

ENDANGERED RACES

QUASTA

Author - Dennis Payne

Illustrator - Michael Wilson

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The quasta were originally created for a high technology setting. Unfortunately the setting is now out-of-print. Rather than let the interesting race disappear, the quasta presented here have been modified for a more traditional fantasy setting. The game material such as feats and racial substitution levels should still be applicable to the original quasta.

They have more of sorcerer mentality whereas the original had bonuses to technology skills. Additionally they are related to the evil eye instead of the more commonly used evil creature. They have a slightly different look as the original description didn't seem to be capable of using two handed weapon even though it was not limited in that manner in game.

Quasta

Very few intelligent races are as disturbing to view as the quasta. The floating eyeballs tend to cause fear in other civilized races. This difficulty in being accepted by other races has led the quasta to mostly live outside the civilized lands. Occasionally an enlightened community will tolerate the aberrations and accept a small group. The inquisitive race is always looking to improve their place in the world.

Personality: Quasta are extremely curious but wary. The alien look of the quasta has made relationships with humanoid races tenuous. Fear of the unknown often leads to conflict when other races first encounter the aberrations. They tend to arrange initial meeting in locations that their levitation can provide a quick means of

escape. It takes some time before other races gain the trust of a quasta.

Once trusted the quasta's curiosity is given free reign. They are known barrage individuals with questions about unusual abilities, magic, items, and where they've been. While they will



inquire about some things before trusting a new person, experience has shown that other species get uncomfortable when pestered by strangers. Information about their race is freely shared with some exceptions to ensure their safety. Only asking about the evil eyes or eyes of Augrah-Ma will silence a quasta.

Physical Description: The quasta have generally bird like bodies. They don't have a head or neck. Instead a single eye is found near the top of the chest with a small mouth underneath. Red plumage is common though various other colors are occasional found. Quasta wear little clothing but commonly dye feathers and add other adornments. Wingspans vary from 3 to 6 ft and weight 40 to 75 lbs. Quasta's innate levitation provides their motive power but the wings are used for maneuvering. The two legs function as arms since the quasta doesn't land. They manipulate objects with more precision than most humanoid hands. Still the quasta have a far more unusual feature.

Six to twelve eyes float around the head of the quasta. Normally the eyes do not leave far from the quasta. Some quasta have learned incredible control on an eye and can send one ahead to scout. The eyes grow on the creature's back before lifting into the air after they mature. When the eyes separate they keep some miniscule tendrils where it ripped from the quasta. These tendrils attempt to reattach to the quasta when within an anti-magic field. The coloring of the eyes vary but are usually lighter and darker versions of the central eye. The floating eyes begin growing immediately after birth. An eye remains for about two years before failing and dropping to the ground. New eyes grow to replace failed eyes or those injured in battle.

A female quasta lays 5 to 8 eggs in a clutch. Disease kills many young and even the mature quasta. The sick are often shunned for fear of contracting the illness. Quasta can live over 300 years old but most do not. Old quasta can be significant larger. Their wings remain about the same size but their body grows. Not all grow larger and some young may increase in size very early.

Relations: Quasta have found gnomes to be

the most accepting of the humanoid races. The gnomish clockwork creations interest the floating aberrations. Numerous clockwork machinery can be found in quasta communities. Gnome illusionists often consult with quasta to perfect an image.

Their relationship with dwarves is mostly business. Meetings take place in neutral ground. The dwarves trade fairly and treat them well but do not entirely trust the quasta. In times of trouble the dwarves have come to their aid. In return the quasta have offered their support to the dwarves but it has never been requested.

They have limited interactions with the other bipeds outside of cities that accept all intelligent races. Quasta have attempted to foster partnerships with dragons with limited success. The majestic reptiles are admired by the quasta for their great knowledge and mastery of the sky. The dragon usually gets the better deal from such trade but the quasta are usually pleased by the outcome.

Alignment: Quasta tend to have an orderly mind and favor the lawful alignment. No real preference is seen in good or evil. However they seem to quickly adapt to their surrounding. In a good environment, they will favor good. Under a repressive regime, evil tends to be more common.

