

Names: Uran names have three parts. Every ura has a personal name, a clan name and an ancestral name. The last two are inherited and the first is given at three years of age (before that they are known simply as *First Child*, *Second Child* and so forth). Personal names are simple one or two syllable words, whereas clan and ancestor names are usually translated into their descriptive forms. Clan names stem from desert phenomena whereas ancestor names are from deeds of the ancestor. An ura normally places ancestor before clan. Chemuk of Moon Raider in Five Stars Rising, for example, is Chemuk (personal name) with the ancestral line of Moon Raider in the Five Stars Rising clan. Ancestral lines can cross clan boundaries (through marriage) and there is a complex series of hierarchies to determine which takes precedence. There is no convention separating male and female personal names.

Ura personal names: Glan, Luur, Mra, Ryem, Chikta, Chemr

Ura clan names: Five Stars Rising, Passing Cloud, Dust Storm, Dead Cactus, Eclipsed Moon

Ura ancestor names: Moon Raider, Djinn Slayer, Star Voyager, Desert Tracker, Midnight Hunter, Water Bearer, Tunnel Forger, Steel Maker

Adventurers: Ura are by nature inquisitive and bold, and the life of a wandering adventurer comes naturally to them (although they are loathe to leave their clans). Ura met abroad may be seeking excitement or a test of their warrior skills, or they may be travelling to seek help for their community. Immigrant ura are often looking to prove themselves in their new homeland, and learn as much about it as possible at the same time.

Ura Racial Traits

- Ura are quick and nimble but they are small and relatively weak. They get -4 to Strength and +2 to Dex.
- Ura base speed is 20 feet.
- **Tiny:** As tiny creatures, ura gain a +2 size bonus to Armour Class and attack rolls, and a +8 size bonus to all Hide checks. They must use smaller-sized weapons and equipment, and can only carry half as much as a Medium character. As tiny creatures, ura do not threaten surrounding spaces but must enter an opponent's space to attack (thus provoking an attack of opportunity). Because of this, ura often use missile weapons or learn the Mobility feat. Ura reach weapons allow an attack into adjacent spaces.
- **Heat Endurance:** As desert creatures, ura are resistant to the effects of a hot environment. They gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.
- As nocturnal and subterranean creatures, ura have darkvision (60 ft.) and low-light vision.
- **Jump:** Ura gain a +8 bonus to Jump checks. Furthermore their maximum jumping distance (high and long) is not limited by their height.
- An ura's large ears give him a +2 racial bonus to Listen checks. Because an ura finds it difficult to control the body language of his ears, however, ura suffer a -2 penalty to Bluff checks.
- Ura are natural scavengers, cobbling together tools and equipment from whatever they find. They gain a +2 racial bonus to Craft and Sleight of Hand checks.

- **Tunneller:** Ura traditionally live underground and gain a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. An ura can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Automatic Languages:** Ura and Common. On the World of Conclave, replace Common with Imbatan (if the ura is from Fallen Sun) or Low Imperial (if the ura is from Perfection).
- **Bonus Languages:** Any.

Typical skills

The following are culturally typical Craft and Perform skills that ura might know, as well as common weaponry used. Ura characters are not restricted to these lists.

Craft/Profession skills: Tunneller, Weaponsmith.

Perform skills: Dance, Play Tabla, Play Tabor, Sing.

Weaponry: Ura composite bow, Ura longspear, ura shortspear, kukri, sling, ura glaive ('Big-Fella Killer').

Table: Random Starting Ages

	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Shaman Wizard
Ura	14 years	+1d4	+1d6	+2d6

Table: Aging Effects

	Middle Age	Old	Venerable	Maximum Age
Ura	35 years	50 years	70 years	+2d20 years

Table: Random Height and Weight

	Base Height	Height Modifier	Base Weight	Weight Modifier
Ura, male	12"	+2d4	2 lb.	× 1 lb.
Ura, female	10"	+2d4	2 lb.	× 1 lb.

Table: Ura Weaponry

	Cost	DMG (T)	Critical	Range	Weight	Type
Unarmed Attack						
Unarmed Strike	-	1	x2	-	-	Bludgeoning
Simple Weapons						
<i>-One-Handed</i>						
Shortspear	5 sp	1d3	x2	20 ft.	3/10 lb.	Piercing
<i>-Two-Handed</i>						
Longspear	2 gp	1d4	x3	-	1 lb	Piercing
<i>-Ranged</i>						
Sling	-	1d2	x2	50 ft.	0 lb.	Bludgeoning
Martial Weapons						
<i>-Light</i>						
Kukri	4 gp	1d2	18-20/x2	-	2/10 lb.	Slashing
<i>-Two-Handed</i>						
Glaive	4 gp	1d6	x3	-	1 lb.	Slashing
<i>-Ranged</i>						
Composite Shortbow	33 gp	1d4	x3	70 ft.	2/10 lb.	Piercing
Composite Longbow	50 gp	1d4	x3	110 ft.	3/10 lb.	Piercing

Ura weaponry are typically the same as weapons used by other races, except scaled to a Tiny size. The glaive and the longspear both have reach, enabling an ura to threaten adjacent squares.

Table: Ura Armour

	Cost	Armour/Shield Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure Chance	Speed (20 ft.)	Weight
Light Piecemeal	5 gp.	+1	6	0	5%	20 ft.	1 lb.
Medium Piecemeal	25 gp.	+2	3	-4	20%	15 ft.	3 lb.
Heavy Piecemeal	125 gp	+3	1	-6	35%	15 ft.	4 lb.

The ura usually fashion armour out of whatever bits and pieces of metal, bone, leather, wood and anything else that they can scavenge that has some stopping power. This 'piecemeal' armour roughly equates to three levels of armour; light, medium and heavy depending on how many layers it is composed of and how much coverage it provides.

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