

Races & Classes

For Al-Qadim 4e D&D

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This isn't a comprehensive list of what's allowed and not allowed, but rather what fits in best with the sense of the Zakhara setting and what elements might be jarring.

Races

The people of Zakhara are racially inclusive; what matters more is the state of your heart and if you are properly Enlightened, not whether you were born an orc or a gnome.

Most Appropriate

These are the races which are found in the largest numbers in Zakhara.

Race	Zakharan Identity
Deva	
Drow	Burned Elves
Dwarf	
Eladrin	Elves of the Oasis
Elf	Elves of the Dunes
Genasi	Geniekin
Gnome	Gnomes of the Pearl
Goblin	Sewer Goblins
Goliath	Windswept Goliaths
Half-Elf	
Half-Orc	
Halfling	
Hobgoblin	Hobgoblins of the Gulf
Human	
Longtooth Shifter	Jackal Beastmen
Orc	
Razorclaw Shifter	Leopard Beastmen
Warforged	Clockwork Men
Wilden	Ashira

Less Appropriate

These races are more rare or don't quite fit the feel of Al-Qadim, but can still be played if desired – they just have a tendency to stand out and seem foreign.

Race
Bugbear
Changeling
Dragonborn
Gnoll
Kenku
Kobold
Minotaur

Not Allowed

These races aren't allowed in this Al-Qadim setting and require special permission from the DM in order to play.

Race
Bladeling
Bullywug
Duergar
Githyanki
Githzerai
Kalashtar
Mul
Revenant
Shadar Kai
Shade
Shardmind
Thri-Kreen
Vryloka

Races of Zakhara

Ashira (Wilden): The ashira are tree spirits that live in domesticated trees such as date and coconut palms, and banana, orange, lemon, plum, fig, and pomegranate trees. They are a joyous and lighthearted group of faerie creatures native to the lands of Zakhara, referred to as "close friends" by the humans who tend their trees.

Beastmen, Jackal (Longtooth Shifter): Often found lurking at the edges of tribes and towns, jackalfolk are only found in sizable numbers in the Pantheist city of Hilm where they are conservatively religious as their neighbors.

Beastmen, Leopard (Razorclaw Shifter): Primarily found in the Ruined Kingdoms, leopardfolk are descended from the ancient Kiga-cultists from Nog and Kadar.

Clockwork Men (Warforged): Created through magical means, these artificial people are rare but generally well-accepted, even though their ability to become Enlightened – and thus not be considered as mere property – is still under debate in many areas.

Deva: Found chiefly on the Isle of the Elephant, the deva are a mere handful of immortal souls who mocked the Law of the Loregiver and must now live through a succession of lives until they reach full enlightenment.

Dwarf: Dwarves are found throughout the Lands of Fate, primarily in large cities. Warcraft, metalwork, and piety are their primary interests, with many becoming soldiers, craftsmen, or priests.

Elf, Burned (Drow): A tribe of elves living in the lands west of the Pearl Cities chose to follow the savage god Lotha and were burned alive for their sins.

Elf, Dune (Elf): Dune elves are nomadic tribespeople who leave no footprints when crossing the desert sands. Their largest tribe is the House of Thawr in the High Desert.

Elf, Oasis (Eladrin): The connections to the Feywild are strongest at remote oases throughout Zakhara, and this is where the eladrin came from. They take readily to civilized life due to their dealings with caravans, and are found in every major city.

Geniekin (Genasi): When mortals and genies fall in love, their descendants are always genasi. Geniekin are found in both nomadic tribes (often among jann of the Haunted Lands) and in cities. Many will adopt a profession that matches their elemental manifestation.

Gnome, Pearl: Most gnome families live in the Pearl Cities. They're known for their success in business and seamanship, as well as an aptitude for magic.

Goblin, Sewer: The goblins of Zakhara are a long-civilized race, taking early to the teachings of the Loregiver. The largest clan of goblins won praise for their construction of Huzuz's underground sewer and aqueduct systems, and they've worked to maintain them ever since.

Goliath, Windswept: Large (but mostly peaceful) unenlightened savages living in the dry mountains of the Land of Fate, goliaths are rarely seen except when captured and enslaved as mamluks.

Half-Elf: Half-elves are found in small but notable numbers throughout the Land of Fate, as love and intermarriage between enlightened beings is only frowned upon by the strictest of moralists -- and even then, the children of such a union are not blamed for their parents' mistakes.

Half-Orc: Half-orcs, much like their orcish kin, are primarily found in the Free Cities of the North; many, especially those born into slavery, join the pirate fleets of the Corsair Domains.

Halfling: A quiet, overlooked people most of the time, halflings are found in all parts of the Land of Fate, but primarily in the Cities of the Heart.

Hobgoblin, Gulf: Like their smaller goblin cousins, Zakhara's hobgoblins are a long-enlightened people, and most of them make their living as sailors or traders in the Golden Gulf and Cities of the Heart.

Human: Humans can be found everywhere in the Land of Fate -- the large cities and the small villages; the high seas and the low desert; the savage jungles and chilly mountaintops.

Orc, Hill: The savage orc tribes of the Furrowed Mountains determinedly refuse to be enlightened en masse, but the mamluk presence in the Free Cities has led to a sizable number of orcs living in Qudra.

Classes

Most Appropriate

These are the classes which fit in best with the tone of the Al-Qadim setting.

Class	Common Themes
Artificer	Clockwork Mage
Assassin (Executioner)	Holy Slayer, Matrud
Avenger	Holy Slayer
Barbarian	Desert Rider, Mercenary Savage
Bard	Barber, Rawun, Sa'luk
Cleric (Templar)	Ethoist, Moralistic, Pragmatist
Cleric (Warpriest)	Ethoist, Moralistic
Fighter (Knight)	Askar, Faris
Fighter (Slayer)	Desert Rider, Mercenary Savage
Fighter (Weaponmaster)	Askar, Corsair, Mamluk, Mercenary Savage
Invoker	Mystic
Paladin (PHB)	Desert Rider, Faris
Ranger (PHB)	Corsair, Desert Rider, Matrud, Mercenary Savage
Ranger (Hunter)	Desert Rider, Mercenary Savage
Ranger (Scout)	Corsair, Desert Rider, Matrud
Rogue (Scoundrel)	Barber, Beggar-hero, Matrud, Merchant-rogue, Sa'luk
Rogue (Thief)	Corsair, Matrud, Merchant, Sa'luk
Shaman	Kahin
Sorcerer	Elemental Mage
Warlock (Binder)	Ghul Lord
Warlord (Marshal)	Askar, Corsair, Desert Rider, Mamluk, Merchant-rogue
Wizard (Arcanist)	Saher, Sha'ir
Wizard (Mage)	Elemental Mage, Ghul Lord, Saher, Sha'ir

Less Appropriate

These classes are more rare, but can still be played. After all, player characters are exceptional! Check with the DM if you have any questions.

Class
Assassin (Dragon Magazine)
Druid (PHB2)
Druid (Sentinel)
Hybrid
Paladin (Cavalier)
Paladin (Blackguard)
Runepriest
Seeker
Swordmage
Vampire
Warden
Warlock (PHB)
Warlock (Hexblade)

Not Allowed

Psionic classes aren't allowed in this Al-Qadim campaign.

Class
Ardent
Battlemind
Monk
Psion