Quasta Lands: Quasta live in small communities mainly around mountains and cliff sides. They tend to use existing caverns as homes but will construct new dwellings if nothing appropriate is available. Mating pairs constructs nests in the caves. Unless the cavern is large, only one couple will inhabit a cave. This spreading out is specifically done to slow the spread of disease. According to their history, they once had a large empire. A disease found in remote a section spread quickly and decimated their civilization. Usually the sick are avoided although in some cases infected individuals may be driven out of the village.

The towns are usually ruled by a council of elders. Tasks are assigned to the inhabitants but plenty of time is available for individual pursuits. Exile is used for most severe punishment. Lone quasta rarely survive for long. Communities with a single ruler tend to be oppressive regimes.

Evil dragons have been known to conquer quasta villages. Rumors persist of cities controlled by an omnipresent seer.

Religion: The quasta do not put a lot of emphasis on religion. They rarely construct temples but may still gather to say prayers. The most commonly worshiped deity is Trismegistus, god of knowledge, luck, and the moon. Depictions show him to be a large quasta without any flying eyeballs and his center eye is milky white. According to legend, the blind Trismegistus gave his floating eyes to his followers.

Worship of Augrah-Ma is outlawed in most quasta areas. There is much confusion about the nature of Augrah-Ma. Some tales suggest that he was once a mortal who ruled the quasta empire when the sickness swept through the empire. His indifference to the plight of the lower class citizens allowed the disease to ravage the population. Concerned about his mortality he used arcane energies to stave off old age and illness. Eventually creating the omnipresent seers to collect the energy for him. Others claim he is a demon prince or other dark power. His followers seem obsessed with the collection of arcane objects. Sages theorize that they seek some means of allowing Augrah-Ma to enter the world and to make themselves supreme in his order.

DEITY	ALIGNMENT	DOMAINS
Trismegistus	LN	Knowledge, Luck, Magic, Trickery
Augrah-Ma	LE	Death, Destruction, Evil, War

Language: Quasta speak their own language and Common. The language sounds similar to bird calls although larger quasta have a deeper sound.

Names: In the past great celebrations accompanied the naming time. Elaborate names were conceived to describe the child. The staggering losses to disease brought an end to such jubilee. Some quasta continue to practice the old ways and name their children after their first winter. Others prefer to wait to ensure that

the child will not succumb to illness. Naming children on birth like the humans is even performed by the occasional family so that those who die to soon might be remembered. Modern names tend to be shorter than older names and may not have any significance to the child's actions. Typically no family name is given although some have used their village name.

Male Names: Aug-Zeetu, Cilladee, Cawree, Feemack, Queewoot, Trill-Quaw.

Female Names: Ai-Ai-Lee, Deechirrup, Frudesamsee, Soo-Lou, Twee-Ai-Laa.

Adventurers: Curiosity leads many quasta away from home. Adventuring serves as a means to expand their knowledge. The specific information sought varies according to the whims of the quasta. A sorcerer might seek out arcane mysteries. A fighter might wish to discover knowledge lost during the collapse of the quasta empire. While most exiled quasta die, the bravest survivor often turn to adventuring as well.

Quasta Racial Traits

- +2 Dexterity, -2 Strength, -2 Constitution: Quasta are quick to dodge blows or manipulate fine tools with their talons, but are not terrifically strong or hardy.
- Small: As a Small creature, a quasta receives the standard +1 size bonus to Armor Class, +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they must also use smaller weapons than those wielded by humans, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Aberration: As aberrations, quasta are immune to spells or effects that affect humanoids only, such as charm person or hold person.
- Quasta has a fly speed of 30 feet (good) but can only levitate up to a height of 5 ft. The quasta can support up to a medium load while levitating. The levitation ability does not prevent the quasta from crashing to the ground after a drop of 10 or more ft. To temporarily go higher than 5 ft, a Jump check can be used. The flight is a supernatural ability and does not function in an anti-magic zone. A quasta may pull themselves along slowly with their wings and talons, but no