Regions of Tharstelding

Automatic Languages: The Languages automatically known by all the characters from this region, regardless of intelligence score. These are in addition to any other automatic languages a character may possess, such as from belonging to a specific race.

Bonus Languages: Characters of exceptional intelligence (12 or higher) begin play with one bonus language per point of intelligence bonus. These bonus languages are in addition to any other bonus languages a character may possess, such as from belonging to a specific race. In addition, the following languages are always available as bonus languages to the appropriate characters, regardless of race or region; Abyssal (Clerics), Celestial (Clerics), Draconic (Wizards), Infernal (Clerics), Sylvan (Druids).

In addition, characters can learn any language spoken in Draconspire by spending skill points on the linguistics skill, regardless of whether the language appears on this list.

Regional Feats: If you choose a home region you may select a regional feat appropriate to that region. These feats represent the common sorts of talents that people from that region learn. A character may only ever have one regional feat. A regional feat can only be selected at 1st level.

Equipment: Finally, the table lists equipment your character starts with if he chooses a home region. This equipment is in addition to any equipment you get with your starting package or whatever you might buy with your starting money.

You may choose to sell your bonus equipment at 50% of its listed cost, if you would rather have extra coin instead.

Tirmordane:
Automatic Languages: Common, Mordane
Bonus Languages: Dwarven, Giant, Elven, Thallos, Zanth
Regional Feats: Lumberjack, Tainted Ancestors, Merchant Contacts, Elven Blessing
Equipment: (A) Studded Leather Armor* and 3 *potions of cure light wounds*
(B) Artisan Tools* and 200 gold
(C) Small Cottage a Mule and a Cart

Pax Thallos:
Automatic Languages: Common, Thallos
Bonus Languages: Dwarven, Hill Dwarf, Draconic, Castran
Regional Feats: Strong Rider, Sandgod's Faithful, Slaver, Fireborn
Equipment: (A) Light Warhorse or war pony, Long Spear, Composite Shortbow
(B) Scale Mail * and a Longsword or Mace
(C) Ranseur*, Manacles

Xar Zanth:
Automatic Languages: Common, Zanth
Bonus Languages: Orc, Goblinoid, Gnoll, Mordane, Castran
Regional Feats: Militia, Democratic, Guild Suave, Metropolitan
Equipment: (A) Leather Armor* and Theives Tools *
(B) Chain Shirt and a Heavy Steel Shield
(C) Noble's Outfit, Light Horse or pony and a *potion of Sanctuary*

Castros:
Automatic Languages: Common, Castran
Bonus Languages: Goblinoid, Sylvan, Hill Dwarven, Thallos, Zanth
Regional Feats: Radiant Fervor, Hearty, Far Traveler, Born Adventurer
Equipment: (A) *Wand of Light* or *Wand of Detect Magic*
(B) Any two 2nd Level Scrolls
(C) A light horse or pony with a saddle, pack and 10 days rations and feed.

Kal:
Automatic Languages: Common, Kal
Bonus Languages: Terran, Draconic, Gnoll, Sylvan, Aquan, Candari
Regional Feats: Mysterious, Barbaric, Elemental Soul, Druidic Acolyte
Equipment: (A) Darkwood Shield (large or small) and 1 1st level potion.
(B) Trident, Net and Leather Armor*
(C) Scimitar, Dagger and 2 *Tanglefoot Bags*

Dayrmacia:
Automatic Languages: None
Bonus Languages: Candari, Giant, Reg'ostran, Thirvolan, Undercommon
Regional Feats: Snow Skin, Tract Dweller, Forkrift Lungs, Septarch's Crusader
Equipment: (A) Elixir of Vision and a Universal Solvent
(B) 3 Sleep Arrows
(C) An Ioun Torch and Sword Cane* (see advanced players guide)

(*) Denotes a masterwork item.