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[The thri-kreen was never meant to be a PC race. At least, not originally. They originally appeared in the AD&D *Monster Manual II* with 6 Hit Dice and a load of special abilities. In Dark Sun, thri-kreen player characters didn't get all of these abilities all at once, but were partitioned out over the first six levels. The ones with racial HD were called "tohr-kreen"... which then got retconned when 6 HD thri- and tohr-kreen both existed separately later in 2nd edition. The tohr-kreen were forgotten for a long while. 3e made thri-kreen a race with 2 HD and used their level adjustment system. I certainly played a thri-kreen character that abused the heck out of the Multiweapon Fighting chain. 4e toned them down to be a bit more in tune with the player powers of the rest of their Dark Sun races, and 5e went back to the AD&D 1e model, where they are just monsters, not player characters at all.

So I had a lot of history to choose from. I wanted to make them PCs, but that required toning them down significantly from their 3e levels. I created feats that help them get more towards that value, but still not entirely. PFRPG is much stingier with multiple attacks than 3.x was, and a PC race with five attacks from the get-go is right out. A lot of their mechanical flavor has already been swiped by Pathfinder races (the kasatha got the deserts and four arms; the trox got the big bugginess and natural attacks), so I wanted to make sure they were differentiated. I consulted with my friend [@bowelfly](#) for what they thought were vital to the feel of a thri-kreen, as they are a connoisseur of bug people.]

## **Thri-kreen**

## **CR ½ CN Monstrous Humanoid (kreen)**

*This humanoid mantis is a dusty yellow color. It has four arms, but two seem to be its primary ones. It wears little clothing and carries multiple strange weapons.*

The thri-kreen are sometimes called “mantis warriors”, as this describes both their physical appearance and their cultural values. Thri-kreen are nomadic hunters, and combine keen loyalty with a fierce need for competition. Members of a clan would hardly consider betraying one another, but they jockey constantly for position, and fights to the death are not unheard of to obtain a leadership role from a leader considered past their prime. They are skilled and patient hunters, moving frequently to avoid depleting prey items or causing undue ecological stress. Thri-kreen mate for life, and the care of the young is shared between all members of the clan. They grow to adulthood quickly, being mature within 5 years of age, and are considered ancient if they live to the age of 35. Thri-kreen often decorate their chitin exoskeletons with etchings and paints, the latter only for special occasions.

Thri-kreen prefer to attack from ambush, using their ability to change color to hide and their remarkable leaping ability to spring to the attack. The weapons of a thri-kreen are among their only possessions, and are thus well cared for. The primary melee weapon used by thri-kreen is a two-headed, crescent-bladed polearm called a gythka (treat as an orc double axe). As ranged weapons they use oversized shuriken known as chatkcha (treat as a starknife). Unusually, armor is only worn by the boldest and most confident thri-kreen, as it interferes with their camouflage abilities.

Thri-kreen advance by character class. Most of them choose classes with a full base attack bonus, like fighter, ranger or brawler. Their spellcasters are typically psychics, especially with the lore or self-perfection disciplines. Those that cast divine spells are usually druids—they do not trust gods, which they cannot see or taste, as opposed to natural forces which they can.

### **Thri-kreen as Player Characters**

Thri-kreen do not have racial Hit Dice, and advance by character class. A thri-kreen character has the following attributes

**+2 Dex, +2 Con, -2 Cha** Thri-kreen are nimble and tough, but have alien minds and emotions.

**Monstrous Humanoid** Thri-kreens are not subject to spells and effects that target humanoids only

**Medium Size** A thri-kreen gains no benefits or penalties from its size

**Low-light vision**

**+1 natural armor**

**Normal Speed**

**Bite** A thri-kreen gains a bite attack as a primary natural weapon that deals 1d4 points of damage

**Chameleon Skin (Ex)** A thri-kreen can change the color of its carapace to match its environment. It gains a +4 racial bonus to Stealth checks if it is wearing no armor and only light clothing. If wearing light armor, or clothing that covers the body, it gains a +2 racial bonus on Stealth checks. If wearing medium or heavy armor, it gains no bonus.

**Master Leaper (Ex)** A thri-kreen gains a +4 racial bonus on Acrobatics checks made to jump. It takes no penalty to Acrobatics checks made to jump without taking a running start. If it does take a running start, it doubles the distance covered.

