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# RACES OF NEOEXODUS: DARK REIGN



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## RACES OF NEOEXODUS: DALREAN

Dalreans are a race of sentient, mobile plants. If a treant is a thinking tree, a Dalrean is a thinking flower, and indeed, the spellcasters of this race are noted for their astonishing floral 'spellbuds.' Dalreans, who live exceedingly long lives, are closely tied to the natural cycles of Exodus.

### PERSONALITY:

Dalreans are extremely social creatures, with a culture rooted in constant spore communication. A Dalrean patch is invariably tranquil and united, and under normal circumstances, individuals within it are likewise the most calm and sociable of creatures. A Dalrean separated from the society of its kind becomes morose and nervous, and a Dalrean deprived of even the substitute company of other intelligent creatures may become severely, even dangerously, unbalanced.

### PHYSICAL DESCRIPTION:

Dalreans are green-skinned, eyeless humanoids, slightly less than 6 ft. in height, with a 'fin' running from the back of the head to the small of the back. Some observers erroneously conclude from this that they are an offshoot of aquatic humans or elves from the deepest oceans. Beneath its relatively conventional exterior, a Dalrean's physiology is quite unique. Dalreans are actually plants, reproducing via seeds and deriving sustenance from photosynthesis. A Dalrean possesses floral equivalents to the muscles and skin of most fauna, but these are little more than camouflage; its physical workings operate under entirely different principles. This difference is more obvious in the case of a Dalrean spellcaster; the creature generates brilliant flowers on its body for each spell it has prepared.

### RELATIONS:

Because Dalrean custom and psychology are so alien, and their homes so isolated, other races have little contact with these intelligent plants. Humanoids tend to see Dalreans as a sort of boogie-men, equally capable of calm beneficence and unfeeling cruelty, and switching from one to the other for reasons that would seem trivial to a creature of animal ancestry. For their part, the Dalreans are mostly tolerant of their animalistic neighbors. If a Dalrean patch's customs are violated, however, the creatures will neither forget nor forgive - yet, because Dalreans operate

on a different timescale than most creatures, their vengeance may come countless centuries after an offender has died of natural causes, and the Dalreans will scarcely know the difference.

### ALIGNMENT:

The vast majority of Dalreans are True Neutral as far as outsiders are concerned. The majority of exceptions appear Lawful Neutral or Neutral Good. Dalreans do not experience enough internal strife to make such distinctions; they are almost universally 'good' to their own patch and disinterested in the wider world, including Dalreans of other patches.

### DALREAN LANDS:

Dalreans occupy the deepest wildernesses of Exodus, from deserts to jungles, although they do favor warm lands over cold. Each Dalrean patch is a nation unto itself, unable to comprehend such notions as politics or loyalty to creatures outside spore communication. Sages debate the origins of the Dalrean race, proposing as wildly diverse suggestions as Sametia and even Ablis.

### RELIGION:

Dalrean psychology is unable to grasp the concept of a being 'outside' the network of life, such as a god. Most Dalrean patches subscribe to a belief in a universal interconnectedness that mimics on a larger scale the close connection the members of the patch experience among themselves, but beyond this nebulous concept, 'divinity' is outside the Dalrean experience.

### LANGUAGE:

Dalreans do not speak. However, they can modulate their communications spores to elicit complex and tailored emotional responses; a humanoid 'speaking' with a Dalrean believes he is hearing the creature, or at least experiencing its thoughts telepathically, when his actual reactions are physiological. Dalreans can understand humanoid languages.

### NAMES:

Dalreans do not have names within their patches; such divisions make little sense to them. A Dalrean forced



to deal with 'meat' races will adopt a nickname in the local language, usually one relating to plant life or nature.

## ADVENTURES:

At intervals known only to the Dalreans, individuals will leave a patch and scatter like seeds in the wind. These wandering Dalreans have trouble expressing their motives to animal-based intelligence; the best they can manage is to call their journey 'spreading a oneness.' Other Dalreans are forced into a life of adventure when misfortune befalls their patch.

## DALREAN RACIAL TRAITS

- **-4 Strength, -2 Dexterity:** The typical Dalrean is not as strong or flexible as a humanoid, although his fibrous body is surprisingly resilient.
- **Plant:** Dalreans are creatures of the Plant type. A Dalrean is not subject to effects that specifically target Humanoids, such as charm person. As a Plant, a Dalrean is immune to poison, sleep, paralysis and stunning, and does not need to sleep. It is not subject to critical hits or precision-based damage. Unlike most creatures of the Plant type, a Dalrean does not have low-light vision, and is not immune to Mind-Affecting or Polymorph effects.
- **Medium:** As Medium creatures, Dalreans have no special bonuses or penalties due to size.
- Dalrean base land speed is 30 ft.
- **Mouthless:** A Dalrean cannot drink potions or other liquids, nor can it eat. A Dalrean cannot activate magic items that require a command word.
- **Spellbuds:** A Dalrean cannot read and cannot prepare spells the way a humanoid would. Instead, it generates 'spellbuds' which are ready to 'cast' when they bloom. The process of growing a spellbud takes eight hours, during which time the Dalrean must not be interrupted. A spellbud withers and dies once cast or if removed from the Dalrean; only the Dalrean that grew a spellbud can activate it. A Dalrean is incapable of spontaneous spellcasting.
- **Sunlight Sustenance:** As long as it receives at least eight hours of sunlight per day, a Dalrean does not need to eat and requires only ¼ the water a humanoid would. A Dalrean deprived of

adequate sunlight for more than two days at a time becomes Fatigued until it gets at least eight hours of sunlight. If it does not get sunlight for more than a week, it becomes Exhausted until it gets at least eight hours of sunlight. A daylight spell will fill a Dalrean's needs, provided its duration is long enough.

