

#5541

ROLEMASTERTM
THE STANDARD SYSTEM

Sourcebook



RACES & CULTURES UNDERGROUND RACES



Detailed information
for underground races.

RACES & CULTURES: UNDERGROUND RACES™



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WELCOME

Welcome to *Races and Cultures: Underground Races*. Herein you (either GM or player) will find all manner of informative tidbits about those peoples who dwell beneath the earth. This book is designed to "flesh out" those races which were touched upon in the *RMSS*. Using what is written in the following pages may help a player or GM to breathe more life into a character, to allow the player greater versatility when roleplaying, or give the GM more information to develop campaign and scenario plots from. You will also find mention of the gods of the underground races, glimpses into their everyday lifestyle, hints as to their psychology and motivations... everything that will round out a player or non-player character. The key effect striven for here is *verisimilitude*. A character rolled and played with nothing but dry statistical information and randomly determined percentile scores will in no way be as fun for the player and GM alike. *Personality* is precisely what can be created by an imaginative player. The information found in this book can help that development should the player choose to use it.

As with other source books and companions, *Underground Races* is optional. Obviously if the GM has other ideas in mind for his world, this book can go by the wayside! However, the contents of this book are well balanced and written expressly for a non-specific world audience. A creative GM will have no trouble adapting what he likes. Many players will find anecdotal comments or intriguing cultural hints that might help them to develop their characters. That is certainly the authors' hope, but as with all rules the final decision to use any of the book's contents must reside with the GM. Note that many of the races were written to be "intertwined" with other races, both in this book and in volumes to come.

The layout of each race and order of entries within each description should be familiar to players, for with just a little variation it is the same as what is found in the *RMSR*. The entries have simply been expanded and added to, going into greater detail than was originally available. Races formerly found in *Creatures & Monsters* have likewise been dealt with.

There are a few additional entries, but these are basically self-explanatory. Among these are "The Individual as a PC" which is intended to shed some light on the kind of individual that particular race might produce to seek an adventuring career. There are also entries on culturally specific Talents and Flaws, Training Packages and Spell Lists. All of these things follow basic *RMSS* and should be played accordingly unless specifically annotated otherwise in the text.

Underground Races uses the standard notation from other products in the *RMSS* products: *Arms Law*, *Spell Law*, *Rolemaster Standard Rules*, *Gamemaster Law* and *Creatures & Monsters*. It is written to be compatible with *Talent Law* as well. These products should be consulted for specific references.

Note: For readability purposes these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: *he/she, her/him, etc.*

AUTHOR DEDICATIONS

This book is dedicated to Chaffin "This might hurt a bit..." of Dolor, Nohj "Everyone who can hear me in their head, come see Nohj the Bard!" T'Nayrb, Nomis "*Her her her...* Uh, heh heh. I weary of this. I kill it." Gonn (half of the Chuckling Helmet Brothers), Rathe "None of man's problems cannot be solved with the appropriate utilization of Plasma..." Blackfell (Mage who fries most enthusiastically), Ordanthus "Orth—is that you buddy? You don't look as though you feel...well, *yourself*. Orth? Orth!?" the Falconer, Erwin "Uh...uh...whadya mean now I'm a Dwarf?" the Fletcher (come back and see us someday, okay?), Bosco "I'll just sleep up here on top of the tower in my skivvies. What could happen here? Now I'll tell you in painstaking detail exactly what I'm going to do with my initiative..."—that's it, by the way, its just Bosco; and at last, without a doubt, Khuffir "I can and will try anything, however improbable, for in all things acrobatic and heroic I am without peer...Oooh, dear, that's a bad dice roll...I am not a wierdness magnet..." Assar, Rogue and fellow of great daring, without whom my campaign would be less entertaining and far less casualty prone. Also of course to Baloo "I'll have a mug of Entsap Green—Banshees wail? I'll wail on her!..." Ogrehews (the other half of the Chuckling Helmet Brothers) and to the others who have passed in and out, or joined us late; Barahir "I'll numb his head" Whom None Now Remembers, Thraak "I'll pull a couple of teeth out." Ôth (Idiyva, and go easy on the kitty jokes) as well as The Dwarf "Really, this is really me." Formerly Known as Galea. Long live the Company of the Howling Horn (and I expect commemorative gifts from each of you when the campaign is at last ended and your long laboring GM can rest...)

SPECIAL THANKS TO...

The Guys, who know who they are and have known for over ten years (twenty for some) now; also to the redoubtable *Herr Doktor Professor Marvin M.*, of the University of Tulsa (my sage was inspired by real life); but mostly and above all, Suba, for her *infinite* patience and unfailing good humor in all things (not just this one).



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PART I USING THIS BOOK

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INTRODUCTION

Part I

Sections

1.0, 1.1

Introduction

Overview

"...Welcome to my lecture today. My name is L'omæx the Seer and I have come here to reveal to you some of my thoughts and observations about several of the races that you may think you know something about. When you leave here today, you will certainly know more than you did before and hopefully, you will be more prepared should you encounter any of these races. I have worked for years as the primary researcher to three different kingdoms and have made extensive contact with all of the races that I will discuss. I have also created a network of information gatherers that will continue to provide me with more information on these and other races. So without further delay, let me reveal to you a secret..."

—L'omæx the Seer

◆ 1.1 ◆ OVERVIEW

In your hands, you will find a book that details a small hoard of underground races that a GM can use to help him populate his world. In Part I of this book, you will find guidelines that you can use to help determine exactly how to use the rest of the information in this book. In Part II, you will find detailed information on each race. Certain pieces of this information is intended to replace information previously published in the *RMSR* (e.g., the Dwarves now have a new Racial Summary page to replace the one found in the Appendix of the *RMSR*).

For ease of use, select tables will appear in both the relevant sections of the text as well as in the Appendix. There are several new sets of rules, but these rules should be deemed optional (e.g., the new method for determining height and weight). In addition, there are many new training packages to select from and new spell lists for characters to learn. For the most part, GMs should presume that these "racially-specific" new rules should be available to and only apply to characters of the appropriate race (of course, exceptions can be made, at the GM's discretion).

Throughout this book, GMs should remember that the flavorful text and examples are intended to give the GM some ideas about how to incorporate the race into his world. When specific deific powers are mentioned, GMs should feel free to completely replace them with whatever powers exist within his world. Also, when regions or locales are used, GMs should replace them with whatever is appropriate to his world.



UNDERGROUND
RACES



Part I

Sections

2.0, 2.1, 2.2,
2.3, 2.4

Populating the
World

Underground
Societies

Why
Underground?

Subsistence
and Mobility

Everyday Life

POPULATING THE WORLD

"The world is a big place. Only rarely are we ever concerned with or care about more than our little village or town. You must learn to think about the world in the terms of a much grander scheme before you can begin to understand the impact a given race has upon the world. For example, what would be the effects if the Dwarves of the Storm Mountains suddenly had no Orcs to fight? Would they become a peaceful race; or would they seek war with some other race? Never presume that the removal of a given race by extinction would be either good or bad; at least until you have truly come to understand the nature of the interactions between all other races and that race..."

—L'omæx the Seer

◆ 2.1 ◆ UNDERGROUND SOCIETIES

When you as a GM sit down to create a gaming world or setting for your players to enjoy, there are vast numbers of questions that you must consider (not necessarily answer). Most of these questions are addressed in *Gamemaster Law*. However, we will examine a couple of them here in the context of races that are presented in this book.

◆ 2.2 ◆ WHY UNDERGROUND?

The most important question that you can answer with regard to these races is why are these races underground in the first place? There are many possible rationalizations for why a race has chosen to live their lives underground.

One possible answer is that they are not actually living out their entire lives underground (e.g., Halflings). They simply find it comfortable and safe to have their homes underground and have no trouble moving about freely in the normal world.

Another possible answer is that other races have driven this race underground (e.g., the evil humanoid types of races; Orcs, Kobolds, etc.). This answer is particularly easy to handle and makes for reasonable explanations for a lot of animosities and racial fears, etc.

Still another possibility can revolve around the mythos and creation story for the race. Perhaps they were molded from the rocks in some deep cavern and now live their lives in the proximity of their creation and do not go near the surface out of religious reverence.

As you can see, with just a bit of thought, this question can be answered quite easily. And the answer could drive a lot of stories and provide for some very interesting plots in your game.

◆ 2.3 ◆ SUBSISTENCE AND MOBILITY

When examining how a race lives underground, you should examine how easily it is for that race to get their food and how easy it is for them to move around in their underground environment.

Note: This discussion really only applies to races that live most of their lives underground (and rarely go out on the surface). If a race has easy access to the surface or surface dwellers, this question becomes irrelevant (as they can trade or bargain for their subsistence).

If a race lives most of their life underground, what kind of vegetables do they eat? What kind of meats do they eat? If they are primarily a hunting race (eating underground animals), it would not take long for them to clear out a reasonable-sized cavern complex of the edible food (though fishing may be an option).

The easiest answer to this question is to figure out how the race can go to the surface to barter, raid, or buy foodstuffs and other amenities that would be hard for them to gain underground (where else can a bunch of Dwarves get wool for their blankets?). With this answer, you will see that you have the beginnings of an economic situation (e.g., the Dwarves trade worked metal goods for sheep and barley) or a warfare situation (the Orcs make monthly raids on nearby villages to get sheep and beer).

Another possible answer would be that the race as figured out how to harvest food underground in enough quantities to feed themselves. Fishing would be an easy answer (underground lakes and rivers could reasonably replenish themselves from other, more distant sources). Growing crops can be done underground (though the crops would have to be protected from raiding underground enemies and creatures).

◆ 2.4 ◆ EVERYDAY LIFE

Do not forget to consider what everyday life is like in the underground world of these cultures. Things that we deem common-place might be completely unheard of in a society that lives in a place where the sun is the enemy or at least a distant occurrence.

For example, it is rather common place among primitive tribes to have a lot of astrological symbology in their architecture and motifs. This would never happen in a society that had never seen the sky (much less the stars or moon). In their place might be lots of animal motifs (probably the underground predators).

UNDERGROUND
RACES



HEIGHT AND WEIGHT

◆ 3.1 ◆

OVERVIEW

Provided with each race is a set of tables showing a spread of heights and weights for that race. This should be used by the GM as an example of the extremes for height and weight as well as to illustrate the averages. Follow the procedure listed below to determine the height and weight of a given individual within the race.

◆ 3.2 ◆

GENERATING HEIGHT AND WEIGHT

When generating height and weight the first question that must be answered is whether or not the GM is going to allow the player to simply select his character's height and/or weight. Remember that many players would rather play their characters the way that they conceived of them. If they did not conceptualize a tall thin character, why should they be forced to play one.

As a GM, you must tend to this question carefully. If you decide to let the player select his own height and weight, that is fine; just make sure that he has a copy of the proper height and weight tables so he knows the proper relationships between his race's height and weight (so the player doesn't select a height and weight that makes him abnormal if abnormal was not what the player was seeking).

If you decide to roll randomly for height and weight, use the height and weight charts provided for the character's race and follow this procedure:

- 1) **Determine Base Height:** Roll d100 (open-ended) and consult the height table for the race. This will give the base height of the character (in inches). Note that the shaded area of the table indicates the average height for members of that race.
- 2) **Determine Adjusted Height:** Roll d10 and subtract 5 (d10-5). Add the result (in inches) to the base height. Make a note whether the character is above or below average height (and note how far above the average or how far below the average).
- 3) **Determine Frame Size:** Roll 2d10 and add the character's Constitution stat bonus. To this result add +1 if the character is above average height or -1 if the character is below average height. Consult the chart below for the character's frame size.

FRAME SIZE CHART

up to 7	Small Frame
8 - 14	Medium Frame
15 or more	Large Frame

- 4) **Determine Base Weight:** Roll d100 (open-ended) and add the following bonuses:

- +(3 times Strength bonus)
- +10 per 1" above average height
- -10 per 1" below average height

Consult the table to determine the character's base weight.

- 5) **Determine Adjusted Weight:** Roll d10 and subtract 5 (d10-5). Add the result (in pounds) to the base weight.

Part I

Sections 3.0, 3.1, 3.2

Overview

Generating Height and Weight

Frame Size Chart



Part I

Sections

4.1, 4.2, 4.3,
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Other New
Rules

Training
Packages

Purchasing the
Packages

Cross-Race
Package
Development

Spell Lists

Individual
Spells

Talents and
Flaws

OTHER NEW RULES

◆ 4.1 ◆

TRAINING PACKAGES

Each race has a few, new training packages that are specifically geared to that race. These training packages should normally only be available to members of that race. These training packages represent special studies, vocations, or attitudes that can be gained from pursuing the proper paths while with that race.



◆ 4.2 ◆

PURCHASING THE PACKAGES

GMs should be very careful when allowing the development of racial training packages. The bonuses gained are slightly better than in non-racial packages. If the GM deems appropriate, he should increase costs based upon the nature of the given race in his world. In this case, increasing and decreasing costs by up to 10% should not imbalance things to the point of unplayability. However, be sure to always enforce the rule that only members of the race may develop the packages.

◆ 4.3 ◆

CROSS-RACE PACKAGE DEVELOPMENT

It is not unreasonable to allow someone outside of a race to develop a given race's training package. For example, a Kobold child raised in an Orc camp should have access to the same training packages as an Orc.

When the GM deems it appropriate, he can allow non-members of the race to develop the training packages. However, the following guidelines will help ensure that play balance remains somewhat intact.

- If the reason it is being allowed is because the character was raised from birth by another race, DP costs should be increased by about 10-25% (to represent inherent racial resistances to train a non-member in a given path). As a side note, the character should use the adolescent develop appropriate to the race that raised him, not his race of birth.
- If the reason it is being allowed is that the character has spent a huge amount of time with the race (after the character's adolescent development), treat all the training packages as Lifestyle packages. Increase the time needed to develop by 50% and increase the costs by 25%.

◆ 4.4 ◆

SPELL LISTS

Some races are given spell lists are specific to the race. These spell lists will normally only be taught to a member of the race. These spell lists can be developed as an Own Realm Open Lists (and may be selected as additional base lists for pure spell users).

Non-members of the race could conceivably learn these lists, but they should be developed as Other Realm Base Lists.

◆ 4.5 ◆

INDIVIDUAL SPELLS

There are some cases where a race has a given spell that is common among the race. The individual spell is treated as spell list of its own with only one spell on it. Skill may be developed at half the cost of Own Realm Open Lists (rounded up). This spell may only ever be developed by members of the race (as there is some kind of racial ability tied to the use of the spell; non-members do not possess the proper abilities).

◆ 4.6 ◆

TALENTS AND FLAWS

Each race is given its own Talent and Flaw chart. The exact rules and guidelines for using the chart are given with the chart. It should be noted that the *Talent Law* costs are given along with each Talent and Flaw. These costs should be doubled if a non-member of the race is selecting the Talent (and halved if taking a Flaw).



PART II: THE RACES

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The following are the details of the Underground Races. Herein may be found the Dwarves, the Gnolls, the Gnomes, the Goblins, Halflings, Hobgoblins, Kobolds, Orcs of all kinds and, lastly, the Troglydtes. These are more specific descriptions than anything found elsewhere in the *RMSS*—nevertheless, they are still, ultimately, suggestions. GM's should read Part I carefully for guidelines on how to incorporate this information into his game.



Part II

Section 5.0

The Dwarves

THE DWARVES

Rough-faced stalactites speared down to meet hoary stalagmites thrusting upward from the cavern floor. They were like gnashing teeth, grimacing down at the road that had been hewn from a natural fissure in rock. Between them, climbing up from where our company waited and disappearing beyond, was a winding stair of shelved rock. Each step was worn smooth by countless steps.

Behind us tumbled a furious cataract of stone, leaping like a frozen waterfall from the lip of a crevice of such depth that not even the Dwarves had plumbed it. Each side of the road was warded by silent ranks of stalagmites that marched like files of pikemen off down the road in two directions until they vanished into blackness.

We were leagues past the great Dwarf avenues, three days into the endless deeps that stretched unfathomed into the earth. Around us, beneath us, were the furthestmost mines of the Mountain Folk, delvings which had not heard the clangor of hammers in a season.

These passages had been abandoned months before, left to a shambling horror that had made its way free of some nameless abyss. Since then only patrols in force had passed along these roads, strong bands of hard-eyed Dwarves geared for war. The clans were warring with a great number of Orcs and worse that had come yammering into the upper reaches of the city. For weeks on end, the stone had echoed to the clamor of arms and braying horns, and the ringing of blade or hammer on mail. But the battles were done now, and though they had suffered grievously, the Dwarves had sent this foray down deep, to this place, to deal with the shuffling horror that lurked here.

Fool that I was, I accompanied them.

Something huge and ominous moved in the shadowed blackness beyond those stone teeth. Dwarves watched it while their captains held a hurried meeting. Their mutters were like groaning stones, deep-voiced and difficult to understand.

Boyheukzad on my flanks tracked the movement with readied bows. Hard-eyed Narn(nemerrin and GhelUstak in visored helms were on the bottom-most step, waiting to climb up into that waiting gullet. Others were ranged about us, watching impassively. They and others further out were our pickets, that we might not be come upon unawares by any other foe.

Those stairs wending their way up into peril led to the Gurdin humreum, or Gurdin's Maw, a Dwarfish tavern and inn, here for the miners who once worked hereabouts. It was empty now, a place of old death. Hunger waited in there for us in Troll's guise—a feral-eyed monster with black hide and the ivory teeth of a vampire.

A hard buffet to my back nearly sent me sprawling. I staggered forward two steps and turned around. The Dwarf who was my guide stood there, grinning starkly in his beard.

"Make a good writing tale, eh?" he asked in guttural common. I frowned and eyed the gauntlets (the very ones which my back had not appreciated) on his broad hands.

"A good tale indeed." I replied, and what I meant was, 'a good tale indeed, stumpy.' His helm was cunningly fashioned, so that wicked antlers spired up from the peak, and the visor appeared to be an opened mouth when it was up. A mace with an oversized head dangled loosely from a cord tethered about his left wrist. A shield of oxhide stretched over some lambent metal hung from his shoulder. His right fist held a tankard.

He proffered the latter hand in salute.

"Look not so glum," he said. "There are untapped alekegs in yon chamber do we but slay the beast that lives there."

I eyed him askance.

"Yon monster is Undead, if your Meneumerakkinim scouts are correct."

"Meneumerakkinim," he said, correcting my pronunciation as the Dwarves began to advance up the stair. I tried again, but distractedly. They were near the joining of the 'teeth.' "Meneumerakkinim."

He shook his head, a grimace for a smile on his face. The tankard had disappeared and he began to knead the grim line of his jaw.

"These deeps have many mysteries, many hunger," he said, then looked over at me. I sensed intuitively that I was glimpsing something of his inner thoughts. "Such is the way of life here, in the deep places of the earth. There are no breaths free for the taking, Man-sage. They must first be earned or later defended."

Beyond the stairwell hoarse bellowing had begun. I thought that such a noise might be made by a Dwarf, for they were not easily given to screaming.

My guide dropped his visor and moved toward the stair. The shouts of his comrades were growing fewer, and something else was roaring.

"Now we begin to pay the debt," he said.

—From *Studies After I Chid Xanthippe*
by L'omæx the Seer



◆ 5.1 ◆ OVERVIEW

The Dwarves are among the hardest of races, people well-suited for either war or toil. They are unswerving and steadfast in friendship, unforgetting and unforgiving in hatred, ruthless and unflinching in war. They neither ask nor give quarter in battle, a trait that reflects their attitudes towards all aspects of their lives. Fiercely independent, they are prideful to a fault and unfailingly fierce in dismay. A propensity for the heaviest weapons and armors reflects their racial demeanor.

Known to most other peoples as the Mountain Folk, Dwarves make their cities predominantly in the deep places of the earth, but on occasion build them in rugged and inhospitable hills and highlands. A stubborn and pugnacious people, they are unbending and difficult to comprehend, not easily given to domination. All thirst for wealth, though their desire to covet riches is not a greed defined precisely as Mannish races do it. It is more a compulsion, an extension of the Dwarvish eye for things splendid and magnificent. They are superior craftsmen, unexcelled in metallurgy and smithwork, rejoicing in artistry with jewels and precious things. The Mountain Folk dominate their world: metal, stone, even the water of underground rivers. In every possible way they master the earth with stone and steel, compelling it to their bidding.

Dwarf cities are studies in vastness. Great interlocked chambers and spiralling tunnels house them and provide for their tunnels. Massive caverns with soaring bridges of natural rock become highways, and in the lower deeps are wells and delvings that have no bottom, pits that fall dead away into blackness and great crevices that even the Dwarves themselves have not mastered. Mile upon mile of such caverns exist. No single Dwarf has ever trod every road or bridge of his home; a traveller who was not of the Mountain Folk or was unguided by them would become hopelessly lost and doubtless perish. Entire wars could be fought and lost in the furthest reaches, with never a sound reaching the cities proper. This is why the tunnels and mines are prepared for conflict and dire traps abound, such as bridges that may be dropped into the abysses they cross. Parapeted walls have been sculpted from cliff faces, and siege engines may be found in unexpected places—these also trapped until the Mountain Folk have need of them. The Dwarves prepare fatalistically for siege and invasion both from without and from below.

A dour people of grim mysteriousness, the Dwarves trust no one but other Dwarves, and yet they have earned the grudging admiration and respect of other peoples for their unhesitating loyalty once it is earned. Not everyone would willingly call a Dwarf friend, and many (Orcs, Goblins, some Men) would eagerly call him foe—but carefully, carefully, for they are a dangerous folk. Even in hatred they should be given their due.

◆ 5.2 ◆ PHYSICAL CHARACTERISTICS

Part II

Sections
5.1, 5.2

Overview

Physical
Characteristics

5.2.1 • BUILD AND PHYSIOLOGY

Dwarves are short, stocky and strong, with disproportionately strong limbs. They can carry much heavier burdens than one would presume, even given their knotty-thewed frames. They are barrel-chested and at first glance awkwardly built, but this misconception is quickly corrected when they are seen wading into a press of foemen several times their weight and size. They are a hairy folk, males and females alike, with the males being the hairier of the two. They are bearded and moustached almost without exception. Length and thickness of beard is a bragging point among many, though many will show some restraint, especially those in the forges. It has been a long-standing source of debate among sages, scholars and tavern-talkers as to whether Dwarf women are bearded. This work is not so authoritative as to presume to end that argument. Dwarf women have been seen to be bearded, or so it is thought.

However, Dwarves abroad strive towards similarity in appearance. This is a defense of their race, along with close-mouthedness. Therefore it has been conjectured by many that such beards are false, in an effort to maintain their pseudo-anonymity as well as to protect the females, who are only rarely granted to their people and so are jealously guarded. Males will normally stand on the average of 4'9" and weigh around 150 pounds. Females are slightly smaller, standing near 4'5" and weighing in the vicinity of 135 pounds. See Section 7.0 for details on height and weight generation.

"Dwarf humor is rare as Roc's eggs..."
—a Mannish proverb

"Their home was vast and seemingly inilluminable. One could find a cavern peopled by scores of this dour folk, each consumed by his industry, and then in an hour's walk be lost in unending labyrinthine hollowness, league-wide fissures peopled by nothing but hosts of echoes, ghosts, and long-ago uttered words..."
—L'omæx the Seer

5.2.2 • COLORING

Hair color among the Mountain Folk of both genders is most commonly black, with red or dark brown coming equally as secondary colors. One Dwarf in five hundred will have locks that are honey-blond in hue, making a honey-haired male exceedingly rare and a such a female almost unheard of. Their complexions are ruddy, burnt to leathery toughness by the heat of their forges and by the elements when abroad. Many claim that some Dwarves can back up against a cavern wall and be lost to sight, for their skin has after many long years of proximity taken on the color and texture of their native bedrock. This is probably an exaggeration.

5.2.3 • ENDURANCE

The Mountain Folk have tremendous endurance (reflected in their Constitution bonus of +6 and a +21 to Exhaustion Points). This is as much a physical characteristic as a mental and emotional one, for they are as a race unwilling to give in to weakness or adversity. A Dwarf complainer is as common as an Orc paladin. They have at

UNDERGROUND
RACES





Part II

Section 5.2

Physical Characteristics

Dwarf Height Table

Dwarf Weight Table

DWARF HEIGHT TABLE		
d100 (OE)	Dwarf male	Dwarf female
less than (-169)	3'6"	3'3"
(-169) - (-160)	3'7"	3'4"
(-159) - (-155)	3'8"	3'5"
(-154) - (-145)	3'9"	3'6"
(-144) - (-135)	3'10"	3'7"
(-134) - (-85)	3'11"	3'8"
(-84) - (-80)	4'0"	3'9"
(-79) - (-75)	4'1"	3'10"
(-74) - (-70)	4'2"	3'10"
(-69) - (-65)	4'3"	3'11"
(-64) - (-55)	4'4"	4'0"
(-54) - (-45)	4'5"	4'1"
(-44) - 5	4'6"	4'2"
6 - 10	4'6"	4'3"
11 - 15	4'7"	4'3"
16 - 25	4'8"	4'4"
26 - 75	4'9"	4'5"
76 - 90	4'10"	4'6"
91 - 145	4'11"	4'7"
146 - 155	5'0"	4'8"
156 - 165	5'1"	4'9"
166 - 170	5'2"	4'10"
171 - 175	5'3"	4'11"
176 - 180	5'4"	4'11"
181 - 185	5'5"	5'0"
186 - 240	5'6"	5'1"
241 - 250	5'7"	5'2"
251 - 260	5'8"	5'3"
261 - 265	5'9"	5'4"
266 - 275	5'10"	5'5"
more than 275	5'11"	5'6"

DWARF WEIGHT TABLE						
d100 (OE)	Dwarf (m)			Dwarf (f)		
	sm	md	lg	sm	md	lg
less than (-169)	62	66	72	63	67	73
(-169) - (-165)	66	70	77	66	70	77
(-164) - (-160)	70	74	81	69	73	80
(-159) - (-155)	74	78	85	72	76	83
(-154) - (-145)	77	82	90	75	79	86
(-144) - (-135)	81	86	94	78	83	91
(-134) - (-85)	85	90	99	81	86	94
(-84) - (-80)	89	94	103	84	89	97
(-79) - (-75)	93	98	107	87	92	101
(-74) - (-70)	96	102	112	91	96	105
(-69) - (-65)	100	106	116	94	99	108
(-64) - (-55)	104	110	121	96	102	112
(-54) - (-45)	108	114	125	99	105	115
(-44) - 5	112	118	129	103	109	119
6 - 10	119	126	138	109	115	126
11 - 25	129	136	149	116	123	135
26 - 75	142	150	165	128	135	148
76 - 90	154	163	179	138	146	160
91 - 95	165	174	191	146	154	169
96 - 145	171	181	199	152	160	176
146 - 155	175	185	203	155	164	180
156 - 165	179	189	207	158	167	183
166 - 170	183	193	212	161	170	187
171 - 175	187	197	216	164	173	190
176 - 180	190	201	221	168	177	194
181 - 185	194	205	225	171	180	198
186 - 240	198	209	229	173	183	201
241 - 250	202	213	234	176	186	204
251 - 260	206	217	238	180	190	209
261 - 265	209	221	243	183	193	212
266 - 270	213	225	247	186	196	215
271 - 275	217	229	251	189	199	218
more than 275	221	233	256	191	202	222

times persevered to the point of foolishness, seemingly incapable of bowing to necessity. A Dwarf with too heavy a burden and a pressing need might simply struggle onward until his heart burst. Six hours of sleep will serve a Dwarf, though they can go without sleep for up to a few days if absolutely necessary.

5.2.4 • LIFE SPAN

Dwarves who live to old age (not as common an occurrence as they might like) may last anywhere from 200 to 400 years (see Section 8.0 for more information on aging). They are considered youthful by their own people until they are at least 50, and to have probably gained no great share of wisdom for another decade or two beyond that. Their middle years typically span a century more. These are the years they are considered to be in their adulthood proper. Past this period remains only the final two or three decades remaining to them, during which they will begin to slow and ache, taking more leisure time than in all the years they lived before. It is possible for a Dwarf to lapse into senility during his last four or five years, but this is not a marked tendency. There is, however, a strong chance that

an older Dwarf will exhibit an increasingly frayed temper, having no tolerance whatsoever for non-Dwarves and little patience for even his own kind. This temperament is always accompanied by growing avarice and paranoia.

5.2.5 • RESISTANCE

Dwarves have resistance against both flame and ice, thus receive a +30 to their DB and RR bonuses versus heat and cold attacks. Likewise they are a stubborn people, gaining a +10 to any efforts (magical or otherwise) towards resisting any influence type skill, e.g. Bribery, Duping, or mental attack spells (spells with a sub-type of "m").

5.2.6 • SPECIAL ABILITIES

The Mountain Folk see well in extreme darkness. In the dimmest light, they can see 50' perfectly, and fairly well up to 100' (treat as *Nightvision* with a 75' range and a -10 to Awareness skills out to 100'). They can see up to 10' in total darkness (if it is unmagical).

UNDERGROUND RACES



◆ 5.3 ◆ CULTURE

5.3.1 • CLOTHING AND DECORATION

The Dwarves are, in appearance, an odd mixture of both poverty and wealth. At least this is how they are seen when travelling abroad, away from the sanctuary of their mountain fastnesses. This is reflected in the plain, serviceable gear and garb they prefer, and also in the beautiful jewels and other adornments used to secure such raiment. For instance, a Dwarf may be seen trudging along some bleak road through the wilderness clad in sturdy boots and heavy clothing, with a heavy cloak about his shoulders and a shawl about his head and shoulders—all in somber earthen tones of brown, black and gray. But the clasp holding his cloak may be a splendidly carved ruby that is fashioned into the likeness of a Fire Drake, taking wing against a sky of polished onyx, and the buckle of his broad belt may be fashioned of hammered silver, in the flawless form of a darting fish, with tiny chips of sapphire winking from every tiny scale. The final piece to this assembly of ornaments might be a tiny hammer, less than his smallest finger in length, fancifully wrought of copper and set with matching beryls, all in whorled, fluted lines and woven into his beard. This of course mentions nothing of the artistry that is certain to be present on the hilts of his weapons and upon whatever mail he prefers!

The Dwarves do not consider such adornment to be gaudy or ostentatious, and any others who do obviously have little knowledge of Dwarves. This is just a further reflection of their character. They wear heavy garb because it is practical, and rugged. They wear such jewels because they delight in lovely things and are justly proud of their artistry. The only woven adornment generally worn abroad is a colorful hood, an oddly bright splash against otherwise drab hues. This may be a cowl or a hood (fothaj, gsatch or newl, q.v.) atop an otherwise soberly dyed cloak. This sometimes seems a strange contrast, but is one best not mocked.

Colors typically favored are those that are starkly and directly opposed to the aforementioned earth tones—blues and greens are a favorite, with yellows and reds not far behind. Other hues that are well-liked are those which mimic the metals Dwarves love: gold, silver and others. Colors are usually worn in solids, with patterns of any sort being unusual. The only exception to this is the preference for plaids that some few extended families have demonstrated and developed to an art form.

Typical garb for an active or traveling Dwarf includes a tunic or shirt of wool or heavy homespun linen, with a leather jerkin or woollen tunic. The traveler will also wear heavy trousers and heavy boots or shoes of leather, often used in conjunction with wood or horn. This will all be worn beneath a cloak or shawl, especially where inclement weather is foreseen or anticipated. Naturally, such clothing will be modified by any intended action, such as work or war-making, if necessary. Dwarves have a few types of garb that are unique to their race. Descriptions of such items of follow.

The laulket is a short, heavy cloak fashioned of two layers, with stretches of marvellously fine mail sewn between them. It has a broad hood that is rarely colored. Its surface is usually “waxed” in some unknown fashion by its makers, who use a material unknown abroad to weather-proof the cloak’s surface and so shield its wearer against rain. This does not in any way affect the garment’s suppleness or comfort. Wearing a laulket provides the Dwarf with a +10 to DB, but subtracts -5 from Movement Maneuvers, much as some armors do, albeit much less severely. A similar garment, the fi-laulket, is worn during winter, in colder climes, or in icy deeps. It is sewn identically to the laulket, save that its interior surface is usually of heavier material and is lined with unshaved hide. Both the laulket and the fi-laulket are, if not rent, torn or worn, often waterproof, and may double as large (and cumbersome, but if the need arises) waterskins.

The hylhe is another cloak-like garment, this one more like a burnoose in fashion. The hylhe may be used in a company of travelling Dwarves, for its loose lines conceal its wearer well, and when worn with the hood up and a mask or scarf on, does well to make one Dwarf virtually indistinguishable from another. This may serve either to confuse or conceal, and is well-liked by Dwarves, especially given their secretive and almost paranoid nature. This is not the only purpose which the hylhe serves of course, just one of the more common ones. The hylhe is a garment whose hood may be colored if appropriate. It is also sewn inside and out with many pockets, some obvious and others cunningly concealed in seams and folds.

The fothaj is a hooded mask that wears much like a cowl. It covers the head and neck, draping out evenly to approximately the tip of the shoulder bone on the sides, down to the upper shoulderblades in back and the hollow of the throat in front. The mask, which covers and protects the lower face, covers the bridge of the nose down. This is alterable, and may be worn between the nose and upper lip. The mask unsteps by unfastening buttons of horn, polished wood, or (in the case of the wealthy or willing) uncut gemstones, inside the hood past the cheek. The fothaj is favored by both male and female Dwarves, and will be worn by both if travelling in company, thus making it that much more difficult for a non-Dwarf (and thus potential foe) to differentiate between both individuals and the sexes. A mob-fothaj is a fothaj with links of the finest mail sewn into it over the ears, across the crown, and around the front of the throat, serving much like a light coif.

All Dwarves wear belts. This is as nearly a truism as all Dwarves grow beards. A favored belt is called the ened. This is a wide girdle of sturdy leather, suitable to wear with armor. When possible, it is crafted of fantastic hides and the skins of unusual creatures, such as those of Manticores, Zephyr Hounds or worse. Metal plates or ovals march around the ened’s circumference, further adding to its armor-like appearance. These plates or ovals are often crafted into leering faces or images, visages which in some way related to whatever type of beast-leather it is crafted of. The ened is often in-sewn with tiny pouches or wallets, so that a Dwarf may conceal within it monies, gems, jewels, and even small weapons such as small, hiltless daggers and garrotes. Much forethought goes into the making of an ened, and much work as well if its metal plates are to be sculpted.



Worthy counterparts to this belt are the khwakulm, sturdy Dwarven jackboots that reach to their wearer's knees. Worn for travel or trade, the khwakulm are crafted of the heaviest leather. Their quality may account for the virtual absence of discomfort suffered by Dwarves who march where those of other races become crippled and lame from blisters and wear. Each khwakul (the singular—one boot) is cunningly fashioned with strips of horn, bone, metal or mail links within the leather, the better to protect the traveller's feet. Khwakulm, much like greaves, will add +5 to their wearer's DB, and may be counted as leg greaves.

These are not the only uniquely Dwarven garments but they number among the most common. Others include the gsatch, a glengarry like head covering worn by those who dislike hoods. Likewise there is the newl, a bonnet worn long over one ear and adorned with a broach and a feather, and wutchiin gauntlets for the arm and hands, stout but not cumbersome, so that no manual dexterity is lost. Note that many such garments, notably the Laulket and khwakulm, may be modified by materials used in their crafting (superior metals yielding superior bonuses, etc.).

Dwarven craftsmanship and ability is reflected in their garb as much as in all other work, so their garments will be well made. When appropriate, they will be accented with borders and trimwork, in knotwork or crenellated patterns. Such is their ability that often there will be accents of silver, gold, copper or other me-

tallic hues, and these will actually be woven metal and not just cloth of these colors.

Finally, one must understand that there is no such thing as Dwarven fashion as other races think of it. Dwarvish likes and dislikes are the same now as they were ten centuries ago. The tenets of Dwarf fashion are unchanging, so a well-dressed Dwarf today may be wearing garb identical to that worn by his grandfather. In some cases it may be the very clothes his grandfather wore. This fact holds true in all but the rarest cases, such as a Dwarf who lives among humans and seeks, for some agenda of his own, to leave his ancestry behind him.

5.3.2 • FEARS AND INABILITIES

While it is often said that Dwarves fear nothing, it must be admitted that they show marked hesitation at crossing or even being in proximity to any large or deep body of water. This includes even bodies of water conquered with their engineering. This could be because they swim about as well as the average large rock (i.e., they sink like a stone). They receive a -50 to all Swimming maneuvers. This is why so few Dwarves choose the Sokhudnerrim profession (see Training Packages below) and look askance at their kinsmen who do.

5.3.3 • LIFESTYLE

Dwarves are an industrious people, rarely whiling hours away with anything less than hard work. Toiling constantly at whatever craft they have mastered is compulsive behavior among their folk, and many of them will seek to learn more than one trade after decades of dedication to a first. They live in large numbers, organized by clan, sept of clan and other kin-oriented groups, ruled by a King. Their cities are most often in the mountains. The entrance to their strongholds may lie in the outer peaks of a range, but the whole settlement undoubtedly stretches deep into the heart of the range, and down to great depths beneath the earth.

Rugged foothills may also house Dwarf towns, though these settlements will be smaller than those in the mountains. These too will carve down into the earth, but may have walls and forbidding towers above, with some of the population actually living aboveground in fortifications built into and out of the roughest of tors.

Dwarves are a practical people, mastering many different skills to allow them both to defend their subterranean homes and to make them comfortable. Although by no means an agricultural race, they do have some skill with herbs, and cultivate a few especially. These are Hurthkal, Cooilgan, Nereid's Crown, Gerdum-Turn and Wyrmseave.





DWARVEN HERB CHART

Herb	Code	Form/Prep	Cost	AF	Notes
Hurthkal	t-U-5	lichen/ingest	11sp	2	Improves rest and recovery
Cooilgan	t-U-7	honey/ingest	15gp	3	Heals, regeneration
Nereid's Crown	m-U-6	mushroom/ingest	150gp	4	Action underwater
Gerdum-Turn	e-A-8	flower/ingest	500gp	4	Increases stat bonus
Wyrmseave	t-U-9	moss/apply	2,500gp	25	Increases stats, decreased age

Hurthkal: This lichen, which is harvested from some deeper cavern walls by deep-ranging Dwarf patrols, is prepared by boiling in small amounts and then being allowed to cool. Dwarf tradition holds that it is to be mixed with cold ale and drunk. The imbiber of this draught will recover Hits and Exhaustion Points at double the normal rate while sleeping when next in slumber. Orcs will occasionally harvest this lichen as well.