**Secondary Arms (Ex)** The secondary arms of a thri-kreen cannot be used to wield weapons or shields, but can be used to draw or stow small objects as a swift action. They can be used to provide somatic components even if both hands are full.

**Weapon Familiarity (Ex)** A thri-kreen treats starknives as a simple weapon, and treats orc double axes as a martial weapon.

**Languages** Thri-kreen start play speaking Kreen. A thri-kreen with an Intelligence bonus may

choose from the following languages: Common, Dwarf, Elven, Gnoll, Halfling, Sylvan.

Statistics for a sample thri-kreen character, and feats for thri-kreen characters, under the cut

### **Thri-kreen ranger 1            CR ½**

#### **XP 200**

CN Medium monstrous humanoid (kreen)

**Init** +3; **Senses** low-light vision, Perception +5

**Defense**

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 12 (1d10+2)

**Fort** +4, **Ref** +5, **Will** +1

**Offense**

**Speed** 30 ft.

**Melee** double axe +3 (1d8+3/19-20), bite -2 (1d4+1) or double axe +1 (1d8+2/x3), double axe +1 (1d8+1/x3), bite -2 (1d4+1) or bite +3 (1d4+3)

**Ranged** starknife +4 (1d6+2/x3)

**Special Attacks** favored enemy (magical beasts +2)

**Statistics**

**Str** 15, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Two-Weapon Fighting

**Skills** Acrobatics +4 (+8 when jumping), Climb +6, Heal +5, Knowledge (nature) +4, Perception +5, Stealth +11, Survival +5 (+6 following tracks); **Racial Modifiers** +4 Acrobatics when jumping, +4 Stealth

**Languages** Kreen

**SQ** chameleon skin, mighty leap, track +1, secondary arms, weapon familiarity, wild empathy -1

**Ecology**

**Environment** warm deserts and plains

**Organization** solitary, pair, gang (3-6), patrol (7-12 plus 1 leader of 3<sup>rd</sup> level) or clan (13-40 plus 50% noncombatants, plus 1-3 leaders of 3<sup>rd</sup>-7<sup>th</sup> level)

**Treasure** NPC gear (double axe, two starknives, other treasure)

### **Thri-kreen Feats**

A thri-kreen's body and mind can develop in unexpected ways over the course of their lives, enhancing their natural abilities. Thri-kreen may choose from the following feats

#### **Chitinous Claws (Combat Feat)**

Your fingers end in sharp claws instead of dull points.

**Prerequisites** Improved Unarmed Strike, kreen subtype

**Benefit:** Your unarmed strikes can deal bludgeoning, piercing or slashing damage, as you choose.

#### **Effective Limbs (Combat Feat)**

You have trained your secondary limbs until they are as strong as ordinary arms

**Prerequisites** Str 17+, base attack bonus +6, kreen subtype

**Benefit** You may use your secondary limbs to wield weapons, hold shields and do anything else a limb can do.

#### **Improved Chameleon Skin**

You have great control over your ability to change color

**Prerequisites** Wis 13+, character level 3<sup>rd</sup>, kreen subtype

**Benefit** Your racial bonus to Stealth checks when unarmored increases to +8. When wearing light armor or covering clothing, it decreases to +4.

### **Improved Venomous Bite (Combat Feat)**

You can produce paralytic enzymes at an incredible rate

**Prerequisites** Con 15+, base attack +9, kreen subtype, Venomous Bite

**Benefit** You may use the poison from your Venomous Bite feat a number of times per day equal to your level + your Constitution modifier.

### **Tohr-Kreen Casting**

You can tap into the magic of the mantis nobles

**Prerequisites** Intelligence 13+, character level 5<sup>th</sup>, kreen subtype

**Benefit** You gain the following spell-like abilities. 3/day—*mage hand*; 1/day—*blur*, *invisibility*.

You use your Hit Dice as your caster level, and your Intelligence modifier for concentration checks.

### **Venomous Bite (Combat Feat)**

You can produce paralytic enzymes in your saliva

**Prerequisites** Con 13+, base attack +4, kreen subtype

**Benefits** You may choose to inflict poison on a creature you hit with your bite attack a number of times per day equal to your Constitution modifier

*Kreen Poison*; bite—*injury*; *save* 10 + ½ Hit Dice + Constitution modifier; *duration* 1/round for 2 rounds; *effect* 1d4 Dex damage; *cure* 1 save.