- **Temperature Vulnerability:** A Dalrean has trouble regulating its body temperature. It suffers double damage from fire- and cold-based attacks and from extreme temperatures (*either hot or cold*).
- **Automatic Languages:** Common. Bonus languages: Aquan, Elven, Sylvan, Terran, Treant. A Dalrean that knows a language can understand it and modulate its spores to induce understanding in a creature that speaks that language.
- **Favored Class:** Druid. A multiclass Dalrean's druid class does not count when determining whether he takes an experience point penalty. Dalreans are extremely attuned to the natural world.

## DALREAN FEATS

Since most Dalreans live peaceful lives in the secluded wilderness, they have developed few unique talents useful for adventuring. Dalrean feats are more an expression of the creatures' natural growth than of their training.

## CLIMATE ADAPTATION - DALREAN

Your body has adapted to harsher climes than a typical Dalrean's.

**Prerequisites:** Dalrean, Constitution 15+.

**Benefits:** You gain Fire Resistance 5 or Cold Resistance 5, and no longer suffer double damage from the chosen temperature and energy type.

**Special:** You can select this feat only once; a Dalrean is always vulnerable to either cold or fire.

## DALREAN TOUGHNESS - DALREAN

You are tougher than ordinary Dalreans, and than most other creatures.

**Prerequisites:** Dalrean, Constitution 15+.

**Benefits:** You gain a number of hit points equal to 3 + your character level.

## DALREAN PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+0	Constitution +2, Speak With Plants	
2	+1	+3	+0	+0	Strength +2, Constitution +2,	+1 level in existing class
3	+2	+3	+1	+1	Photosynthetic Regrowth	+1 level in existing class

**Special:** Characters with levels in Dalrean Paragon gain an additional +1 hit point per level in that class.

### PERSISTENT SPELLBUDS - DALREAN, METAMAGIC

You can grow spellbuds that persist even after being plucked from your body.

**Prerequisites:** Spellbuds, prepared caster level 3rd.

**Benefits:** You can prepare spellbuds others can pluck, carry and use. A persistent spellbud maintains its potency for 1 hour per caster level. Any creature may use the spellbud as a standard action that provokes an attack of opportunity. A persistent spellbud takes up a spell slot one level higher than the spell's actual level.

**Special:** You cannot create a persistent spellbud of a spell with a range of Personal.

### PLANTSENSE - DALREAN

Your ability to communicate with plants gives you unprecedented awareness in natural environments.

**Prerequisites:** Wisdom 15+, ability to speak with plants.

**Benefits:** As long as your ability to speak with plants is active, you have Tremorsense out to 10 ft. You cannot perceive the motion of creatures not in contact with plant life of some type.

**Special:** This feat may be taken multiple times. Its effects stack.

### PLANTSIGHT - DALREAN

Your awareness in natural areas is downright uncanny.

**Prerequisites:** Wisdom 17+, Plantsense, ability to speak with plants.

**Benefits:** As long as your ability to speak with plants is active, you have Blindsight out to ½ the radius of your tremorsense from Plantsense. You still cannot

perceive objects and creatures not in contact with plant life.

## DALREAN PARAGON

Dalreans can advance their natural abilities rather than, or in addition to, taking levels in a character class. A Dalrean Paragon grows larger and stronger as well as developing his race's mystical abilities.

Generally, those Dalreans who focus on their druidic abilities do not advance as Dalrean Paragons, while those who focus on the physical defense of their patch or practice arcane spellcasting do so. This is by no means a hard and fast rule, however.

As a consequence of developing their plant bodies, Dalrean Paragons become less human-like as they advance. A Dalrean Paragon is easily discernible by his greater stature and the way his vine 'muscles' show through his photosynthetic 'skin.'

### CLASS INFORMATION

The following information pertains to the Dalrean Paragon class.

### HIT/DIE

The Dalrean Paragon gains 1d8 hit points per level. The character's Constitution modifier applies.

### CLASS SKILLS

The Dalrean Paragon's class skills (*and the key ability for each skill*) are:

Climb (*Str*), Concentration (*Con*), Heal (*Wis*), Hide (*Dex*), Knowledge (*nature*) (*Int*), Move Silently (*Dex*), Spellcraft (*Int*) and Survival (*Wis*).

