

NATHRI

"THE DEMIPLANES, AS YOU CALL THEM, ARE OUR GARDENS AND PASTURES"

– Fek, A Nathri

Color, sound, movement. Touch, feel, see. The ether is all around. The ether is all

You are born of the ether. You bathe in its glory, feeling the sounds and watching the textures. The things of the center world (What some strangers call the Prime) are not for you: They are drab, lifeless, mundane. You have seen that and rejected it. You have seen the worlds of fire, water, air, and the other elements (for the ether touches all), but they are too focused and one-dimensional.

You and your people delve deep into the ether to make your homes and find your food. What's down there? Only you know. The strange half-worlds and demiplanes are yours to explore.

DENIZENS OF THE DEEP

Nathri know the dark of more demiplanes than most other cutters who travel the Deep. Nathri are true ethereal natives, with skills unknown to even bloods of the Etherfarer Society; in fact, many of the society's tools and methods were developed from nathri skills. Even though nathri can get most of what they need from the Ethereal itself, they are given to raiding demiplanes for additional food, clothing, and other materials. This tendency to take things instead of trade makes them difficult to barter with for their knowledge of the Deep Ethereal.

The nathri are 4-foot-tall humanoids with dark greenish skin and long, unruly black hair. Though fierce and wild, nathri wear clothes, use weapons, and speak their own language. The most intelligent nathri have even learned to speak planar common as well, so they're not totally barbaric. They roam the Deep Ethereal, living in clans of typically 20-30, but can grow to well over 100 members, led by their leader, or "targai". On other planes, nathri senses extend onto the Border Ethereal, a defining trait that forever links them to the Deep. A nathri, used to seeing things like ghosts and phase spiders, may not even mention the fact to any companions they are travelling with. Because of this trait, nathri have an innate fear and hatred for medusa. Few things are more frightening than putting your hand up to block the gaze of a medusa on a bordering plane, only for them to walk right through your hand.

CLANS OF THE MISTY SHORE

Nathri culture is divided into two castes: warriors and rogues. A nathri's caste is immediately apparent to other nathri, but non-nathri can't tell the difference. They attack in swarms, striking at opponents with weapons pilfered from the demiplanes or a small but sharp barb on the backs of their right hands. The poison barb attack is the preferred method of attack for nathri rogues, but their warriors prefer to use weapons when they can get them, scavenged from other cultures and varying greatly.

*For the clueless and the modrons:
art from "Planescape Appendix 3".*



Despite this caste system, nathri are fiercely independent, meaning their swarming is never in any way coordinated. These nomads roam the Deep Ethereal, slipping in and out of demiplanes by means of their own secret paths. They wander tiny worlds scavenging food, weapons, and other necessities. Nathri raiders prefer demiplanes with intelligent inhabitants, and will raid rich or poorly defended lands again and again. Nathri can eat just about anything, but they prefer more sophisticated food stuffs stolen from civilizations on the demiplanes.

LITTLE-KNOWN, MUCH DESPISED

Within the demiplanes, the nathri are despised as thieves, scavengers, and vermin. On the Ethereal Plane, they are often on the lower end of the food chain for larger predators. For this reason, Nathri spend most of their time in the very deep Ethereal, supposedly deeper than most creatures go. Their trips to the demiplanes are therefore relatively brief. "Get in, take what you need, and get out" is the nathri way.

Some nathri are misfits or loners who've turned from their race's chaotic, selfish nature. These enlightened nathri may not retain ties to their culture, or their tribe might consider them eccentric wanderers, but in either case, these misfits may end up in an adventuring party as they seek beings who understand how to work in a group.

NATHRI NAMES

While nathri have their own names, on occasion nathri will hear a name or word spoken in the language of a town they are raiding and later choose to use it for a child's name.

Male Names. Fek, Amkhet, Rezni, Pich'fok, Run

Female Names. Nammusah, Tariktiri, Sayev't'baebi

NATHRI TRAITS

Misfit nathri who are loners or eccentric wanderers may become player characters, with the following racial traits.

Ability Score Increase. Your Dexterity, Constitution, and Wisdom scores each increase by 1.

Age. Nathri reach adulthood at 13 years old and can live to 65 years on average.

Alignment. Nathri are typically chaotic.

Size. Nathri are 4 feet on average, weighing about 50 lbs. Your size is small.

Speed You have a walking speed of 25 feet.

Darkvision. you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Caste You were born either a warrior or a rogue. Choose one of the following:

- **Warrior.** You are proficient with all improvised weapons.
- **Rogue.** You add +1 to Sleight of Hand and Stealth ability checks as well as checks using your thieves' tools.

Fiercely Independent. You're not going to let anyone think your thoughts for you, but also this "teamwork" thing is working pretty well. You add a d20 - your level (minimum 0) to saving throws against being charmed or possessed.

Venomous Barb. You have a barb on the back of your right hand which can inject venom. Your barb is a natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Once per day, when you hit with your venomous barb against a creature, you may have the creature make a Constitution Saving Throw (the DC is 8 + your proficiency bonus + your Constitution modifier). If the creature fails, they are poisoned for 1 minute.

Languages. You can speak, read, and write Planar Common and Nathri.