Cooilgan: Cooilgan is a sweet, thick honey created in rock crevice honeycombs by what the Dwarves call Cilik, an underground species of bee that survives on certain rare subterranean flowering mosses. Its taste is superior, and this alone would make it desirable even without its healing effect when digested. When a generous dollop is eaten, it immediately heals d10 Hits, and causes whomever eats it to regenerate 1 hit/round for 3d10 rounds thereafter.

Nereid's Crown: Nereid's Crown is a short, stocky mushroom that is harvested by Mountain Folk from the sides of subterranean watercourses. It is well regarded by the Dwarvish people, for it lessens somewhat their fear of water. Nereid's Crown allows "free" (70%) action while underwater. It allows an ingester to breathe either air or water and regenerate 1 hit/2 rounds while completely submerged. Its effect lasts for 1 hour.

Gerdum-Turn: Gerdum-Turn (Frigidflower in the common speech), is a rare plant found in icy caves at great altitudes. Often the sole reason for perilous expeditions by the Mountain Folk, Gerdum-Turn is valuable indeed, for after eating it a character's racial stat bonuses are doubled for a period of six months. Also occasionally gathered by Orcs, these flowers have an unfortunate effect when first eaten. The eater is reduced to 10% activity for 48 hours thereafter due to complete exhaustion as his body digests the potent herb.

Wyrmseave: Wyrmseave is a verdant green moss found hanging in long tendrils from ledges in the great caverns where once Dragons laired (or lair yet). Dwarves rarely seek this herb out for its own sake, as it is found only in the presence of one of these fell creatures, or perhaps lingering where once one slept. Thus it is typically harvested only when Dragons are found and slain—which is rare, and usually at grievous cost. Wyrmseave must be wrapped about a creature's body and then slept in overnight to have effect. During this period of time the moss will slowly dry, eventually withering away until it vanishes. Someone in such prolonged contact (24 continuous hours) with Wyrmseave may immediately make a stat gain roll for all stats. In addition, that person will become, physically, d10 years younger. Lastly the user gains a special bonus of +10 to all magically related skills (all skills in the Lore • Magical, Power Manipulation, Power Point Development, and Power Awareness categories).

5.3.4 • MARRIAGE AND FAMILY PATTERN

Dwarves are patrilineal, tracing their ancestry through the male, with a prideful need to track lineage and kinships. Genealogies are preserved in stone and adorned with precious stones and metals. Many Dwarvish names, all of which are complicated and difficult sounding to Mannish folk, include two or three ancestors in them. This, and the addition of clan, sept and family identifiers on the end, make many names longer than can be said in a single breath. Dwarves are so lineage-conscious that the most tradition-minded of them, especially those who have had little contact with persons of other races, will speak of themselves in the plural, i.e., "We would like a tankard of ale," when there is only one Dwarf there. A Dwarf who does this is speaking of himself and his ancestors, at least a few of whose spirits are presumed to be nearby. Thankfully, most Dwarves have strayed from this habit, and it is nowhere as common as it was even a hundred years ago.

When it comes to marriage they are monogamous, but only a few Dwarves ever marry. Scarcely one-third of the race is female, and of Dwarf women-folk not all marry. Some 20% or so pursue careers of their own, and so desire no lasting relationship. Some of this number might eventually raise families, but are slain before they can do so.

This makes Dwarves fanatically protective of their mates and children, particularly the priceless young. A Dwarf will unhesitatingly sacrifice his life in defense of the progeny of a perfect stranger. Children are not always granted to married couples, though always wished for, and usually come in numbers. A Dwarf family will have either no children or as many as three to seven, with the possibility of one or more sets of twins, triplets or even quadruplets. Children are most often named for their forefathers, and on occasion for renowned Dwarvish heroes.

5.3.5 • RELIGION

Dwarves are monotheistic, having but one true God. Their theology is, unsurprisingly, straightforward and uncomplex. There is more reverence and respect given to those personages held as sacred than there is abject worship. No Dwarf prostrates himself in utter homage, for this is not their way. The religion of the Mountain Folk revolves around honoring departed ancestors and reverence of their single God. Dwarves believe that in each clan's lineage is a common spirit that binds all who are kinsmen together. This is seen on a larger scale in the belief that all Dwarves are ultimately related and therefore soul-bound and blood-tied. The King of a Dwarven house or people is honored



DWARVEN CLERIC PROFESSION BONUS CHART

Dërnakwmün-Pør	Armor Group +5, Awareness Group +5, Body Development +5, Combat Maneuvers +10, Power Awareness +5, Power Point Development +5, Spell Group +5, Weapon Group +10.
Dërnakwmün-Khad	Awareness Group +10, Influence +5, Lore Magical +5, Power Awareness +10, Power Manipulation +5, Power Point Development +5, Spell Group +5, Weapon Group +5.

above all other Dwarves, for in the blood of Kings is the breath and blood of He Who Forged All, and in all Kings is the spirit of those Kings who have died before. Dwarf Kings themselves are not deities to be worshipped, but they are all-important ties to the past and must be exalted. It is a difficult distinction for other peoples to understand, but an important one to make. Dwarven Kings rank above any Dwarvish clerics of any faith, even the most powerful or aged, and are never disputed.

The Mountain Folk have but one God, their maker, the Mover of Mountains and Beard of the Earth. He is Dûntherradinbarak, First Mountain and Rockfist. Dûntherradinbarak Mountainsbeard is also known simply as the Oldest, for it is the Dwarves' belief that he was the oldest peak and the oldest mountains of the earth, a millenium before any of the other speaking peoples were born. Over an age Dûntherradinbarak awakened, alone, and spent countless lifetimes of Dwarf, Elf or Man in the mastery of all the skills of mining and smithwork and war. During these unnumbered years Dûntherradinbarak created the Dwarves to ease his loneliness, using the Mountain he had been as an anvil and his fist for a hammer. But Mountainsbeard had little concept for the immensity of the passage of time, and so other peoples had been born to the world ere he actually breathed life into the Mountain Folk and led them into the deep places of the world to dwell. Thus it is that the Dwarves believe themselves to be the eldest of races.

Dûntherradinbarak is described as a Dwarf of prodigious size, gnarled and stooped so that he appears almost hunch-backed. He is mailed and armed in gear that was forged in the first smithy of war, crafted amidst laval fury by the first Dwarven smiths and given to him after he was sorely wounded and scarred in a titanic battle with a monstrous wyrm as old as he. This Eldest Dragon he throttled with his bare fists, but was nearly slain, in a fray that lasted more than a century. The wyrm's blood and dire spume burned the left side of Dûntherradinbarak's face, and when it fell to the earth, is believed by Dwarves to have spawned the first Orcs (who later created many grotesque gods of their own).

A god worthy of worship by such a dour people, Dûntherradinbarak's beard is tangled and long, falling nearly to his knees, and lichens grow upon his brow and thews. There are no specific holy days devoted to Mountainsbeard and dedicated exclusively to his worship, for the Dwarves believe they must always stand ready to make war in defense of their race. Few ceremonies are more than a few hours in length, for Dwarves will not be called long from their forges and watchposts. Likewise,

Dûntherradinbarak is never prayed to for intercession, for the Dwarves do not believe him to be all powerful—he, like his Mountain Folk, lives a perilous and harried existence, and is at all times beset by the gods of his peoples' foes—the Orcs and Goblins, and Elder Dragons. He can not be expected to respond to the pleas of persons who should be capable of fending for themselves.

Besides Dûntherradinbarak Mountainsbeard, Dwarves revere the spirits of their ancestors, especially those who have fallen in defense of their people. This is typically done at the clan level, for lineage is all-important to this prideful folk. However, there are some heroes who are remembered with great honor by all Dwarves. There are many of these, including Hæthrin Hewn-hand, Madocgin Stonesunder, Groget Fatbelly, Evryx Night-Hater and others. Each has their own tale—Hæthrin used his gauntleted fist as a shield when his first shield was sundered in battle with a host of Scrug Orcs and their Gray masters. He—and they—were eventually consumed by a Dragon Salamander the orcs conjured forth in desperation. Evryx was consumed by Cave Worm, Groget was lost to a Drake that clawed its way up from an abyssal lake, and Madocgin fell when a cavern was somehow opened into the Fourth Pale. Many Dwarves perish in dramatic fashion, so their race has many heroes from which to choose. Dwarvish heroes are often cited as patrons of common folk and clerics alike, and it is not uncommon to see newborns named for heroes when not named after a relative.

Dwarven clerics are called Dërnakwmün in their tongue (Dërnak singular). They are charged with aiding and succoring the Mountain Folk when Dûntherradinbarak cannot (which is usual). A Dërnak is rarely a cloistered holy man, confined to incense-stinking temples and preoccupied with prayer. They, like all their kinsmen, are displeased when still. They are a martial order, without exception, often asking certain Dwarvish heroes to watch over them. Dërnakwmün are of two types: Dërnakwmün-Khad and Dërnakwmün-Pør. The former are the more martial of these two militant orders, accompanying Dwarven hosts to war, and found always in the company of soldiery. The latter tend more to all of the Mountain Folk, warding the Dwarves and their homes equally. Both orders may take any of the racial training packages should they so desire, both those specifically for clerics and those that are not. It is not unknown for clerics to receive training as Ghârnurghir or even Bherscheurkîm (see Training Packages in the Appendix). Dwarven clerics use the Profession Bonus Table above.



◆ 5.4 ◆ OTHER FACTORS

5.4.1 • DEMEANOR

A Dwarf's demeanor often depends upon his location and his company. While none of the Mountain Folk could ever be accused of being locquacious, they may be somewhat pleasant in conversation with persons they know and have some cause to trust (provided these persons are accustomed to and unoffended by natural Dwarvish terseness). However the same Dwarf may go a year without speaking, if abroad and unaccompanied by any trusted companions, or even if at home and preoccupied with some piece of smithwork or other industry. They are, in this way, a peculiar and seemingly unfriendly people.

However, this same taciturn inflexibility often makes them preferred companions, an understandable (though still difficult) people to deal with. They are not conniving, and have little interest in subtlety or machinations. They speak their minds with very little consideration for tact or diplomacy, thereby often causing insult where none was intended. Thus a Dwarf is unfailingly honest (by the boundaries of Dwarf self-righteousness) and but a trifle discomfiting to speak with.

They are sober and quiet, possessive and utterly convinced that they are right in any situation or opinion. An introspective and introverted race, they are exceedingly difficult to come to know, and have been accused by many (not openly) to be greedy. A Dwarf will never forget a right or wrong. They are either friend or foe, unbendingly.



They are pugnacious, quick to take insult or misunderstanding, and absolutely trustworthy. Tenacious in combat, they are seldom known to be merciful and retreat only if necessary for some important purpose (more so than survival), and prefer their own kind over any others (and on occasion prefer solitude to any at all).

5.4.2 • LANGUAGE

The Dwarf tongue is a language that is harsh and unlovely to all but the Mountain Folk. Thick and guttural, it is consonant heavy and difficult to pronounce, a grim speech for a dour people. Given the average Dwarf's gruff, husky voice, it is unlike any other language most listeners have ever heard. And yet it has a certain melodious quality to it, a sadly mysterious timbre that lends itself well to Dwarf-told tales and deep-voiced songs and rhythms. It is closely guarded, only in the most extreme of circumstances being taught to a non-Dwarf. In Dwarvish, the word for non-Dwarf means literally, "non-speaker," one who does not know the tongue. It is, with the exception of a very slight pronunciation difference, identical to the word for "enemy." There is nowhere, to the best of sages' knowledge, any kind of interpretive work that allows one to associate written Dwarf characters with their oral counterparts, and thence to other languages. The Dwarven written alphabet is comprised of runes, entrusted only to stone or metal, some of which are letter characters as Mannish races understand it, others of which

"As forthright as a bared blade."
—L'omæx the Seer

"They would keep a grudge like a priceless bauble. Little gloombearers seemed almost unhappy if they had no past injury to cherish..."
—L'omæx the Seer

may mean entire words, phrases, or proper nouns. It should be virtually impossible for a non-Dwarf to learn Dwarvish at a spoken level of more than 3, and at any written level. The Dwarves have no literal name for their tongue. It is simply their speech, and understood to be the only language of true importance. The Mountain Folk have no great flair for languages, but are usually competent with more than one as this is practical for travel and trade.

Starting Languages: Dwarvish (S8/W6), Common-speech (S5/W5), and Elvish (S4/W4).

Allowed Adolescent Development: Dwarvish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (S6/W6), and Wood-speech (S6/W6).

5.4.3 • PREJUDICES

Dwarves are among the most intolerant of peoples, being resigned to a life of war and struggle without respite. However, they reserve their truest hatred for Orcs and Dragons, who are their sworn enemies. They are extremely suspicious of all Elves, and anyone who obviously wields Essential or Mentalist magic by profession.





Part II

5.4.4 • PROFESSIONS

Section 5.4

Other Factors

Dwarvish
Steeds and
Fighting
Animals Chart

A Dwarf will always choose to pursue a profession from among a handful of those that other races might seek. First and foremost among them are the fighting types, for Dwarves are a warrior race. Clerics and other professions involved in Channeling are sometimes taken (though there are two different clerical paths, see Section 5.3.4 for more information). Few Dwarves have ever chosen professions that deal primarily with Essence or Mentalism. The Mountain Folk generally scoff at the ways of conjurers, especially those magic-wielders of Elvish origin, preferring to use their magics towards the crafting of permanent and powerful magic items.

Option: GMs may choose to allow traditionally non-Channeling semi-spell users that use Channeling. There could be, for instance, Dwarf bards who would most likely Channeling-Arms users rather than Mentalism-Arms.

5.4.5 • TRAINING PACKAGES

Dwarves may choose from any of the Training Packages in the RMSS except for the Amateur Mage, Con Man, Cut Purse, Sailor, and Zealot. They may also choose from the Dwarven-specific Training Packages presented in Section 5.7.

5.4.6 • SPECIAL SKILLS

Everyman skills: Caving, Leather-crafts, Metal-crafts, Mining, Smithing, Stone-crafts, Stunned Maneuver, Survival (underground).

Restricted: Swimming.

5.4.7 • STANDARD HOBBY SKILLS

PC's of the Mountain Folk have a variety of skills available as Hobby Skills due to the commonality of the foundations of their various professions. Dwarves may choose their hobby ranks from the list of skills below (note that ranks may be chosen in both the skill and the skill category appropriate to the skill).

Hobby skills: Animal Handling (wolves, bears, ponies, mules or giant badgers), Appraisal, any Armor skills, Attunement, Body Development, Caving, Climbing, Contortions, Disarming Traps, Driving (carts or wagons), First Aid, Leather-crafts, Metal-crafts, Picking Locks, Public Speaking, Region Lore (any cavernous region), Riding (wolves, ponies, mules or bears), Smithing, Stunned Maneuver, Tactics, Trap-building, any Weapon skills.

5.4.8 • A NOTE ON RIDING AND ANIMAL HANDLING

Dwarves with the ability to ride are a rarity—Dwarves with the desire to know how to ride are even rarer (many attain the skill out of necessity rather than preference). That Dwarves shun horses of any type is a foregone conclusion. The beasts are (in their opinion), uncooperative, undependable in a dangerous encounter, easily wounded and given to frail health and, above all else, too awkwardly *tall*. Ponies will be ridden on occasion, as will sturdy mules be if bred by the Mountain Folk for that purpose. More often than not Dwarves will ride two kinds of animals that many other races would not even consider—wolves and bears. The sight of a Dwarf busked for war, atop such a mount also garbed for war, can be quite unsettling.

Dwarvish ability with animals is limited at best, but as with all other occupations, a Dwarf will pursue it vigorously and methodically. Dwarven determination and unceasing efforts towards excellence make up for much where the mastery of animals is concerned. When simply travelling abroad or for mundane purpose, mules and ponies are always chosen. No Dwarf simply going from one place to the other would ride a wolf or bear, though this is certainly not the case when expecting or preparing for a fight. Those who ride wolves, whether patrolling the wildernesses outside of Dwarven cities or policing the monster-infested lower deeps, do so for the most part as proper cavalry, fighting from the backs of their mounts while the wolves snap and bite at the foe. Those who ride bears for the same purpose are more likely to do so in "hobilar" fashion, riding their mounts for mobility and vantage, then dismounting as infantry and fighting alongside their steeds. As with the Dwarves themselves, the steeds of the Mountain Folk only very rarely go unarmored. Cunning smiths that they are, Dwarves have fashioned all manner of barding-like mail for both wolf (*Hoärr*) and bear (*Gurdin*). Such barding (*suffik*) will be either leather (worn almost exclusively by the wolves, who require greater mobility) or chain (which is worn by either, but more often by bears), and may be treated as standard barding for most purposes.

There is one other animal kept and trained by Dwarves, and these are the *Vorcukh*, the giant badgers, which are in many ways kept as Mannish peoples keep hounds. *Vorcukh* (both plural and singular) are kept in teams by handlers and taken to war, by individuals and clan septs as watchdogs, and are allowed to roam virtually at will throughout the caverns and mines of their masters. In this last capacity they have wrought the end of more than one wandering beast that chose a poor time to come hunting Dwarf-meat.

DWARVISH STEEDS AND FIGHTING ANIMALS CHART

Animal	Lvl	Base Move	MaxPace/ MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT(DB)	Attack	# Enc	Treasure	Bonus XP	Outlook (IQ)
Hoärr	4E	120	Dash/+25	FA/FA	M/—	125F	3(35)	80Lbi100	varies	n/a	B	Protect/Aggress.(VL)
Gurdin	10H	80	Spt/+10	MF/MF	L/I	260F	8(40)	90Lba(2x)70/ 75lcl/ 100lgr30/ 80MBi	varies	n/a	C	Protect/Aggress.(VL)
Vorcukh	4D	70	Spt/+30	FA/	M/—	105D	3(50)	70LBi40/ 65MCI10/Both50	1-4	n/a	A	Protect/Bellig.(LO)

They are truly hated by Orc, Goblin and Kobold alike at raiding time, for more than one stealthy band of skulkers has been exterminated after detection by wandering Vorcukh. Vorcukh are intelligent enough to give warning (hoarse, grunting bays) in need, and will know if they are overmatched. However, if they discover enemies wandering their subterranean ranges they will attack furiously whatever the odds.

Most Dwarves care little for handling animals, but those that do work with such steeds have a strong bond with them and will not willingly or callously allow harm to befall their bestial comrades.

5.4.9 • THE INDIVIDUAL AS A PC

A Dwarf may have virtually any reason to be abroad adventuring. He could be seeking to gain fame by dint of heroic deeds, he could be in search of great wealth or even news of some long-vanished artifact. Perhaps he is one of the Unhomed, or has simply grown weary of his home and has developed wanderlust. Any Dwarf will seek experience and powerful magics, to make himself mightier, for a stronger Dwarf is better able to defend his people. Whatever the circumstances, Dwarves as a people spawn many adventurers. They will usually seek the company of their own kin, and when this is not possible, will be slow to grant trust to other companions. Once this trust is earned, of course, it is unfailing. It goes without saying that Dwarves will not travel with someone who could be considered "evil," and naturally will immediately setting about hewing any Orc or Goblin type that offers to come along.

Few Dwarves will command the bands they accompany, for they lack the charisma and tact to bend folk to their desires gracefully. They make strong supporters for leaders they agree with, however, and are firm and fast decision-makers. A Dwarf will not like a brash or overloud leader, and will abide being ordered about with ill-grace. In such an instance he would either leave or respond with an axeblade. The Dwarf PC will distrust magical types, though may come eventually to grant a grudging acceptance of their usefulness in some situations. Clerics of other gods will be befriended based upon their personality, just like everyone else. Unlike some zealous peoples, the Mountain Folk recognize the existence of gods other than their own. The great number of priests is obvious testament to that fact! Dwarves will not be overcautious when it comes to seeking out peril and possible foes. After all, the more perilous the task, the more treasure there may be to gain! They are not impetuous by nature, but may allow a great deal of latitude when defining "foolhardy," and be willing to go where many of their company would refuse.

◆ 5.5 ◆ OUTFITTING OPTIONS

Part II

Sections 5.4, 5.5

Other Factors

Outfitting Options

5.5.1 • ARMOR

Dwarves may wear any armor type, but have certain preferences. All adult Dwarves wear armor of some type. They feel uncomfortable without it. Their constant use of armor and skill at creating it is, like their weapon choices, a direct reflection of their racial demeanor. Dwarves favor bold, unhesitating action in combat. They will drive straight toward their foe, heedless of any obstacle. This methodical, certain kind of onslaught compels them to have the finest protection, as it leaves little room for maneuver or counter.

Thus the Dwarven preference for the heaviest of armor types. Only in the rarest of situations will a Dwarf wear anything lighter or less proof to a blade than a chain shirt. In fact, full chain hauberks and coats of plate are more common, with a long coat of chain mail being the most often preferred.

Armor

In addition to the more common types of armor they wear, many Dwarves will use either lamellar or scale mail as protection. Lamellar is formed of small rectangular plates that are bound together in rows by threading sturdy wire (leather thongs could be used, but Dwarves prefer metal) through holes in the plates. Skill in using this armor is developed in the Armor • Medium skill category. These completed rows are then laced together as overlapping units to make a completed corselet. Smaller plates are used to define the armor and give it shape, allowing the best fit for arms, etc. Other lamellar armor uses a lighter plate, which is laced much as has been described, but is affixed to a leather coat or gambeson beneath. This lighter form is typically spurned by Dwarves, who surprisingly seem to prefer the extra weight. Lamellar is typically worn as a shirt, with a skirt-like bottom to protect the upper legs. Its sleeves generally protect to just above the elbow. Lamellar grants its wearer a special bonus of +5 DB versus all 1-handed concussion weapons and any other crushing-types of attacks (GM's discretion). It maneuvers and protects as AT13, with a -5 vs. missiles and a +5 vs. melee. Greaves will make it AT14, just as chain.

Scale armor is somewhat heavier than lamellar. It is crafted in a similar fashion, but is made of rounded or oval scales arranged in staggered rows without vertical alignment. Skill in using this type of armor is developed in the Armor • Heavy skill category. A suit of scale armor will protect its wearer as AT19 (including the minimum and maximum maneuver penalties). However, the missile attack penalty for this armor is -10 and the Quickness penalty if -15.

"We stayed with them for a week as my lads were fitted for their mail. They cared naught for whither we roamed, though if we seemed intent upon descending then there was always at least a brace of them nearby—guides, I'm sure, lest the deeps consume us. Everywhere I went—and this held true for each one of my company, for I checked—the Dwarves wore armor of some kind. Why, I believe they may have gone busked in the safety of their own homes (though I cannot prove it). I have had armor upon my back since my youth, and soldiered for twenty seasons, but never have I seen a folk who would seem more naked without mail. As well cut off their beards..."

—Cestus apHelm, a
Condottiere of High
Jago





Another armor common in Dwarven culture is, in their tongue, called the *bærm-claithe*. It is particularly popular among those who have a strong background in smithwork, or who are smiths rather than soldiers by profession and are called up to war. Skill in using this armor is developed in the Armor • Light skill category. Just as their weapons of war differ little in aspect from their mining implements, so does the *bærm-claithe* stem from daily life and toil. The *bærm-claithe* is an armor fashioned in the likeness of a forge-apron, worn to protect a smith from intense heat and flying sparks or white-hot shards of metal. It protects as AT9 (with a maximum maneuver penalty of only -40 and a minimum maneuver penalty of 0), giving its wearer a +5 DB against heat or cold attacks. If worn with greaves it will yield AT10 (with a maximum maneuver penalty of -60 and a minimum of -5). Unfortunately, the *bærm-claithe* does not protect the upper shoulders or middle back, so any attack which receives a positional bonus (i.e., a bonus to the attack from either flank or rear) may attack the wearer of this armor as AT2. To counter this, many Dwarves will bear a slung shield over their back. Some Dwarves will reinforce armor of this type with ranks of metal studs. This has the effect of adding +5 DB to the wearer, but applies a penalty of -5 to the MMP.

Finally, many Dwarves who wear helms will, if their helm is not a full one, wear a *bretache*, a flap of mail drawn across the lower face to protect the chin. The *bretache* attaches to the bottom of the helm and to the sides, falling down across the hollow of the throat and providing protection much as does an aventail. Wearing a *bretache* offers a 10% critical protection to neck or lower-face oriented criticals.

Shields

Many Dwarves bear shields to war, bulwarks that ally with their matchless armor to render them virtually invulnerable to all but the mightiest well-directed blow. The type of shield carried depends on the armament of the individual Dwarf in most cases, and also upon the Dwarf's place in the fighting line if fighting in company. The entire front line of a fighting band will often bear great wall shields, behind which they are free to bludgeon or hack away at hapless foes, and over which polearms or missiles may slay unimpeded. Others, who guard the flanks and rear, or who fight in more open formation or alone, will most often carry a target shield, which combines excellent protection with good mobility. Unlike most peoples, whose fighters carry shields only with one-handed weapons, the Mountain Folk nearly always have one, even those who carry the *trogn*, or *gheløst* (see Section 5.5.3), etc. Those Dwarves armed with two-handed weapons will always have secondary armament upon them, and so will more often than not strap a shield upon their broad back "just in case" (see Section 5.5.3 for more on dwarven weapons). The same is true for Dwarven crossbowmen, archers, and slingers.

Other Dwarves who carry shields upon their backs are those of a smithy background, who wear the *bærm-claithe* armor. Shields borne for this purpose will most often be round or normal shields.

Some Mountain Folk, though not great in number, will carry shields and use them in melee both defensively and offensively. These Dwarves are skilled at the shield bash, and have great ability using weapon and shield in two-handed combination. There is a type of shield borne by many of these individuals that has been built by cunning Dwarvish hands expressly for the purpose of shield bashing. The *Cestűszak* is made of the hardest woods, layered and laquered as are all Dwarvish shields, bound with the strongest of metals and fitted with a spiked boss on the face and a well honed edge on a segment of the rim, to the fore of which a wielder's fist clutches the handgrip. (Skill at using the *cestűszak* is developed as a One-handed Concussion weapon skill.)

The making of a Dwarven shield is as involved and taxing a process as is the crafting of one of their weapons; the result is a superior product of excellent strength and balance. Many shields will have small modifications to them, unique to individual shields and bearers. Some Dwarves have small pouches or scabbards built onto the backside of their shield, to carry herbs, a dirk, or small tools. Certain Dwarven clerics have been known to bear shields which have scroll tubes crafted into them, above and below their arm. There is little limit to such ingenuity, though nothing is ever done which may hamper, slow, or otherwise limit a shield's effectiveness. Materials for shield manufacture include hardwoods, certain metals, horn, and may also include at times the hide or parts of unnatural beasts, such as scales, etc. The faces of their shields are often used as a medium for horrific art—frizzes and monstrous faces are favorite decorations. Often shields with such designs on their face are made *en-suite* with great helms, so that bearers may have matching sets.



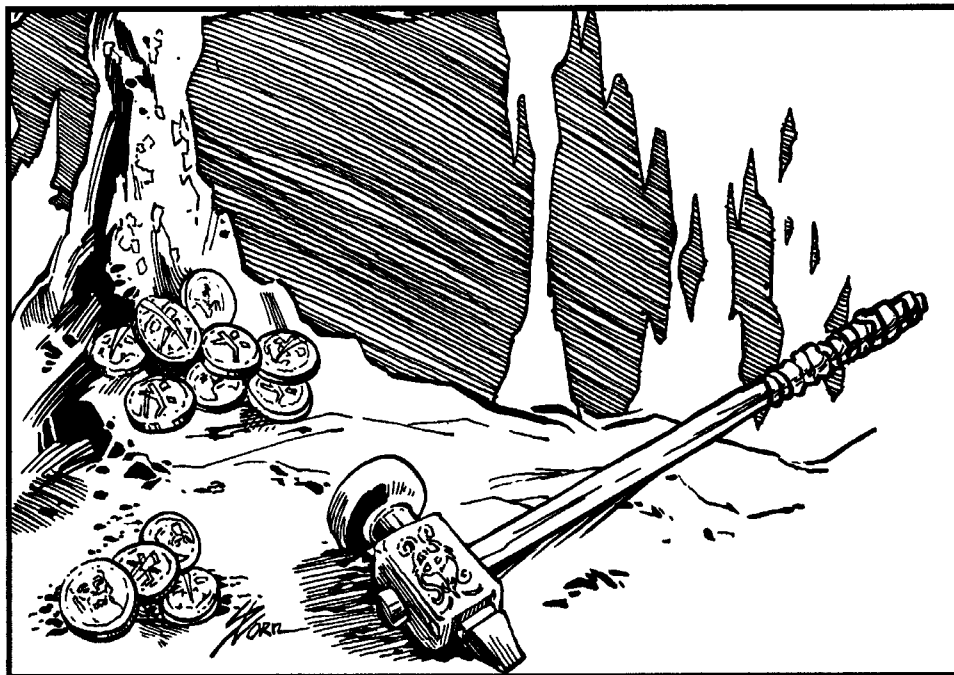
Helms

Virtually all Dwarves wear helms when expecting conflict of any kind, but there is no unalterable tendency towards any one type. They may be seen wearing every possible kind of head armor, from simple skull caps of iron to full helms that conceal and ward the entire head, including pot helms, kettle helms, morions, cabassets, etc. The style of helm can be simple or intricate; with visors, plates, horns, or without. Like most things crafted by Dwarves, especially shield faces and prominent surfaces of weapons and armor, helms often fall victim to the Dwarven compulsion for artistry. As a result, those helms that are utterly unembellished are often jewelled, decorated or sculpted to excess and given horns, teeth, exaggerated features, fantastical plumes, or other fierce adornment. A Dwarf in such battle-dress is an intimidating sight to behold, and serves to stir the ardor of his fellows about him.

5.5.2 • MONEY

Dwarven PCs may begin with two gold coins or a small chip of gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value. In less common instances they can begin with a Dwarf-minted coins, such as a Beard or perhaps a nicked Hewnhead (see below).

The Mountain Folk take special pride in their trade, bargaining and most of all *coins*. Dwarven coins are among the finest to be found in any land, for not only are they unquestionably pure, but they are considered to be a form of artwork by those Dwarves who are responsible for their minting. No other race or land has coins or currency that rival those of the Dwarves for detail or craftsmanship. They will typically produce currency that is compatible with those of surrounding realms, but are known for a few they produce uniquely for trade within their own cities. As these coins often make their way out of the mountains into Mannish societies, they may occasionally be seen in city commerce. Dwarvish coins typically have a "face" side, which bears some image upon it, and a "name" side, which may have writing upon it either in Dwarvish or Common-speech describing what city the coin was from, who minted it, the date, etc.



The Helm is a Dwarven iron coin. However, since the bust of the helmed Dwarf on the face of the coin is done in bas relief, with details picked out in tiny veins of priceless Laen, it is worth far more than a typical iron coin. One Helm is roughly equal to 60 gp in value, Mannish reckoning. They are relatively rare coins however, and in some places may be worth much more.

The Hewnhead is an unusually shaped coin crafted of brass. The face side has the image of an Orc upon it, with its skull split from crown to chin. This wound takes its form as an actual split in the coin, a gap that is a featherswidth wide. The two sides have been pushed slightly apart, so that the coin is no longer truly round. The details of the Orc are highlighted in unpolished obsidian, with the blood of its headwound represented by buffed red carnelian. As with many Dwarvish coins, it is a source of some wonder to other peoples how the Mountain Folk are able to produce in quantity a coin that appears to require individual preparation. The Hewnhead is most often valued at 4 gp.

The coin most often referred to as simply the Beard is a doubleweight coin of gold, with the glaring image of a Dwarf warrior upon its face, fully armed and armored. The Dwarf's body and visage is portrayed in silver and is inlaid upon the gold of the coin proper. A Beard is worth 2 gp.

There are two other Dwarven coins worthy of mention here, both variations of the same coin. The coin is called, perhaps in rare Dwarvish humor, the Drake. The more valuable of the two is called a Greater Drake and the less valuable of the two is, naturally, a Lesser Drake. The Lesser Drake is a domino-shaped tile of polished malachite, green with striations of darker green. In the center of what would be considered the face side is a predominantly golden hued fire agate. A tiny amount of gold encircles this small gem, and unlike other Dwarven coins, all writing on this coin is enscribed upon the face side, at the end below the gem so that it must be held vertically to read. Such writing is inlaid in silver. At the top of the tile is a small hole, through which a chain can be drawn, as Drakes are often carried on a silver chain that is jewelled in its own

right. A Greater Drake is shaped similarly to the Lesser, but it is crafted of vivid green serpentine, and the gem upon it is a small black samarskite encircled in silver. The writing upon a Greater Drake is inlaid in gold and is also enscribed upon the face side. The gold and silver around these gems look somewhat like an eyesocket, and it is perhaps because of this that a tile which has had its gem removed is referred to as a "Blind Drake". Typical exchange values are as follows: Lesser Drake = 80 gp (25 gp if Blind); Greater Drake = 130 gp (40 gp if Blind).

Part II

Section 5.5

Outfitting Options

"There is no breath to be breathed that must not first be earned or later defended."

—A Dwarf Truism

UNDERGROUND RACES



DWARVEN RACIAL WEAPON STATISTICS CHART

Weapon	Type	Wt.	Len.	F			Str	RANGE MODS					Table Used	ARMOR MODS			
				F	BF	Str		10	25	50	100	150		20-1716-1312-9	8-5	4-1	
Boyheukz	MIS	5-8	2.5-4'	4	na	na	na	+25	+15	-	-	-30	Hvy. Crossbow	-5	-5	-5	-5
Trogn	PA	4-9	4.5-6	5	7	80	-	-	-	-	-	-	Pole-arm	-	-	-	-
Gheløst	2H	6-11	3-4.5	9	7	65	-	-	-	-	-	-	Flail	-5	-5	-5	-5
Buurik	MIS	2.5-3.5	3.5-4.5	3	na	na	na	+25	+15	+5	-	-	Comp. Bow	+10	+10	+10	+10
Soshad	MIS/PA	3-6	2-3.5	6	5	70	+15	+10	-	-	-	-30	Sling/Spear	-15	-15	-15	-15
Dhurvab	2H	5-9	3.5-5	6	8	75	-	-	-	-	-	-	War Mattock	+5	-	-5	-5
Cestûszak	HC	8-20	n/a	5	3	90	-	-	-	-	-	-	Med. Bash	-	-	-	-
Narnûn	2H	5-9	3.5-5	5	8	70	-	-	-	-	-	-	Battleaxe	-	-	-	-

Note: The BF and Str have already been adjusted to represent the weapon's Dwarven nature.

Note: The costs below reflect prices to Dwarves in Dwarven settlements. They will be unavailable (most likely, especially to non-Dwarves) or extremely expensive (x10 cost for Dwarves, x40 cost for non-Dwarves) elsewhere, assuming they can even be found.

The *boyheukz* (literally, "helm-sunder") is a favored missile weapon of the Mountain Folk, a crossbow-like weapon whose hurled stones will rive armor and hammer skulls. It is in almost all respects fashioned identically to the crossbow, save that it is intended to hurl stones or bullets rather than quarrels. The bowstring of an *boyheukz* is doubled when strung, and there is a window at the fore-end through which the stone will pass when the bow is loosed. The groove of a traditional crossbow is present, filled with a quarrel-length rod, at the point-end of which is fashioned a cup of metal or hard leather. This cup holds the stone and the pointless quarrel provides direction. A powerful weapon, the *Boyheukz* is capable of rendering crushing blows at distances superior to the light crossbow but not so lengthy as the heavy crossbow (range modifiers not listed above include -45 up to 300' and -75 up to 350'). This weapon uses the Heavy Crossbow table, delivering only Krush criticals. It is only slightly more difficult and time consuming to reload than the light crossbow (reload percentage activity if 180%). To fire without penalty requires three rounds of preparation (OB suffers a -5 modification with only 2 rounds of preparation and a -20 modification with only 1 round of preparation). The "stones" for this weapon are actually metal "bullets" expressly crafted for the purpose and are carried in broad, shallow wallets at the Dwarf's belt. Slingstones or other suitable ammunition may also be used (though OB will suffer a penalty of -10).

The *trogn* is a short (not for Dwarves, of course) pole-hammer, crafted with two opposing beaks and a spike at the end. The weapon may be used to inflict crushing blows with its beaks or to puncture with its pike tip. The beaks are so fashioned as to complement a quatrefoil guard beneath them, giving its wielder a special bonus of +10 to DB when used to parry (i.e., any portion of OB is sacrificed for DB). Attacks with this weapon are resolved on the Polearm attack table; but for each critical delivered roll d100 (not open-ended). A result of 01-75 indicates a Krush critical; a result of 76-00 indicates a Puncture critical. The *trogn* is often used to complement other weapons with a shorter reach. A popular crafting of this weapon involves images in bas relief down its haft, with a metal ring or cup (on the end of the shaft) wrought into the semblance of a monster or beast. In addition to its use in Dwarven warfare, the *trogn* is often adorned and enchanted for use in ceremonial occasions.

The *gheløst* is a weapon that directly reflects the Dwarven mentality in warfare—straightforward, ruthless and uncompromising, even to its wielder should he somehow err in the fight. The *gheløst* is a flail with two heads, each slightly larger than those of a traditional flail with a somewhat longer length of chain binding them to the haft. If the *gheløst* is used unskilled, the fumble range increases by 3. Attacks using this weapon are resolved on the Flail Attack Table. When used in combat, roll two separate attacks (one for each of the weapon's heads). The second attack roll has a special modification of -10. Either or both heads may fumble in their attack. The Dwarves who bear this weapon to war are often among the more furious of their host, less heedful of peril or the increased chance of possibly tragic mishaps. The *gheløst*, much like the battle-axe and war mattock, are favorite tools of carnage among the Dwarven *Bherschekim*.

