



A World Beyond Tyr (source unknown)

A whole continent separates the Sundra Region from the Tyr Region. There is no contact or knowledge in Sundra that the Tyr Region exists and vice versa. The Sundra Peninsula is a region much like the Tyr Region, desert, mountains, silt etc. However, there are differences in the civilizations. There are no true sorcerer-kings here as in the Tyr Region. Instead, there is an Avangion that rules not just a city-state, but several cities and indeed a nation. This nation is called the Republic of Suna, after the Avangion, its founder. The Avangion's dedication to right the wrongs of the past have brought together people with similar a dedication. The re-growth of the desert has created prosperity that likes of that has not been seen on Athas for thousands of years. Forests grow where none grew before. Water flower where it has not flowed before. As that re-growth takes place, a nation as grown to dominate an entire region and all associated with this region have prospered as well.

Metal

Metal, so rare and precious that simply owning a metal coin was a symbol of wealth is far more common here. The Minthos Mountains, being great and tall, have not given up its metals to previous seekers. The Dragon's Region to the south, with its rivers molten lava, rich with iron, ensure that on the edge of Athas, metal is as it is in normal D&D settings. There are no ceramic pieces, but rather copper pieces, silver pieces etc. Metal weapons replace bone and obsidian ones and metal armor does not cost a fortune as it would in the markets of Tyr.

Gladiator Games

Unlike the cities of the Tyr Region, which all held a gladiator's arena, the prosperity of the people and the benevolence of the Avangion have ended all gladiator events. Only in the Dragon's Region will there be a great number of gladiators. In the Republic, Olympic style games, plays and festivals replace the gladiator event.

The People and Races

The people here look like they do in the Tyr Region and there is no difference in character generation. However, here there are some differences. Halflings, thri-keens and muls are not found here. Those races are unique to the Tyr Region. The only way for any of those races to be in the Sundra Peninsula Region is if they

crossed thousands of miles of desert, silt and mountains. Half-giants are only found in the Dragon's region.

Aarakocra

They are found flying on thermals over the many caravans on the Furnace Plains and perching in the mountains. The Avangion, being a flying creature, has the greatest respect from the Aarakocra. Some even worships it as a god. Most tribes will not seek tribute from Republic merchants and will help any in distress. However, merchants from other lands are fair game. There are a couple tribes that live in the Borderlands too. The mountains are too tall even for Aarakocra to fly over. Hence, Aarakocra are usually found on the western edge of the peninsula.

Dwarves

These dwarves are identical to the dwarves found in the Tyr Region. The greater elevation of the mountains has suited the dwarves' small bodies well. They tend to live in mountains and herd animals. Walk any direction into the mountains and you will meet a tribe of dwarves.

Elves

Given Elves' nomadic lifestyle, they have wandered into every region on Athas that one can wander to. Elves here are the same as in the Tyr Region. Elves dislike the rugged terrain and the thin air of the mountains so they mostly dwell south of the Republic. The Republic is very suspicious (and rightly so) of elves and will not allow them to enter unless they have some sort of business being there. There are a few tribes in the northern borderlands. Those elves in the borderlands have little contact with elves not from that region.

Half-Elves

If there are elves and humans then there will surely be half-elves. Half-elves are outsiders to human and elven society. The Republic classifies half-elves and demi-human and they are barred from most benefits of the Republic.

Half-Giants

Very rare in the Sundra Peninsula, most half-giants travel from the land of the Dragon to be here. Half-giant are viewed with suspicion for being from the Dragon's Region, however, they are prized in physical labor and a spectacle in the games. Half-Giants usually compete against other half-giants or engage in feats of strength.

Humans

Humans are by far the most populous race in the region. The largest concentration of them can be found in the Republic. They look the same as they do in the Tyr Region.

Pterran

The Sundra Peninsula was once a mighty empire of pterrans during the Green Age. Most of the ruins in here are the remains of the pterrans once mighty cities. The

choking lands of the Dust Lands are where the last pterrann city is. Pterranns, being reptilian, can be better suited for the high winds and frequent dust storms that blow across the very tip of the peninsula.

Classes

All the basic Dark Sun classes can be found here with a couple of exceptions. Gladiators, as stated above, are not allowed here and must be from the Dragon's Region. Preservers are not shunned here either any may practice their magic openly. However, to use magic within the borders of the Republic, one must be licensed and prove that they are not a defiler. Defilers, has would be in the Tyr Region, and hunted down and kill and their scrolls are destroyed. Given the Republic's status as a nation, there are some minor modifications to certain classes within it.

Templars: Templars that can cast spells are only found in the Republic. To be a Templar, one has to be put in a special Templar school when they are a small child and must be a male human and his parents were citizens. The must be of a good alignment and have Strength, Intelligence, Wisdom, Dexterity & Constitution 12 or above. They will gain extra skill points from the years of schooling. They also must be loyal to the Republic.

Warriors: They are the same as in the Tyr region, however, there is a special type of warrior that defends the Republic. They are called Guardians and they have similar requirements as the Templars of the Republic. They must have Strength, Intelligence, Wisdom, Dexterity & Constitution 12 or above and be of a good alignment and male. The Republic ensures that its government and its warriors are the best qualified.

Language

There is no common tongue per se, however, there is a common language that is spoken in the Republic and is used everywhere in the region. It is called Sunese. There is no agreed upon language of trade. If you wish to do business in the Dragon's Region, you have to know the language there, Draconian. Sunese and Draconian are not similar to the common tongue of the Tyr Region and someone from the City of Try would not understand anything someone from the City of Suna said. Racial languages are the same. Apart from Elves & Aarakocra, each tribe of demi-human speaks their own language. Half-elves and half-giants do not speak their own language. Half-giants are more likely to know Draconian. Elven and Aarakocra of the Sundra Region cannot speak with an Elf or an Aarakocra from a different region. This peninsula may sound like a Tower of Babel, but that is what isolation does.

Reading and Writing

Writing is not forbidden here. In fact, the Republic teaches all its male citizens to read and write. Sunese is written in Alpha-Bet form while Draconian is hieroglyphic form. Books in the Republic of Suna are scrolls. The binder-book is not known.