



UNTHLATU

"Do not insult a crocodile while you are standing in the water."

The dragon-blooded unthlatu (oonth-LAH-too) are descended from matings between human slaves of the Kosa Empire and sorcerous dragons. Over generations of exile in the Great Mangrove Marsh, inbreeding brought their dragon heritage to the fore, and crossbreeding with reptilian swamp-creatures has changed them into an entirely new race. There are two major clans of unthlatu: the kUakUa (k-OO-ahkh-OO-ah), or "lizard" clan, and the cUngld (cuh-OO-ng-EED), or "poison water" clan. Marrying a member of the opposite clan used to be forbidden, but in recent years these restrictions have eased somewhat.

Personality

Most unthlatu are introverted and shy. They prefer to follow rather than lead, and usually defer decision-making to others.

Physical Description

Unthlatu look superficially similar to humans, except that they are bald, have no body hair, and are completely covered in fine scales matching the color of one of the common chromatic or metallic dragon types. Unthlatu nobles have a distinctively draconic appearance, and unthlatu royalty are actually half-dragons of various sorts.

Unthlatu wear elaborate beadwork clothing including shirts, loincloths, and aprons. However, these items are for decorative purposes only, since an unthlatu's body is naturally armored, and they lack external genitalia. Males also wear headbands decorated with feathers, and females wear beadwork circlets — this is the only way most mammalian races can tell the difference between a male and a female unthlatu.

Relations

The unthlatu have neutral relations with all races. The unthlatu dislike direct confrontations, preferring guerrilla tactics. Their weapon of choice is the Nyamban throwing knife, which they typically poison with noxious substances found in the swamps.

Food

The unthlatu eat whatever they can scavenge in the swamps, and almost never cook their food. When amongst other races, unthlatu will adopt the customs of those around them.

Language

Draconic. The unthlatu dialect of Draconic bears some resemblance to Kordo.

Names

Unthlatu names usually are some variant of "lizard," "snake," or "dragon." Some common unthlatu names include:

Male Names: bUdU, cUacUa, Camba, Cebodedu, Gondocu, Jinco, Jombe, Koko, Nko, and Pangado.

Female Names: Bambe, Cebededa, Cedebeba, Cuacua, Gondoia, Gudi, Jinca, Nkaya, Nya, and Pangada.

Adventurers

Historically, virtually no unthlatu have ever become adventurers. Recent attacks upon their people have convinced many unthlatu that the time for their isolation is at an end. Thus, many unthlatu adventurers consider themselves emissaries to the other races.





UNTHLATU RACIAL TRAITS

Ability Modifiers: +2 Strength, -2 Dexterity, -2 Wisdom.

Size: Medium.

Base Speed: 30 feet.

Dragon Heritage (Ex): Though unthlatu have a mixed heritage, an unthlatu character must select the dragon type — black, blue, green, red, white, copper, brass, bronze, silver, or gold — from which they derive most of their dragon blood. This is known as the character's primary dragon ancestry. Ancestry determines the color of an unthlatu's scales, and is also used to determine the abilities gained if they take the Breath Weapon or Energy Resistant feats.

Darkvision (Ex): Unthlatu can see in the dark up to 60 feet. Darkvision is black and white, but otherwise like normal sight, and unthlatu can function with no light at all.

Immune to Sleep and Paralysis (Ex): Unthlatu are immune to all forms of sleep and paralysis.

Natural Armor (Ex): Unthlatu have a +1 natural armor bonus to AC.

Natural Weapons (Ex): Unthlatu have natural weaponry in the form of claw attacks and a bite attack. An unthlatu's claw attacks inflict 1d4 points of damage each, and its bite attack inflicts 1d6 points of damage. These attacks are subject to all the usual rules affecting natural weaponry.

Skill Penalty (Ex): Unthlatu have little education or parental supervision. As a result, all unthlatu skills suffer from a -2 racial penalty to all Skill checks.

Automatic Languages: Draconic and Kordo.

Illiterate: Unthlatu are illiterate by default. They must spend 2 skill points to gain the ability to read and write any language they are able to speak.

Bonus Languages: Aquan, Daka-Alif, Daka-Kara, and Daka-Kosa.

Alignment Unthlatu are solidly neutral