The *buurik* is perhaps the only non-mechanical bow used with any frequency by Dwarves. It is a composite bow, crafted in much the same fashion as those wielded by human hands, but much stronger (yet requiring far more painstaking effort in the fashioning). The central handgrip is fashioned of a hardwood that is always culled by Dwarves when abroad. To this handgrip are spliced arms of an odd, Dwarf-wrought metal that is a mottled-white in color. The Mountain Folk use this metal where other folk, such as certain nomadic horse-peoples, would use flexible lengths of laminated horn. These arms are joined to notched pieces of another Dwarven material, a dappled grey stone. These are the string notches. The arms are constructed to bend forward, against the way it is to be curved when strung. This reflex curve adds enormous power to the draw and enable the length of the bow to be kept quite short (though a Dwarf archer using a *buurik* still looks like a Human or Elf with a longbow). One of these bows may take anywhere from six months to a number of years to finish, depending upon the craftsman. They are often rubbed with various soil-based dyes upon completion, this process being intended to both adorn and proof them against foul weather. Dwarvish arrows for such a bow (and for more traditional composite bows and short bows, where used) are, whenever possible, fletched with feathers of birds whose plumage provides the most impressive colors. Multi-colored plumes are favored, or the feathers of certain avian monsters where obtainable. Evidently vanity extends even this far, to something which will like as not break or be lost. Attacks from a *buurik* are resolved on the Composite Bow Attack Table and has range modifications in addition to those shown above: -30 up to 250' and -50 up to 400'. Use the reload requirements of a composite bow.

The *soshad* is another Dwarven missile weapon, this one a type of staff sling. Fashioned and used like any other staff sling, the *soshad* is different in its haft, which is a stout length of wood bound by rings of hammered metal. Its ferrule (ring or cap on the end of the shaft) is fluted and pointed, designed so as to be useable as a spear in times of need without being damaged, blunted or overly battered by the wear it would certainly encounter as the tip of a staff. The *soshad* can be used as either a sling or as a spear. The range modifications shown above are used when the weapon is used as a sling (when used as a spear, attacks up to 10' suffer a penalty of -25 and attacks out to 25' suffer a -45 penalty). Range modifications in addition to those shown above are: -55 up to 200' and -75 up to 250'. The armor modifications shown above are used when the weapon is used as a spear (when used as a sling, attacks gain a bonus of +15 against all ATs). Attacks with a *soshad* are resolved on either the Sling Attack Table or the Spear Attack Table. Use the reload restrictions of a sling.

The *dhurvab* is quite simply a two-handed warhammer, a maul for use at war. This weapon also reflects elements of Dwarven psychology, especially given their penchant for hammers anyway. Attacks with the *dhurvab* are resolved on the War Mattock Attack Table but only do Krush criticals. However, the wielder of a *dhurvab* suffers a -5 to initiative rolls on the round after delivering a critical. As with most hafted Dwarven weapons, the *Dhurvab* is reinforced by rings of iron, steel or other metal.

The *cestûszak* is a shield made by the Dwarves for those of their people who wish to employ the shield bash in melee. It is fitted with a spiked boss and a slicing edge along one portion of the rim (see "Shields" in Section 5.5.1 for more information). Attacks with this shield are resolved on the Ram/Butt/Bash Attack Table, with a maximum of Medium results. However, this weapon will also deal a Slash critical of one less severity on every attack.

The *narnûn* is another two-handed crushing weapon. It is a long-hafted, flanged mace, less commonly used than the *dhurvab* but wielded enough to warrant attention. Attacks with the *narnûn* are resolved on the Battleaxe Attack Table but deal only Krush criticals. It is a formidable sight indeed to see a company of Dwarf *Narnûnemerrin* advancing across some cavern floor, deep in the earth, clad in plate armor and wearing full helms bearing the semblance of horrid beasts. It is also typically the last thing ever seen if the observers are Orcs or Goblin folk.



5.5.3 • WEAPONS

The Dwarves perhaps more than any other race make war in a fashion that directly reflects the personality and temperament of their people. The Mountain Folk are utterly unsubtle, given neither to routing nor to fanciful maneuvers. This attitude reflects all of their endeavors equally, whether they are engaged in conversation, trade, or battle. Given this demeanor and their excellent armors, most Dwarves will tend to favor heavy, aggressive weapons, often hafted and equally often two-handed. With these weapons they will simply move to overwhelm their foes, undeterred by resistance and seemingly unmindful of attacks returned against them—after all, they have the heaviest and strongest of armors, and on occasion massive shields. Why parry? This mindset is reflected in the Dwarven preference for weapons such as hammers, axes, mattocks and even crossbows.

It is an attitude also reflected in the crafting of their weapons. Dwarven implements of war often take a beating, for they are brutally used. As a result, they must be sturdy and made to last. Smiths of the Mountain Folk answer this need with unparalleled skill and the most unflinching of metals, and their weapons are typically stronger than is actually needed. Their hafted weapons are often fitted with lengths of light metals in place of wood, or the wood used will be the best available and then reinforced with bands of Dwarven metal.

Dwarven weapons will more often than not be at least +5 (non-magic) due to quality of make and material. Such weapons will be quite unlikely to break in combat (if a break is indicated, check a second time for breakage before the weapon is actually ruined, this second time being 50% more likely). They are usually more expensive than most (sometimes double or triple cost simply because they are Dwarvish).

Typical Dwarven weapons include: dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, war mattock, pole arm, boyheukz (stone-throwing crossbow), trogn (ceremonial pole-hammer), gheløst (great flail), buurik (composite bow), soshad (staff-sling), dhurvab (2-handed warhammer), narnûn (2-hand mace). See the chart below for the new weapon statistics.

Dwarves will usually carry several weapons, whether on campaign or on the road. They will wield their primary weapon, of course, and then carry two or three more, enough that others might think the precaution excessively redundant or encumbering at the worst.

The average Dwarf simply prefers to consider himself well-armed by his people's standards. A *Gheløstak*, or flail carrier, may have his great flail in hand, with a scabbarded dirk upon his left hip and a handaxe thrust through his belt in the small of his back. This same Dwarf will undoubtedly have a small, guardless dagger concealed within his ened, and more than likely has a light crossbow and a quiver of bolts fastened to his harness, high on his broad back! This may seem to be overdoing it to some folk, but to Dwarves it is just a necessary precaution for life in a bitter world that claims many of their folk every day, despite every defense they mount.

Unending war with goblin-folk and more horrible creatures that make their way up from black depths has made them a somewhat cynical race. No Dwarf will ever go unarmed, not even to bathe. There will be a poniard handy at the least.

◆ 5.6 ◆

BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Dwarves when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

5.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 5.4.2), a Dwarf may select the following languages with background options: High-speech (S5/W5), South-speech (S4/W4) and North-speech (S5/W5).

5.6.2 • EXTRA MONEY

Extra money gained from background options is usually in the form of gold coins, a gem (emerald, amethyst, ruby, sapphire, diamond) or Dwarvish coin (Helm, Drake, etc.).

5.6.3 • SPECIAL ITEMS

The only kind of special items that a Dwarf may gain through background options are those that contain Channeling spells or those that are non-magical in nature (e.g., superior weapons, etc.).

5.6.4 • TALENTS

Dwarven characters may have any of the standard talents or flaws (listed in *RMSS*), with the proviso that all "spell-user" results must be re-rolled. The GM should look through the options presented below and select which one(s) are appropriate for his world (it is suggested that Options 2 and 3 be used unless something warrants otherwise. The classification of the talent/flaw is given in brackets after the description of the talent/flaw (also given is the *Talent Law* cost of the talent/flaw).

Option 1: If the Dwarf has the Essential Dwarf talent (see below), the GM may decide to allow the character to keep any spell-user result generated from the Talents and Flaws tables in *RMSS*.

Option 2: By spending one background option, a character may roll d100 (not open-ended) on the chart below.

Option 3: A player may select one of the talents from the chart below, but he must spend the appropriate number of background options (as given in *RMSS*, Section A-5).

Option 4: As Option 3, except the cost of the talent is lowered by one (to represent the talent being specific to Dwarves).

Option 5: As Option 2 and/or 3, except anyone can get talents from the table below at double the normal cost (to represent the fact the talents/flaws below are specific to Dwarves).

Part II

Sections 5.5, 5.6

Outfitting Options

Background Options

"Deep beneath a mountain so old I do not believe it was ever named my guides led me past a great crevasse, over which had been wrought a single arching bridge. There were stairs beyond it, seemingly unsupported, that coiled up and about and down, to carve at last into the side of that tremendous rift. It continued down into that wound in the earth until it passed beyond my sight. Our road carried us past, higher into the mountains belly, but as we walked by I saw nearly a score of the Mountain Folk attired for dire conflict. All were mailed, with helms and shields and weapons in their hands. They fairly bristled with steel, not one but carrying three or four or more different weapons upon them! I arched a brow at my guide, who simply uttered the words 'They look.' in dour response. As I looked back the whole troop was disappearing into that unilluminable vastness... I discovered later that they had been troubled by foul things issuing up from the unknown depths of that abyss. The patrol I had seen had been the third to descend, when no word was had of the first two in a fortnight. After that I found it less cause for amusement to see one of those broad little fellows carrying enough lethal cutlery for a company..."

UNDERGROUND RACES





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Section 5.6

Background Options

Dwarven Talent and Flaw Chart

DWARVEN TALENT AND FLAW CHART

- | | |
|--|--|
| <p>01-05 Lumbering (Flaw): Your particularly stocky build and lack of physical grace subtracts 10' per round from your Base Movement Rate. [MINOR: -7 points]</p> <p>06-10 Beardless (Flaw): You were born without that most important of Dwarven physical traits—facial hair. While some (very few!) Dwarves elect to shave, that is by choice. You are obviously the hapless victim of cruelest chance. You, whose chin will ever be as bare as a halflings', must learn to deal with the pity shown to you by your fellows (the too-loud voices, exaggerated enunciation, painstakingly slow speech, and other well-intentioned efforts to make it easier for you to understand them...) [MINOR: -7 points]</p> <p>11-15 Obsessive Greed (Flaw): Your natural joy in the appreciation of gems, jewels and other artifice has turned ugly. Your avarice has become a compulsion that dominates action and thought. You will strive to possess whatever you perceive as beautiful, sparing nothing and paying no heed to the consequences. [MAJOR: -10 points]</p> <p>16-20 Monstrous Luck (Flaw): All chances for random encounters become twice as likely when you are around. You will either live a short, glorious life or rise rapidly in experience. (Best set a double watch during the long dark hours of the night if travelling with you). [GREATER: -15 points]</p> <p>21-25 Clumsy (Flaw): All moving maneuvers have their fumble range increased by 2 (making fumbles occur on an unmodified result of 01 through 07). All weapons have their fumble ranges increased by 2. You are a klutz. [GREATER: -20 points]</p> <p>26-28 Unswerving: Your forthright attack withholds nothing. You do double normal concussion damage. However, your boldness may be a drawback, for it does not occur to you to ever fight defensively. You cannot parry with more than 10% of your OB. These mighty smittings take a toll on weaponry too. All weapons have their breakage numbers increased by one and checks for strength are modified by -10. [GREATER: 20 points]</p> <p>29-31 Forgeskin: Hardened by the fires of the earth and the heat of deep forges, you have a natural AT of 3 (natural AT is ignored if wearing any armor at all) and gain an additional +20 to RRs or DB versus heat or fire, ice or cold attacks. [GREATER: 45 points]</p> <p>32-34 Ancestor: The spirit of one of your slain kinsmen, no fewer than two generations removed, has for reasons unfathomable chosen to watch over his descendent. The spirit can communicate with you emotively, telepathically, or</p> | <p>through limited speech, though full-blown conversation will be limited (at the GM's discretion; this should be an unseen ally). The spirit has a 40% chance of knowing the answer to any question that it might have reason to know, even those that might be considered difficult (such as those involving Artifact Lore, Dragon Lore, etc.). It may flee (to wherever spirits come from) to escape attack, such as by <i>Repulsion</i>-wielding clerics of non-Dwarven theologies. Unfortunately, this spirit cannot directly attack. [MAJOR: 30 points]</p> <p>35-37 Rage: You embody the racial hatred of the Dwarves for either Orcs or Dragons (at your choice when this talent is acquired). You gain a special bonus of +15 to Culture Lore (Orc) or a special bonus of +10 to Dragon Lore. You also gain a special bonus of +10 to Racial History (Dwarf) and a special bonus of +20 to the Frenzy and Stunned Maneuver skills against such opponents. You may be adventuring for artifacts that are the bane of these creatures. (Seen an axe Of Slaying Wyrms hereabouts?) [MAJOR: 30 Points]</p> <p>38-40 Ignores Wounds: You seem unaware of the wounds inflicted upon you. They do not slow you down. Maneuver modifications due to lost concussion hits are halved (i.e., -5 for 25% hits taken etc.). [MINOR: 10 points]</p> <p>41-43 Persistent: You will not be slowed in a fight, and will not yield to injury. You gain a special bonus of +25 to the Stunned Maneuver skill and a special bonus of +10 to the Adrenal Toughness skill. [MINOR: 15 points]</p> <p>44-46 Envoy: You are that rarest of creatures—the diplomatic Dwarf (though diplomacy to Dwarves is a relative term). You have had some dealings with other races, perhaps in some official capacity. You may not like these folks, but have learned to disguise your antipathy. You gain 3 ranks in two spoken languages you already know and 1 rank in the written form of those same languages. Likewise, Likewise, you gain 2 ranks in three different skills in the Influence skill category. In addition, you have a special modifier of +2 to your Pr stat bonus. [MAJOR: 20 points]</p> <p>47-49 Unflagging Intent: Single-minded purposefulness of Dwarves is strongly seen in you. Your rolls are open-ended at 94 rather than 96. [MAJOR: 25 points]</p> <p>50-52 Untiring: You are seemingly inexhaustible. Three hours of sleep will serve you where six serves others. In addition, exhaustion points are recovered at twice the normal rate. [MINOR: 5 points]</p> <p>53-55 Great Expectations: Your potential stat for either Self Discipline, Strength, or Constitution is raised by +10 points to a maximum of 102 (GM should select or determine randomly). [GREATER: 50 points]</p> |
|--|--|

UNDERGROUND
RACES



DWARVEN TALENT AND FLAW CHART

- 56-58 **Furious:** You may charge up to 20' and attack without normal movement related penalty. [MINOR: 15 points]
- 59-61 **Heavily Laden:** You have twice the normal weight allowance when figuring encumbrance. [MINOR: 5 points]
- 62-64 **Stone Seeming:** Your skin and hair have taken on the hues of your cavernous home. You look as though you are hewn of native rock rather than flesh and blood. You gain a special bonus of +35 to Hiding maneuvers attempts in the presence of such stone. [MINOR: 5 points]
- 65-67 **Armored:** A familiarity with the gear of war allows you to apply your category bonus for Armor • Light skill category to all armor skills (i.e., you do not have to develop skill in any other armor skill category). [MAJOR: 20 points]
- 68-70 **Trap Sense:** You have the ability to sense the presence of mechanical traps 50% of the time (determined by the GM). [MINOR: 15 points]
- 71-73 **Essential Dwarf:** You are one of the absolute rarest of his folk, one of only a half handful in a generation—you have the ability to sculpt Essence (i.e., work magic). Your PP Progression is 0•5•4•2•2 (for the realm of Essence) and Power Point Development is classified an Everyman skill for you. Other Dwarves will recognize that their fellow has somehow been gifted, and will rarely hold it against him... but few will be comfortable with it. [MAJOR: 30 points]
- 74-76 **Dwarf Sense:** You have a superior orienting ability underground. You always seem to know the direction of true north (a special bonus of +50 to the Direction Sense skill) and an approximate elevation of location. [MINOR: 3 points]
- 77-79 **Surety:** You gain 7 ranks of Spatial Location Awareness (Underground). An unerring inner clock gives you a special bonus of +25 to the Time Sense skill while underground. [MINOR: 5 points]
- 80-82 **Inestimable Estimator:** You, with the characteristic Dwarf eye for all things precious and magnificent, gain a special bonus of +50 to the Stone Evaluation skill, +35 to the Metal Evaluation skills, and +5 to both the Stone Lore and Metal Lore skills. [MINOR: 7 points]
- 83-85 **An Eye for War:** You are an unmatched judge of tools and implements of making war. You gain a special bonus of +40 to the Evaluate Armor skill and +30 to the Evaluate Weapon skill. [MINOR: 10 points]
- 86-88 **Fiery Companion:** Exposure to an unceasing toil in the forge-fires have revealed you to a curious Fire Elemental (Lesser). The Elemental, in its incomprehensible but irrefutable way, has come to look with a fond eye upon you (you

may not realize what you have done to warrant such attention). There is a 25% chance that the Elemental will come to your aid in times of dire need. A suitable source of flame (GM's discretion) must of course be within sight. There is also a 1% chance anytime you are near a large source of fire (up to once per week) that the Elemental will sense you and observe your actions. If nothing dynamic occurs within d10 hours, the Fire Elemental will grow bored and wander away. [MAJOR: 30 points]

- 89-91 **Earthy Companion:** From birth you have have an intense feeling for the rock and eart around you. This has revealed you to a curious Earth Elemental (Lesser). The Elemental has taken a fond attention to you. The Earth Elemental has a 35% chance of coming to the your aid if in times of dire need. There is also a 1% chance that any time you venture underground (once per week) the Elemental will sense you and begin following you in the earth (you will not be aware of this). If nothing dynamic occurs in this instance the Earth Elemental will grow bored and wander away after 3d10 hours. [MAJOR: 30 points]

- 92-94 **Fearless:** Taciturn and dour, you have the mettle to withstand Fear, even that of magical origin. You gain a special bonus of +30 to RRs versus Fear and, if overcome by Fear may make another RR each round until it is broken. [MAJOR: 20 points]

- 95-97 **Indomitable:** Bluntly inflexible you are not easily given to influence or domination. Any Influence skill that you are subjected to suffers a special penalty of -20. Likewise, you gain a special bonus of +20 to RRs versus mental attack spells (spells with a sub-type of "m"). [MAJOR: 20 points]

- 98-00 **The Dwarf Typified:** You are an archetypical Dwarf. If you are male, you have a special modification of +75 to determining your height (i.e., you are at least 4'10" tall) and a special modification of +80 to determining your weight (your frame is automatically large; i.e., you will weigh at least 182 pounds). If you are female, you have a special modification of +90 to determining your height (i.e., you are at least 4'7" tall) and a special modification of +15 to determining your weight (your frame is automatically large; i.e., you will weigh at least 140 pounds). In addition, you gain a special bonus of +1 to your temporary and potential stats of Strength, Constitution, and Self-discipline. You gain the Dwarf Sense talent (see above) with +20 as the bonus (instead of the normal bonus), Trap Sense talent (at 20% instead of the normal chance), and Surety talent (with 3 ranks and a +10 bonus instead of the normal ranks and bonus). [GREATER: 60 points]

Part II

Section 5.6

Background
Options

Dwarven
Talent and
Flaw Chart

UNDERGROUND
RACES





Part II

Section 5.6

Background Options

Dwarf Racial Summary



Stat Bonuses:

Ag: -2
Co: +6
Me: +0
Re: +0
SD: +2
Em: -4
In: +0
Pr: -4
Qu: -2
St: +2

RR Mods:

Essence: +40
Chan.: +0
Ment.: +40
Poison: +20
Disease: +15
Fear: +0

Body Dev.

Progression:
0•7•4•2•1

Channeling PP Dev.

Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•3•2•1•1

Mentalism

PP Dev.
Progression:
0•3•2•1•1

Arcane

PP Dev.
Progression:
0•3•2•1•1

Soul

Departure:
21 rounds

Recovery

Modifier:
0.5 times

Race Type:

1

DWARF RACIAL SUMMARY

Although Dwarves are spread across the world, they are close to one another and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains. They are superior craftsmen and they love to mine the earth for precious gems and metals to forge into weapons of strength and artifacts of beauty and power.

PHYSICAL CHARACTER

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds; females, 135 pounds.

Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. +21 to exhaustion points (see Section 22.3 in *RMSR*).

Height: Males average 4'9"; females, 4'5".

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light, they can see 50' perfectly, and fairly well up to 100'. They can see 10' in total darkness (non-magical).

CULTURE

Clothing & Decoration: Beards, sometimes braided. Long hair. Heavy garb with colorful hooded cloaks.

Fears & Inabilities: Open water; they do not normally swim (-50 to Swimming maneuvers).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly-knit groups and favor underground cities which are usually cut into rugged hills or mountains.

Marriage Pattern: Monogamous. Only a third of the race is female. The line is traced through the male.

Religion: Dwarves believe that each lineage has a common spirit which permeates them all and ties them together. They revere their ancestors above all other things but their maker, and believe that in each Dwarf King exists a part of his predecessors.

OTHER FACTORS

Demeanor: Sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. Tenacious warriors, they fight without quarter and never retreat. Each Dwarf treats his kind as brothers and non-Dwarves as lesser beings. They enter into agreements with extreme care and honor them to the letter.

Language: *Starting Languages:* Among themselves, Dwarves speak Dwarfish (S8/W6), a guarded tongue. They also speak Common-speech (S5/W5) and Elvish (S4/W4). *Allowed Adolescence Development:* Dwarfish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (Rank S6/W6), and Wood-speech (Rank S6/W6).

Prejudices: Orcs and Dragons are sworn enemies. In addition, they are extremely suspicious of mages and Elves.

Professions: Dwarves generally prefer warrior-type of professions. Clerics and other professions involved with Channeling are sometimes taken (though there are two different clerical paths, see Section 5.3.4).

Training Packages: Dwarves may normally choose from any of the Training Packages in the *RMSR* except for the Amateur Mage, Con Man, Cut Purse, Sailor, and Zealot. They may also select the special Dwarf Training Packages.

Special Skills: *Everyman:* Caving, Leather-crafts, Metal-crafts, Mining, Smithing, Stone-crafts, Survival (underground); *Restricted:* Swimming.

Standard Hobby Skills: Animal Handling (wolves, bears, ponies, mules, or badgers), Appraisal, any Armor skills, Attunement, Body Development, Caving, Climbing, Contortions, Disarming Traps, Driving (carts or wagons), First Aid, Leather-crafts, Metal-crafts, Picking Locks, Public Speaking, Region Lore (any cavernous region), Riding (wolves, ponies, mules, or bears), Smithing, Stunned Maneuver, Tactics, Trap-building, any Weapon skills.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, heavy crossbow, light crossbow, war mattock, pole arm.

Armor: Any. Dwarves favor chain mail. Lamellar and scale are also available. Target shields and wall shields are popular.

Money: 2 gold pieces or a gem (e.g., aquamarine, topaz, garnet, peridot, spinel) of comparable value.

BACKGROUND OPTIONS

Dwarves get five background options.

Extra Languages: In addition to the tongues listed above: High-speech (S5/W5), South-speech (S4/W4), and North-speech (S5/W5).

Extra Money: Gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Special Items: Spell items may only contain Channeling spells. Any weapons will be of superior workmanship and forged of steel.

Talents: Re-roll all "spell user" results. See Section 5.6.4 for Dwarf specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Dwarf characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	1
Rigid Leather	1
Armor • Medium skill category	3
Chain	3
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	4
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	1
Language skills	8
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	2
Science/Analytic • Basic skill category	1
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	4
one weapon, based upon culture	4
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 184)	30

UNDERGROUND RACES





Part II

Sections

6.2, 6.3

Physical
Characteristics

Culture

◆ 6.2 ◆

PHYSICAL CHARACTERISTICS

6.2.1 • BUILD AND PHYSIOLOGY

Gnolls are a smallish race, of a stature somewhat akin to both Gnomes and Halflings. Not a physically powerful people, they are given to seemingly effortless movements of great speed and grace. One may gaze upon a Gnoll who is completely at ease, and yet be certain that at any moment he might suddenly vanish. Their movements are quick without being frenetic, for though they are generally uneasy around others, they are able to restrain and conceal their timidity. Gnolls, both male and female alike, may reach adult heights of between 3 feet and 4 feet, with relatively wiry builds. A Gnoll weighing more than eighty pounds would be either a burly or corpulent fellow indeed! Otherwise the Gnollish physiology is much the same as that of Manfolk, and a Mannish healer would have little trouble performing his skills upon a Gnoll in need.

6.2.2 • COLORING

Gnoll skin is of a wrinkled texture, much like a soft leather garment worn overlong or slept in. It is a cool gray that will vary in darkness much as the skin of a Man will. There are as many different hues as there are Gnolls, and their skin tones will darken with exposure to sunlight (something they tend to avoid) or lighten with the lack of it, much as Men tan or pale in similar circumstances. Gnollish hair is sparse—they will have some above their ears and upon the bridge of their nose, and little else. A few will have hair upon the crown of their heads, but this tends to thin quickly with the passing of years, so that even they will be bald by late adulthood. Hair color runs the gamut of darker hues—it may be red, brown, blonde, etc., but will always be dark manifestations of these. A Gnoll's eyes are patient, even when angered, which misleads many who attempt to decipher Gnollish expressions. The Gnollish eye is unusual in that its iris may be any of many colors, but the sclera is a mottled grey (in the case of males) or brown (in the case of females) instead of white. In both instances the mottled color resembles the striation of rock.

6.2.3 • ENDURANCE

The Gnolls are not a race gifted by nature to withstand great punishments, though they may have the mentality to face them. They simply do not have the strength of Dwarves or the odd mettle of Halflings. This is not to say they are weak; far from it. Much of what is called mettle is in fact strength of character and intent of purpose, both of which the Gnolls possess in abundance, if only at need.

6.2.4 • LIFE SPAN

The average Gnoll lives to a little over a hundred years of age, barring violence, mortal injury or disease. They grow quickly to adulthood, being trusted on their own by their tenth or eleventh year and considered adult (albeit young) at sixteen. Age will begin to dull the mind of a Gnoll only after he passes eighty or occasionally ninety years of age, though after that they may decline in much the same manner as elderly Menfolk.

6.2.5 • RESISTANCE

Gnolls have few of the innate resistances other underground races possess. They make up for this with cunning and skill, blunting dangers with preparedness and wise reactions.

6.2.6 • SPECIAL ABILITIES

Like most folk making their homes in the places beneath the earth, Gnolls possess *Nightvision*, which allows them unhindered sight out to about fifty of their paces, approximately 100 feet. All Gnolls have an instinctive ability to sense a coming change in the weather while aboveground, a trait which helps them to avoid perils or encounters of any kind while travelling, for inclement weather conditions are always used to fullest advantage. Any Gnoll character receives a special bonus of +25 to his Weather Watching skill. Finally, all Gnolls, whatever their choice of profession, have a racial inclination towards the use of Essence magic. Because of this, Gnolls may spend their hobby ranks on any Open Essence spell list or any of the other magical skills. Thus, a Thief or even a Fighter may know a few low-level spells from one or more Open Essence lists (see Standard Hobby Skills, Section 6.4.7).

◆ 6.3 ◆

CULTURE

6.3.1 • CLOTHING AND DECORATION

Gnollish everyday garb is rather mundane. They wear clothing that is practical when it is warranted, i.e. when travelling, laboring, and other such activities. As with most races, they prefer lighter, more comfortable clothes when in repose. Anyone fortunate enough to actually have contact and conversation with a Gnoll will find their raiment to be somber and ordinary, for their finery and bright garb are brought forth only when they are sheltered away in warded grottoes or well-guarded caverns, shielded by arms, magic, and secrecy. In this case, their clothes may be of any cut they have chanced upon and favored in their travels, and will doubtless be gaily hued.

6.3.2 • FEARS AND INABILITIES

Gnolls are a reclusive folk. They are uneasy, even to the point of timidity, when in the presence of other races. It is for this reason that they take such great pains to seclude themselves. This is not to say that Gnolls are craven or cowardly. Rousing a Gnoll clan in anger or defense can be a perilous undertaking. Brash, loud, or extroverted folk of other races are greatly disliked, even in those instances that visitors have been allowed or tolerated.

The Gnollish gift for shaping Essence also leaves them at a loss with respect to Channeling or Mentalism. Not only do they lack aptitude for these other magics, as a people they lack any desire to pursue them.

6.3.3 • LIFESTYLE

Gnolls are neither a greedy nor a grasping race. They are not easily given to violence, save to require a wrong or to prevent one. Living in grottoes and caverns that lie close to the surface of mountains, they prefer not to venture deep

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GNOLL HEIGHT TABLE		
d100 (OE)	Goblin male	Goblin female
less than (-169)	2'1"	2'1"
(-169) - (-165)	2'2"	2'2"
(-164) - (-160)	2'3"	2'3"
(-159) - (-155)	2'4"	2'4"
(-154) - (-145)	2'5"	2'5"
(-144) - (-85)	2'6"	2'6"
(-84) - (-80)	2'7"	2'7"
(-79) - (-75)	2'8"	2'8"
(-74) - (-70)	2'9"	2'9"
(-69) - (-55)	2'10"	2'10"
(-54) - (-45)	2'11"	2'11"
(-44) - 5	3'0"	3'0"
6 - 10	3'1"	3'1"
11 - 25	3'2"	3'2"
26 - 75	3'3"	3'3"
76 - 90	3'4"	3'4"
91 - 145	3'5"	3'5"
146 - 155	3'6"	3'6"
156 - 170	3'7"	3'7"
171 - 175	3'8"	3'8"
176 - 180	3'9"	3'9"
181 - 185	3'10"	3'10"
186 - 250	3'11"	3'11"
251 - 260	4'0"	4'0"
261 - 265	4'1"	4'1"
266 - 270	4'2"	4'2"
271 - 275	4'3"	4'3"
more than 275	4'4"	4'4"

into the earth. Their homes are chosen always with secrecy foremost in mind, placed invariably in a location which can be concealed from passers-by or in an area where trespassers may be misdirected or repelled most easily. They are almost nomadic in nature, though their journeys are well-planned and systematic. They will spend no more than a year and a day in one place. Traditionally, this mandated the departure of the clan from its caves on the morning after the year to the day they settled, but it has since come to mean that the scouts must have left by that morning, for good fortune. This continued travel is an integral part of the Gnoll culture, its reasons varied and not always completely understood by the Gnolls themselves.

The first and perhaps most important reason is the Gnollish desire not to make the earth and soil barren, for all Gnoll clans traffic back and forth between their grottoes and the Elemental Plane of Earth. Their means are unknown, and individuals do not possess the ability, but it is clear from sages' notes that once they have settled into an area and arranged for its defense, they establish passages from their homes into the Earthen Plane and may freely walk them. The grottoes upon the Elemental Plane itself are fundamental to Gnoll life, for it is in these caverns, not the ones of home, that they bear and rear their young. It is also these caverns where aged Gnolls come who feel that it is their time to die, taking the Long Walk into endless labyrinthine passages and disappearing forever. None have yet explained the Gnolls' ability to cross between the

GNOLL WEIGHT TABLE						
d100 (OE)	Goblin (m)			Goblin(f)		
	sm	md	lg	sm	md	lg
less than (-169)	19	20	22	19	20	22
(-169) - (-165)	21	23	25	21	23	25
(-164) - (-160)	23	25	27	23	25	27
(-159) - (-155)	26	28	30	26	28	30
(-154) - (-145)	28	30	33	28	30	33
(-144) - (-135)	31	33	36	31	33	36
(-134) - (-85)	34	36	39	34	36	39
(-84) - (-80)	36	38	41	36	38	41
(-79) - (-75)	38	41	45	38	41	45
(-74) - (-70)	40	43	47	40	43	47
(-69) - (-65)	43	46	50	43	46	50
(-64) - (-55)	46	49	53	46	49	53
(-54) - (-45)	48	51	56	48	51	56
(-44) - 5	51	54	59	51	54	59
6 - 10	56	59	64	56	59	64
11 - 25	61	65	71	61	65	71
26 - 75	71	75	82	71	75	82
76 - 90	79	84	92	79	84	92
91 - 95	85	90	99	85	90	99
96 - 145	90	95	104	90	95	104
146 - 155	93	98	107	93	98	107
156 - 165	95	100	110	95	100	110
166 - 170	97	103	113	97	103	113
171 - 175	100	106	116	100	106	116
176 - 180	102	108	118	102	108	118
181 - 185	105	111	122	105	111	122
186 - 240	107	113	124	107	113	124
241 - 250	110	116	127	110	116	127
251 - 260	113	119	130	113	119	130
261 - 265	114	121	133	114	121	133
266 - 270	117	124	136	117	124	136
271 - 275	119	126	138	119	126	138
more than 275	122	129	141	122	129	141

planes, but whatever magics are used to accomplish it are powerful, and begin to wear upon the soil and rock where the gateways are opened. Thus, in a manner similar to a farmer allowing his fields to rest a season between a harvest and further planting, the Gnolls close their passages after one year so that the earth may recover its health. One Gnoll clan never follows another into an area. Such a place always remains empty until it is ready for another clan to settle.

Gnolls do not delve their own caverns. They only take advantage of openings that naturally occur in the earth. They will provide subtle direction, as they encourage water to flow one certain way, or guide stalactites to grow another, but they do not work stone as Dwarves and Orcs do. They will also exert great efforts to rectify damages to the earth incurred by the attentions of other races. Clans have been known to go out of their way to tend to despoiled caves that have been marred by Orcs who lived there and have since perished or moved on. Wherever they travel, they seek to replenish the natural strength and beauty of the rock and earth around them. A chasm that was once the noisome breeding pit of the Harsh Folk may become quiet and unscarred after Gnolls have dwelled there.

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Gnoll Height Table
Gnoll Weight Table

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GNOLLISH FAMILIARS, COMPANIONS, AND HOMONCULI

Animal	Lvl	Base Move	Max Pace/ MMBonus	Speed MS/AQ	Size/Crit	Hits	AT(DB)	Attack	# Enc	Treasure	Bonus XP	Outlook (IQ)
Gârthcu	2A	110	Dash/+40	FA/VF	s/-	40D	3(50)	40Sbi100	1-3	—	—	Protect
Billowbat	1A	80	Dash/+30	VF/VF	s/-	258	1(70)	20Sbi10/ 50MBi(3)90	2-6	—	—	Protect
Crøg	1A	10	Jog/+5	SL/MD	s/-	18A	3(40)	10Tba60/ 0TGr40	1	—	—	Passive
Gnollish Lark	0A	80	Dash/+40	FA/VF	T/-	10A	1(70)	0TiPi10/ 0TiCl10/Special 80	2-8	—	—	Altru.

It is of great importance to Gnolls that their passages into the Earthen Plane not be disturbed, and it is for this reason that such care is exercised to shroud their caverns in secrecy. They also spend great care in maintaining vigilance and defense of their homes, for they require ample warning to close their passages if a foe too powerful to drive away is detected nearby. Thus, Gnolls are well-practiced at the use of traps, minor magics, and ruses to misdirect or harm intruders before they reach the grottoes proper. The Gnollish gift with familiars and companions is a great boon in these endeavors, for it is the odd Gnoll that has neither familiar nor Homonculous, and a sentry of such creatures contributing to his watchfulness will be far more likely to spy dangers well before they become pressing. After all, ten Gnoll guards may have a score or more sets of eyes counting all of their companions! A clan on the move is likewise well served, and may seem to fairly bustle with activity if all its scouts are accompanied by animals or Homonculi. In addition to the typical Homonculi, which may be sorcerously created, and the normal animals that may be recruited as familiars, the Gnolls often employ rarer, more unusual beasts. Among these are the Gârthcu, Billowbat, Crøg, and Gnollish Lark. Gnolls may also be encountered with rare beasts that other people are somewhat familiar with, such as Mistravens, Dragonettes, and other such creatures.

The *Gârthcu* is a small, fierce-spirited dog that may hold its own in company with canines of much greater size. It is thought that these dogs, which stand no more than two hands at the shoulder, may be native to the Elemental Plane of Earth, for they possess the ability to move through rock or earth with no more resistance than a man might face walking into a brisk wind. Superb watchdogs, they excel at detecting trespassers but lack the stature to inflict any great damage. It is for their perceptive ability that they are invaluable to the sentry or scout. Gârthcu will stand to face the most dangerous of foes, with hair a'bristle and teeth bared, unless ordered aside, for they are stout-hearted. Their ability to walk into and through earth or stone provides them with both an excellent defense and a great means of hiding or going unnoticed while holding watch. They are found both with Gnoll clans and on the Earthen Plane, as well as in some Dwarf holds, where they have been given to the Mountain Folk as gifts. They are also, unfortunately, somewhat agoraphobic and will not without great coaxing venture into open places.

Billowbats are a large species of brown-hued bat with odd markings of gray upon their wings and tufted ears. They possess most aspects of bat physiology, where sonar and nocturnal nature are concerned, but also have the ability to render themselves non-corporeal when necessary. This ability transforms them into a gust of wind, upon which a faint mist may be seen to cling. This transforma-

tion allows billowbats to avoid the arrows of Goblins on whom they have been spying, or to hide in the nighttime fog from Ogres prowling too near Gnollish caverns.

Crøg are huge, squatting toads. They are regarded with great affection by Gnolls, who mime their wide, staring eyes and baleful look. Unfortunately, they are so slow that they are of little use to those Gnolls who must move quickly. They are, however, excellent familiars, and have no difficulty aiding slower-paced individuals or those who are willing to carry them. *Crøg* can be over one foot across at the shoulder, may weigh six to eight pounds, and can be mistaken by the unwary as large rocks (particularly when sitting still). The great boon a *Crøg* familiar presents his master is the ability to furnish for him a small amount of PP to enhance spell casting. So long as the Gnoll master is within 50' of his *Crøg*, he may tap, the familiar for an amount of PPs equal to the toad's current concussion hits. These may then be used towards whatever conjury is desired. These PPs are recovered at a rate of one per day, so they are slow to regain, and if they are completely drained from the toad, it will immediately sink into slumber. This power transfer ability is canceled, albeit temporarily, if the *Crøg* sits unmoving in one place for more than one hour, for if motionless for that length of time they actually turn to stone, becoming petrified. It will take them 2d10 rounds to become roused to flesh again. *Crøg* will, unless motivated to move by their master, be prone to sitting in one place, so they must be carefully watched. (Note: when in stone form, the *Crøg*'s AT becomes 20 and it receives a bonus of +30 to its DB.)

The *Gnollish Lark* is a beautiful bird with a high, trilling song. Its breast is yellow, the most obvious coloration on it, and it has a low, dark grey crest. It is large for a lark, with a wingspan that may be nearly 18 inches across. The Gnollish Lark sings in any season, at any time of day, but if necessary it may pitch its voice to have a magical effect. This effect, which will thoroughly exhaust it, is similar to the Bard spell, Sleep. All non-Gnolls within 50 feet of the singing Lark must make a RR versus a 2nd level attack or fall into a natural slumber for d10 hours. If two or three Gnollish Larks sing in chorus, this is considered a 4th or 5th level effect, respectively. A number of Larks beyond these three will not add to the efficacy of the song. Gnollish Larks are unique to the Gnoll people, as they are not known to be found anywhere in the wild. They are diurnal birds, and will immediately tuck their heads under their wings and fall asleep come dusk.

