



“Dhinnabarrada” © Andrew Davenport. Accessed at his ArtStation [here](#)

[The art has been changed from the original due to the tumblr NSFW-ban. When originally posted, [that pic](#) was the only dhinnabarrada picture on the internet, but several have been posted since then.]

### **Dhinnabarrada**

*This woman appears as a lean human warrior from the waist up, but her legs and feet are those of a giant bird.*

Dhinnabarrada are nomadic peoples of the driest wastes that combine the features of humans and flightless birds. Dhinnabarrada are typically very inquisitive and travel great distances in search of new experiences and peoples. Their unusual appearance often makes them distrusted by humans that share their desert homes; many tribes believe that the dhinnabarrada’s legs are the result of a divine curse and that their form is contagious. In truth, however, dhinnabarrada are a true-breeding people with no ability to transform others.

Omnivores, dhinnabarrada prefer the taste of seeds, roots and insects to other food. Their bodies are

finely adapted to life in the desert; they can survive for long periods on only a few sips of water and a handful of seeds. Although dhinnabarrada often train with weapons, their greatest defense is their speed. As such, dhinnabarrada view heavy armor as foolish, and few dhinnabarrada wear more than a leather strap for carrying tools. Dhinnabarrada societies are dynastic in structure; leadership positions are inherited and sons and daughters are typically expected to fill the same roles as their parents in a tribe. Literacy is highly valued among dhinnabarrada. Many spellcasting dhinnabarrada are wizards, reading their spells off of long sheets of bark or carved walking sticks.

### **Dhinnabarrada as Characters**

Dhinnabarrada are defined by their class levels; they do not possess racial Hit Dice. A dhinnabarrada character has the following racial traits.

**-2 Str, +2 Dex, +2 Con** Dhinnabarrada are lean and tough, but their muscles favor speed over brute strength

**Base speed 40 ft.**

**Heat-resistant:** Dhinnabarrada gain a +2 racial bonus on all saving throws made against heat dangers, as well as against any fire-based attacks.

**Forager's Eye:** Dhinnabarrada gain a +2 racial bonus on all Perception and Survival checks.

**Weapon Familiarity:** Dhinnabarrada treat boomerangs as a martial weapon.

### **Dhinnabarrada CR ½**

#### **XP 200**

Dhinnabarrada barbarian 1

N Medium humanoid (dhinnabarrada)

**Init** +3; **Senses** Perception +6

Defense

**AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 shield)

**hp** 14 (1d12+2)

**Fort** +4, **Ref** +3, **Will** +0; +2 vs. fire and heat effects

Offense

**Speed** 50 ft.

**Melee** battleaxe +2 (1d8+1)

**Ranged** boomerang +4 (1d6+1)

**Special Attacks** rage (6 rounds/day)

Statistics

**Str** 13, **Dex** 16, **Con** 15, **Int** 12, **Wis** 10, **Cha** 8

**BAB** +1; **CMB** +2; **CMD** 15

**Feats** Quick Draw

**Skills** Acrobatics +7 (+15 jumping), Craft (woodworking) +5, Handle Animal +3, Knowledge (nature) +5, Perception +6, Survival +6; **Racial Modifiers** +2 Perception, +2 Survival

Ecology

**Environment** warm desert

**Organization** solitary, pair, band (3-6 plus 1 champion of 3<sup>rd</sup> level) or tribe (4-40 plus 50% noncombatants, 1 champion of 3<sup>rd</sup> level for every five individuals, 1 subchief of 5<sup>th</sup> level for every 15 individuals and 1 chief of 7<sup>th</sup>-9<sup>th</sup> level)

**Treasure** standard (heavy wooden shield, battleaxe, three boomerangs, other treasure)