**Skill Points at First Level:** (2 + Int modifier) x 4.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the Dalrean Paragon class.

**Constitution Increase:** A Dalrean Paragon gains +2 Con at 1st level and again at 3rd level.

**Speak With Plants:** A Dalrean Paragon can speak with plants (*as the spell*) at will. This is an Extraordinary ability.

**Spellcasting:** From 2nd level on, when a new Dalrean Paragon level is gained, the character gains new spells per day as if it had also gained a level in whatever spellcasting class it belonged to before it added the paragon class. It does not, however, gain any other benefit a character of that class would have gained. This essentially means that it adds the level of Dalrean Paragon to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

A character without levels in a spellcasting class gains no benefit from this class feature.

**Strength Increase:** A Dalrean Paragon gains +2 Str at 2nd level.

**Photosynthetic Regrowth:** A 3rd level Dalrean Paragon recovers lost hit points every hour rather than every day as long as it remains in direct sunlight for the entire hour.

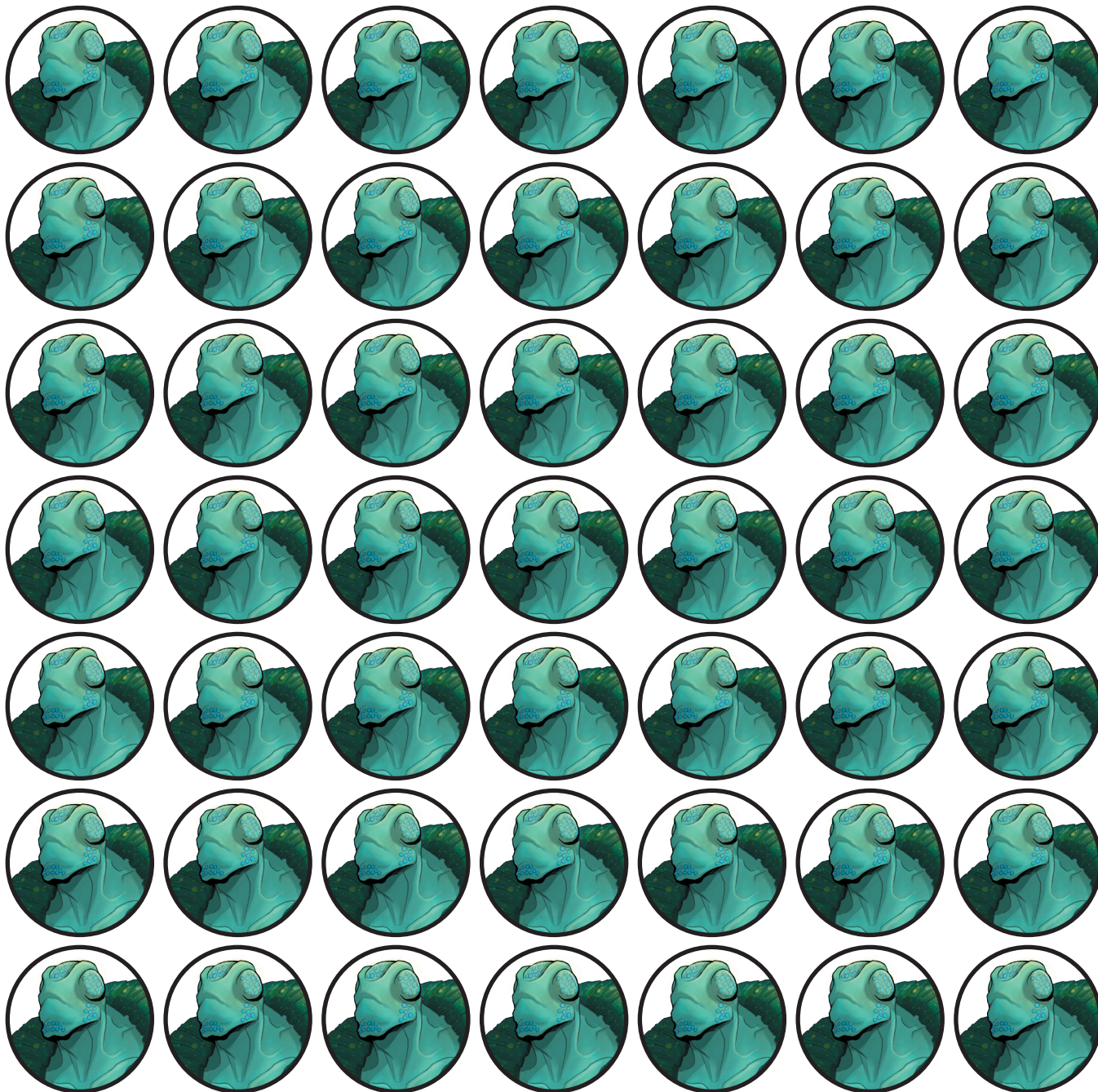
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**AMMUNITION** ☐ ☐ ☐ ☐ ☐ ☐

■ Denotes a skill that can be used untrained.  
 □ Mark this box with an X if the skill is a class skill for the character.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)









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