In addition to their skill with familiars, Gnolls have limited ability with herbs. They cultivate many, especially those that thrive while the clans are away, so they may already be bearing fruit when a new clan arrives. Among the herbs prized by Gnolls there are: Blue Climber, Mnussup, Crøgrprur, Ronninoth and Latchethull.





GNOLL HERB CHART

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Gnoll Herb Chart

Herb	Code	Form/Prep.	Cost	AF	Notes
Blue Climber	m-U-6	vine/ingest	4gp	2	Doubles duration of movement spells.
Mnussup	f-U-7	thorn/ingest	10gp	3	Aids spell use
Crøgprur	m-U-5	lichen/ingest	2gp		Strengthens bond with familiar
Ronninoth	m-M-5	stalk/ingest	2sp		Increases endurance
Latchethull	t-U-5	nodule/ingest	5gp		Aids healing

Blue Climber: Blue Climber is a peculiarly ivy-like hanging moss found wherever Gnolls have planted it. Encouraged to grow everywhere Gnoll bands stay or travel, this moss vine is harvested and prepared as a tea. Its effect is limited and specific, but quite beneficial. Blue Climber doubles the duration (where appropriate) of any movement spell cast within two hours of drinking the tea. It is often used with spells from lists such as Lofty Bridge, Movement, etc.

Mnussup: Mnussup thorns are collected by Gnolls travelling in colder mountain ranges. They are chewed by spell users for more than their sharp, cool taste. Mnussup thorns give a chewer a special bonus of +25 to all spell casting static maneuvers for d10 minutes (see Table T-4.5, p.105, *RMSR*).

Crøgprur: It is said that the Crøg toads that many Gnolls keep as familiars will revert to stone upon dying a natural death, petrifying where other creatures decompose. This must be true, for such rocks are the only place where the much-valued Crøgprur lichen will grow. This lichen, which will melt on the tongue as some spices do, effectively doubles the range through which a spell user can view the world through his familiar's senses. A second, equally valuable effect is that any healing accomplished by the Gnollish half of the link, whether through spell or other magic, will also heal the familiar at half strength, regardless of distance. Needless to say, Gnolls keep as much Crøgprur about as they can. The effects of crøgprur last for one day.

Ronninoth: Ronninoth is a stalked moss harvested by travelling bands of Gnolls. It is used by scouts and travellers, and often traded to the Mountain Folk for pouches of Hurthkal lichen. Endurance costs for one day after eating a stalk are halved (e.g., walking costs only 1 Exhaustion Point every 120 rounds).

Latchethull: Latchethull is a nodule fungus found growing on the undersides of the caps of large mushrooms. It is actively cultivated by Gnolls, who use it on all those who have suffered injury. The Latchethull nodule must be swallowed whole and allowed to digest for d10 rounds before it takes effect. Anyone or anything receiving First Aid, Second Aid, Surgery, Animal Healing, or similar treatment is more receptive to it and heals more quickly than normal, giving a special bonus of +20 to those maneuvers.

6.3.4 • MARRIAGE AND FAMILY PATTERN

Gnolls tend to form long-lasting relationships, but they have no formal institution of marriage. There are no ceremonies to officially proclaim a couple as being together, but it is an obvious status to those who know Gnolls. Children are born and reared on the Elemental Plane of Earth. There they are kept in caverns, well protected from predatory foes of their own world, until several months have passed. Even after they are deemed old enough to carry back and forth, they spend most of their first year in nurseries on the Earthen plane. Gnollish children are conceived only towards the end of the yearly stay in a particular warren of grottoes or upon the march from one cavern area to another, in the time when the clan is moving toward its new home for the next year. These journeys may last from a fortnight to two months, depending on the distance travelled. This insures that the young Gnolls will be born within the first month or two of the clan's new year (Gnolls gestate for approximately seven months.) This is a strictly observed practice, for it insures that Gnoll children are nearly a year old, and so more easily cared for, when next it comes time to march.

Gnoll couples that bear children generally have no more than four. They are not a greatly prolific people, but neither are they so childless as the Dwarves. Clans will typically be comprised of several extended families as well as individuals hailing from other clans. Most tasks are shared equally, though there is an elected clan chieftain who may be either male or female.

6.3.5 • RELIGION

Gnolls have no real religion of their own. They are more inclined simply to revere the power of the earth and the might of nature rather than specific deities. They do believe in certain higher powers, and may call upon some of these to protect or guide them. Some Gnolls may also have come to worship certain deities of other races, among them Caled-Geol of the Sibbicai (especially in his incarnation as guardian of travellers) and Dūntherradinbarak of the Dwarves, though he is too warlike for many Gnolls' tastes. Those who do actually revere the deities of other races are well-accepted by their more agnostic fellows, for Gnolls are well-adjusted towards the acceptance of other peoples' beliefs. Among those greater powers acknowledged by many Gnolls are Hurneistocene, which is as near as they can spell his name, a great Earth Elemental of tremendous might. Others are Yorel the Prescient, a great Gnoll hero of the past who was actually half-Pech, and Bullusur the Sleeping, a faceless entity of stone who rests among the stalactites and whose breath creates the breezes of the subterranean world. Naturally, with no inclination towards Channeling and no gods as other races revere them, Gnolls have no priests of their own.

"I have travelled in the lands of Men and Elves, have kept the company of all manner of peoples, and have found that, all things being equal, there is only one upon whom I can rely—the humble dog, the simple, unselfish Gärthcu, for he knows nothing of judgment. He welcomes, he keeps company, he defends..."

—From Journals of a Travelling Gnoll, author unknown

UNDERGROUND RACES



◆ 6.4 ◆ OTHER FACTORS

6.4.1 • DEMEANOR

Gnolls are remarkably even-tempered, though inclined to grow defensive and agitated when crowded or pressed. If in the company of those they know or trust, or in a position where the presence of outsiders is not an immediate threat to the well-being of the clan, they may even be sociable. They are not quick-tempered, but are not given to forgetting a wrong either, and they require no other justification to cause harm to others if they believe they are defending their clan. A good-hearted traveller with absolutely no idea that he is in the wrong place may fall victim to Gnollish traps or magic as easily as might a prowling Orc, for anyone is a threat to the Gnolls until clearly proven otherwise.

6.4.2 • LANGUAGE

Gnolls have their own language, which is quiet and melodious. Volume in Gnoll society denotes urgency, much more so than in Mannish places. Many words in the Gnoll tongue resemble or are identical to words from other languages, for they have no qualms about borrowing the terminology of other people in areas where their own language may be lacking.

Starting Languages: Gnoll (S8/W6), Common-speech (S7/W5), Plains-speech (S7/W5).

Allowed Adolescent Development: Gnoll (S10/W10), Gnome (S5/W4), Dwarvish (S5/W4), Elvish (S6/W5), Black-speech (S6/W3), Common-speech (S10/W10), Plains-speech (S8/W6), Hill-speech (S6/W6).

6.4.3 • PREJUDICES

Gnolls have the same hatred for violent peoples that many other races have, and so despise Orcs, Goblins, and others of their ilk. However, Gnolls are prone to view anyone as a foe until they are put at ease, and so will treat a well-intentioned Elf with as much distrust as the ugliest drooling Orc.

"A Man has a fairer eye than an Orc, and his voice is the sweeter, but either's heart may be black."

—Gnoll truism

6.4.4 • PROFESSIONS

Gnolls may choose any profession in the realm of Arms and any Essence semi or hybrid spell user. They do not practice Mentalism or Channeling unless in the most unusual of circumstances. Their size and grace make them excellent Thieves, and if they pursue the profession of Fighter, they will almost always be proficient with missile weapons. They prefer to fight at a distance and not in close quarters. Most Gnolls have at least some knowledge of Essence magic.

6.4.5 • TRAINING PACKAGES

Gnolls may select any training package that fits their society and status. In addition to the standard packages, they may choose from among their racial training packages.

6.4.6 • SPECIAL SKILLS

Everyman: All skills in the Subterfuge•Stealth skill category.

Restricted: All skills in the Urban skill category.

6.4.7 • STANDARD HOBBY SKILLS

Gnolls have a wide range of hobbies. Note that Gnoll characters of any profession may assign hobby ranks to Open Essence spell lists or skills in the Power Awareness skill category regardless of cost.

Hobby skills: Acrobatics, Appraisal, Attunement, Caving, Climbing, Cooking, Camouflage, Disarming Traps, Hiding Items, Leather-crafts, any skills in the Weapon•Missile skill category, Observation, Setting Traps, Stalking, Tracking, Trap Building, and Weather Watching.

6.4.8 • THE INDIVIDUAL AS A PC

The Gnoll adventurer will be a rarity, but not unknown. The first problem will be overcoming the Gnoll's natural reluctance to spend time among people of other races, but this is hardly something which would prevent them from travelling abroad. Due to their hesitance to go forth from their own kind, it is virtually a certainty that the Gnoll who actually does it will be a fellow with a strong personality and no lack of confidence in himself. Such a Gnoll would naturally have been a dominant personality among the Gnolls at home, but might also have been eyed askance as well. There is also the possibility that the PC Gnoll is simply braver than most, and has set out into the world to gain treasures and magics that would help him to defend the clan. Whatever the motivation, it must be remembered that the clan is of great concern to all Gnolls.

GNOLL RACIAL WEAPON STATISTICS CHART

Weapon	Cost*	Type	Prod. Time	Wt.	Len.	B#s	Str	Fumble	Table Used	Notes
Tunch	10sp	1he	1 Day	4-6	1.5-2'	1-7	65-75(w)	01-03	Hand Axe	Puncture Criticals
Hup	5sp	1hc	1 Day	1-2	3-4'	1-4	65-75	01-05	Whip	Whip-like weapon worn as belt

The *tunch* is used both as a weapon and as a pointed hammer to chip rock. Most Gnolls possess one, whether they are skilled at using it in melee or not.

The *hup* is a weapon much like a whip that is worn about the waist, often doubly or trebly looped, as a belt. The buckle and clasp provide the hilt and tip of the weapon, for they are fashioned to fit together in order to secure the hup as a garment. The hup may be slid free of its wearer's waist and uncoiled in one smooth motion. If the weapon obtains a 'C' critical or higher in combat, there is a 75% chance that the target will also suffer an additional Tiny critical of 2 severities less from the clasp point. A basic hup will cost only 5 silver coins, but since they are worn as garb, many will be seen with buckles (i.e., hafts and points) of precious metals, or adorned with gems.

◆ 6.5 ◆ OUTFITTING OPTIONS

6.5.1 • ARMOR

Any, though most Gnolls prefer the lighter armors, particularly leather. Few will wish to wear any sort of chain, and even fewer will desire plate.

6.5.2 • MONEY

1-2 gold pieces

6.5.3 • WEAPONS

Short sword, handaxe, dagger, main gauche, warhammer (rare), club, mace, spear, javelin, short bow, any crossbow (prefer light), sling, or bola. The Gnolls use the tunch, a weapon that is also a tool and unique to their race, and many will wear a hup about their waist as well. They are also practiced in the use of caltrops.

Gnolls are excellent with slings, and any Gnollish sling should have 110% normal ranges in all categories (including maximum) to reflect this. They are, in fact, so adept with the sling (which is by a large margin the most common missile weapon they use, followed by the shortbow) that many Gnolls use certain enchantments upon their stones (see the Gnoll spell lists below).

◆ 6.6 ◆ BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Gnolls when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

6.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 6.4.2), a Gnoll may select the following languages with background options: Elvish (S6/W6), Wood-speech (S6/W6), North-speech (S5/W4), Orcish (S5/W4).

6.6.2 • EXTRA MONEY

Extra money gained with background options will most likely be gold pieces of various provenance, coins of Dwarvish make, or small gemstones.

6.6.3 • SPECIAL ITEMS

Most special items that Gnolls acquire will be of utilitarian or stealthy employ, though they are free to choose any special item that the GM approves.

6.6.4 • TALENTS

Gnoll characters may have any of the standard talents or flaws (listed in *RMSS*). In addition, they may gain talents or flaws from the Gnoll Talent and Flaw Chart; for one background option, a Gnoll may select either the Essence Blessing or Quite Familiar talents found on the chart. Both may be taken if two options are expended.

GNOLL TALENT AND FLAW CHART

- | | |
|-------|---|
| 01-08 | Poor Compulsion (Flaw): If you use the Gate Mastery spell list, as most Gnolls are wont to do, any creatures you summon for any purpose have a 25% chance of immediately attacking you. [MINOR: -7 points] |
| 09-16 | Clamorous (Flaw): You are hopelessly noisy, a great hindrance in Gnoll society and especially when the clan travels. You suffer a special penalty of -25 to your Stalking skill. [MINOR: -5 points] |
| 17-23 | Prognosticator: You may use your ability to weave Essence to assist in healing; for each PP you expend to assist in any healing maneuver, the maneuver gains a special bonus of +10. [MAJOR: 20 points] |
| 24-30 | Curse Sense: you instinctively sense the presence of curses or curse-like evil magic within 50'. Roll d100 (open-ended) and add triple your Empathy stat bonus and your experience level; if you exceed 100, you can get a reasonable approximation of a curse's level and power. [MINOR: 10 points] |
| 31-37 | Essence Blessing: Gnolls intuitively shape Essence. You are exceptionally good at it. You receive a special bonus of +2 to your Em stat bonus and a special bonus of +25 to all resistance rolls against Essence. [MINOR: 10 points] |
| 38-44 | Doughty: You are an aggressive spell user, dangerously sling-ing spells. You receive a special bonus of +25 to Elemental Attack Rolls. [MAJOR: 25 points] |
| 45-51 | Ready: Your magic is certain and well honed. You gain a special bonus of +5 to your initiative if casting a spell is your intended action. [MINOR: 7 points] |
| 52-58 | Sense of Location: You have an innate ability to know your location in relation to everything else. You gain a special bonus of +20 to your Spatial Location Awareness skill. The area of effect and range of your spells are all 50% greater than normal. [GREATER: 35 points] |
| 59-65 | Total Recall: You have an excellent memory. You gain a special bonus of +35 to your Mnemonics skill and a special bonus of +2 to your Memory stat bonus. [MAJOR: 20 points] |
| 66-72 | Defender: You have a strong survival sense and the instinct to defend others. Defensive spells are at 150% strength (e.g., <i>Shield</i> spells provide +37 DB, <i>Blur</i> provide +15 DB, <i>Bladeturn</i> subtract 75 from incoming attack rolls, etc.). [GREATER: 45 points] |
| 73-79 | Herb-ingester: You are not easily addicted to herbs; when making addiction rolls, you may treat herbs as having half their AF (round up). Herbs with durations yield double normal times of effect. [MAJOR: 30 points] |
| 80-86 | Busked: You have a natural facility with armor, developing any skill in the Armor group as though you were a Fighter, regardless of your profession. If you are a Fighter, all maximum maneuver modifications are reduced by 25%. [GREATER: 35 points] |
| 87-93 | Transcender: You can work magic despite wearing gear of war. Modifications to your spell casting static maneuvers due to armor or helmet are reduced by 25%. [MAJOR: 30 points] |
| 94-00 | Quite Familiar: You have been generously gifted with the natural Gnoll ability with familiars. Your familiar may be up to 25% of your mass. Ranges through which you can sense things through the familiar's senses are multiplied by 1.5. Any companion you create may be of up to 70% of your mass, and will suffer a -10 to a "Do" command RR. [MAJOR: 30 points] |



Part II

Section 6.6

Background
Options
Gnoll Racial
Summary



Stat Bonuses

Ag: +4
Co: +0
Me: +0
Re: +1
SD: +2
Em: +4
In: +2
Pr: -2
Qu: +2
St: +0

RR Mod:

Ess.: +10
Chan.: +0
Ment.: +0
Poison: +5
Disease: +5
Fear: +0

Body Dev.

Progression:
0-6-2-2-1

Channeling
PP Dev.

Progression:
0-3-2-1-1

Essence

PP Dev.

Progression:
0-7-6-5-4

Mentalism

PP Dev.

Progression:
0-4-3-1-1

Arcane

PP Dev.

Progression:
0-5-3-1-1

Soul

Departure:

16 rounds

Recovery

Modifier:

0.5 times

Race Type:

1

UNDERGROUND
RACES



GNOLL RACIAL SUMMARY

While Gnolls generally inhabit the upper highlands, they seldom seek homes far from the surface. They are not an unfriendly folk, but it does take time before they warm to strangers. Most Gnolls pursue magical studies and arts, but every tribe has its warriors. It is curious to note that both the males and females have the same basic physical builds.

PHYSICAL CHARACTER

Build: Short and very quick. The average weight is 75 pounds.
Coloring: Sparse hair, relatively dark in hue. Skin coloration is usually light (though they will darken with prolonged exposure to sunlight). Eyes tend to be dark with only slight variations in color.

Height: Average height of 3'2".

Lifespan: 110 years.

Special Abilities: Gnolls see well at night. In the dimmest light, they can see 100' as if it were daytime. In addition, Gnolls have an unusual ability to sense shifts in the weather (reflected by a special bonus of +25 to Weather Watching skill).

CULTURE

Clothing & Decoration: Gnollish clothing tends to be rather mundane and practical (though they do wear brighter garb when secluded from watchful eyes).

Fears & Inabilities: Gnolls tend to be very timid around strangers.

Lifestyle: Gnolls are not generally a violent race; nor do they tend to seek material gain. They seek little except to remain at one with the earth and world around them.

Marriage Pattern: No formal marriages, though long-lasting relationships are common. Families are rarely large.

Religion: Gnolls have no formal religion; though they do worship the power of the earth and the might of nature.

OTHER FACTORS

Demeanor: Sometimes deemed overly defensive, Gnolls are remarkably even-tempered. They are often very timid around strangers, but in the company of close friends have been known to be quite sociable.

Language: *Starting Languages:* Gnolls speak their own musical language (S8/W6). They also speak Common-speech (S7/W5) and Plains-speech (S7/W5). *Allowed Adolescence Development:* Gnoll (S10/W10), Gnome (S5/W4), Dwarvish (S5/W4), Elvish (S6/W5), Black-speech (S6/W4), Common-speech (S10/W10), Plains-speech (Rank S8/W6), and Hill-speech (S6/W6).

Prejudices: Gnolls have the same hatred for violent folk that many races have, and so despise Orcs, Goblins, and others of their ilk. They are suspicious of all strangers, however, and may treat even an Elf with the same disdain as an Orc.

Professions: Gnolls may freely select any profession in the realm of Arms or Essence (including hybrids and semi-spell users with Essence as a realm). They do not, as a rule, practice Mentalism or Channeling (though exceptions have been noted in their societies).

Training Packages: Gnolls may normally choose from any of the Training Packages in the RMSS as well as the special Gnoll Training Packages.

Special Skills: *Everyman:* any skill in the Subterfuge • Stealth skill category; *Restricted:* any skill in the Urban skill category.

Standard Hobby Skills: Acrobatics, Appraisal, Attunement, Caving, Climbing, Cooking, Camouflage, Disarming raps, Hiding Items, Leather-crafts, any skills in the Weapon • Missile skill category, Observation, Setting Traps, Stalking, Tracking, Trap Building, Weather Watching, any skill in the Power Awareness skill category, and any Open Essence spell list.

OUTFITTING OPTIONS

Weapons: Their preferred weapon is the sling, though they have been known to use the short sword, handaxe, dagger, main gauche, warhammer (though rare), club, mace, spear, javelin, short bow, any crossbow (usually light), or bola. Their racial-specific weapons include a tunch and/or a hup.

Armor: Any. Gnolls favor lighter armors (particularly leathers).

Money: 1-2 gold pieces.

BACKGROUND OPTIONS

Gnolls get five background options.

Extra Languages: In addition to the tongues listed above: Elvish (S6/W6), Wood-speech (S6/W6), North-speech (S5/W4), and Orcish (S5/W4).

Extra Money: Gold pieces (of various mints) or small gemstones of comparable value.

Special Items: Most special items that Gnolls acquire will be utilitarian or stealthy in nature (though they have been known to employ all types of items).

Talents: See Section 6.6.4 for Gnoll-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Gnoll characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	2
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	4
Awareness • Searching skill category	2
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	5
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	2
Outdoor • Environmental skill category	3
Power Awareness skill category	2
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	2
Stalking	2
Hiding	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	2
one weapon, based upon culture	2
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 99)	50

THE GNOMES

Part II

Sections
7.0, 7.1, 7.2

The Gnomes

Overview

Physical
Characteristics

"Not an ill-tempered race at all, but unsociable to the point of rudeness. One might think them arrogant or overweening if one did not know better, but I believe it to be part of their racial character. They simply have little time for idle conversation or meaningless associations with others. Oh, there have been a few who travelled abroad and had companions. Some of them would even carry on a conversation with you, though none by any stretch could be called garrulous. They can be as offensive on first meeting as Dwarves... Well, perhaps not Dwarves, but their manner can get your hackles up. It's not a grim rudeness, mind, but a sort of distracted lack of interest. When they do speak with you they seem intent upon relieving you of every tidbit of knowledge that might interest them. It can be disconcerting if one does not have the wherewithal to treat them in like fashion. They are not to be taken lightly—if you attend nothing else, I say, attend that. There are librams in hidden Gnome chambers that great sorcerers would slay for, tomes that were believed lost when Dûntherradinbarak was a boy. There are Gnomes who know more of Demons and the Dead than the most learned of the sages of Men. Some have visited the Pales, and there are older Gnomes who know the names of Dragons..."

—L'omæx the Seer, speaking to a colleague of Gnomes

◆ 7.1 ◆ OVERVIEW

Gnomes are a reclusive race of enchantment collectors. Seekers of arcane knowledge, they dwell in forgotten places and remote abodes. Their diminutive statures house keen minds, capable of unraveling the complexities of both magic and nature. They hoard the stuff of legends deep within their intricate lairs, hidden or forgotten by the world around them. Tale or rumor, vaguest reference to a magic lost—this more than anything intrigues them. Pursuits of powerful relics lost to ages past are the only endeavors worthwhile to them, integral with their pursuit of fulfillment through knowledge. If this ancient race has a weakness, it is in their lack of unity, for if Gnomes are hermits towards all, they are far worse with their own kind. If they have a strength, it is in their mastery of Arcane lore—for Gnomes are masters of Arcane magic who never lost their knowledge. When the numbers of Arcane masters began to dwindle in ages past, Gnomes remained undaunted, continuing their delving alone. Gnomes have not forgotten. They are ancient, never suffering the setbacks of their Mannish and Elvish counterparts. Their lives are lengthy enough to realize true power—and yet few of the Speaking Peoples realize this. Gnomes are overlooked, underestimated, unconsidered, yet many of the oldest have mastered primal essences and chaos that would humble the mightiest of Human mages.

Despite or perhaps because of this, the Gnomes are, as a race, slowly dwindling in number, not due to any great evil or plague, but rather through their own disinterest in social contact. They would rather spend time in pursuit of knowledge than in the company of their fellows. A Gnome's life is lonely, though not unhappy.

◆ 7.2 ◆ PHYSICAL CHARACTERISTICS

7.2.1 • BUILD AND PHYSIOLOGY

The Gnome at first glance seems withered and frail, with a generally knobby, almost bulbous appearance, as though his body was put together out of burled timber (and disjointedly at that). He who looks longer will see that the Gnome's strength lies not in his limbs, but rather in his steady temper, calm demeanor, and above all else his mastery of knowledge and magic. While Gnomes as a people are not renowned for strength or speed, an attacker should not assume they are weak. This race is as old as the mountains, ancient when the verdant forests were mere saplings. Like both, they are steadfast with roots running deep.

A Gnome's appendages are bandy, feeling much like knotted wood covered in old vellum. Their skin is dry, cool to the touch, and almost always has an earthy scent. Gnomish fingers are gnarled and arthritic-looking, but are able to execute the most sensitive manipulations. This coupled with their famous patience makes them well able to accomplish the most complex of tasks, even if tedious, and allows them to spend whatever time may be necessary for excellence.

While their bodies may seem old, a Gnome's eyes are startlingly clear, radiating a calm assurance and something else—something indefinable, a daunting air of mystery and danger. Even the younger Gnomes have wrinkled skin, though it is not as pronounced as in elders. Since even the youngest have a wizened appearance, individuals of younger races often unintentionally cede to any Gnome's wisdom. Males are paunchy through the midsection while females have a frumpy appearance. Both average between 4' and 5' and range from 110 to 160 lb.

UNDERGROUND
RACES



Part II 7.2.2 • COLORING

Sections 7.2, 7.3

Physical Characteristics

Culture

The skin color of a Gnome usually matches his habitat, depending upon how long he has lived there. Cave-dwellers may have a grayish, rocky pallor, while Gnomes living in a forest might have skin of a brownish hue. If one moved elsewhere, his complexion would slowly change in a few years. Their eyes may be any dark color and are set unusually deep for the size of their face. A look from a Gnome is always compelling. They are virtually hairless.

"We tracked them as far as a hamlet on the edge of the Shaggy Tors, sir. It appears that a small band of militia deterred them. May have slain most, judging by the signs. The militia's chief told me that a Gnome had countered their magic with his own and sent them packing. Said that the Gnome had been guarded by the villagers for three generations, kept undisturbed by outsiders, and owed them a favor..."

—An unknown scout, to a Captain of Horse Guards in pursuit of a marauding band of Gray Orcs

7.2.3 • ENDURANCE

Gnomes seem at first glance to have a limited amount of energy, or so it would seem from their actions. Their step is measured and sure, never hurried. In truth this steady speed allows the Gnome to take in every nuance of his surroundings and actions and weigh it in his mind. As a result, when the time for action comes, an intelligent response can be executed with confidence. Actions taken by a Gnome are unsullied by instinctive or unmeasured immediacy. They are meticulous planners, conserving their energy and applying it wisely. A Gnome character is able to go for up to two days without sleep, something Gnomes often do when preoccupied with studies. Many times they will be unaware of the passage of time. However, at the end of this period they will immediately slumber for a cumulative

period equal to whatever required hours were missed (six per night). Gnomes recover from wounds at twice the normal rate.

7.2.4 • LIFE SPAN

Gnomes live, on average, 600 years. They are born resembling normal infants aside from the loose folds of skin over their bodies. As they age, they grow into the excess skin, so that by the time they have become pubescent, the folds have receded to wrinkles. Around this time they leave their homes and begin seeking various experiences that will prompt them to choose a field of study. Most Gnomes take to adventuring at this time, visiting as much of the world as possible and acquiring lore. After acquiring and researching a good range of tomes, relics, and firsthand experience, they settle down in an area where disturbance is minimal to engage in further study. As time wears on, the wrinkles become more pronounced and posture may suffer, until by the end they look as though they might collapse to dust at any second. Though the body may fail, no Gnome's mind has ever suffered due to age.

7.2.5 • RESISTANCE

Gnomes receive a racial bonus of +20 against Channeling attacks due to the Gnomish lack of awe and interest in gods or their abilities. Gnomes are resilient and tough, enabling them to recover twice as fast as a human.

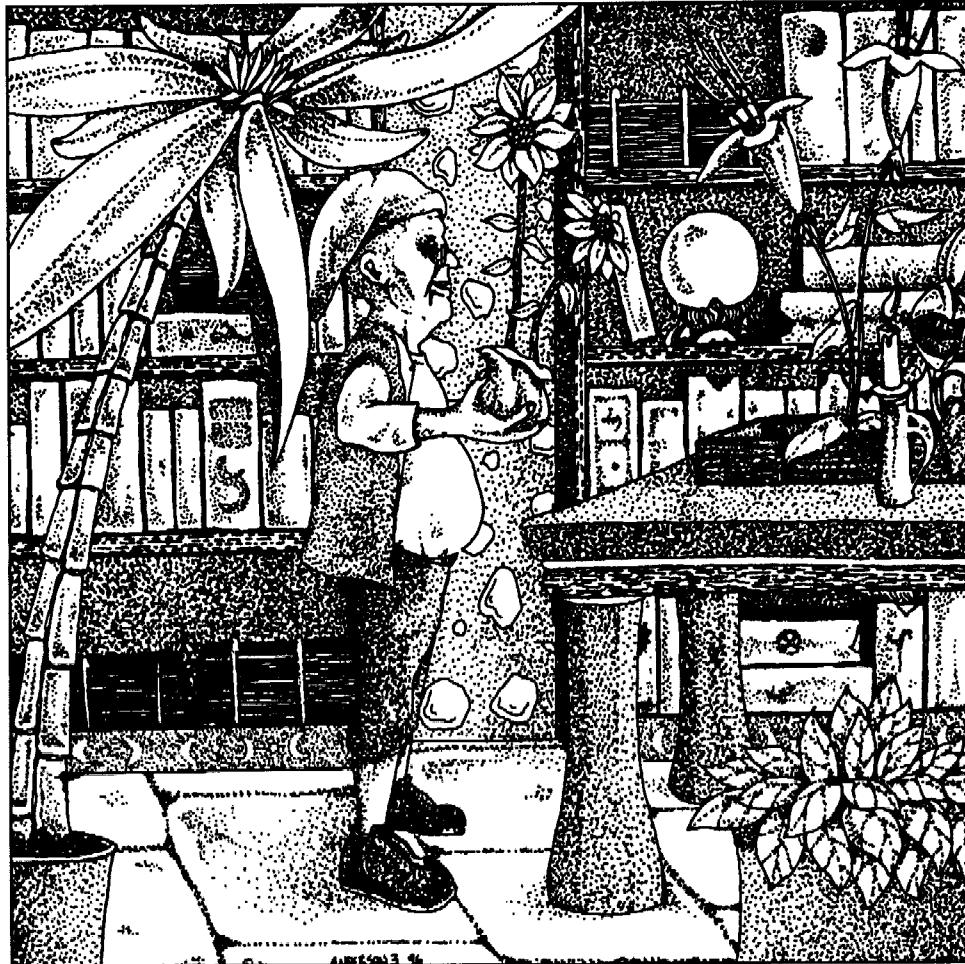
7.2.6 • SPECIAL ABILITIES

All Gnomes have *Nightvision* to 100 feet. They never suffer mental deficiencies due to natural causes. Because of the age of their race and their familiarity with ancient, Arcane magic, all Gnomes receive a racial bonus of +10 to all spell casting static maneuvers when dealing with Arcane spells.

◆ 7.3 ◆ CULTURE

7.3.1 • CLOTHING AND DECORATION

Gnomes tend to dress conservatively, in neutral colors that are often determined by their dwelling-place's environment. The style may be anything from breeches and surcoat to simple robes, depending on their experiences and locales they have visited. They have no sense of fashion nor any particular interest in it, unless it is an extension of a fascination with a particular culture as a field of study. Their dress is utilitarian. Males are unable to grow beards, and both genders have wrinkled bald pates. Jewelry is usually considered nonessential and any worn is probably magical.



7.3.2 • FEARS AND INABILITIES

As a rule, Gnomes will not use Channeling magic. Their lack of faith in higher beings doesn't allow it. While their own studies have confirmed the existences of powerful entities worshipped by other races, they do not defer to them or associate other peoples' worshipful fear to them. Some lingering uncertainties remain however, and they do fear the unknown. The thought that something might exist that they've no knowledge of (or have misinterpreted) strikes discord among them and gnaws at the back of their minds.

7.3.3 • LIFESTYLE

Gnomes are the foremost of arcane collectors. No item of lore or magic is too insignificant to keep. Their abodes are piled high with such articles usually in a seemingly random pattern that only the owner knows—a Gnome's home is a study in organized chaos. After leaving their birthplace, usually with a map or similar item given by their parents, they explore the vast world. They are given little knowledge of what to expect by their parents, for fear that it will bias their offspring's studies, resulting in knowledge that is incomplete or rooted in the parents' own shortcomings on a particular subject. This is not to say that no information is imparted to the young; they are certainly taught enough so as not to come to misadventure through ignorance.

While quests are imperative to seeking knowledge, a Gnome will rarely hurry to complete it. The Gnome is keen to catch the slightest hint or insight into sorcerous knowledge. All of this will influence the Gnome's life and the conclusions he draws in his studies. A Gnome received well by the local inhabitants of a particular area may well settle down there someday and use his extensive knowledge to help and assist the inhabitants there. All lore pursued by a Gnome is in some way associated with magic, for they are unsurpassed masters of thaumaturgical sagacity. While many, many tomes of ancient lore were lost in the elder days, quite a few remain in private collections and jealously guarded strongholds in secluded places. These libraries are dwarfed by those of older Gnomes, some of whom wrote the books that other races so earnestly seek.

When a Gnome finally decides to settle down, it will be in a secluded area where privacy is the norm. Such spots are sometimes found in the course of adventuring and often from extensive studies. Frequently they will be in an old ruin or area where lingering traces of ancient arcane magics remain. It is not unknown for a Gnome's lair to be found in the vicinity of a Earth Node or along a Ley Line. When found through research, prime areas sought out often have a bad reputation and are easily defensible (this tends to ensure privacy). A Gnome will go to great lengths to be left in peace, but this does not make them utter hermits. An invited guest or traveler in need will be treated to some of the finest hospitality available. When a Gnome receives guests, the food and drink will be the best he can offer and the entertainment will be both marvelous and exotic.

Gnomes socialize with each other on rare occasion, usually when two researchers collaborate on a project or simply wish to exchange ideas. All this study and arcane wealth usually costs a great deal. To support themselves, Gnomes may hire out as sages to those with the coin to pay or act as patrons to adventurers in exchange for a percentage of their profits. The money garnered from such enterprises holds no interest for Gnomes aside from the materi-

als it can buy for research or new ways to protect their properties. When it comes to property protection, Gnomes are some of the best. Knowing they are far from optimal warriors, Gnomes defend themselves and their abodes with intricate traps, misleading information, powerful magical defenses, and occasionally hired minions. Favorite traps are those that take advantage of the trespasser's own greed or confounds him until he simply goes away. At first the traps will be of a humiliating nature, but as interlopers progress deeper into a lair, they become increasingly harmful until they are downright lethal. Though most Gnomes aren't murderous, they have little patience with persistence, and will assume that every opportunity was given to intruders to turn back; they will not regret harm that might befall someone (or something) who (or which) exerts too much effort to reach their inner sanctum. They are unforgiving when harmed or wronged.

Once a Gnome has established himself in a permanent residence, he is loathe to leave it. A three day journey is the longest one can expect a Gnome to stay away from his home. Longer spans will make him increasingly anxious. Thoughts of thieves and interlopers or the loss of his life's work will eat at him. This attitude is so overriding that many Gnomes die heirless, never having shared their secrets with anyone. Their lairs will fall slowly to ruin, with crowded libraries and precious chambers lying deserted for years. Gathered inside, often warded so well by traps and magic that none may enter upon pain of death, lie tomes and relics unheard of by the most ancient of sages.

7.3.4 • MARRIAGE AND FAMILY PATTERN

Because of their reclusive nature, Gnomes rarely marry. Most find the thought of a relationship either distasteful, as they are a people who quickly become accustomed to privacy, or too distracting from their studies. Occasionally two Gnomes have information in a field of expertise that they share. If the couple also shares mutual respect, the two Gnomes may marry and live together for life. There are no religious vows or elaborate ceremonies; instead, each will draft a list of responsibilities they are willing to accept and read them to one another. If both agree to the lists, they swear sacred oaths to each other and the marriage is complete. Nothing short of death will break the marriage, although couples who do not get along will coexist together endlessly squabbling. Widows and

Part II

Section 7.3

Culture

"We'd made it a practice to stay away from wizards. Sorcerers are worse company than priests, and why chance it if there's easier prey? But spells will fail you where well-honed steel will not, and if something can bleed, you can kill it. Besides, we didn't seek to beard any towering thaumaturge in his lair, no great mage with lightning on his brow. We were after a Gnome—who'd have thought him perilous? We saw a withered little man in a cave, nothing more, and that was the end of us. We were punished some in the early caves, but no one was lost...thus far. The loot we garnered even in those outer chambers was too much to turn away from. We left a Duke's ransom in rare tomes behind for lack of something to carry them. I believe now that had we fled then we'd have been allowed to leave unmolested, but we did not. Why? We had met with no bloodshed, and a tradition of hard-fought victories behind us. However, once we passed a certain point it became clear we were forbidden to come further. Each step was requited with violence. Thanner, who'd been struck blind for a brief time in the outermost tunnels, was the first one claimed. He staggered back as though cuffed and began to gasp—he suffocated there on the floor before us, unable, our tame conjurer told us, to breathe air. The water from our skins was insufficient. While he lay and writhed the wall reached out to devour Benreel. Three more good lads were lost as we hastened onward, rushing to our doom in a rage. When the wizened little Gnome confronted us, like a withered spider in its lair, we let out a howl and set to. He scattered our charge like straw tossed upon a storm wind. A bauble on his chest shunted arrows and hurled javelins aside, a gesture from his ring-laden hand caused armor to erupt in flame...The light vanished, someone began to gibber. Crouched lightning crawled across the rock, skewering screaming men with smoke pouring from their mouths...I smelled burnt meat and knew no more..."

—Howshyll Blackox,
a noted brigand



Part II

Sections 7.3, 7.4

Culture

Other Factors

Gnome Height Chart

Gnome Weight Chart

GNOME HEIGHT CHART

d100 (OE)	Gnome male	Gnome female
less than (-169)	3'0"	3'0"
(-169) - (-165)	3'1"	3'1"
(-164) - (-160)	3'2"	3'2"
(-159) - (-155)	3'3"	3'3"
(-154) - (-145)	3'4"	3'4"
(-144) - (-135)	3'5"	3'5"
(-134) - (-85)	3'6"	3'6"
(-84) - (-80)	3'7"	3'7"
(-79) - (-75)	3'8"	3'8"
(-74) - (-70)	3'9"	3'9"
(-69) - (-65)	3'10"	3'10"
(-64) - (-55)	3'11"	3'11"
(-54) - (-45)	4'0"	4'0"
(-44) - 5	4'1"	4'1"
6 - 10	4'2"	4'2"
11 - 15	4'3"	4'3"
16 - 25	4'4"	4'4"
26 - 35	4'5"	4'5"
36 - 45	4'6"	4'6"
46 - 55	4'7"	4'7"
56 - 65	4'8"	4'8"
66 - 75	4'9"	4'9"
76 - 85	4'10"	4'10"
86 - 95	4'11"	4'11"
96 - 105	5'0"	5'0"
106 - 115	5'1"	5'1"
116 - 125	5'2"	5'2"
126 - 135	5'3"	5'3"
136 - 145	5'4"	5'4"
146 - 155	5'5"	5'5"
156 - 165	5'6"	5'6"
166 - 175	5'7"	5'7"
176 - 185	5'8"	5'8"
186 - 195	5'9"	5'9"
196 - 205	5'10"	5'10"
206 - 215	5'11"	5'11"
216 - 225	6'0"	6'0"
226 - 235	6'1"	6'1"
236 - 245	6'2"	6'2"
246 - 255	6'3"	6'3"
256 - 265	6'4"	6'4"
266 - 275	6'5"	6'5"
276 - 285	6'6"	6'6"
286 - 295	6'7"	6'7"
296 - 305	6'8"	6'8"
306 - 315	6'9"	6'9"
316 - 325	6'10"	6'10"
326 - 335	6'11"	6'11"
336 - 345	7'0"	7'0"
346 - 355	7'1"	7'1"
356 - 365	7'2"	7'2"
366 - 375	7'3"	7'3"
376 - 385	7'4"	7'4"
386 - 395	7'5"	7'5"
396 - 405	7'6"	7'6"
406 - 415	7'7"	7'7"
416 - 425	7'8"	7'8"
426 - 435	7'9"	7'9"
436 - 445	7'10"	7'10"
446 - 455	7'11"	7'11"
456 - 465	8'0"	8'0"
466 - 475	8'1"	8'1"
476 - 485	8'2"	8'2"
486 - 495	8'3"	8'3"
496 - 505	8'4"	8'4"
506 - 515	8'5"	8'5"
516 - 525	8'6"	8'6"
526 - 535	8'7"	8'7"
536 - 545	8'8"	8'8"
546 - 555	8'9"	8'9"
556 - 565	8'10"	8'10"
566 - 575	8'11"	8'11"
576 - 585	9'0"	9'0"
586 - 595	9'1"	9'1"
596 - 605	9'2"	9'2"
606 - 615	9'3"	9'3"
616 - 625	9'4"	9'4"
626 - 635	9'5"	9'5"
636 - 645	9'6"	9'6"
646 - 655	9'7"	9'7"
656 - 665	9'8"	9'8"
666 - 675	9'9"	9'9"
676 - 685	9'10"	9'10"
686 - 695	9'11"	9'11"
696 - 705	10'0"	10'0"
706 - 715	10'1"	10'1"
716 - 725	10'2"	10'2"
726 - 735	10'3"	10'3"
736 - 745	10'4"	10'4"
746 - 755	10'5"	10'5"
756 - 765	10'6"	10'6"
766 - 775	10'7"	10'7"
776 - 785	10'8"	10'8"
786 - 795	10'9"	10'9"
796 - 805	10'10"	10'10"
806 - 815	10'11"	10'11"
816 - 825	11'0"	11'0"
826 - 835	11'1"	11'1"
836 - 845	11'2"	11'2"
846 - 855	11'3"	11'3"
856 - 865	11'4"	11'4"
866 - 875	11'5"	11'5"
876 - 885	11'6"	11'6"
886 - 895	11'7"	11'7"
896 - 905	11'8"	11'8"
906 - 915	11'9"	11'9"
916 - 925	11'10"	11'10"
926 - 935	11'11"	11'11"
936 - 945	12'0"	12'0"
946 - 955	12'1"	12'1"
956 - 965	12'2"	12'2"
966 - 975	12'3"	12'3"
976 - 985	12'4"	12'4"
986 - 995	12'5"	12'5"
996 - 1005	12'6"	12'6"
1006 - 1015	12'7"	12'7"
1016 - 1025	12'8"	12'8"
1026 - 1035	12'9"	12'9"
1036 - 1045	12'10"	12'10"
1046 - 1055	12'11"	12'11"
1056 - 1065	13'0"	13'0"
1066 - 1075	13'1"	13'1"
1076 - 1085	13'2"	13'2"
1086 - 1095	13'3"	13'3"
1096 - 1105	13'4"	13'4"
1106 - 1115	13'5"	13'5"
1116 - 1125	13'6"	13'6"
1126 - 1135	13'7"	13'7"
1136 - 1145	13'8"	13'8"
1146 - 1155	13'9"	13'9"
1156 - 1165	13'10"	13'10"
1166 - 1175	13'11"	13'11"
1176 - 1185	14'0"	14'0"
1186 - 1195	14'1"	14'1"
1196 - 1205	14'2"	14'2"
1206 - 1215	14'3"	14'3"
1216 - 1225	14'4"	14'4"
1226 - 1235	14'5"	14'5"
1236 - 1245	14'6"	14'6"
1246 - 1255	14'7"	14'7"
1256 - 1265	14'8"	14'8"
1266 - 1275	14'9"	14'9"
1276 - 1285	14'10"	14'10"
1286 - 1295	14'11"	14'11"
1296 - 1305	15'0"	15'0"
1306 - 1315	15'1"	15'1"
1316 - 1325	15'2"	15'2"
1326 - 1335	15'3"	15'3"
1336 - 1345	15'4"	15'4"
1346 - 1355	15'5"	15'5"
1356 - 1365	15'6"	15'6"
1366 - 1375	15'7"	15'7"
1376 - 1385	15'8"	15'8"
1386 - 1395	15'9"	15'9"
1396 - 1405	15'10"	15'10"
1406 - 1415	15'11"	15'11"
1416 - 1425	16'0"	16'0"
1426 - 1435	16'1"	16'1"
1436 - 1445	16'2"	16'2"
1446 - 1455	16'3"	16'3"
1456 - 1465	16'4"	16'4"
1466 - 1475	16'5"	16'5"
1476 - 1485	16'6"	16'6"
1486 - 1495	16'7"	16'7"
1496 - 1505	16'8"	16'8"
1506 - 1515	16'9"	16'9"
1516 - 1525	16'10"	16'10"
1526 - 1535	16'11"	16'11"
1536 - 1545	17'0"	17'0"
1546 - 1555	17'1"	17'1"
1556 - 1565	17'2"	17'2"
1566 - 1575	17'3"	17'3"
1576 - 1585	17'4"	17'4"
1586 - 1595	17'5"	17'5"
1596 - 1605	17'6"	17'6"
1606 - 1615	17'7"	17'7"
1616 - 1625	17'8"	17'8"
1626 - 1635	17'9"	17'9"
1636 - 1645	17'10"	17'10"
1646 - 1655	17'11"	17'11"
1656 - 1665	18'0"	18'0"
1666 - 1675	18'1"	18'1"
1676 - 1685	18'2"	18'2"
1686 - 1695	18'3"	18'3"
1696 - 1705	18'4"	18'4"
1706 - 1715	18'5"	18'5"
1716 - 1725	18'6"	18'6"
1726 - 1735	18'7"	18'7"
1736 - 1745	18'8"	18'8"
1746 - 1755	18'9"	18'9"
1756 - 1765	18'10"	18'10"
1766 - 1775	18'11"	18'11"
1776 - 1785	19'0"	19'0"
1786 - 1795	19'1"	19'1"
1796 - 1805	19'2"	19'2"
1806 - 1815	19'3"	19'3"
1816 - 1825	19'4"	19'4"
1826 - 1835	19'5"	19'5"
1836 - 1845	19'6"	19'6"
1846 - 1855	19'7"	19'7"
1856 - 1865	19'8"	19'8"
1866 - 1875	19'9"	19'9"
1876 - 1885	19'10"	19'10"
1886 - 1895	19'11"	19'11"
1896 - 1905	20'0"	20'0"
1906 - 1915	20'1"	20'1"
1916 - 1925	20'2"	20'2"
1926 - 1935	20'3"	20'3"
1936 - 1945	20'4"	20'4"
1946 - 1955	20'5"	20'5"
1956 - 1965	20'6"	20'6"
1966 - 1975	20'7"	20'7"
1976 - 1985	20'8"	20'8"
1986 - 1995	20'9"	20'9"
1996 - 2005	20'10"	20'10"
2006 - 2015	20'11"	20'11"
2016 - 2025	21'0"	21'0"
2026 - 2035	21'1"	21'1"
2036 - 2045	21'2"	21'2"
2046 - 2055	21'3"	21'3"
2056 - 2065	21'4"	21'4"
2066 - 2075	21'5"	21'5"
2076 - 2085	21'6"	21'6"
2086 - 2095	21'7"	21'7"
2096 - 2105	21'8"	21'8"
2106 - 2115	21'9"	21'9"
2116 - 2125	21'10"	21'10"
2126 - 2135	21'11"	21'11"
2136 - 2145	22'0"	22'0"
2146 - 2155	22'1"	22'1"
2156 - 2165	22'2"	22'2"
2166 - 2175	22'3"	22'3"
2176 - 2185	22'4"	22'4"
2186 - 2195	22'5"	22'5"
2196 - 2205	22'6"	22'6"
2206 - 2215	22'7"	22'7"
2216 - 2225	22'8"	22'8"
2226 - 2235	22'9"	22'9"
2236 - 2245	22'10"	22'10"
2246 - 2255	22'11"	22'11"
2256 - 2265	23'0"	23'0"
2266 - 2275	23'1"	23'1"
2276 - 2285	23'2"	23'2"
2286 - 2295	23'3"	23'3"
2296 - 2305	23'4"	23'4"
2306 - 2315	23'5"	23'5"
2316 - 2325	23'6"	23'6"
2326 - 2335	23'7"	23'7"
2336 - 2345	23'8"	23'8"
2346 - 2355	23'9"	23'9"
2356 - 2365	23'10"	23'10"
2366 - 2375	23'11"	23'11"
2376 - 2385	24'0"	24'0"
2386 - 2395	24'1"	24'1"
2396 - 2405	24'2"	24'2"
2406 - 2415	24'3"	24'3"
2416 - 2425	24'4"	24'4"
2426 - 2435	24'5"	24'5"
2436 - 2445	24'6"	24'6"
2446 - 2455	24'7"	24'7"
2456 - 2465	24'8"	24'8"
2466 - 2475	24'9"	24'9"
2476 - 2485	24'10"	24'10"
2486 - 2495	24'11"	24'11"
2496 - 2505	25'0"	25'0"
2506 - 2515	25'1"	25'1"
2516 - 2525	25'2"	25'2"
2526 - 2535	25'3"	25'3"
2536 - 2545	25'4"	25'4"
2546 - 2555	25'5"	25'5"
2556 - 2565	25'6"	25'6"
2566 - 2575	25'7"	25'7"
2576 - 2585	25'8"	25'8"
2586 - 2595	25'9"	25'9"
2596 - 2605	25'10"	25'10"
2606 - 2615	25'11"	25'11"
2616 - 2625	26'0"	26'0"
2626 - 2635	26'1"	26'1"
2636 - 2645	26'2"	26'2"
2646 - 2655	26'3"	26'3"
2656 - 2665	26'4"	26'4"
2666 - 2675	26'5"	26'5"
2676 - 2685	26'6"	26'6"
2686 - 2695	26'7"	26'7"
2696 - 2705	26'8"	26'8"
2706 - 2715	26'9"	26'9"
2716 - 2725	26'10"	26'10"
2726 - 2735	26'11"	26'11"
2736 - 2745	27'0"	27'0"
2746 - 2755	27'1"	27'1"
2756 - 2765	27'2"	27'2"
2766 - 2775	27'3"	27'3"
2776 - 2785	27'4"	27'4"
2786 - 2795	27'5"	27'5"
2796 - 2805	27'6"	27'6"
2806 - 2815	27'7"	27'7"
2816 - 2825	27'8"	27'8"
2826 - 2835	27'9"	27'9"
2836 - 2845	27'10"	27'10"
2846 - 2855	27'11"	27'11"
2856 - 2865	28'0"	28'0"
2866 - 2875	28'1"	28'1"
2876 - 2885	28'2"	28'2"
2886 - 2895	28'3"	28'3"
2896 - 2905	28'4"	28'4"
2906 - 2915	28'5"	28'5"
2916 - 2925	28'6"	28'6"
2926 - 2935	28'7"	28'7"
2936 - 2945	28'8"	28'8"
2946 - 2955	28'9"	28'9"
2956 - 2965	28'10"	28'10"
2966 - 2975	28'11"	28'11"
2976 - 2985	29'0"	29'0"
2986 - 2995	29'1"	29'1"
2996 - 3005	29'2"	29'2"
3006 - 3015	29'3"	29'3"
3016 - 3025	29'4"	29'4"
3026 - 3035	29'5"	29'5"
3036 - 3045	29'6"	29'6"
3046 - 3055	29'7"	29'7"
3056 - 3065	29'8"	29'8"
3066 - 3075	29'9"	29'9"
3076 - 3085	29'10"	29'10"
3086 - 3095	29'11"	29'11"
3096 - 3105	30'0"	30'0"
3106 - 3115	30'1"	30'1"
3116 - 3125	30'2"	30'2"
3126 - 3135	30'3"	30'3"
3136 - 3145	30'4"	30'4"
3146 - 3155	30'5"	30'5"
3156 - 3165	30'6"	30'6"
3166 - 3175	30'7"	30'7"
3176 - 3185	30'8"	

7.4.2 • LANGUAGE

Gnomes are typically fluent in several languages because of their travels and study. Their own language is a moderate, thoughtful mixture of words that tends to convey exact facts and figures. It is well suited to relaying specifics. Grammar is usually faultless. There have been a few Gnomish poets, who had studied other races' art. The Gnomish language rarely changes pitch or becomes excitable unless the Gnome discusses findings with peers or he is very interested in the subject. Since most other beings find the language drab and monotone, Gnomes try to speak in the tongue of others.

Starting Languages: Gnomish (S10/W10), High-elvish (S8/W8), Common-speech (S9/W9), High-speech (S8/W6), Hill-speech (S7/W7).

Allowed Adolescent Development: Gnomish (S15/S15), Elvish (S10/S10), Common-speech (S12/S12), High-speech (S10/S10), Hill-speech (S10/S10), North-speech (S7/W7), Sea-speech (S6/W6), Small-speech (S6/W6), Plains-speech (S6/W6).

7.4.3 • PREJUDICES

If Gnomes have a prejudice, it is for those with no respect for learning. They lose no sleep over the death of zealots who destroy libraries for religious reasons or tyrants who keep their subjects ignorant and uneducated. People who commit violence only for its own sake are not held in high regard either. All knowledge is sacred; nothing is too insignificant to preserve. Individuals of any other mindset should steer clear of Gnomish territory or be prepared to endure Gnome's efficient use of the awesome lore and weapons he has collected.

7.4.4 • PROFESSIONS

Gnomes are ill-equipped by nature to pursue professions of Arms, such as Fighters, and almost completely avoid Channeling professions in that area (Ranger, Paladin). Other Channeling professions are also avoided, but any of the spell using professions involving Essence or Mentalism may be pursued. If a Gnome is to learn any Arms skills, he will often be a semi spell user at the least, though there have been a few Gnomish Thieves who learned that stealth often gains valuable items. Naturally, Gnomes excel at those professions that center on the manipulation of primal magic. Of these, Arcanists and Wizards are most often preferred. It is completely out of Gnomish character to pursue the Chaotic class; a Magehunter would be unusual indeed, but not impossible.

7.4.5 • TRAINING PACKAGES

Gnomes may choose from any of the available training packages, except for those specifically geared toward the Channeling realm (e.g., Shaman Priest). Some, such as the Philosopher, were seemingly tailor-made for Gnomes. In addition to those in *RMSR* and other supplements, Gnomes may select the racial training packages of Scholar, Collector, and Tabula Rasa. Gnomes may purchase any training package that gives spell ranks at 95% of the normal cost. This is due to their supreme familiarity with the magical arts.

7.4.6 • SPECIAL SKILLS

Everyman: Cooking, Drafting, Mnemonics, Scribing, Basic Math, Research

Restricted: None

7.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Locate Hidden, Observation, Surveillance, Sense Awareness, Time Sense, any Communication skill, any Crafts skill, any Lore-General skill, any Lore-Technical skill, Hiding Items, Setting Traps, Trap Building, First Aid, Mapping, Using Prepared Herbs, Architecture, Diagnostics, Engineering, Mechanition, Second Aid, Appraisal, Cartography, Evaluate Metal, Evaluate Stone, Gimmickry, Hypnosis, Navigation, Scrounging.

7.4.8 A NOTE ON COMBAT

While Gnomes occasionally involve themselves in melee combat, they much prefer using their heads to neutralize enemies. Why take a chance on getting hurt in hand-to-hand fighting when a well placed rockslide can cause massive damage instead? However, when backed into a corner, Gnomes fall back on the tried and true favorites of unobtrusive but powerfully enchanted weapons or items. The nature of these ensorcelled tools will be concealed until the last possible moment and then unleashed on an unsuspecting foe. Those who have dealt with Gnomes on a long term basis learn to see a weapon in every eccentric little bauble they carry—note also that it does not have to be direct to be potent. Firebolts are of clear value in combat, but it could be just as effective to make an enemy able to breathe water; only water.

Gnomes use a good deal of common sense when applying weapons to an enemy. If past dealings have shown that the enemy is unlikely to capitulate, then lethal force will be the answer. Enemies who only thought they were dealing with a diminutive Gnome can usually be frightened away with a spectacular show of force that may not be intended to inflict damage at all. Of course the difference between each can only be learned by personal experience, something for which few wish to volunteer. A good rule of thumb for those wishing to engage in a little Gnome-tossing should be: if the first attack doesn't really hurt you, you have been lucky so far—leave while you have the option.

7.4.9 • THE INDIVIDUAL AS A PC

It may seem that Gnomes are mostly homebodies with little or no desire for adventure. Remember that most Gnomes start their adult lives seeking out answers and knowledge before settling down. Because their life spans are so long, this searching could last 100 years or more, much longer than humans live. In the course of their adventures they will likely join with others (safety in numbers) and only want the things too obscure or eclectic for most in return for their services. How many times has an adventuring party fought their way through hordes of adversaries, detected the most devastating traps, and navigated endless labyrinths only to be thwarted by some archaic riddle or similar dilemma? Or found a device holding the key to victory, but haven't a clue as to how to use it? Having a Gnome in the party may not always overcome such problems, but it certainly doesn't hurt. For that matter, finding a quest at all becomes much easier, as Gnomes are privy to many secrets. Even older, sedentary Gnomes may be convinced to adventure again if the prize were awesome enough, or heaven forbid, his old domicile was raided and he needed more materials.

Part II

Section 7.4

Other Factors

Outfitting Options

UNDERGROUND
RACES



GNOME TALENT AND FLAW CHART

- 01-05 **Frailty (Flaw):** As a sickly little fellow, you are often ill. You receive special penalty of -1 to your St stat bonus and a special penalty of -2 to your Co stat bonus. RRs versus any illness or disease are made with a special modification of -10. [MAJOR: -15 points]
- 06-10 **Hair (Flaw):** You have a full head of hair, a mass of unruly locks that will horrify other Gnomes. You have a special penalty of -6 to your Pr stat bonus with maneuvers involving other Gnomes; you are looked upon by them as a freak. [MINOR: -5 points]
- 11-15 **Uncertain (Flaw):** Your spells take normal time to prepare, but must be cast at the absolute end of the round (i.e., you always lose initiative if casting a spell). No choice but to be deliberate....[MINOR: -5 points]
- 16-20 **Poor Spell Discipline (Flaw):** You cast any spell of significant level poorly. You are considered to be half your level when spell effects depend on the caster's level. [MAJOR: -15 points]
- 21-30 **Scholar:** Five skills from among any of the Lore categories are classified as Occupational for you. All other Lore skills are classified as Restricted. [MINOR: 10 points]
- 31-40 **Power Perception:** Classified as Everyman skill for you. You may use this skill to "locate" magic items (range is 10' radius plus 1' per Empathy stat bonus) GM may increase the range based upon the potency of the item. [MAJOR: 25 points]
- 41-50 **Ritualistic:** Extended studies in ritualism, as well as extreme patience and attention to detail where such things are concerned, have given you a bonus in Ritual Magic. Your Magic Ritual maneuvers receive a special bonus of +10. [MINOR: 10 points]
- 51-60 **Lengthy:** You may cast spells that persist longer than other mages' magic. Any Spell Mastery maneuvers that modify duration are made with a special bonus of +20. Concentration to maintain a spell only requires 20% of your activity for each round. [MAJOR: 20 points]
- 61-70 **Informed:** You have knowledge of a unique magic item, a powerful (at least of Potent strength) item of which no one else has knowledge (it was either believed to be lost or was never known to sages at all). This item could be the subject of a series of adventures, the specifics of which the GM could assign based upon your class and skills. [MINOR: 5 points]
- 71-80 **Cultural:** You dwelled among members of another race during your youth as an accepted part of their society. You are both familiar with the culture and known to those who comprise that particular community. You gain the skills from the Adolescent Skills Table that members of that race receive, in addition to those a Gnome normally gets. Races that could have been so closely studied include any of the Mannish races, any of the Elvish races, Dwarves, Gnomes, Halflings, or virtually any other non-brutal race. [GREATER: 50 points]
- 81-90 **Quite Aware:** You have your people's innate magic-sense. You gain a special bonus of +10 to Power Perception and Attunement maneuvers. Perhaps the most powerful manifestation of this talent is your ability to Attune to an item that is being wielded by someone else (though you do not gain the special bonus of +10 in such instances). [MAJOR: 30 points]
- 91-00 **Drainer:** You can, at will, attempt to drain a magic item of its enchantment. This can be relatively simple, such as a potion, to exceedingly difficult, such as a powerful staff. Draining an item requires an Attunement roll at -25, plus a negative modifier equivalent to the item's magic; it is suggested that each plus of the item's bonus be applied as a negative, in addition to a number determined by the GM (e.g., -5 for a Daily I, etc.). Success indicates the item is drained. The draining of an item's enchantment is an exhaustive process. You will lose Exhaustion Points equivalent to the total penalty (including the basic -25) applied to the Attunement roll. An item must be touched to be affected. [GREATER: 40 points]

◆ 7.5 ◆ OUTFITTING OPTIONS

7.5.1 • ARMOR

Gnomes may wear any armor, though if they wear any, they usually prefer armor that is concealable beneath normal clothing.

7.5.2 • MONEY

Gnome characters begin with 2 gold pieces worth of coins or gems of comparable value.

7.5.3 • WEAPONS

Gnomes prefer to use a club, cudgel, dagger, dart, dirk, flail, handaxe, mace, pick, pilum, quarterstaff, scimitar, short bow, short sword, or sling.

◆ 7.6 ◆ BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Gnomes when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

7.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 7.4.2), a Gnome may select the following languages with background options: Black-speech (S7/W5), Wood-speech (S6/W6), Dwarvish (S4/W0).

7.6.2 • EXTRA MONEY

As Gnomes have very little use for material wealth, they will not often select extra money with background options; if they do, it will be various coins or gems. They must spend two background options to receive a random amount of extra money, but add +15 to the roll.

7.6.3 • SPECIAL ITEMS

All Gnomes may start with a map or similar item. They may have any special item.

7.6.4 • TALENTS

Gnome characters may have any of the standard talents or flaws (listed in *RMSS*). In addition, they may gain talents and flaws from the Gnome Talent and Flaw Chart.

GNOME RACIAL SUMMARY

Gnomes are a highly reclusive folk who spend a lifetime collecting enchantments of various types. They have a keen sense of intellect and will sometimes spend years solving some archaic puzzle or mystery. Both the males and females in Gnomish society have similar physical builds.

PHYSICAL CHARACTER

- Build:** Short and knobby. The average weight is 135 pounds.
- Coloring:** Gnomes have very little hair. Their skin color varies according to where they live (as their skin coloration adapts to their surroundings over time). They have wise, dark eyes.
- Height:** Average height of 4'6".
- Endurance:** Can go for up to two days without sleep (usually spent studying).
- Lifespan:** 600 years.
- Resistance:** Gnomes have a special bonus of +20 to resist all Channeling spells (due to their disbelief in greater powers). Their resilience allows them to recover from wounds twice as fast as a human.
- Special Abilities:** Gnomes can see in dim light up to 100'. They never suffer from mental deficiencies due to natural causes. They receive a special bonus of +10 to all spell casting static maneuvers when casting Arcane spells (see *Arcane Companion* for more information).

CULTURE

- Clothing & Decoration:** Gnomes tend to dress conservatively in the colors that match their environment. The style of clothing will vary from individual to individual. Jewelry and decoration is considered extraneous (unless it is magical in nature).
- Fears & Inabilities:** Gnomes will not use Channeling magic.
- Lifestyle:** Gnomes are collectors of all things; particular of a magical nature. They do not generally live with other folk of any kind (they tend to get in the way of serious study or collecting); preferring instead the quiet solitude of a hermit-like existence.
- Marriage Pattern:** Rarely do Gnomes marry; though it has been known to happen. Weddings (when they do occur) are simple and to the point.
- Religion:** Gnomes have no religion.

OTHER FACTORS

- Demeanor:** Gnomes may be slow to act, but when they do act it is sure to result in actions that are well-thought out and planned for the best possible outcome. They have an outlook on life that usually results in treating all others as students (with themselves as the teachers).
- Language:** *Starting Languages:* Gnomes use their own, drab and monotone language usually only when communicating with other Gnomish scholars (S10/W10). They also know Elvish (S8/W8), Common-speech (S9/W9), High-speech (S8/W6), and Hill-speech (S7/W7). *Allowed Adolescence Development:* Gnomish (S15/W15), Common-speech (S12/W12), High-speech (S10/W10), Hill-speech (S10/W10), North-speech (S7/W7), Sea-speech (S6/W6), Small-speech (W6/W6), and Plains-speech (S6/W6).
- Prejudices:** No innate prejudices.
- Professions:** Gnomes are ill-equipped to to pursue professions of Arms. In addition, they will almost always avoid professions of the realm of Channeling.
- Training Packages:** Gnomes may choose any Training Packages from the *RMSS* except those specifically geared towards Channeling users (e.g., Shaman Priest). In addition, they may select the Gnome Training Packages.
- Special Skills:** *Everyman:* Cooking, Drafting, Mnemonics, Scribing, Basic Math, Research; *Restricted:* None.

Standard Hobby Skills: Locate Hidden, Observation, Surveillance, Sense Awareness, Time Sense, any skill in the Communication or Crafts skill category, any skill in the Lore • General or Lore • Technical skill categories, Hiding Items, Setting Traps, Trap Building, First Aid, Mapping, Using Prepared Herbs, Architecture, Diagnostics, Engineering, Mechanition, Second Aid, Appraisal, Cartography, Evaluate Metal, Evaluate Stone, Gimmickry, Hypnosis, Navigation, and Scrounging.

OUTFITTING OPTIONS

- Weapons:** Any small, concealable weapon is common (particularly if they are enchanted).
- Armor:** Rarely do Gnomes wear armor (though when they do, it is as light as possible, and usually enchanted as well).
- Money:** 2 gold pieces of coins or gems.

BACKGROUND OPTIONS

- Gnomes get four background options.
- Extra Languages:** In addition to the tongues listed above: Black-speech (S7/W5), Wood-speech (S6/W6), and Dwarvish (S4/W0).
- Extra Money:** Gnomes must spend an additional background option to get money (but they may add +15 to the random roll).
- Special Items:** Any the the GM approves of.
- Talents:** See Section 7.6.4 for Gnome-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Gnome characters gain the following skills during their adolescent development.

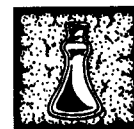
Skill	Ranks
Armor • Light skill category	1
Soft Leather	1
Rigid Leather	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	1
Communications skill category	2
Language skills	4
Lore • General skill category	5
"Own" Region Lore	3
"Own" Culture Lore	3
Lore • Magical skill category	2
Artifact Lore	2
Circle Lore	2
Symbol Lore	2
Spell Lore	2
Power Awareness skill category	1
Science/Analytic • Basic skill category	4
Spells skill category	n/a
Own Realm, Open Lists (one spell list)	2
Subterfuge • Mechanics skill category	2
Setting Traps	2
Trap Building	2
Technical/Trade • General skill category	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	4
Talent Points (cost: 134)	40

Part II

Section 7.6

Background Options

Gnome Racial Summary



Stat Bonuses

Ag: +0
Co: +1
Me: +6
Re: +3
SD: +3
Em: +5
In: -4
Pr: -2
Qu: -2
St: -3

RR Mod:

Ess.: +0
Chan.: +20
Ment.: +5
Poison: +0
Disease: +0
Fear: +5

Body Dev.

Progression:
0•6•2•2•1

Channeling

PP Dev.
Progression:
0•2•1•1•1

Essence

PP Dev.
Progression:
0•6•6•4•3

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Arcane

PP Dev.
Progression:
0•7•5•4•3

Soul

Departure:
10 rounds

Recovery

Modifier:
0.5 times

Race Type:

5

UNDERGROUND RACES



THE GOBLINS

"In the northern reaches of Perish, past the Woolly Hills and into the outlying wilds, there is a cobbled travelway that Dwarves paved a generation or five ago. That thoroughfare cuts directly westward for fifty leagues, brooking no digression or alteration of direction. In two places it hacks ridged foothills straitly in twain with no perceptible increase in grade. These passes are written as the Carved Defiles on most maps. Where the road crosses the broad, shallow bed of the Martyrfell, there are tall obelisks stabbing up from the water. Those are pillars that once supported the bridge there. It was built by Mannish soldiers and fared poorly against troublesome Giants nine decades past. On the far bank of those cold currents the old Dwarf road comes to a sudden and abrupt halt, refusing to delve at all into the forests to be found there. A later effort, however, possibly the toil of Plynos, but more likely an incidental result of an army's passage, ventures back northward. It is unpaved, its surface being packed earth and some leveled rock. It pushes through the crouching fens of the Thew Poor and plunges on through several nameless defiles into the sprawling expanse of high plain we call the Longmeadow, in some towns the Coldmeadow, having crossed seventy leagues of bleak terrain.

It is a poor thoroughfare, and only in the driest of seasons could any wag properly call it a road, but it is there and is interesting for two reasons. One, it has no name, which required my lengthy discourse of a moment ago. Two, the road is well and truly a private path belonging solely to the Goblin clans infesting the tors there. Nowhere else in these provinces or any others that I have discovered are there Goblins in greater numbers or more overt movement. They have been seen by night and on occasion by day along any furlong of that road from the bridge ruin northward. So brazen are they that roadside cairns have been erected to denote distance to clan-dominated warrens. Troops of them have come eastwards into more settled regions under cover of night and visited upon the people there brutal attentions. Travellers in the Woolly Hills themselves have been accosted and charged a toll for passage! Such arrogance in such a race is remarkable.

Elves, Plynos, and perhaps Nycamerith once dwelt in those woodlands I have been describing. Their secluded glens gave little shelter and they are presumed gone now. The Perishtim have undertaken several expeditions into the dales, with mixed results and generally grievous loss. In the year of the Croaking Toad the Goblins were thought to have been driven clear of the area with fire and sword. They were back in strength the following autumn, and the punitive force that went after them disappeared into the Thew Poor without a trace, despite a Sibbicai condottiere in command and a small troop of pike-wielding Zuhuyix, which is to say Lizard Centaurs, that accompanied them.

Some Perishtim cohorts have fared better, others worse. All were met with cunning traps, ambushade and deadly mechanition—crafty siege engines and ranks of caltrops were the most mundane of them. Those of you who had the foresight or acumen to read any of my books will know that Goblin clans are often ruled by stronger, more brutal Hobgoblin chiefs and self-styled kings. This was not so in the clans ruling beyond the Martyrfell. They appear to govern themselves, and do so quite successfully. This is perhaps the greatest reason—ah Gauzab, how good of you to join us at last—that I chose to study Goblkind there. Perhaps not an endeavor any scholar would undertake, but I did set out with the intention of scrutinizing each and all of the Speaking Peoples. Therefore, I girded myself with certain protective and blade-detering magics, sought the employment of five reliable hired swords, and set out for the banks of the Martyrfell.

Suffice it to say that our initial encounter with their outriders was...difficult, and unsettling for our steeds—the band that found us first was mounted on a large number of giant, vicious boars. Fortunate it was for us that night had not yet fallen—they were abroad under the aegis of a tremendous squall line presaging a thunderstorm from the west. It was uncomfortable for a time, but we were eventually taken back to their warren, an expanse of interlocking, honey-combed caves that would perplex anyone lost within. We spent a fortnight with that clan, guesting among others. It was not always comfortable; far from it, and the swordpushers I'd hired were sorely strained, but I found the entire stay intriguing.

They are masterful engineers. I have stayed among the Mountain Folk and have studied Orcs: both peoples are excellent smiths and unexcelled at metallurgy. However, for sheer cunning and manipulative invention, none compare to the Goblins—Excuse me, could you fetch a goblet of wine? I find my throat going dry—Their traps are perilous. The wicked minds that contrived such mechanition must not be reckoned lightly. Despite their indifferent and only slightly less-than-cruel hospitality, it became clear that they would soon bore of us.

Finally we determined that the interests of sagacity had been adequately satisfied and it was time to return to safer climes. Our departure was far and away more difficult than had been our arrival. The Goblins are a persistent tribe—sadistic too, given that little performance with poor Otluk and the waterwheel...Four of us fought free where six had ridden in. They'd long since eaten our horses..."

—From a Lecture at the Libram Tower, Deliv



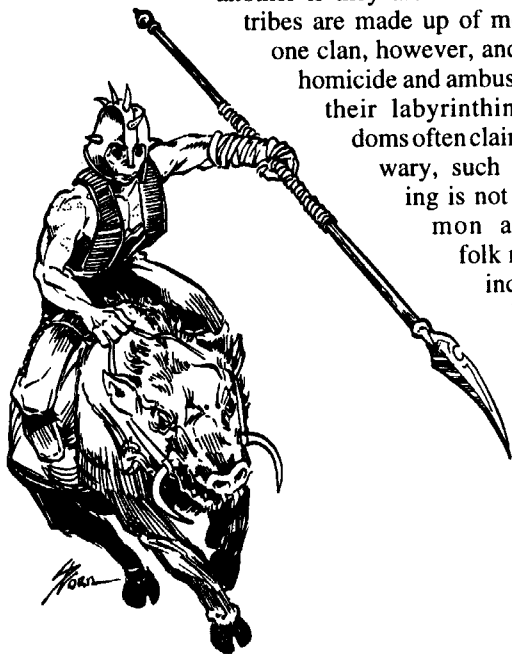
◆ 8.1 ◆ OVERVIEW

The Goblins are a small, wicked race of subterranean dwellers. Not-so-distant relatives to both Hobgoblins and Kobolds, they fall somewhere between those two races in size. While the Goblins are physically among the weakest of all the speaking races, their cruel intellect and murderous persistence more than compensate for their lack of fighting prowess and stature. All Goblins are innate inventors, spending many hours creating new and more deadly inventions. Goblin creations are neither attractive to look at nor subtle in action, being exclusively intended for use in siege, war, or torture. The greatest thing a Goblin can make, which all hope to someday build but almost never achieve, is a Construct. All but a very, very few realize the improbability of success at such a venture, so Goblin-commanded Constructs are thankfully few. Whatever the nature, there is no Goblin machine that cannot be used to somehow inflict pain or torment on someone or something.

Goblins feel that they are destined to rule all the lands and bring the other races forward with their inventions—this may of course be translated as an intended enslavement of the other races with themselves as the industrial masters. Failing an advancement of other peoples technologically, wholesale slaughter is an acceptable alternative. To this end, Goblins often raid nearby towns and settlements, stealing anything they feel would be useful to their inventions, and killing anyone they can.

No place within a few nights' travel of a Goblin infested mountain is safe from their predatory forays. Most often they will stream out of their caves in unorganized scores to raid or pillage. Less often they will issue forth for some express purpose, ordered by their King or roused by word of some great prize. They may travel great distances by night, taking shelter from the sun in hastily dug shelters, deep woods, or other crannies by day. However, no one can question the foolhardiness of actually travelling to a Goblin mountain at night, for the slopes will always be crawling with the little murderers, all out in search of brutal amusement.

Goblins are very loyal to their family and their clan; rarely will Goblins go to war with one another if they are kinsmen. Their tribes are made up of more than one clan, however, and though homicide and ambush within their labyrinthine kingdoms often claim the unwary, such in-fighting is not as common as other folk might be inclined to believe.



There are plenty of races willing to fight the Goblins, and plenty of other tribes to compete with, so they see little need to go about intentionally weakening themselves. There are, however, numerous accidental Goblin deaths due to inventions gone awry.

◆ 8.2 ◆ PHYSICAL CHARACTERISTICS

8.2.1 • BUILD AND PHYSIOLOGY

Goblins are a smaller race, reaching heights of no greater than 4'6". The typical Goblin is around four feet tall, with smaller members of the race only growing to three and a half feet. They have round, almost imp-like faces with snub noses. Their wide, grinning mouths are filled with dozens of small sharp teeth. The males and females tend to be of the same height, though each gender exhibits characteristics typical of all the humanoid races.

The most unusual physiological aspect of the Goblins is their feet. The Goblins have no toes in their feet, although they do have all of the bone structure necessary for toes. The foot is a mass of flesh, with no differentiation of the toes. Their feet are very tender, almost the opposite of Halflings. To protect their feet, Goblins wear heavy stone clogs at all times.

Since they live underground, Goblin eyes are large and almost perfectly round. Whenever Goblins venture outside, it is almost always at night. Their eyes cannot adjust to the brightness of daytime; when they venture into the sun, they are practically blind, operating at only 60% normal activity; Goblins operate at 80% normal activity in bright artificial or magically induced light. A few enterprising Goblins have invented crude wooden frames with gauze wrapped around them. This contraption is worn over the eyes like glasses and allows them to operate in any light at 80% activity. Unfortunately, the glasses induce a -25 penalty to Awareness maneuvers involving sight.

8.2.2 • COLORING

The Goblin's skin is an olive green with mottled patches of yellow appearing on random parts of a Goblin's body. The pattern of these yellow areas is a point of pride in some tribes, but not all. Skin is darkest green with the least yellow when the Goblin is an infant. The green begins to fade slightly and the yellow splotches spread with the accumulation of years, so that a Goblin elder might look jaundiced (one particularly uncomplimentary sage described them as moldy lemons). Their eyes range from pale yellow to a dark green. Most Goblins have little hair on their leathery skins, with only unruly thatches of it atop their heads. The majority have black hair, while the rest have brown hair.

Part II

Sections 8.1, 8.2

Overview

Physical Characteristics

"We flew in low above the highland ridge, our Griffins' wings beating powerfully beneath us. Below, all about the hill, were scuttling black shapes from which winked the glimmer of keen blades and spearpoints. They were Goblins, Goblins in great numbers. The slope teemed with them like my hounds do with fleas in summer. Clouds of black arrows lifted up towards us, though none came near. As we banked and sped away I could hear screams and gibbering laughter from behind us—many of those arrows had fallen back amongst their own folk. 'Be glad they haven't yet gotten themselves into the air!' laughed my Captain as he signaled a course to fly over the river. I have heard, now that years have passed and I have hired my own fighting wing out to would-be conquerors, that my former Captain has disappeared, and that several Griffins have been felled near those mountains...."

—Ramgird of Woë, at the Arch-Duke's Council on Mountain Warfare

UNDERGROUND RACES



Part II

Sections 8.2, 8.3

Physical Characteristics

Culture

8.2.3 • ENDURANCE

Goblins are a tough race of creatures. They are tireless workers, often toiling constantly until finished with whatever project currently holds them fascinated. This also allows them to fight for long periods of time and to harry travellers for great distances. They spend much of their time either carving new tunnels or designing intricate mechanical devices. They need sleep only once (for six hours) every 48 hours and receive +20 to their Exhaustion Point total.

8.2.4 • LIFE SPAN

The average Goblin life span is 80 years. Some lucky few may last a decade or so longer. Over half of Goblankind actually make it to or past 80, the rest either perishing in caving accidents, testing new machines, or from conflicts with other races or predatory beasts. Older Goblins are generally admired, especially if they are known to have created a particularly wicked or destructive machine. Elders, however, are given no great deference or special treatment. A Goblin is considered an adult as soon as he is old enough to beget another Goblin (i.e., physically mature) or kill something.

8.2.5 • RESISTANCE

Goblins are a surprisingly hardy race, despite their small and seemingly weak statures. They receive a +15 to their DB and RR bonuses against any heat or cold attacks. They are resilient and adaptable, surviving in virtually any clime and against great adversity. Though great numbers may perish, some always survive.

8.2.6 • SPECIAL ABILITIES

The Goblins do not have any special abilities save *Nightvision* and a clever, cruel intellect. Goblins are often found creating new devices of torture or destruction. This combined with the large, complex cave networks the Goblins create in their mountains make any assault on a Goblin lair a very dangerous and painful operation. Goblins may see up to 50' or so with great clarity at night, and up to 100' with less precise vision (-25 to Awareness maneuvers based on sight). In absolute darkness they can see up to 20', but in this case their eyes open up wide as saucers and are clearly visible due to a lambent glow.

◆ 8.3 ◆ CULTURE

8.3.1 • CLOTHING AND DECORATION

Goblin fashion tends to be an uncertain thing at best. Most clothes are made out of a homespun material similar to burlap. They prefer rough clothes (which is fortunate, given their lack of tailoring talent), and often wear heavy leather smocks or aprons that hold any tools that they are using at the time. They wear stone clogs to protect their tender feet. It has been said that Goblins have absolutely no concept of beauty or aesthetics and that their jewelry and other accessories reflect this ignorance. Goblins have been known to wear anything that strikes their fancy. It is not unknown for a Goblin to proudly wear a Dwarven belt

buckle as a necklace, a kilt made out of dozens of old scabbards lashed together, and a scrap of discarded fabric as a cloak. The entire ensemble would be quite humorous if it were not for the continuous evil grin that Goblins wear.

Any discussion of Goblin fashion must necessarily address the most unique aspect of Goblin garb—their stone clogs. The making of these stone clogs is a trade passed down from father to son, uncle to nephew, or similar familial apprenticeship. Only male Goblins may learn this almost sacred trade. Most clogs are sturdy and even somewhat balanced, imposing only a small penalty (-10 to Moving Maneuvers) due to clumsiness (this should be unalterable, much like the minimum penalties of armor). However, any Goblin who attempts a Moving Maneuver that results in a "Fails to Act" or worse has a 50% chance of losing one stone clog. If this occurs, there is a 10% chance he will further lose the second. Any Goblin without both clogs is a panicked creature that will act desperately to regain his footwear (-35 to all maneuvers until both clogs are in his possession). Clogs always impose a special penalty of -5 on Stalking and Hiding maneuvers, for though the Goblins have learned to wear them as gracefully as possible, their noisiness cannot be completely overcome.





Certain specialty clogs have been developed for many functions, among them of course the poison-spiked ones used in selection of a king, and also sets that have thick heels for tasks in which increased height is necessary. Others still have been equipped with wheels for speed of movement down the smoother cave floors of Goblin lairs. Some of them, known as Arthemus & Whest clogs, have small compartments concealed within them, with swiveling soles for access, to hide small objects and tools. The limits to specialty clogs are the limits of Goblin ingenuity. Spiked clogs for climbing; long, tapering-bottomed clogs for travel upon the snow—the possibilities are legion.

Though it may seem to fit their brutal natures, Goblins do not as a rule favor body piercing. However, it is rumored that one particularly vain Goblin saw an Orc with a nose ring once many years ago, and was so fascinated by it that he designed a machine to give nose rings to other Goblins. No fool, he recognized the potential for body jewelry, and realized that one did not have to stop at the nose. There were ears, lips, etc. However, after a half-dozen Goblin deaths due to severe puncture wounds to the face, the local king forbade further use of the machine. Goblins from other tribes heard of it, duplicated the experimental process with equally fatal results, and eventually decided as a people that body piercing was not something that they cared to pursue.

8.3.2 • FEARS AND INABILITIES

Goblins fear little save the sun. Their ferocity and tenacity prevent them from considering the consequences of their actions. Therefore, fear rarely enters a Goblin's thought patterns. However, when faced with a truly fearsome or superior foe, Goblins are known to flee quite speedily. They have a great respect for savagery or fighting ability, particularly that which exceeds their own. Having some sense of self-preservation, they will not readily put themselves in a position of having to defer to creatures who possess such traits.

8.3.3 • LIFESTYLE

A Goblin clan is typically ruled by one Goblin (or occasionally Hobgoblin) king. This king holds absolute dominion over any Goblins in his clan. The orders of the Goblin king are rarely questioned, and often those who do question him soon find their clogless feet stomped upon by others.

Goblins do not always follow such a hierarchy, though. They are often mastered by cruel and powerful monsters or individuals and kept for soldiers and slaves. Klugala have ruled Goblin warrens, as have Minotaurs and Blacksnakes. Evil spell users or unscrupulous fighting types might also have tribes at their beck and call, but often retain the old kings as administrators or underlings to oversee the Goblin masses.

Goblin kings are chosen by trial in combat. When an old king dies, all those who wish to become king don stone clogs with large spikes mounted on the front. All of the combatants gather in large chamber and commence kicking each other until all but one submit or die. This combat is considered the finest of Goblin entertainment, and many bets are made on the outcome. The new king reigns until death, when the procedure starts all over again. The spike mounted clogs are considered sacred and would never be worn into battle.

A Goblin lives to invent and conquer. The greater his inventions or the greater his conquests, the greater his status in the clan. One of the ultimate honors that can be placed on a Goblin is being named High Inventor of the tribe. This position is bestowed only by the tribe's king himself and lasts until another Goblin creates a greater invention. One of the best things a Goblin can create for his tribe is a Construct, whether humanoid or bestial, for these help to defend the warrens—and the king. Any Goblin who has been named High Inventor is a celebrity of the tribe, and is treated accordingly. Past High Inventors are treated with some deference as well.

8.3.4 • MARRIAGE AND FAMILY PATTERN

Goblins are monogamous within their clan—this does not preclude adulterous activities while away raiding or visiting other tribes. They profess to mate once for life, but if their spouse dies, they will quickly remarry. Note that the ceremony and institution of marriage is mostly based on cohabitation.

Goblins group themselves in clans, each clan being a part of a greater tribe living in a particular mountain or hill. It is not unknown for many tribes to live in the same mountain, sometimes isolated from each other by only a few hundred feet of earth. When two different clans meet, there is an equal chance of carnage ensuing or a competition being held. In the case of a competition, the two clans hasten to see which has the greatest inventions. The Goblins from the two clans bring forth all of their machines and compare them. If one clan has a noticeably superior machine, then the Goblins from the other clan will often merge with the winning clan. If neither clan has a superior invention, or if a decision cannot be reached (the most common result), the earlier delayed battle is gleefully joined.

Goblins are very loyal to their particular clan and even to their tribe as a whole (not necessarily to individuals), realizing that they would easily be defeated by other races if they did not band together in defense of their caves. They are very prolific, tending to have large extended families. This has led to the common phrase among many peoples, "They breed like Goblins."

8.3.5 • RELIGION

The Goblins view themselves as the chosen race. They feel that they are destined to advance the world into a new age, led by their machinations under the aegis of their gods. Only the lack of communication and cooperation between the hundreds of Goblin clans keep them from an organized assault on the other races. In many regions, their zeal and enthusiasm have wreaked much havoc that would have spread a great deal further if the tribes had not fallen to squabbling amongst themselves.

According to Goblin legend, a gathering of the gods created the other races and provided all of them homes in the mountains. This conclave grew displeased with the actions of those under the mountain and exiled them to the surface world. A few races (Orcs, Dwarves, Kobolds, etc.) were allowed to continue living under the mountains, but most were driven away. Not all of the deities agreed with this measure and many withdrew from the council, the Elf gods among them. Somewhere during this disagreement, during which some blows were exchanged, the Goblin





gods retreated to the lands of the Fifth Pale. After witnessing the massive machines that covered the countryside and breathing the noxious fumes that fouled the air there, the Gods decided that technology was the best way both to have their devotees dominate all others and for they themselves to rise above their fellow deities. They returned and entrusted the Goblins with the task of mastering industry and technology, and the goal of bringing all the lands to an exalted state identical to the Fifth Pale (but ruled by Goblins and not by Demons). The Goblins believe deeply in this legend, and will show the other races the one true way, regardless of whether the other races wish it or not. Certain inconsistencies within their theology (not the least of which is its

ardent denial by theologians of other races) are comfortably ignored. There have been pilgrimages to the Fifth Pale to view what a true paradise looks like. How the local Demons feel about these minor Goblin incursions is not known, although it is speculated they consider Goblins tasty snacks. It must be noted that at least one sage (a highly-regarded if disliked fellow among scholarly circles) has stated with self-righteous certainty that some of the Xuun of the Fifth Pale are actually Goblins who travelled there or were collected and brought back by the Demons of that plane.

There are four major gods in the Goblin pantheon: Urg (the Over-Lord of All), Golmath (the god of mechanization), Gurgamel (the mother goddess), and Worx (the Toed-Goblin). The Goblins believe in a tendency among their gods to avoid the other gods. They are sure that this is because they are better and destined to rule over all.

Goblins observe two holy days a year. The first holy day is the Day of New Beginnings, celebrated on the first day of the year. This is a three-day long festival celebrating the fact that Goblins are one year closer to controlling all the

racess. During the Day of New Beginnings, there is much feasting, singing, and dancing. The main entertainment on this holiday begins when members of other races are sacrificed on (or by) a newly created machine, thus blessing the new creation. The nights before the Day of New Beginnings are characterized by Goblins swarming the lands looking for victims to sacrifice on their new machines. (One sage commented that in this way it is much like any other night.)

The second holy day is the Day of Forgiveness, on which the Goblins beg forgiveness for not conquering the surrounding lands this year. The Day of Forgiveness begins with the naming of the Champion. The Champion of each tribe is given the dubious task of going to deliver the apology to the gods in person. The Champion is personally selected by the tribe's king (few care to be on their king's bad side around this time). The Champion is then (quite reluctantly) brought to the center of the group. There, his stone clogs are removed, and all of the other Goblins gleefully stomp the poor Goblin's shoeless feet with their own stone-clad feet. Through this torture the Champion takes the punishment due his whole tribe. When the stomping is complete, usually through the Champion losing consciousness, the Goblins gather up the Champion and throw him out of the caves. From there, the Champion is to travel to the Great Mountain, climb it, and deliver an apology to the gods. Once the apology is given, the Goblin is free to return to his home. Since no Goblin has ever returned from the Great Mountain, the Goblins feel that their gods do not respond to apologies well.

Urg is considered the father of all the other gods. He is the Over-Lord of All, and the one who created the Goblins to carry out his grand plan. He is seen as a giant Goblin, with an army of loyal Goblins and hosts of wicked Constructs about him.

Golmath is the god of mechanization. He is the one who instilled the creative mechanic nature into the Goblins. Golmath is by far the most popular of the gods worshipped. Anytime a new machine is created by a Goblin, a short ceremony is performed, thanking Golmath for providing the Goblin with the ability to build his new creation. If the luckiest of happenstance occurs and a Goblin inventor manages to build a Construct that actually works, then Golmath's symbol is always put somewhere on it. Golmath is depicted as a large Goblin covered in a leather smock with dozens of tools hanging off his belt. Behind him are hundreds of giant machines. Every machine has dozens of sharp and wicked-looking protrusions erupting out of them. The exact purpose of each machine is difficult to discern, but they all will inflict great pain on whomever they encounter.

Gurgamel is viewed as a comely (this word is relative), yet slightly overweight, female Goblin. She is the wife of Urg and the one who actually gave birth to the Goblin race. She is worshipped by many female Goblins, especially those with large families. She is often depicted with many Battle Boars about her, each ridden by troops of well-armed young Goblins. She is thought to be responsible for the alliance between Goblins and Battle Boars.

The final god in the Goblins' pantheon is Worx. Worx is the god of the dead. He is depicted as large, dark green Goblin wielding a sword with five blades, spread like a trident's prongs from its hilt. Worx's feet are not clad in stone clogs, instead going barefoot. His feet end not in the normal fleshy mass of Goblins, but with actual toes (six on each foot). The Goblins believe that when one of their kind

"Elves gots lots of tricks. Porkypines just got one good one."

—Goblin proverb
(meaning uncertain)

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dies, Worx comes to him, removes his clogs and drives the five-bladed sword through the Goblin's foot, thus creating toes. Once the operation is complete, Worx leads the Goblin beyond the Great Mountain and onto the Plain of Hosts, where Urg's army is marshaled. Most stay with Urg. Some accompany Worx. Those that accompany The Toed One are given armament and turned loose in the Hated Tunnels, which lie beneath the Great Mountain.

In the Hated Tunnels eternally roam those dead who displeased Worx or the other gods in life. The Hated Tunnels are rough and rocky, honeycombed throughout by both lava flows and reaches of an icy glacier. Those sentenced there must wander about, barefoot, suffering from the heat, cold, and rocky floor, and being eternally afflicted with the painful attentions of Worx's servants (whose job it is to mock, stab, and generally humiliate them).

One religious splinter group of Goblins worships Worx with a different belief. This group believes that when Goblins die, they become Halflings in the outside world, with their new feet. This small group of Goblins tries to refrain from attacking Halflings, lest they inadvertently kill one of their relatives.

◆ 8.4 ◆ OTHER FACTORS

Part II

Sections
8.3, 8.4

Culture

Other Factors

8.4.1 • Demeanor

Goblins are (rightly) viewed by the other races as hostile and cruel. In fact, the biggest misconception most peoples have is an underestimation of the extent of Goblin sadism (i.e., humor). The machines they create, especially the ones they roll out of the mountain and into the night, are known for their wicked brutality, effectiveness, and complete lack of subtlety. Many towns have fallen to a large organized group of Goblins armed with their latest siege weapon creation. They delight in creating havoc among the outside races, whom they know to be inferior and rejected by the gods. They enjoy inflicting pain on people, but like all bullies, fear receiving pain themselves. There are very few recorded wars between Goblin clans, though battles are fairly common. There are many accidental Goblin deaths from tests of their wicked machines.

Goblins carve their mountain caves with hundreds of small secondary passages, enabling them to ambush any invaders to their home quickly and flee before retaliation can ensue. The major passages in a Goblin kingdom are

GOBLIN HEIGHT CHART

d100 (OE)	Goblin male	Goblin female
less than (-169)	3'1"	3'1"
(-169) - (-165)	3'2"	3'2"
(-164) - (-160)	3'3"	3'3"
(-159) - (-155)	3'4"	3'4"
(-154) - (-145)	3'5"	3'5"
(-144) - (-135)	3'6"	3'6"
(-134) - (-85)	3'7"	3'7"
(-84) - (-80)	3'8"	3'8"
(-79) - (-75)	3'9"	3'9"
(-74) - (-70)	3'10"	3'10"
(-69) - (-65)	3'11"	3'11"
(-64) - (-55)	4'0"	4'0"
(-54) - (-45)	4'1"	4'1"
(-44) - 5	4'2"	4'2"
6 - 10	4'3"	4'3"
11 - 25	4'4"	4'4"
76 - 85	4'7"	4'7"
86 - 90	4'8"	4'8"
91 - 95	4'9"	4'9"
96 - 145	4'10"	4'10"
146 - 155	4'11"	4'11"
156 - 165	5'0"	5'0"
166 - 170	5'1"	5'1"
171 - 175	5'2"	5'2"
176 - 180	5'3"	5'3"
181 - 185	5'4"	5'4"
186 - 240	5'5"	5'5"
241 - 250	5'6"	5'6"
251 - 260	5'7"	5'7"
261 - 265	5'8"	5'8"
266 - 270	5'9"	5'9"
271 - 275	5'10"	5'10"
more than 275	5'11"	5'11"

GOBLIN WEIGHT CHART

d100 (OE)	Goblin (m)			Goblin (f)		
	sm	md	lg	sm	md	lg
less than (-169)	18	19	20	18	19	20
(-169) - (-165)	19	21	23	19	21	23
(-164) - (-160)	21	23	25	21	23	25
(-159) - (-155)	24	26	28	24	26	28
(-154) - (-145)	26	28	30	26	28	30
(-144) - (-135)	29	31	34	29	31	34
(-134) - (-85)	31	33	36	31	33	36
(-84) - (-80)	34	36	39	34	36	39
(-79) - (-75)	36	38	41	36	38	41
(-74) - (-70)	38	40	44	38	40	44
(-69) - (-65)	40	43	47	40	43	47
(-64) - (-55)	42	45	49	42	45	49
(-54) - (-45)	45	48	52	45	48	52
(-44) - 5	47	50	55	47	50	55
6 - 10	52	55	60	52	55	60
11 - 25	57	61	67	57	61	67
26 - 75	66	70	77	66	70	77
76 - 90	74	78	85	74	78	85
91 - 95	79	84	92	79	84	92
96 - 145	84	89	97	84	89	97
146 - 155	86	91	100	86	91	100
156 - 165	89	94	103	89	94	103
166 - 170	91	96	105	91	96	105
171 - 175	94	99	108	94	99	108
176 - 180	95	101	111	95	101	111
181 - 185	97	103	113	97	103	113
186 - 240	100	106	116	100	106	116
241 - 250	102	108	118	102	108	118
251 - 260	105	111	122	105	111	122
261 - 265	107	113	124	107	113	124
266 - 270	110	116	127	110	116	127
271 - 275	112	118	129	112	118	129
more than 275	114	120	132	114	120	132

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filled with various traps and detours. Often a Goblin will stumble across and fall prey to a new trap laid by another Goblin, who wanted to see how well it worked.

8.4.2 • LANGUAGE

Goblins are familiar with their own language, which is a variant of Black-speech suited to their racial personality. Through association by nightly raids and other encounters, many Goblins pick up bits and pieces of Common-speech as well as Hill-speech.

The Goblin language is a made up of many short, monosyllabic words. Their language is often spoken quickly and has an almost staccato sound to it. An ungenerous description might refer to it as "gibbering." The written characters of the language are all drawn with short, straight lines, enabling a Goblin to write quite quickly. Their language contains few words for concepts like beauty, love, and restraint. They do have many words related to inventions and combat. It is an argot that embraces many surprising concepts, allowing its speakers to discourse easily on technical subjects.

Starting Languages: Goblin Black-speech (S8/W4), Black-speech (S6/W0).

Allowed Adolescence Development: Goblin Black-speech (S8/W8), Black-speech (S8/W8), Common-speech (S8/W5), and Hill-speech (S6/W2).

8.4.3 • PREJUDICES

Goblins dislike Dwarves, whom they view as morally inferior. They are quite jealous of the splendor that Dwarven cities have, as well as the legendary abilities of Dwarven smiths. On rare occasions, a particularly powerful Goblin king can rally enough Goblins to make an assault on a nearby Dwarven city, but the attacks usually fail.

Goblins also hate Halflings (except for the splinter group of Worx). When a great Goblin war party is formed (which usually only happens once every 100 years), the first towns attacked are almost always Halfling settlements. If the town falls, the Goblins hunt and slaughter any Halflings they find. Why Goblins have such a ferocious loathing for Halflings is unknown, even to the Goblins themselves.

Goblins like and enjoy the company of Kobolds, whom they feel they can order around at will. They often treat Kobolds cruelly, and enjoy torturing them on a whim.

Hobgoblins treat Goblins almost as badly as Goblins treat Kobolds. It is not uncommon for a Hobgoblin to become king of a Goblin tribe, using the Goblins as servants.

8.4.4 • PROFESSIONS

Goblins are generally Rogues or Fighters. Their innate curiosity also makes them good Thieves. Goblin Warrior Monks are virtually unknown; however, there are rumors of a distant Goblin clan that trains with poison-spiked clogs and unarmed combat. There are virtually no spell users from the realms of Essence and Mentalism, although some Goblins pursue Channeling professions, generally Clerics.

8.4.5 • TRAINING PACKAGES

A Goblin character may select any of the standard rules training packages, subject to GM approval. It is suggested that Amateur Mage, Crusading Academic, and Knight be avoided. Goblins may also choose from their five racially specific packages: Inventor, Miner, Tuskerer, Skulker, and Croaker.

8.4.6 • SPECIAL SKILLS

Everyman: Mining and Metal-crafts

Restricted: None

8.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Ambush, Basic Math, Body Development, Caving, Climbing, all Crafts skills (most often Leather-crafts, Metal-crafts, and Wood-crafts), Detect Traps, Gimmickry, Hiding, Lock Lore, Metal Lore, Mining, Prepare Poison, Riding (Boars), Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Using/Removing Poison, all skills in the Weapon skill group.

8.4.8 • THE INDIVIDUAL AS A PC

A Goblin character would tend to be an unusual member of his race. He would have a very difficult time in the world abroad. Generally, Goblins only come out of their caves in large groups for safety. It is possible for a Goblin to wish to explore the outside world in search of new ideas for his inventions. He would search across the land for the latest technology and immediately try to incorporate it into a new invention. Bringing this type of Goblin into a city would be dangerous. The Goblin would immediately run from building to building searching for materials and ideas, gleefully digging through trash in alleys and attempting to walk into the palace to see what the local ruler has. If such a Goblin were lucky, the townsfolk would not kill him immediately, but instead regard him as merely a curiosity.

Another adventuring option is the Champion Goblin. During the Day of Forgiveness, the Champion is forced out of the mountain to go apologize to the Gods. The PC could be encountered on this quest and would either be adamant in trying to complete it or completely disillusioned with the traditional Goblin lifestyle. Champions are probably the most common source of Goblins who have left their homes.

Once a Goblin joins with a party of adventurers, they will find him to be helpful, if not a little troublesome. Whenever the party is confronted with an obstacle, the Goblin might immediately drop everything and start to sketch out a machine that could overcome the problem. The Goblin would be constantly pocketing various items to be used in some new machine.

Once a Goblin has accepted a party of adventurers, he would consider them his new clan. Thus, the Goblin would be fiercely loyal, if not a little harsh, with his new family. Although how a Goblin treats a family member is considerably different from how other races treat them, the party can be assured that the Goblin would not turn on them without sufficient reason.



GOBLIN CONSTRUCT CHART

Animal	Lvl	Base Move	Max Pace/ MM Bonus	Speed MS/AQ	Size/Crit	Hits	AT(DB)	Attack	# Enc	Treasure	Bonus XP	Outlook (IQ)
Boar	8H	80	Dash/+15	MD/MF	M/II#	135 C	20(10)	85LHo 65LBA√/70fl/Both	1	n/a	D	Mission (VL)
Bat (fly)	3F	150	Dash/+30	MF/FA	S/-#	60A	20(30)	40SBI/ 60lcb	1-4	n/a	A	Mission(NO)

Boar Constructs are built in imitation of the steeds of the Tuskerers. They fight with razor tusks made of iron or a flail where the tails of their flesh-and-blood counterparts would be. Thus, it is unwise to attack from the rear of such a foe.

Bat Constructs are silent, unlike their fleshy counterparts, and often attack from above with built in dart-throwers that fire when they open their mouths. Many times these circling menaces will be unseen by those they attack, for they will intentionally fly in the darkest reaches of the caverns they guard.

◆ 8.5 ◆ OUTFITTING OPTIONS

8.5.1 • ARMOR

Goblins generally wear rigid leather armor. However, it is not unusual to see a Goblin wearing a haphazard suit of chain or even plate armor. This armor would have been either scavenged on a nightly raid or taken from fallen enemies. Goblins generally lack the patience it takes to make a decent set of chain or plate mail, but have a wealth of skins to make the softer armors—and the ingenuity to make them hazardous.

8.5.2 • MONEY

A Goblin starts out with 1-10 silver coins worth of material. This is usually in the form of many small coins (copper, bronze, etc.) and perhaps an ingot of silver. Goblins rarely mint their own coins. Any coins that a Goblins does possess were likely looted from a dead body or stolen.

8.5.3 • WEAPONS

Goblins prefer any weapon that inflicts painful damage. Since that encompasses almost every weapon, Goblins arm themselves with a plethora of different weapons. One reason many Goblins never become truly dangerous with a weapon is that they will lose interest in one and begin wielding another that has suddenly caught their interest. In addition to standard weapons, Goblins often modify their weapons to inflict more damage, hopefully. A Goblin will try anything. Some weapons of mention that Goblins have created (with varying degrees of success) follow.

Simple modifications abound, such as spikes in the pommels of weapons, mounting a second blade parallel to a first, attaching a cord to a thrown weapon for easy retrieval, etc. One interesting invention was the broadsword/light crossbow combination. An enterprising Goblin mounted a small (pistol sized) crossbow onto the quillons of his broadsword and rigged it so that the quarrel fired down the blade. This contraption actually worked 25% of the time, surprising the assailed foe, and so was quickly copied by other Goblins. Unfortunately, the original inventor met a sad end when the bow was loosed accidentally, releasing a quarrel in his head.

Another interesting invention involved mounting two lances and a giant shield to the front of a mine cart, then building a track up to the front entrance of a mountain. This served as a powerful defense against any organized attack into the inventing Goblins' cave. When used, the lethal cart skewered three very surprised Orcs. Once the mine cart stopped, however, the poor Goblins operating the lances were quickly dispatched.

Other tools that are not precisely weapons yet lend themselves well to warfare also abound. One of the best such tools Goblins of any tribe have created is something called the lookit-glass, which crudely resembles the spy-glasses of some ship captains and the telescopes of the finest Dwarven craftsmen. The lookit-glass magnifies a Goblin's vision to great lengths, up to 500 feet. This is due to their recently found ability to grind lenses out of glass.

Any Observation maneuver made through a lookit-glass suffers a special penalty of -30 due to the crudity and distortions of the lens.

The same interest in weapons leads to a sadistic love for Constructs, which all Goblins find fascinating. Should Goblin-built Constructs be encountered or commanded, they are almost always Minor, or rarely Lesser, Standard Constructs. No two will be armed exactly the same. Beast Constructs are even less common and are usually Snakes or Boars, or occasionally Bats or Spiders.

"Pretty gone ugly can't be fixed, but dull can always be sharpened."
—Goblin saying

◆ 8.6 ◆ BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Goblins when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

8.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 8.4.2), a Goblin may select the following languages with background options: Small-speech (S6/W4), Hill-speech (S6/W3).

8.6.2 • EXTRA MONEY

Extra money obtained with background options is either in the form of coins of various minting or gems, stolen or looted.

8.6.3 • SPECIAL ITEMS

Goblins may have any special item except adders or multipliers of Essence or Mentalism.

8.6.4 • TALENTS

Goblin characters may have any of the standard talents or flaws (listed in RMSS). In addition, they may gain talents and flaws from the Goblin Talent and Flaw Chart. For two background options, a player may pick Scrounger and Working Goblin Weapon.

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GOBLIN TALENT AND FLAW CHART

- 01-05 **Accident with Invention (Flaw):** You have had an accident with a machine you created. You have lost a hand, arm, foot, leg, or eye. [MAJOR: -10 points]
- 06-10 **Runt (Flaw):** You are smaller than a normal Goblin. You are often mistaken for a Kobold and have a special penalty of -3 to your St stat bonus. Your height is 75% of normal. [MINOR: -7 points]
- 11-15 **Terrible Inventor (Flaw):** All users receive a penalty of -25 to any maneuvers that involve any invention you have created or modified. [MINOR: -7 points]
- 16-20 **Champion (Flaw):** You have been designated as Champion for your tribe. Until you finish your quest, any other Goblins you encounter will treat you with disdain and attempt to stomp on your feet (preferably with your clogs off). [MAJOR: -10 points]
- 21-25 **Insecure (Flaw):** You have a terrible insecurity about your toeless feet—worse than the norm for the race. Should you lose one or both of your clogs, you suffer a penalty of -70 to your Moving Maneuvers (double the normal -35) until you recover both clogs. Any criticals or damage dealt to your feet are worsened by this mental state; criticals are increased by one severity, and all concussion damage is doubled. [GREATER: -20 points]
- 26-30 **Scrounger:** You can find almost anything you need just by looking hard enough. You receive a special bonus of +25 to your Scrounging skill. [MINOR: 7 points]
- 31-35 **Developed Eyes:** Your eyes have developed in such a way that you suffer no penalties for being out in the sun. Unfortunately, your *Nightvision* ranges are reduced by half. [MINOR: 3 points]
- 36-40 **Survivor:** You are a lucky devil, and have managed to live through several mishaps involving Goblin-built machinery. Thus you have developed a great tolerance for pain, and receive a special bonus of +1 to your Body Development skill per rank in that skill. Your luck is reflected in an ability to reverse the digits of one percentile roll per game day (e.g., 29 becomes 92). [MAJOR: 20 points]
- 41-45 **Mechanical Familiar:** You have a small mechanical Construct, which you have learned to conceal by necessity. You receive a special bonus of +20 to your Hiding Items skill. If the Construct uses poison, you also receive a special bonus of +10 to your Using/Removing Poison skill. [MAJOR: 30 points]
- 46-50 **Heroic Blood:** The blood of a doughty Hobgoblin progenitor runs in your veins, resurfacing every several generations. You receive special bonuses of +2 to your St stat bonus, +4 to your Co stat bonus, and +5 to your Body Development skill. You are much taller than the average Goblin and have dark green skin without a trace of yellow. [MAJOR: 25 points]
- 51-55 **Tumbler (Flaw):** You have a tendency to lose your feet when struck a heavy blow. This trait reflects itself in a 20% chance of any Krush critical you suffer being changed to one of an Unbalancing nature. There is a 10% that any Impact critical will be similarly changed. Any critical that articulates a movement, i.e., "foe is sentreeling 10' away", or "foe knocked back 5'," doubles the indicated distance. The previous examples would change to 20' and 10', respectively. [MAJOR: -10 points]

- 56-60 **Kobold Sidekick:** You are idolized by a Kobold. It will follow you everywhere you goes, fawning over you, flattering you, and if necessary, fanatically defending you. The Kobold will always try to impress you by helping you whenever possible. [MINOR: 10 points]
- 61-65 **Thewed:** you are incredibly strong for your kind, bandy-legged and thick-shouldered, with a chest like an oaken cask. Perhaps you are naturally muscular. Perhaps grandma spent time with a Scrug. Whatever the case, you are physically powerful. You receive special bonuses of +6 to your St stat bonus and +2 to your Co stat bonus. Unfortunately, you are also less graceful than typical for your race. You receive special penalties of -2 to your Ag stat bonus and -2 to your Qu stat bonus; you also suffer a penalty of -5' to your Base Movement Rate. [MAJOR: 20 points]
- 66-70 **Porcine Pal:** You have a natural empathy with the Battle Boars of the tribe. Any one of them will defend you to the death. You may ride any of your tribe's boars without penalty, even if it is not your own steed. Similarly, you can easily master the mount of a different Goblin tribe, even though these beasts are usually loyal to one master. Atop your own mount, you receive a special bonus of +10 to any non-combat maneuver, due to your extreme confidence with your steed. This bonus is gained only while mounted. You also receive a special bonus of +10 to your Animal Healing (Boar) and Animal Handling (Boar) skills, and a special bonus of +15 to your Mounted Combat skill. [MAJOR: 17 points]
- 71-75 **Poke-Proof:** Some inexplicable quirk of your physiology has rendered you less prone to injury by piercing or skewering attacks. Any puncture critical you receive is reduced by one severity. An 'A' result is modified by -25. [MAJOR: 20 points]
- 76-80 **Goblin King:** You are (or were) the king of your tribe. All Goblins from your tribe will treat you with great respect and obey virtually any command you give unless a new king has arrived to lead the tribe. [MAJOR: 20 points]
- 81-85 **Cave Defender:** You have been trained in combat within the winding tunnels of the Goblin's mountain. You receive special bonuses of +10 to your Ambush skill, +20 to your Stalking skill, and +20 to your Hiding skill while underground. [MAJOR: 17 points]
- 86-90 **Working Goblin Weapon:** You have created a special weapon that actually works reliably. The GM will determine what the item is and what its capabilities are. [MINOR: 7 points]
- 91-95 **Goblin Glider Brigade:** Given sufficient time and materials, you can construct and fly a hanglider-like glider. You also receive a special bonus of +25 to your Flying skill and receive no penalty to attacks made while gliding. Due to experiences you had while a member of the Brigade, you receive a special bonus of +10 to resistance rolls versus Fear. [MINOR: 10 points]
- 96-00 **Toed:** You were born with toes! This is considered a sign of great prowess and beauty in Goblin society, undoubtedly reflecting the great things expected of you by Worx. You receive a special bonus of +20 to your Appearance stat when dealing with other Goblins. You also receive a special bonus of +25 to Seduction maneuvers involving another Goblin. You will not wear stone clogs, but stone sandals instead. You receive a special bonus of +2 to your Ag stat bonus. [MINOR: 15 points]

GOBLIN RACIAL SUMMARY

While Goblins live underground, they are often found raiding the countryside during the night. Goblins are a small wicked race, full of cleverness, deceit, and mechanical ingenuity. Goblins live in clans and tend to be very loyal to their clan. Both the males and females of this race have the same basic physical stature.

PHYSICAL CHARACTER

Build: Generally small and slight in build (the average weight is 70 pounds), the most unusual feature on Goblins is that they have no toes on their otherwise normal feet.

Coloring: Goblin skin is typically olive green with discolored patches being very common (though the skin lightens with age). Goblin eyes typically range from pale yellow to dark green. Very little hair grows on the Goblin's body (except for a bit on the very top of their head, usually black in color).

Height: Average height of 4'6".

Endurance: Can work continuously for up to two days. Have a special bonus of +20 to their Exhaustion Points total.

Lifespan: 80 years.

Resistance: Goblins gain a special bonus of +15 to their DB and RRs versus any heat or cold attacks.

Special Abilities: Goblins can see quite well in dim light (up to 50'). In total darkness, they can see up to 20' (though their eyes glow slightly when this situation arises).

CULTURE

Clothing & Decoration: Most clothing is made from a homespun, burlap-type material. Accessories are usually those that are stolen from someone else. However, Goblins take great pride in their stone shoes (clogs) and will often create highly ornate covers for their shoes.

Fears & Inabilities: Goblins shun the sunlight.

Lifestyle: Goblins live in clans that serve a Goblin-king (sometimes this position is filled by a Hobgoblin).

Marriage Pattern: Within their tribe, Goblins are monogamous (though this does not preclude activities taken while raiding and pillaging). Loyalty within the clan is rarely ever questioned.

Religion: Goblins have a polytheistic structure of worship, but they remain simple in their worship practices (unless the practice involves creating machinery).

OTHER FACTORS

Demeanor: Goblins are hostile, cruel, and sadistic. They thrive on building machines that torture and attack.

Language: *Starting Languages:* Goblins have their own language (S8/W4), but it is really a variant of Black-speech. They also know true Black-speech (S6/W0). *Allowed Adolescence Development:* Goblin Black-speech (S8/W8), Black-speech (S8/W8), Common-speech (S8/W5), and Hill-speech (S6/W2).

Prejudices: Goblins hate Dwarves (who they view as inferior) and most Goblins also hate Halflings.

Professions: Goblin spell-users are virtually unheard of (as are Goblin Warrior-monks), though a Channeling-user is not entirely uncommon.

Training Packages: Goblins may choose any Training Packages from the RMSS except those specifically geared towards spell-users (e.g., Amateur Mage) or civilized urban areas (e.g., Crusading Academic, etc.). In addition, they may select the Goblin Training Packages.

Special Skills: *Everyman:* Mining, Metal-crafts; *Restricted:* None.

Standard Hobby Skills: Ambush, Basic Math, Body Development, Caving, Climbing, any skill in the Crafts category, Detect Traps, Gimmickry, Hiding, Lock Lore, Metal Lore, Mining, Prepare Poison, Riding (boar), Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Using/Removing Poison, any skill in the Weapon group.

OUTFITTING OPTIONS

Weapons: Any object that can deal damage to a victim can be used.

Armor: Most typically, Goblins will wear rigid leather armors (though there are no restrictions).

Money: 1-10 silver coins worth of materials.

BACKGROUND OPTIONS

Goblins get six background options.

Extra Languages: In addition to the tongues listed above: Small-speech (S6/W4) and Hill-speech (S6/W3).

Extra Money: Extra money will usually be gained from pillaging.

Special Items: Any items except those that are Essence or Mentalism adders (or multipliers).

Talents: See Section 8.6.4 for Goblin-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Goblin characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2
Communications skill category	0
Language skills	4
Lore • General skill category	2
"Own" Region Lore	3
"Own" Culture Lore	3
Science/Analytic • Basic skill category	1
Subterfuge • Mechanics skill category	2
Setting Traps	2
Trap Building	2
Subterfuge • Stealth skill category	1
Stalking	1
Hiding	1
Technical/Trade • General skill category	2
Weapon • 1-H Concussion skill category	1
one weapon, based upon culture	1
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	1
one weapon, based upon culture	1
Hobby Ranks	10
Background Options	6
Talent Points (cost: 13)	60

Part II

Section 8.6

Background
Option

Goblin Racial
Summary



Stat Bonuses

Ag: +0
Co: +3
Me: -2
Re: +1
SD: -2
Em: -2
In: +0
Pr: -2
Qu: +1
St: +2

RR Modifiers

Ess.: +0
Chann.: +0
Ment.: +0
Poison: +5
Disease: +5
Fear: +5

Body Dev.
Progression:
0•6•3•2•1

Channeling
PP Dev.
Progression:
0•6•5•4•3

Essence
PP Dev.
Progression:
0•3•2•1•1

Mentalism
PP Dev.
Progression:
0•3•2•1•1

Arcane
PP Dev.
Progression:
0•3•2•1•1

Soul
Departure:
6 rounds

Recovery
Modifier:
0.5 times

Race Type:
2

UNDERGROUND
RACES



Part II

Section 9.0

The Halfling

THE HALFLINGS

I have found as I begin to wear more years that my favorite vice is indolence, and that my greatest source of irritation is people, especially those who believe indolence to comprise more than one vice—be damned to them, it is a single sin. I enjoy taking my time when I sup and I enjoy a good meal perhaps more than I should. I find that I often spend more time in anticipation of the feastboard than in attention to my work, and rest perhaps longer than is warranted by whatever is my current state of exertion. This is why I enjoyed so much the company of the Halflings whom I went to live among in order to study. A polite folk with an eye for a meal and a mug, their voices weren't loud and they were the best of company, because for the most part they were so disinterested in my past that they left me alone! Why, not one asked me of the places I have been, though many spoke to me of the weather or their garden. Enchanting, utterly enchanting. What a delightful, simple, contented, quiet folk. I spent three fortnights there among them, but didn't write a thing down. I was too busy doing nothing, or helping to tend a garden and once to accompany the Shirriffs as made their rounds from inn to inn. Therefore I have been forced to borrow the wisdom of one of my noted peers, Gauzab the Blind (he can see, don't you believe otherwise), who wrote the following of the Halflings in his Treatise of the Free Peoples, which isn't as good as some of my efforts.

"For as long as Mannish-kind has trod the land, there have been other folk there as well, some older than Him, some younger. Man has never really been alone in His existence, yet the other races there with Him on the mortal plane differed from Him in a great many ways, and it is said that this variety is a flavor of livelihood. But there was another, smaller people who, until the most recent age, remained relatively unbeknownst to Him and the other races of the land. A scarcer known people, they were content to reside undiscovered within the shadows of Men, leaving the weighty matters of the outside world to the ken of the Mannish races.

As time passed on, Men passing with it, enough of them that we now know them as ancestors, Man began to have His eyes opened to many things; not the least of which being his acknowledgment of the other intelligent races of the land, the Free Peoples, Elves, Dwarves and their ilk, and the Black Tribes, Orcs, Goblins, and Hobgoblins. And as Man entered His new, enlightened age, He eventually did take note of that other race that had dwelled quietly beside Him, hidden from His eyes.

This other race, by almost all appearances cousins to those of Mannish stock save for their size, were observed to be another of the intelligent peoples. They had existed in the legends and folktales of almost all cultures for ages past as the "Little People," small fey folk who lived close-by with nature, hiding from the eyes of Men. It was discovered then that the eldest of the free peoples, the Elves, knew of these Wee Folk and called them Paerinnaethla, the Little People. And likewise did the Dwarves have a name for them, Khûd Ūzkha, the "burrow-dwellers," after their primary choice of residence. In their own tongue, which itself is a derivative of the Eld common speech of Men, they call themselves Keliwyn, meaning simply "the Folk." But it is from the Eld High tongue of Men that the common name for this folk comes, the Haelflinga, the Halflings.

The Halflings live close to the earth, preferring the more beautiful places of nature, highlands and hillsides, glens and shires, glades and vales, to make their homes. Unobtrusive, they appreciate peace and order above all things; a kind and quiet folk for the most part who, for ages past, whiled away in their existence virtually unnoticed by the other Free Peoples of the lands. This penchant for obscurity was honed to a fine edge by the Wee Folk in ages past, allowing them to disappear silently and quietly when any of the Big Folk might clamber too closely by. Living in warm, comfortable burrows dug into the ground or in stone huts built close to the earth, the Wee Folk were satisfied to allow the outside world to pass them by.

Yet, as often happens when contentment reigns and is absolute, change will take hold. For, after ages of obscurity, when other cultures finally took note of the Haelflinga, the ways of their solitary existence came to an end. Interactions between the outside realms and those of the Halflings began, slowly at first, not much more than a trickle, but interchange did occur. If it were not Big Folk, as the Wee Folk are wont to call them, coming for a visit to experience the serenity and simplicity of their shires and villages, then it was the occasional Halfling himself, who traveled far from home to the outside world, to encounter all the wonders it had to offer. Whatever the reasons, the Halflings were drawn inadvertently nearer to the outer realms and her peoples, and their ways of life were altered forever.

It was, however, to the benefit of the outside worlds that the Haelflinga did happen along into it when they did. For, if nothing else, it was proven the Halfling people would produce one thing necessary, and often the one thing lacking in the outer realms that came to be so desperately needed at times...courage. It seems that the Wee Folk have an uncanny knack at becoming, of all things, heroes—most often when there was the greatest need for them. The smallest of heroes, the Halflings, have oft brought about the greatest good of the Realms.

Pound for pound, there is no stauncher or doughtier individual than a Halfling. Fearless as a race due to their simple outlooks on life and living, they are unswerving and earnest when they set their minds to something, and possess a natural good-heartedness that is prevalent in even the most dour of situations. And, it often seems, a Halfling can succeed where no other can. The Haelflinga would become a folk treasured by others for their simple outlooks, sentimental lifestyles, and the innocence to see the brightness of the world no matter how dark the clouds or bleak the terrain."

So sayeth friend Gauzab, and he has the right of it even if he is a trifle pedantic.

—From Studies After I Chid Xanthippe by L'omæx the Seer

UNDERGROUND
RACES



◆ 9.1 ◆ OVERVIEW

The Halflings are the slightest in stature of the nominally good races, but certainly not the slightest of heart. A quiet, simple, sensible folk, they are content to leave others alone and prefer the same treatment. They are, despite this, friendly and unfailingly good hosts when visited by those they welcome. Unwarlike for the most part, they are slow to ill temper, but ferocious when roused. They enjoy company, gardens, food and beer above most riches, and value a life of comfort. A Halfling abroad is a rarity, but should not be underestimated, for there is far more to this small and unassuming people than first meets the eye.

◆ 9.2 ◆ PHYSICAL CHARACTERISTICS

9.2.1 • BUILD, PHYSIOLOGY AND COLORATION

Smallest of the Free Peoples, Halflings are roughly half the size of the Mannish races (thus the colloquial name). They stand between two and four feet in height. Males are usually slightly taller than females, and while some strains stand shorter or taller, just over three feet at maturity is average. They are a hardy people, enjoying five or six meals a day (circumstances permitting, of course), and as a result, physically speaking, they tend to be rather corpulent. Usually this is a consequence that occurs in Halflings as they get along into their middling years, becoming complacent with their lives as they generally slow down and put more emphasis on hearth and home. The average weight for a Halfling adult lies in between 50 and 60 pounds. Men-folk are stout and somewhat rounded in the middle-regions, while females tend to start buxom and fill out pleasantly as age catches up with them.

The next most obvious feature (second only to their size) that sets apart Halflings from other peoples is their feet. They have a tendency to be larger in proportion to other standard humanoid features, and they tend towards being rather hairy, almost to the point of being called furry. The soles of their feet have a natural leathery toughness, and are nearly immune to the effects of cold or heat, thus the Halfling habit for going about barefoot. The prodigious hairiness of their lower legs and feet resembles the growth and color of that atop their heads, becoming gradually thicker towards the top of the foot and tapering off upwards of the shin.

There are four principal strains of Halflings:

Haerfeat: The most common of the Haerflinga, the Haerfeat are the smallest in stature and most darkly complected. Their height rarely exceeds three feet and they have deeply tanned skin and dark hair colors; browns, auburns, and blacks. Males tend to wear their hair short and do not cultivate any sort of facial hair. Tidy and neat in appearance, the Haerfeat are often thought of as the typical example of the Halfling race.

Waenfal: Tallest of the Folk, the Waenfal stand closer to four feet in height upon reaching adulthood. Fairer of skin and coloration, they of all the Halfling strains resemble the Mannish races the most. They have lighter hair colorations, with blondes, reds, and light browns being the norm. While they are fewer than their brethren, the Waenfal interact on a more basic level with Men-folk than do others of their kind, openly trading and exchanging items and ideas with the Mannish cultures of the outer world.

Staeknil: Stockiest of Halfling folk, the Staeknil often appear shorter than their cousin Haerfeat due to a sturdier and somewhat wider profile. They are in fact the taller of the two strains, but not quite as tall as the Waenfal. Their tastes and styles are also somewhat of a compromise, as are their physical features, being more subdued than the Waenfal in dress, but possessing the dark curly locks of their Haerfeat kin. A trait common only to males of Staeknil blood, however, is the ability to sustain beard growth, which makes them somewhat more endearing to Dwarfven-kind. Thus are the Staeknil on better terms with the Dwarf peoples than others of their kind in matters of commerce and social interaction.

Part II

Sections 9.1, 9.2

Overview

Physical Characteristics



Part II

Sections 9.2, 9.3

Physical Characteristics

Culture

Waerlin: Rarest of the Wee Folk are the Waerlin, who differ from their cousins in a number of ways. Standing an average of three and a half feet in height, they are the second tallest strain of Halfling, falling short only to the Waenfal. They are oft suspected to have had some Elvish blood intermingled in their ancestral line once upon a time, for their eyes are slightly canted and their ears have a gentle upsweeping to them, rising to a point. Likewise are they slimmer as a rule than other Halflings, but do share their cousins' tremendous appetites. Though lighter in complexion than other strains, their hair colors range the broad spectrum of the Mannish races. Their eye colors, however, are extraordinary, exhibiting brightly jeweled hues of greens, blues, ambers, and violets. The Waerlin also favor wearing boots as another contrast, and their feet tend to be more in proportion with the rest of their bodies. They keep close ties with the Elvish peoples, and their ideas and inclinations are also slightly broader than others of their kind, allowing more of an acceptance of things of the outside world.

"Gray a fool's head
never gets."

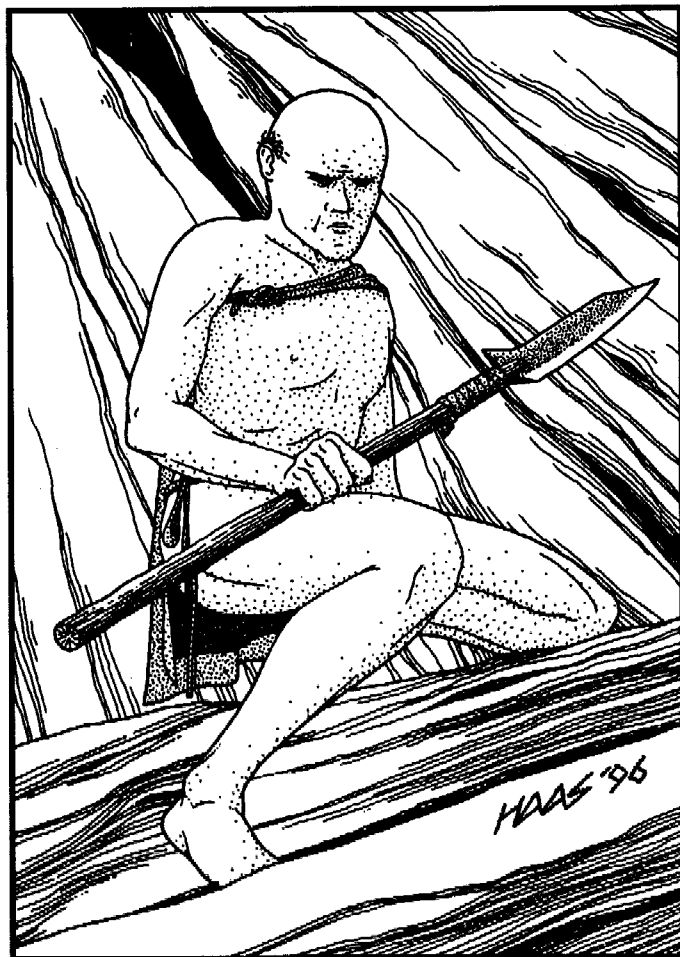
—Halfling truism

9.2.2 • ENDURANCE

Possessed of amazing constitutions, Halflings can resist even the most powerful punishments, magical or otherwise, for extended periods of time. They have a subtle ruggedness about them that is usually thought reserved for only the hardier of races, such as the Dwarves or Orcs. Their metabolism is hearty, which probably lends to their enjoyment of five or six meals a day. They also have

"Oh, that's nice."

—Old Grammer
adage



a profound resistance to even the most disabling of diseases. When pushed, the Haelflinga can travel long distances over tough terrain, although their normal routine requires frequent meals and relaxation. Halflings require six hours of sleep per night as adequate rest.

9.2.3 • LIFE SPAN

Halflings generally live simplistic lives that can naturally reach 100 years in length. Extremely long-lived individuals have been known to live to see 110, but that is usually a rare occurrence. Wives tend to live longer than their husbands.

Halfling children, sometimes called 'younglings' until around age ten, reach maturity around age twenty. They do not, however, come of age until they reach 30, the Age of Majority, when all Halflings are considered adults.

The Wee Folk age well, enjoying an active lifestyle well into their eighties. Halflings age as Men-folk do, developing wrinkles and grey and white hair. Eld Halfling-folk are referred to affectionately by their kin as Gaffers and Gammers, or Granthers and Grammers.

9.2.4 • RESISTANCE

Most Halflings are extremely antithetical to even the very idea of magic, let alone the practicing of it, and are highly resistant to its effects due to their innate simplicity of ideas and natural innocence. This is reflected in their high racial RR modification against magical-based attacks and effects. The Waerlin, however, do not share their cousins' adverse views of magic; rather, they accept its existence and are fascinated by its applications. They do not share the racial bonuses attributed to the adverse magic axiom.

The hands and feet of the Haelflinga are almost immune to the effects of temperature extremes due to their natural toughness. Because of this, these peoples are granted a racial bonus of +30 to their DB and RRs against heat and cold based attacks as a result.

9.2.5 • SPECIAL ABILITIES

Nimble and sly, most Halflings are quick and dexterous folk, with an uncanny ability to function subtly and quietly. This ability is represented by their high racial stat bonuses in Quickness and Agility. Long hours spent in taverns have granted every Halfling character a special bonus of +15 to Tale-telling.

◆ 9.3 ◆ CULTURE

9.3.1 • CLOTHING AND DECORATION

Halfling fashion is dictated more often by necessity and functionality than by vanity. Clothing serves the obvious purposes of protection, warmth, and virtue's sakes primarily; with style, taste, and decorative preferences hardly ignored, yet secondary in relation. It is simple in application, consisting of common materials crafted in the home and natural in origin. Linens woven from home-spun flax and wool are prevalent, in natural hues or brightly dyed colors, along with finely cured and cut leathers for outer



HALFLING HEIGHT CHART

d100 (OE)	Halfling male	Halfling female
less than (-169)	2'9"	2'7"
(-169) - (-165)	2'9"	2'8"
(-164) - (-160)	2'10"	2'8"
(-159) - (-155)	2'10"	2'9"
(-154) - (-135)	2'11"	2'9"
(-134) - (-80)	3'0"	2'10"
(-79) - (-70)	3'1"	2'11"
(-69) - (-55)	3'2"	3'0"
(-54) - 10	3'3"	3'1"
11 - 25	3'4"	3'2"
26 - 90	3'5"	3'3"
91 - 155	3'6"	3'4"
156 - 170	3'7"	3'5"
171 - 180	3'8"	3'6"
181 - 240	3'9"	3'7"
241 - 260	3'10"	3'8"
261 - 265	3'11"	3'8"
266 - 270	3'11"	3'9"
271 - 275	4'0"	3'9"
more than 275	4'0"	3'10"

wear. Halfling women, like their counterparts of the Man-nish cultures, favor skirts, bodices, and blouses of fine, soft linens. Halfling males wear soft linen shirts, tunics, vests, leggings, and breeches. Belts and braces are made of leather, as are the rare pair of shoes or boots. Cloaks and coats are usually made of thick wool or leather and often lined against colder temperatures. When aesthetic fashion prevails, other fancy materials are used, usually the result of trade with other cultures. Hats are occasionally worn, but are usually non-descript and modest.

Jewelry is very unusual amongst the Haelflinga, usually performing functional needs over decorative ones, though if an item is useful, it is usually appreciated for its beauty as well. Jewelry tastes are usually confined to simple necklaces, brooches, pins, and rings.

Halflings are somewhat wary when dealing with others of the outside races, and dress accordingly when away from the safe environs of home. During these times the Haelflinga tend to favor clothing that blends into the natural background; greys, greens, and browns are prevalent, designed to cloak them from unwanted attention.

During celebrations such as festivals or parties, a Halfling's dress really stands out. Bright, flashy colors are the order of the day; oranges, scarlets, violets, blues, greens, and yellows hold strong to the Halfling ideal of celebratory colors.

9.3.2 • FEARS AND INABILITIES

Halflings are not known to inherently fear anything; however, it can be assumed that they do not function at their best when they are unhappy or far from home, and any overly large creature or beast might be enough to set even the most stalwart Halfling's nerves on edge. They do shy away from the bizarre or unusual, but otherwise have a typical range of dispositions.

HALFLING WEIGHT CHART

d100 (OE)	Half. (m)			Half. (f)		
	sm	md	lg	sm	md	lg
less than (-169)	40	43	47	38	41	45
(-169) - (-165)	40	43	47	38	41	45
(-164) - (-160)	41	44	48	39	42	46
(-159) - (-155)	41	44	48	39	42	46
(-154) - (-145)	42	45	49	40	43	47
(-144) - (-135)	42	45	49	40	43	47
(-134) - (-85)	43	46	50	41	44	48
(-84) - (-80)	43	46	50	41	44	48
(-79) - (-75)	44	47	51	41	44	48
(-74) - (-70)	44	47	51	42	45	49
(-69) - (-65)	45	48	52	42	45	49
(-64) - (-55)	45	48	52	43	46	50
(-54) - (-45)	46	49	53	43	46	50
(-44) - 5	46	49	53	44	47	51
6 - 10	47	50	55	45	48	52
11 - 25	49	52	57	46	49	53
26 - 75	51	54	59	48	51	56
76 - 90	52	55	60	49	52	57
91 - 95	54	57	62	50	53	58
96 - 145	55	58	63	51	54	59
146 - 155	55	58	63	52	55	60
156 - 165	56	59	64	52	55	60
166 - 170	56	59	64	53	56	61
171 - 175	57	60	66	53	56	61
176 - 180	57	60	66	54	57	62
181 - 185	57	61	67	54	57	62
186 - 240	57	61	67	54	57	62
241 - 250	58	62	68	55	58	63
251 - 260	58	62	68	55	58	63
261 - 265	59	63	69	56	59	64
266 - 270	59	63	69	56	59	64
271 - 275	60	64	70	57	60	66
more than 275	60	64	70	57	60	66

Part II

Section 9.3

Culture

Halfling Height Chart

Halfling Weight Chart

9.3.3 • LIFESTYLE

The Halfling lifestyle is usually one of provincial calm and dignity. Clan-based, their lives revolve around family and home, and are usually described as sedate and calm; tranquil almost to the point of being called dull. The extended family is also important to Halflings; most Halflings can claim kin that are spread across the countryside. Elders are honored and expected to be the voices of strength and reason within a community. Children are raised by their parents, but are often looked after by any relative who happens to be around. Family members are caring and respectful of their relatives' needs, often banding together to attend to each other.

Agriculture is one of the main vocations of contemporary Halfling life. Most of the Haelflinga favor the peace and quiet this form of communing with nature has to offer. Tilling the land and maintaining the homestead are staples of a Halfling's daily routine. They pride themselves on encouraging the land to bear her fruits; orchards, gardens, and fields of crops provide the community with sources of food and work. Others prefer village life, living and inter-

"The tavern is the Halfling's temple; his objects of worship, the Pipe and Pint."

—Traditional Halfling saying

UNDERGROUND RACES





quite well with other races that have become exposed to the Halfling habit; Men and Dwarves are particularly fond of the addiction, and Dwarvish craftsmen are becoming quite adept at carving pipes for the smoking of 'weed, using materials other than the traditional wood or clay, such as stone, glass, or even metallic ores.

Halflings have cultivated and smoked pipeweed for generations, so long ago that no one really remembers who actually was the first, though several clans claim the fact. It is a long, full-leaved herb that grows best in a warm, humid climate. Pipeweed is cultivated and dried, then shredded for smoking. It is said that no one can grow pipeweed like a Halfling can, though many try. There are those also who attempt to augment the art through their own herbal concoctions and interpretations, usually with less than healthy results. Several varieties of pipeweed are cultivated for personal use and trade with friends, as well as some

acting with each other on a more day-to-day basis than would be the norm for those of the farming persuasion. A

"Good beer is like an old friend—well regarded but often taken for granted."
—Common Halfling tavern phrase

thriving community will have more personalized trades to offer; breeders of livestock or ponies, crafters and other tradesmen are accepted alternatives for Halfling village life.

Halfling clans are often scattered haphazardly across a countryside with small farms and workshops, yet all keep in touch with one another on a regular basis; the women-folk

gathering together to share equally in daily work and gossip. Male Halflings greet each other to trade stories and lecture each other, and business is never far from their thoughts. While the women prefer to roost in one of their own homes, the men's gathering place of choice is the tavern.

"Tell me of contentment! There may be something better in the world than a mug, a bowl of leaf and a meal—there may be."
—Attributed to Kestrel Walkabout, a noted Shirriff

A great social institution among the Haelflinga is the tavern. Not just a bar where one can wet one's whistle, the tavern is the most centralized meeting place for the common folk. Usually a family-run business, this public-house is a warm, dry place where one can get a hot meal and catch up on all the local news. More oft than not is an inn attached, making the combination a cornerstone of the Halfling community.

It is not uncommon for a Halfling tavern to make a famous name for itself, even outside its own community. Halfling taverns are known in the outside world as well, and many are the Mannish and Dwarvish inns and taverns that are patterned to some extent after Halfling ideas of hospitality and service. Quite proud of their trade, Halfling tavern-keepers are known as the best brewmasters in the business, save only for the Sibbicai (with whom it is rumored they enjoy trading brewing secrets).

Aside from their brews, Halflings are quite proud of their other great contribution to the world at large: the art of cultivating and smoking Talbanas, or pipeweed. An innovative convention, pipeweed smoking has caught on

special mixtures brought out only on special occasions.

Pipeweed cultivation is considered an art, so pipeweed is never bought or sold. It is, however, often given as a gift, and is always offered to honored guests in the home. Most Gaffer Halflings smoke their pipes religiously and follow traditional customs relating to the smoking and care of their pipes, sometimes even to a superstitious level; it is not all that uncommon to see an Eld Grammer puffing away on her favorite pipe as well.

Halfling homes are warm, cozy things, and are always kept neat and clean. Usually they are hillside burrows, though small stone cottages are common, outfitted for comfort and providing of a restful atmosphere. Some settlements will honeycomb vast networks into the sides of large hills or mounds, housing entire clans at times. Gardens are quite common additions, as are large open places for parties and gatherings. Halfling villagers have more or less adapted to the idea of cottages gathered together to loosely form a village, but will still retain a closeness to the earth.

On occasion, Halfling settlements that are in close proximity with those of other friendly races will form ties for the good of both communities; sharing in governmental rule, secure and protective responsibilities, and if need be, military matters. The Haelflinga have had to learn the hard way about the more violent extremes of cultures foreign to them. To this end, Halflings have had to take a stronger stance when threatened by invasions, raids, or the like. Almost totally defensive in relation to violent matters, Halflings are, however, steadfast and doughty fighters. They are unrelenting in defense of kith, kin, and hearth. They are known to ally with neighboring peoples (Halfling or other trustworthy folk) for mutual protection, forming local militias, and constabularies.

UNDERGROUND RACES





HALFLING TOBACCO AND HERB CHART

Part II

Section 9.3

Culture

Halfling Tobacco and Herb Chart

Herb	Code	Form/Prep.	Cost	AF	Notes
Sweetleaf	m-S-4	tobacco/ingest	3sp	1	Assists stat gain
Leaningfellow	m-D-4	mushroom/ingest	5sp	0	Superior taste, nutrition
Houndseye	m-F-3	fungus/ingest	10bp	0	Increased perceptive ability for animals
Lanno's Smoke	m-S-4	tobacco/ingest	2sp	1	+20 Mnemonics
Noonsmoke	m-S-4	tobacco/ingest	8sp	1	+10 vs. Fear, excellent smoke rings
Grayleaf	m-S-4	tobacco/ingest	2gp	2	+25 to Self Control skills if calm

Sweetleaf: Sweetleaf is a favored pipeweed of the Small Folk, a tobacco smoked on many an evening by many a Gaffer for its excellent taste. It is favored even by those who do not usually enjoy smoking, for its smoke has a superior smell. Few actually realize that smoking one pipe-bowl per day has a beneficial effect—one who does so regularly may shift one column to the right on the Stat Gain Table T-2.3 (pg. 36, *RMSR*) when making stat gains (i.e., if the conditions are such that a player would normally use the low die for a stat gain, they can now use the high die; and the high die shifts to both dice).

Leaningfellow: Leaning fellow mushrooms, named in sensible Halfling fashion for the way they grow, are two-foot-tall mushrooms found in shady places near fallen trees. Halflings favor it as a tasty Epicurean centerpiece—cooking with it adds a special bonus of +15 to Cooking maneuvers—but like it also because at need it can be nibbled to provide all nutritive needs for one week. (It rarely lasts longer than the first course of a meal, however.)

Houndseye: Houndseye fungus, which looks like a shriveled Mannish ear, is harvested by many Halflings, especially by those who live outside of large communities and have few neighbors. It is found in the crevices of small trees that grow alongside streams and brooks. Usually the fungus is chopped finely and then boiled in milk, to be poured over the food bowls of the Halflings' watchdogs. Houndseye adds a special bonus of +20 to any Awareness maneuvers of an animal. It does not work on sapient beings. Shirriffs who travel with a guard-dog or three often have a sack full of these in their gear.

Lanno's Smoke: Named for the Gaffer who is credited with originally harvesting this pipe leaf, Lanno's Smoke is enjoyed by Halflings spending quiet time with a book. It is exported and traded to Big Folk, however, especially to those of a scholarly bent. Lanno's Smoke adds a special bonus of +20 to Mnemonics maneuvers while being smoked and up to one hour after the pipe is laid aside, if a bowl is finished. Certain cities of Men buy great quantities of this tobacco and call it Sageleaf.

Noonsmoke: Noonsmoke is a tobacco put by Halflings into calabash bowls for smoking between the late morning and early afternoon hours. Just as they have specific meal-times, most have specific smoke-times. Noonsmoke is considered best lit after brunch or lunch. Noonsmoke has no magical qualities, though it is known for its truly outstanding taste. It adds a special bonus of +10 to its smoker's RRs versus Fear for up to a day after smoking it, due to its relaxing effect. It is most well-liked for the fact that its smoke changes colors subtly as it is stirred by a breeze. This makes for the finest of smoke rings and many hours of porcheside amusement.

Grayleaf: A dark-hued pipeleaf that burns slowly and is difficult to keep lit, Grayleaf is a well-liked tobacco among serious pipe-smokers. It is sold abroad in greater amounts than any other Halfling tobacco, due to its rich, brandy-like taste and far-ranging, deep scent. Anyone inhaling Grayleaf smoke gains a great calmness and sense of profound well-being. The smoker receives a special bonus of +25 to any skill in the Self Control skill category does not involve violent or urgent activity (if the maneuver is performed within two hours of smoking).

9.3.4 • MARRIAGE AND FAMILY PATTERN

The Haelflinga are monogamous by nature and marry for life. Serious courtships are very proper things, handled in traditional, sentimental, and time-honored fashion. They are often quite long as well, demonstrating the Halfling respect and admiration for earnest love. There is a role in Halfling courtships uncommon to other cultures, that of the Shakahon, the match-maker. Usually filled by an elder male unrelated to the two would-be courtiers, his function is that of an impartial judge of the affair, and if need be, a referee. It is the Shakahon, employed by one of the courtiers for a token fee, who initiates relations between the two courtiers and instructs them in the proper behavior for young Halflings a-court. He will actually accompany the couple (once he feels they have attained the proper discipline) on social outings as a chaperone. Eventually the

couple will be allowed the company of the other in private, without supervision, and the match-maker's work will be done. The role is sometimes a humorous one, and the families and friends involved (except possibly the sweethearts) will enjoy themselves immensely. This is an older, more traditional part of Halfling custom, and is often seen as outdated by some clans, though as a whole it is considered an honorable tradition, and should be noted that Halflings serious about their attraction and possible relationships will without a doubt employ the services of a Shakahon.

Love amongst the Haelflinga is a sacred thing that is prized above almost all else, and deeply mourned when lost. It is a treasure without price, and never hastily given. It has been noted that in some tragic cases of spousal loss, the widow or widower will lose all will to live, or at the least become a very changed Halfling; in this are they very similar to some Mannish cultures.

UNDERGROUND
RACES





Part II

Sections
9.3, 9.4

Culture

Other Factors

Halfling families are generally large. Halflings take great pride in their families. Younglings are indulged shamelessly, as they are a source of immense joy for Halfling clans. It is the parents role to raise their younglings, and the mother to watch over them during the days, but any relative in shouting distance will keep an eye out on any wayward younglings. From an early age, children are expected to share in the household chores and their family business, whether it be farming or village-related. But work as they might, play is never far away, and Halfling children pursue this route with exuberance. Younglings are anything if not inquisitive, with heavy tendencies toward the mischievous. Great care is taken in the protection of the younglings, and they are fiercely defended at all costs.

Halfling children reach maturity at age twenty and are considered adults at thirty, the Age of Majority, when they are thrown a Coming of Age party. Coming of Age parties are extremely gay and grand affairs, usually with everyone the young adult has ever known invited to the gala event.

Family gatherings are always causes for celebration, whether for birthdays, weddings, fairs, seasonal festivals, or the like. Sometimes in the event of the death of a cherished relative, a family may hold a party called a Walisael, or wake. A Walisael is usually only proper when the deceased has had a long, full, rich life, and the celebration is in honor and tribute to that life. Toasts are made, and speeches spoken in honor of the deceased and in comfort of the surviving relatives.

9.3.5 • RELIGION

The Haelflinga do not practice any official or racially based religion. However, they do recognize, acknowledge, and respect the religious practices and beliefs of others. They are taught to believe in themselves. They are very earth-bound folk, hard-pressed to put any total faith or belief in that which cannot be seen or felt. More often than not, Halflings will sway towards whatever form of belief that other folk surrounding them might put faith in, to which end the Haelflinga may recognize or even celebrate holy days and festivals dedicated to some deity as an attempt to fit in or show respect. This is not to say Halflings cannot have real religious beliefs, for everyone needs to believe in something, just that the Wee Folk are not pressed into religion as are some cultures. They believe in freedom of choice, and abide by others' choices out of respect. They celebrate seasonal festivals, often more as an excuse to gather together friends and family on a joyous occasion than to practice any religious ceremony.

◆ 9.4 ◆ OTHER FACTORS

9.4.1 • Demeanor

Outside races tend to see the Haelflinga as a child-like people; basically happy and honest, but naive and curious, not to mention hungry all the time. This is a rather unwitting and shallow impression of an honorable and decent folk that have many more redeeming qualities than they have limiting ones. They are generally open and conversational with others, including members of all other races, and have good overall relations with a great many of them. They are not known to bear hatred or antipathy towards any, and are usually trusting and honest, unless given good reason to be otherwise. Respectable and family oriented, they are not usually prone to ambition or avarice, and even when they trade with other races, they do so most often with trust and faith rather than greed and envy.

Safety and security are likened unto laws; care of one's kin and folk is expected and respected, as are those inalienable rights granted to all civilized peoples. Unfortunately, Halflings must endure condescending and patronizing attitudes often thrust upon them by outsiders, or Big-Folk as they call them, but they usually do so with cheerful demeanors, long tempers, and good humor. Folk not gifted with great size or strength tend to develop other skills to survive, thus the Wee Folk are taught to use their minds over their bodies to achieve their ends. Halflings do practice the arts of stealth and self-defense out of necessity, but for the most part focus on honesty, loyalty, kind-heartedness, and self-worth. Hard work and good manners are applauded, as are the applications of common sense and even-temperdness.

They are a practical people, valuing only the material things that are required to upkeep the family and home, and usually only appreciate beauty when utilitarian purposes are met first.

Haelflinga on their own for the first time away from home, especially in the company of outsiders, often appear subdued, shy, or perhaps even fearful. This is an unfortunate side effect of their enclosed and protected society, but there is nothing like a Halfling's natural curiosity and enthusiastic good temperament to counterbalance such a handicap. They comprise a most pleasant folk, and usually are a welcome addition to any situation.

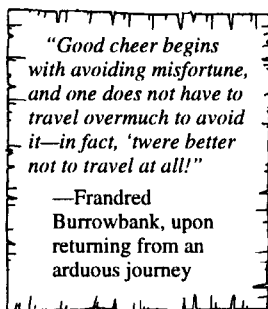
9.4.2 • LANGUAGE

Starting Languages: Small-speech (a derivative of Common-speech; S8/W6), Common-speech (S8/W6).

Allowed Adolescence Development: Small-speech (S10/W10), Common-speech (S10/W10), High-speech (S8/W8), Grey-Elvish (Waerlin only; S7/W6), Dwarvish (Stacknil only; S2/W0).

9.4.3 • PREJUDICES

The Haelflinga hate Orcs, viewing them as a nasty, disgusting, and violent people. Not bloodthirsty by and large, Halflings will spare no mercy for Orcs.



9.4.4 • PROFESSIONS

Most Halfling strains make very poor spell users due to their general dislike of and disbelief in it. The Waerlin, however, as a result of their interaction with Elves, are rather fascinated by the art, and often pursue careers in magic. Standard professions for the Wee Folk are as follows: Fighter, Thief, Rogue, Layman, Magician (Waerlin only), Illusionist (Waerlin only), Cleric, Animist (Waerlin only), Ranger, Paladin (rare), Dabbler (Waerlin only), and Bard (Waerlin only).

9.4.5 • TRAINING PACKAGES

Halflings may select the Adventurer, Amateur Mage (Waerlin only), Animal Friend, Burglar, Cloistered Academic (rare), Crafter, Cut Purse, Detective, Diplomat, Doctor, Explorer (rare), Guardian, Herbalist, Highwayman (rare), Hunter, Merchant, Performer, Scout, Spy (rare), Traveller, and Wanderer (rare) training packages, and the racial packages of Shirriff and Finder.

9.4.6 • SPECIAL SKILLS

Everyman: Caving, choice of any five skills within the Crafts category, Horticulture, Brewing

Restricted: None

9.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Acrobatics, Animal Handling, Anthropology (Genealogy), Appraisal, Athletic Games (Gymnastic, horse shoes), Boat Piloting, Caving (Halfling Burrows), Climbing, Cooking, Dancing, Disarming Traps, Fletching, Flora Lore, Horticulture, Juggling, Leathercrafts, Metalcrafts, any skills in the Weapon•Missile skill category, Observation, Picking Locks, Play Instrument, Public Speaking, Region Lore (local region), Rope Mastery, Scaling, Sewing, Skating, Stalking, Hiding, Star-gazing, Stilt-walking, Tale-telling, Tracking, Weather Watching, Woodcrafts.

Waerlin only hobby skills: Attunement, Read Runes, any Spell List skill.

9.4.8 • THE INDIVIDUAL AS A PC

Halfling characters can be an invaluable addition to any adventuring party, with their innate Stalking and Hiding skills, and resistances to magic. They make expert scouts and thieves due to their heightened Agility, Quickness, and small size, not to mention insatiable curiosity. Halflings make steadfast party members and serve as an anchoring support in any company makeup, with their good-natured personalities, loyalty, and trusting natures. They are stout and steadfast, much like Dwarves in this respect, and will stick to any objective to which they set their minds, often risking their own safety for the sake of their party or one of its members. They are generally fearless, but equally cautious, itself an asset to any adventuring group.

◆ 9.5 ◆

OUTFITTING OPTIONS

9.5.1 • ARMOR

Halflings typically wear no armor, though some wear soft or rigid leather. Any metallic armor may be worn as long as it is Halfling sized (some Halfling heroes have been gifted with armor that Mannish lords once had crafted for their children). Halflings gain full shield protection from a buckler shield (+25 DB).

9.5.2 • MONEY

Halflings begin adventuring careers with 20 silver coins, generally of High Mannish mint. The Staeknil might carry a few pieces of Dwarven gold or gems, while Waerlin may have gems.

9.5.3 • WEAPONS

Due to their size, Halflings use weapons of small stature, such as the dagger, handaxe, short sword, cudgel (called by the Haelflinga a shalleknob, or guidance stick), short bow, sling, blackjack, short spear, or a slinger (a Halfling version of the staff-sling, using the Club or Sling Attack Tables).

◆ 9.6 ◆

BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Halflings when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

9.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 9.4.2), a Halfling may select the following languages with background options: Hill-speech (S4/W4); Wood-speech (S6/W6); Orcish (S2/W2) and Elvish (S8/W8).

9.6.2 • EXTRA MONEY

Extra money gained with background options will usually be coins of Mannish mint or gems. Staeknil characters may also have Dwarven coins.

9.6.3 • SPECIAL ITEMS

Halflings will generally only have special items that perform a natural task in a superior way (e.g., magical or quality weapon, saddle, rope, lockpick). Only Waerlin will have spell adders, multipliers, or other spell items.

9.6.4 • TALENTS

Halfling characters may have most of the standard talents or flaws (listed in RMSS), though all but Waerlin characters must re-roll all "spell-user" results. Halflings may also gain talents or flaws found on the Halfling Talent and Flaw Chart.

Part II

Sections
9.4, 9.5, 9.6

Other Options

Outfitting
Options

Background
Options

UNDERGROUND
RACES



HALFLING TALENT AND FLAW CHART

- 01-06 **Tenderfoot (Flaw):** You have tender, nearly hairless feet. You cannot go shoeless as your kinsmen do, but alas must wear boots or sandals, else suffer a special penalty of -50 to Moving Maneuvers due to the overly sensitive nature of your feet. [MINOR: -3 points]
- 07-12 **Scrawny (Flaw):** You do not enjoy the culinary arts of others and you cannot cook. Unlike other Halflings, you have little or no appetite. You are wan and emaciated, and will be looked upon with pity by your fellows. You have a special modifier of -2 to your St stat bonus. [MAJOR: -10 points]
- 13-18 **Chary:** Cunning and practiced at detecting others, at seeing before being seen, you are very wary. You have a special bonus of +10 to your Alertness and Sense Ambush skills, and a special bonus of +5 to your Hiding skill. [MINOR: 13 points]
- 19-24 **Dead Eye:** You have great natural ability with any missile. Whether skipping stones across a pond or employing a sling against sheep-stealing wolves, you have always had this gift. All range modifiers with any missile weapon are halved. you are also gifted at reckoning distances or ranges as well, and so may make Observation maneuvers to determine these with a special bonus of +30. [MINOR: 13 points]
- 25-30 **Woodwise:** You have great natural ability in the forests and trees, indeed anywhere away from the settlements of civilization. All skills in the Outdoor*Environmental skill category are classified as Everyman. You gain a special bonus of +20 to Stalking and Hiding maneuvers while outdoors. [MINOR: 10 points]
- 31-36 **Nimble:** You have learned to gauge the movements of persons taller than you (which is most everyone). You gain a special bonus of +5 to your DB against attacks by humanoid creatures over 6 feet tall. [MAJOR: 20 points]
- 37-43 **Stealthy:** You exemplify the natural sneakiness of your race. You are able to walk noiselessly and seemingly vanish at will. You gain special bonuses of +25 to your Stalking and Hiding skills, and also a special bonus of +30 to Mingling maneuvers if attempting to go unnoticed or elude a pursuer. [MAJOR: 17 points]
- 44-49 **Family Follower:** You come from a long line of Shirriffs. Your father, uncles, and Granther were all Shirriffs. As a result, you are recognized by the local folk as being reputable and trustworthy. You gain a special bonus of +2 to your Pr stat bonus when dealing with any of the local folk. You gain a special bonus of +10 to Region Lore for the local area, as you have heard many stories of your kinsmen making their rounds. And, since you grew up around it, you gain a special bonus of +10 OB with the shalleknob (Halfling cudgel) and a special bonus of +10 to Subdual maneuvers. [MINOR: 3 points]

- 50-55 **Gardener:** You have a green thumb. You grows giant, tasty mushroom and all manner of vegetables and herbs in your plot of land. You gain a special bonus of +20 to your Horticulture skill and a special bonus of +5 each to the Flora Lore and Herb Lore skills. [MINOR: 7 points]
- 56-61 **Gourmand:** Like all your folk, you love to eat. Not only do you love to eat (much and often), you have grown quite accomplished at the preparation of succulent viands. Thus you can prepare fine meals for yourself! You gain a special bonus of +10 to your Cooking skill, and you may pick one particular dish for which you gain a special bonus of +25 to Cooking maneuvers. [MINOR: 3 points]
- 62-68 **Tavern Sense:** "The tavern is the proper place for a Halfling" is an adage the Small Folk cherish and repeat often. You have your race's love for a good tavern ingrained deep within him. You have an uncanny knack for knowing where a tavern may lie, even in strange or distant places. Something, and you usually know not what, alerts you that an inn is near and points you in the proper direction. A whiff of fire smoke, the smell of ale...something gives it away. You may develop skill in Tavern-finding, under the Awareness*Searching skill category. This skill is classified as Everyman for you. [MINOR: 5 points]
- 69-74 **Hero's Horn:** You have a well-known Halfling hero as an ancestor. Halfling heroes are well-regarded and discussed often by common folk, but few would actually want to be one. You gain a special bonus of +20 to your Play Instrument, Horns skill (specifically, bugle). You may blow a horn in a rousing manner, trumpeting out a call that is sure to stir the blood of your allies. All friends or allies within hearing distance gain a special bonus of +10 to all maneuvers and resistance rolls against Fear attacks for the remainder of combat or one hour, whichever is shorter. No person roused by such a horn call may be roused again for at least a day. [MAJOR: 20 points]
- 75-80 **Stout Heart and Body:** Your Body Development Progression is 0*6*5*2*1. You gain a special bonus of +3 to your St stat bonus and a special bonus of +10 to RRs versus Fear. [MAJOR: 30 points]
- 81-86 **Halfling Lycanthrope:** You have the ability to shapechange into a small animal, such as a fox or owl. You may develop skill in Control Lycanthropy to change forms at will; the skill is not classified as Restricted for you. Ignore modifications caused by the state of the moon. [MAJOR: 30 points]
- 87-93 **Dwarf Friend:** You are well acquainted with the Dwarves, and you are immediately respected by any Dwarf you meet. You gain a special bonus of +5 to your Pr stat bonus when dealing with Dwarves, and you know three extra ranks of spoken Dwarvish. [MAJOR: 17 points]
- 94-00 **Subduer:** You gain a special bonus of +3 each to your Pr and Co stat bonuses, and you gain a special bonus of +5 OB with your chosen weapon (i.e., a specific piece of equipment). When attacking to subdue, treat a natural 95 as an open-ended result. [MAJOR: 20 points]

HALFLING RACIAL SUMMARY

Halflings have an unclear origin, although they arose about the same time as Men. Indeed, they are said to be related to Men. They are the smallest of the races, Halflings range between 2 and 4 feet in height, and tend to be fat or pudgy. They are sometimes called "The Hairfoots" because of their large hairy feet.

PHYSICAL CHARACTER

Build: They have large and hairy feet—to the point of being furry. Males average 54 pounds, while females average 51 pounds.

Coloring: Brown skin and hair. Neat and uniformly beardless.

Endurance: Halflings have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain.

Height: Males average 3'5", females average 3'3".

Lifespan: 90-110 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. +30 DB and RR bonuses versus heat and cold attacks. Their innate simplicity and innocence gives them heightened resistance to magical attacks (this is reflected in their high racial RR modification).

Special Abilities: Halflings receive a special bonus of +15 to their Tale-telling skill.

CULTURE

Clothing & Decoration: They wear linen or wool garb—shirts, pants which fall to the upper ankle, and brightly colored vests. They occasionally don hats, but rarely wear shoes or gloves.

Fears & Inabilities: Halflings shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: Generally, Halflings burrow and dig and reside in "holes." They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipeweed smoking, and bright apparel.

Most Halflings enjoy the simple life of farmers, millers, and craftsmen. Workshops and sheds dot their territories, uniformly low structures, for the halflings hate towers and rarely build above the first story.

Marriage Pattern: Monogamous. They trace their lines through either the male or female.

Religion: Halfling religion is without exception low-key and informal. It is actually a series of joyful celebrations centering on the gifts of Nature.

OTHER FACTORS

Demeanor: Halflings are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of their makeup. Most are conformists who avoid the unknown.

Language: *Starting Languages:* Small-speech (S8/W6), Common-speech (S8/W6). *Allowed Adolescence Development:* Small-speech (S10/W10), Common-speech (S10/W10), High-speech (S8/W8), for Waerlin only—Elvish (S7/W6), and for Staeknil only—Dwarvish (S2/W0).

Prejudices: Halflings hate Orcs.

Professions: Halflings make very, very poor spell users; in fact they are unheard of.

Training Packages: The following Training Packages are most appropriate for Halflings: Adventurer, Amateur Mage (Waerlin only), Animal Friend, Burglar, Cloistered Academic (rare), Crafter, Cut Purse, Detective, Diplomat, Doctor, Explorer (rare), guardian, Herbalist, Highwayman (rare), Hunter, Merchant, Performer, Scout, Spy (rare), Traveller, and Wanderer (rare). Halflings with arcane Training Packages would be a rarity (see *Arcane Companion* for more information). In addition, they may select the Halfling Training Packages.

Special Skills: *Everyman:* Caving, choice of any five skills within the Crafts category, Horticulture; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Animal Handling, Anthropology (Genealogy), Appraisal, Athletic Games (Gymnastic-horse shoes), Boat Piloting, Caving (Halfling-holes), Climbing, Cooking, Dancing, Disarming Traps, Fletching, Flora Lore, Horticulture, Juggling, Leather-crafts, Metal-crafts, any Missile weapon skills, Observation, Picking Locks, Play Instruments, Public Speaking, Region Lore (local region), Rope Mastery, Scaling, Sewing, Skating, stalk/hide, Star-gazing, Stilt-walking, Tale Telling, Tracking, Weather Watching, Wood-crafts.

Waerlin only hobby skills: Attunement, Read Runes, and any skill in the Spell Group category.

OUTFITTING OPTIONS

Armor: None, or soft or rigid leather.

Money: 20 silver pieces of High Mannish mint.

Weapons: Dagger, handaxe, short sword, club, short bow, sling, blackjack, jo, pilum.

BACKGROUND OPTIONS

Those Halflings who dare venture away from home are assumed to be extraordinary, and therefore get five background options (four for Waerlin).

Extra Languages: In addition to the tongues listed above: Hill-speech (S4/W4), Wood-speech (S6/W6), Orcish (S2/W2), and Elvish (S8/W8).

Extra Money: Gold pieces of High Mannish mint.

Special Items: Spell adders and items that cast spells not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Halfling society.

Talents: Re-roll all "spell-user" results (except for Waerlin). See Section 9.6.4 for Halfling-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Halfling characters gain the following skills during their adolescent development.

Skill	Ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	8
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	6
Lore • General skill category	2
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	1
Subterfuge • Stealth skill category	5
Stalking	5
Hiding	5
Technical/Trade • General skill category	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5 [4]†
Talent Points (cost: 163*/194†/154‡/149§) ...	35*/30†/35‡/40§

Part II

Section 9.6

Background Options

Halfling Racial Summary



Stat Bonuses:

Ag: +6 [+5]‡
Co: +6 [+5]§
Me: +0 [+1]‡
Re: +0
SD: -4 [-3]‡†
Em: -2 [+1]§
In: +0 [+1]†
Pr: -6 [-5]‡
Qu: +4 [+3]‡
St: -8 [-7]‡

RR Mod:

Ess.: +50 [+0]†
Chan.: +0
Ment.: +40
Poison: +30
Disease: +15
Fear: +0

Body Dev.

Progression:
0*6*2*2*1

Channeling PP

Dev. Progression:
0*6*5*4*3

Essence PP Dev.

Progression:
0*2*1*1*1
[0*6*5*4*3]†

Mentalism PP

Dev. Progression:
0*2*1*1*1

Arcane PP Dev.

Progression:
0*2*1*1*1

Soul Departure:

18 rounds

Recovery

Modifier:
0.5 times

Race Type:

1

* : Haerfeet only

† : Waerlin only;

‡ : Staeknil only;

§ : Waenfel only

UNDERGROUND
RACES



THE HOBGOBLINS

Part II
Section 10.0
The
Hobgoblins

"A black day," murmured the armsman to my left. His words were almost lost in the sounds of the wind and one of the crossbowmen retching. I nodded agreement and wrapped my laulket tighter about my shoulders. The rain was not heavy, but had been incessant for days. It had made the days an unrelieved gray.

"Spades, you louts!" bellowed their captain, from a bull's throat gone leathery from shouting commands at a troop, "and pikes for those who'll watch!" He'd been standing there at the ford, looking down on the horror there. Now he spun about and paced towards the ox carts like a caged wolf. Men hastened to his command, four with shovels in their hands and swords slung 'round on their backs. A half dozen trotted across the ford, splashing their way through a current that was beginning to pile higher against the rocks as the rain fell. Others took places wherever their oldest fellow told them, for there was a dearth of officers in this company.

I turned to Gh'irishull, the Sibbicai who took my coin to keep me safe, and found him grinning an odd grin, tongue lolling out over his ivory teeth. It was not a wholesome grin, nor was there any humor in it. He was a soldier by trade, as were those who'd died there in the ford, and it was clear his mood was dire.

"Ho lad!" the captain was shouting at the poor boy who'd got sick. "Will you be busy at that all day? Have a care that you keep some in your belly, for it may be some time before next we camp!"

The young crossbowman nodded miserably at his captain's scornful words, wiped his mouth on the back of his sleeve. The captain faced about to glare with swelled-vein fury at the rest of his band, then resumed his course.

"A bit hard on the lad," I said softly. The armsman who'd first spoken had moved away and was posting crossbowmen and slingers at strategic points. The fellows with spades had begun to dig a long trench to the side of the road. They were cursing the mud, cursing the rain, and cursing their former comrades for dying.

"Better him mad at the captain than dwelling on his brother," returned my guard, in response to the statement I'd forgot I'd made. His voice was not as lilting as most of his folk; he'd had an arrow in his throat once, before I'd known him. And he was right.

My uneasiness grew, though there were many men in armor about me. Ours was a strong band, but not a great company, and someone had caught our scouts here at the ford and butchered them. Bad enough to lose so many in one place, and us too far behind to know it. But they'd left the corpses unlooted, and put Bone Worms in to feed amongst them. When we came upon them, several men rushed forward to render aid, should any yet live.

That was why the crossbowman was sick, poor lad. The Bone Worms had got three pikemen before a panicked volley of quarrels had killed them. One had been the lad's brother. He'd died of a crossbow bolt in the skull, though he'd have died anyway. A Worm had chewed half through his chest.

That was poor consolation though, for a boy who'd shot his brother.

"We'd best move on from this place," growled Gh'irishull. "I dislike its feel. I think we were waited on."

He spun slowly on one heel, bardiche in his hands and peril in his voice. His cloak was sodden and clung to the hauberk of mail that kept blades from him while he kept them from me. I could see the hackles on the back of his neck climb to rigid attention, for he wore no helm. I heeded his warning, drew my dagger, muttered the words that would summon its enchantment. I, too, began to look about at the rain-cloaked hillocks folded about us and the gathered trees, all of which now seemed to hide some plotting menace.

Curse my luck, it was somehow fitting that I might die on a muddy road in a place a hundred leagues from the closest town. This rain and this place...I'd have welcomed one of the Mountain Folk's cold stone rooms over this place. That and another Sibbicai or three.

When the arrow hit the back of my neck it didn't skewer me, thank the Dwarves who'd mailed me for that, but it sent pain bursting through my head and I nearly swooned. Gh'irishull let out some hacking cough of a war cry and was beset. I heard him shouting hoarsely, heard his axe blade meeting flesh. I rolled over and made my way to my knees, all strength having fled like wine from an overturned cup.

Goblins! was my first thought, and I was wrong. Several men were down with shafts in their chests or backs, some still twitching with fading life. Out of the bracken, like foam from a boar's tusks, rushed mailed and eager brutes. The captain shouted orders and hacked the head from a pair of shoulders as his men struggled to come together. Crossbowmen aimed, and loosed, but there were only a few of them remaining. Most had been hewn down from behind by mud-covered foes who'd lain buried in the earth, waiting for archers they knew would come.

They were Hobgoblins, I could see now. Short, bandy-legged beasts with broad shoulders and round, wicked faces. One of them barked with glee as he cut the legs out from a pikeman. His skin was the color of bloody silt.

I got to my feet as the crossbow-bearing lad was sent by a spear thrust to rejoin his brother. The fight was desperate, for they were in among us, and unslowed by any fear of hurt. They leapt and ran about thinning knots of soldiers, some stopping to cut a throat as they passed. Gh'irishull appeared before me, his bardiche lost and his fingers tight about a Hobgoblin's throat. Another came at him as he throttled it but he drew the body of the first up as a shield, baring his teeth as the newcomer slew the first. He cuffed the newcomer as it struggled to draw its sword from its fellow, then dove upon it and buried his teeth in its neck.

When he stood up the fray had ended, as suddenly as it began. The Hobgoblins vanished into the thickets, leaving many of their number behind. Only one, who had been spiked to the trunk of a tree, still moved. There were at least as many of our lads dead, now far too many for the remainder to bury.

The captain stalked past in a rage, a bloody rag wrapped around half his face—I learned hours later that he lost an eye. The ambushade had come within a dagger's width of succeeding. "Cunning devils," he rasped.

—From Perilous Travels, by L'omæx the Seer

UNDERGROUND
RACES



◆ 10.1 ◆ OVERVIEW

Hobgoblins are a soldier race. They fight to keep their abilities honed, they fight to conquer, they fight for loot, they fight for the approval of their god, and they fight for vengeance, but most of all they fight because they enjoy it. Of all the races, Hobgoblins revel most in the challenges and carnage of battle. Those unscrupulous conquerors who use Orcs, Goblins, and their ilk as fodder will prefer to captain Hobgoblins over the others, for Hobgoblins are the best fighters for their number. Orcs and Goblins may be spent freely in battle, but Hobgoblins are often husbanded for special tasks or engagements. Hobgoblins have long memories. If defeated in combat, whether individually or by clan, those involved will remember always who the victor was, and will plan and prepare sometimes for years to have at the enemy again. A grudge like this may occupy a lone Hobgoblin for weeks or a whole tribe for generations.

◆ 10.2 ◆ PHYSICAL CHARACTERISTICS

10.2.1 • BUILD AND PHYSIOLOGY

Hobgoblins range in height from four to five feet tall. They appear as larger and stronger Goblins, with the same round face and snub noses. Female Hobgoblins are slightly smaller than males and possess otherwise typical female characteristics.

Hobgoblins do not possess the same sensitive and toeless feet as Goblins. In fact, Hobgoblin feet are quite the opposite. Each foot has six toes and is almost impervious to pain. The bottoms of Hobgoblin feet are covered in a hard layer of skin. Hobgoblins tend to wear open-toed sandals for footwear.

Hobgoblins have large eyes that allow them to see in almost complete darkness. They are only slightly hampered by sunlight (a special modifier of -25 to all maneuvers) and do not fear the sun at all.

10.2.2 • COLORING

Most Hobgoblins are a muddy brown color, although there are members of the Hobgoblin race whose skins range from light grey to dark brown, almost black. Their hair is always a dark brown color. Hobgoblins' eyes are almost always (95%) dark brown, but a few (5%) are born with blue eyes. Those born with blue eyes are generally considered more powerful than other Hobgoblins.

10.2.3 • ENDURANCE

Hobgoblins are a strong and hardy race. They will rigorously pursue their prey for days on end, like tireless hounds. They only require sleep once every 48 hours and receive a special bonus of +20 to their Exhaustion Points.

10.2.4 • LIFE SPAN

The average natural life span of a male Hobgoblin is 95 years, but is generally much shorter due to violence. The average female Hobgoblin may live to 110, though they also often fall prey to violence.

10.2.5 • RESISTANCE

Hobgoblins receive +15 to their RR and DB versus all heat and cold attacks.

10.2.6 • SPECIAL ABILITIES

Other than *Nightvision*, Hobgoblins have no special abilities. Hobgoblin *Nightvision* allows them to see 100' in minimal light (near darkness).

◆ 10.3 ◆ CULTURAL ASPECTS

10.3.1 • CLOTHING AND DECORATION

Surprisingly, Hobgoblins take great pride in the appearance of their gear and clothing. They spend a lot of time polishing their armor, hemming their clothes, and mending their sandals. While Hobgoblin clothing is not overly attractive, it is very functional and durable.

Because battle is important to Hobgoblins, all of their clothing and decorations are invariably related to combat in some way. Fairly resistant to the elements, a Hobgoblin will not wear much other than a simple smock or doublet. Over that, a suit of leather, chain, or plate armor is often worn, even if the Hobgoblin does not expect to go into battle.

"Though the lives of my men are a coin I do not willingly squander, it was better to lose entire companies in the pursuit than to allow those who lived to go free. We spent a sennight in the mountains a'hunting, and I worry yet that a few of them linger in the hills, watching, bitterly waiting..."

—His Grace, the Fourth Duke of Ironspire, to his infant son, after the defeat of the Ten-Shields Hobgoblin clans



Part II

Sections
10.1, 10.2,
10.3

Overview

Physical
Characteristics

Cultural
Aspects

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Section 10.3

Cultural
Aspects

Hobgoblin
Height Chart

Hobgoblin
Weight Chart

HOBGOBLIN HEIGHT CHART		
d100(OE)	Hobgoblin male	Hobgoblin female
less than (-169)	3'2"	2'11"
(-169) - (-165)	3'3"	3'0"
(-164) - (-160)	3'4"	3'1"
(-159) - (-155)	3'5"	3'2"
(-154) - (-145)	3'6"	3'3"
(-144) - (-135)	3'7"	3'4"
(-134) - (-85)	3'8"	3'5"
(-84) - (-80)	3'9"	3'6"
(-79) - (-75)	3'10"	3'7"
(-74) - (-70)	3'11"	3'8"
(-69) - (-65)	4'0"	3'9"
(-64) - (-55)	4'1"	3'10"
(-54) - (-45)	4'2"	3'11"
(-44) - 5	4'3"	4'0"
6 - 25	4'4"	4'2"
26 - 50	4'5"	4'3"
51 - 75	4'6"	4'4"
76 - 90	4'7"	4'5"
91 - 145	4'8"	4'7"
146 - 155	4'9"	4'8"
156 - 165	4'10"	4'9"
166 - 170	4'11"	4'10"
171 - 175	5'0"	4'11"
176 - 180	5'1"	5'0"
181 - 185	5'2"	5'1"
186 - 240	5'3"	5'2"
241 - 250	5'4"	5'3"
251 - 260	5'5"	5'4"
261 - 265	5'6"	5'5"
266 - 270	5'7"	5'6"
271 - 275	5'8"	5'7"
more than 275	5'9"	5'8"

HOBGOBLIN WEIGHT CHART						
d100 (OE)	Hoboblin (m)			Hoboblin (f)		
	sm	md	lg	sm	md	lg
less than (-169)	62	66	72	62	66	72
(-169) - (-165)	66	70	77	66	70	77
(-164) - (-160)	70	74	81	70	74	81
(-159) - (-155)	74	78	85	74	78	85
(-154) - (-145)	77	82	90	77	82	90
(-144) - (-135)	81	86	94	81	86	94
(-134) - (-85)	85	90	99	85	90	99
(-84) - (-80)	89	94	103	89	94	103
(-79) - (-75)	93	98	107	93	98	107
(-74) - (-70)	96	102	112	96	102	112
(-69) - (-65)	100	106	116	100	106	116
(-64) - (-55)	104	110	121	104	110	121
(-54) - (-45)	108	114	125	108	114	125
(-44) - 5	112	118	129	112	118	129
6 - 10	119	126	138	119	126	138
11 - 25	129	136	149	129	136	149
26 - 75	142	150	165	142	150	165
76 - 90	154	163	179	154	163	179
91 - 95	165	174	191	165	174	191
96 - 145	171	181	199	171	181	199
146 - 155	175	185	203	175	185	203
156 - 165	179	189	207	179	189	207
166 - 170	183	193	212	183	193	212
171 - 175	187	197	216	187	197	216
176 - 180	190	201	221	190	201	221
181 - 185	194	205	225	194	205	225
186 - 240	198	209	229	198	209	229
241 - 250	202	213	234	202	213	234
251 - 260	206	217	238	206	217	238
261 - 265	209	221	243	209	221	243
266 - 270	213	225	247	213	225	247
271 - 275	217	229	251	217	229	251
more than 275	221	233	256	221	233	256

The belts and necks of Hobgoblins are often adorned with trophies from previous battles. Common items scavenged from battle sites are bones, hair, weapons, or anything with a fallen foe's symbol on it. A veteran of many battles would be covered with various mementoes he had collected. Hobgoblins use these trophies looted from bodies as evidence of their prowess in battle. The selection of mementoes demonstrates the power and strength a Hobgoblin has and the number of foes who have fallen from his mighty blows. A Hobgoblin's collection is something very important to him; something he would defend to the death.

Hobgoblins, unlike Goblins, almost always wear open-toed sandals made from leather, and are chosen for their durability and lightness.

"Here sir is your father's mail. I fear me that you will be unable to wear it, for it is rent and many links are lost. This hauberk and nothing else of His Grace remains. His company entire was overwhelmed and lost, and I can rouse none here to go seek its remains."

—An unknown sergeant to the young Heir of Ironspire, after the beleaguered Fourth Duke was slain by Hobgoblins of an unknown tribe.

10.3.2 • FEARS AND INABILITIES

While the Hobgoblins dislike the sun, they are not afraid of it. In fact, there is little a Hobgoblin fears, unless it is other Hobgoblins aspiring to his position within the tribe. The only time a Hobgoblin has something to fear is when it is very young. It is at this time that Goblins like to strike, killing the young Hobgoblins before they have a chance to grow up and terrorize the Goblins later.

10.3.3 • LIFESTYLE

Battle is of ultimate importance to a Hobgoblin male. While a Hobgoblin is growing up, he is constantly drilled by older Hobgoblins in the ways of the warrior. When a male reaches adolescence, he is given his first weapon, usually a club or mace, and some armor, usually soft leather. The young Hobgoblin will then go out and participate in the next skirmish that occurs. It is here that the Hobgoblin right of passage is performed. If the Hobgoblin survives, he drinks the blood of his fallen foe. From that point on, the Hobgoblin is considered a full member of his tribe.

Each group of Hobgoblins organizes into tribes, and within each tribe are clans. The different clans concentrate on different forms of attack. For instance, in a typical Hobgoblin tribe, there would be a clan that fights mounted, a clan that uses missile weapons, infantry clans bearing a variety of weapons, and the like. Each clan has a leader, as does the tribe. The greatest warrior in the tribe is automatically made the tribal leader. If a Hobgoblin doubts the tribal leader's abilities, he may challenge him to a duel. If the tribal leader wins, he kills the possible usurper. If the doubter wins, the reverse is true, though on occasion, if highly valued for his tactical skill, the old chieftain will be allowed to return to the clan from which he came. This rarely happens, for even if the old chieftain survived the fight, he would doubtless be wounded and no one would be permitted to tend his injuries.

Advancement in a clan is through the death of those above an individual. This encourages many Hobgoblins to accelerate the death of their superiors so that they can gain in rank. It is probably a good thing that Hobgoblins kill each other with such regularity, or entire lands might be overrun by them. A high ranking Hobgoblin is always paranoid, as though everyone is out to get him.

Sometimes the tribal leader will desire to increase the number of soldiers he commands. When this happens, the Hobgoblins typically look for the closest Goblin clan and kill its king. The Hobgoblin tribal leader then sets himself up as the new Goblin king, grouping all of the Goblins into various military categories: light infantry, skirmishers, and some mounted archers or slingers to ride behind the Boarsaddlers. Goblins typically do not enjoy serving under a Hobgoblin king; there is less time for creating inventions. Hobgoblins take great pleasure in tormenting Goblins, much like how Goblins enjoy tormenting Kobolds.

Hobgoblins have a grasp of battlefield tactics and strategy that many professional Mannish armies should envy. They may employ any stratagem, and so are dangerously unpredictable. They have been known to fight openly, in formation, and to employ vicious irregular tactics. All manners of warfare are often punctuated by punishing ambushes and unexpected tactic changes. They will use the terrain, weather, or any other factor to their advantage. Those who seek to give battle to Hobgoblins should not confuse them with their unorganized lesser kin, and should be alert for traps or deception.

While they are not as skilled at smithwork as Dwarves or Orcs, they have ability sufficient to mail their soldiers and armor their folk. In addition, Hobgoblins have a limited propensity for using certain herbs. This tendency is, of course, limited to those herbs that render aid on the battlefield or heal those who have suffered hurt there. Some herbs preferred by Hobgoblins are Thortch, Fuch-Jegukh, and Qurill.

Most clans of Hobgoblins master foul beasts or animals to aid them in battle. To that end, many have taken to a skill much akin to Falconry, save that they use Viperhawks (Sec. 7.0, pg. 113, *C&M*) instead of falcons and hawks. Hobgoblin Hawkens are not grouped by clan, as are most other professions of their race. Instead, there will be a small number within each clan. Often the Hobgoblin chieftain will have a bodyguard of Hawkens when he goes into battle. Except for those he can implicitly trust, though, this group's members disband to their respective clans upon return to their lair—they are too dangerous, and Viperhawk poison could easily make way for a new chieftain.

Another more common animal tamed by Hobgoblins and trained to brutal combat is the Great Boar (Sec. 3.9, pg. 43, *C&M*), which Hobgoblins ride (much as their lesser kin ride Battle Boars). Boarsaddlers are among the most dangerous of a Hobgoblin host, for they are wont to go crashing into an enemy formation, then leap from the backs of their beasts amidst (hopefully) now disorganized foes and go berserk.

Similar to those who ride the Great Boars are those who ride the Brelliss, creatures thought to be unique to Hobgoblin-dominated mountains and bred only by them. The Brelliss (also called a Boarconstrictor) is serpentine in nature, save that its head is the glaring, hugely-tusked visage of a Boar. Brellissers (as the Hobgoblins who ride them are called) are thankfully limited in number due to the scarcity of mounts, and are often more valued by their chieftains than Boarsaddlers. Brellissers can be employed skillfully and tactically, as a proper mounted force should, though they are not as speedy as horsemen. A favored tactic of Brellissers when

Part II

Section 10.3

Cultural Aspects

Hobgoblin Herb Chart

"Cries of the hewn and screams of pain

call to him who'd the chief's helm wear.

But beware, oh chief, your host about,

for uneasy blades swing in the murk,

and other lads your bloody dream may share.

Aye, the foe be gone and the clans remain,

but your caves are behind and its a long way there;

the crown you have, but you're friends without.

There in the darkness daggers lurk,

and naked steel has been laid bare."

—a rhyme of unknown authorship, ascribed to Hobgoblins

HOBGOBLIN HERB CHART

Herb	Code	Form/Prep.	Cost	AF	Notes
Thortch	t-U-6	fungus/ingest	12sp	0	Removes stun, aids healing
Fuch-Jegukh	m-U-5	bat/ingest	75gp	1	Heals, neutralizes poison
Qurill	t-U-4	vine/ingest	5sp	2	Removes sunlight penalty

Thortch: Thortch is a thoroughly disgusting, pudding-like preparation known to most clans. Its source is a fast-growing fungus that appears on rotting corpses found deep underground. Utterly revolting to the taste, Thortch will remove one round of stun from any applicable critical for d10 hours after being eaten. It also adds +50 to rolls made on T-5.4, the Healing Recovery Table (pg. 332, *RMSR*). Unfortunately, eating more than one dose in a 24-hour period typically results in a violent, retching illness that even brave Hobgoblins will avoid.

Fuch-Jegukh: Fuch-Jegukh is what the Hobgoblins call the brain of the same bat that yields the Jeggarukh poison. Principally used by clans that are anticipating a fight with their own kind or other poison-using races (Goblins, Orcs, etc.), Fuch-Jegukh is taken by simply biting the head off the bat concerned. Fuch-Jegukh will heal d10 hits and neutralize any poison in the user's system. The poison from the bat's corpse is then typically extracted.

Qurill: Qurill is an underground vine that grows in the upper reaches of large caves. It is often harvested by Hobgoblins (and on occasion by Goblins). Short sections of vine are squeezed to produce a sap, which is sucked down by the imbiber. It has no effect whatsoever on Mannish or Elvish peoples, but serves most subterranean folk well by removing any penalty they might suffer in sunlight (removes up to -75 in sunlight penalties for those who cannot endure the light of day). Hobgoblins who have Goblin soldier-slaves working for them often utilize Qurill when driving them forth to battle in daylight.

UNDERGROUND RACES



◆ 10.4 ◆ OTHER FACTORS

10.4.1 • Demeanor

Hobgoblins are extremely warlike and fairly well organized. They will kill anything they feel is threatening or mocking them, even spilling blood just for the thrill of battle. They are cruel to any race they subjugate and make very brutal taskmasters. They enjoy feeling superior and will often bully anyone smaller than themselves.

They will obey the orders of their clan leaders or tribe leader without hesitation, even if it will lead them to certain death, hoping to die in such a glorious way as to attract the attention of Hurdin. Hobgoblins are not afraid of death, but they do wish to take someone with them if they must die.

Hobgoblin females have a more servile demeanor. They are the support organization for the warriors. They insure that there is food to eat and more soldiers to carry on the fight.

10.4.2 • LANGUAGE

Hobgoblins know how to speak their own language, which is different enough from Black Speech to qualify as its own tongue. They also are familiar with that of the Goblins. Over time they can learn the Common tongue.

The Hobgoblin language is guttural, with many barks and clicks of the tongue. To one who does not speak the language, a Hobgoblin conversation sounds a lot like terse orders being yelled back and forth.

Starting Languages: Hobgoblin (S8/W4) and Black-speech (S7/W2).

Allowed Adolescence Development: Hobgoblin (S8/W8), Common-speech (S6/W2), and Black-speech (S8/W8).

10.4.3 • PREJUDICES

Hobgoblins have few prejudices, they will kill anyone no matter what race they belong to. They do consider Goblins to be inferior to Hobgoblins, wasting time with



inventions that hardly ever work when they could be conquering surrounding lands. A Hobgoblin will often look for a Goblin clan and force himself upon the throne. Hobgoblins feel that Kobolds are almost beneath their notice. They consider them an irritation, much like a Human considers a rat. For this reason, most Kobolds flee at the sight of a Hobgoblin.

10.4.4 • PROFESSIONS

Hobgoblins are almost exclusively Fighters and Clerics, although there will occasionally be a Hobgoblin Rogue. Hobgoblins are almost never Essence or Mentalism spell users, although on occasion a renegade Hobgoblin will pursue one of those professions.

There is usually one Hobgoblin Cleric for every five score or so Hobgoblin Fighters. The Fighters look upon the Cleric for support and to proclaim the will of Draxx.

10.4.5 • TRAINING PACKAGES

Hobgoblins can learn any training package they desire, should it be appropriate. Obviously, the Knight package wouldn't really fit, and the Performer and Merchant packages involve activities no Hobgoblin would care to be involved in. However, they also have access to four racial packages, those of Hower, Pillager, Boarsaddler, and Brelistker.

10.4.6 • SPECIAL SKILLS

Everyman: All skills within either the Weapon • 1-Handed Concussion category or the Weapon • 1-Handed Edged category.

Restricted: none.



Part II

Section 10.4

Other Factors

UNDERGROUND
RACES



10.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Acrobatics, Ambush, Appraisal, any Armor skills, Body Development, Brawling, Caving, Climbing, Contortions, First Aid, Fletching, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Pole Vaulting, Rappelling, Scaling, Signaling, Stalking, Tactics, Tracking, Trickery, any Weapon skills.

10.4.8 • THE INDIVIDUAL AS A PC

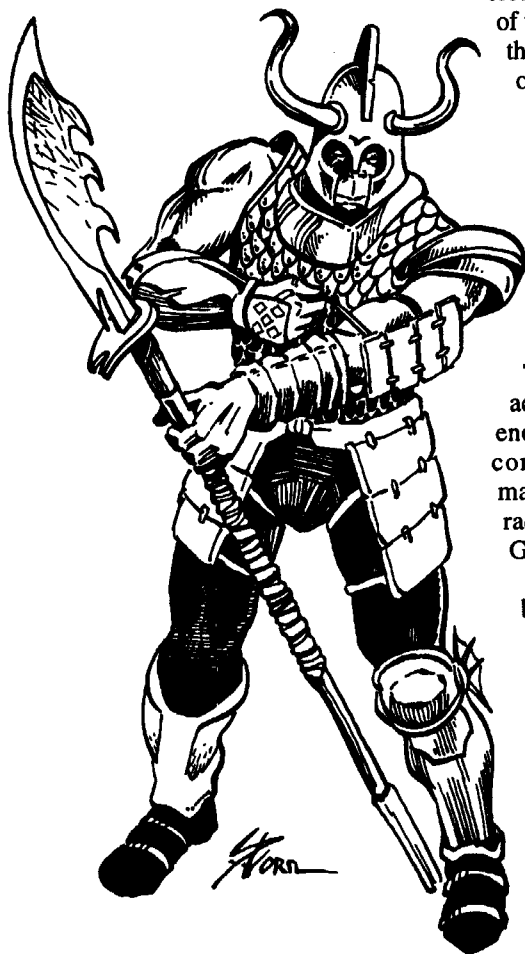
A Hobgoblin may abandon his warlike race and take on the mantle of an adventurer for many reasons. For instance, a Hobgoblin may have reached a high rank in his clan and decided that discretion was the better part

of valor. During the night, the Hobgoblin snuck out of the caves and into a new life of adventure rather than be killed by those below him.

Perhaps the Hobgoblin is looking for a tribe to rule. The easiest way to do this would be to take over a Goblin clan. The Hobgoblin may be adventuring to build up enough strength to overcome the Goblins (or maybe to dupe his comrades into clearing out the Goblin traps for him).

A Hobgoblin would be a vicious fighter for his adventuring group. There may be times when members of a group wish to show mercy to an opponent, but they would have a hard time explaining this concept to the Hobgoblin. The Hobgoblin would react to almost all encounters vio-

lently. Teaching him restraint would be an interesting, and entertaining, task for a party member.



◆ 10.5 ◆ OUTFITTING OPTIONS

10.5.1 • ARMOR

Hobgoblins favor chain over the other types of armor for the mobility and protection it offers. As a Hobgoblin gets older, plate becomes more common. However, the rarity of older Hobgoblins make plate-clad ravagers thankfully rare. The Hobgoblins make their own leather and chain armor, but often steal their plate armor from those they have defeated in battle.

10.5.2 • MONEY

Hobgoblins start with 1-10 silver coins of various mints.

10.5.3 • WEAPONS

Hobgoblins will wield virtually any weapon, but they favor one-handed ones to allow the use of shields. Common Hobgoblin weapons include: clubs, maces, broadswords, handaxes, daggers, warhammers, morningstars, falchions, scimitars, and two-handed swords.

◆ 10.6 ◆ BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Hobgoblins when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

10.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 10.4.2), a Hobgoblin may select the following languages with background options: Orcish (S7/W3), Black-speech (S10/W10), and Hill-speech (S7/W4).

10.6.2 • EXTRA MONEY

Extra money gained with background options will most likely be in the form of coins, jewelry, and other loot from the bodies of fallen enemies (or other victims).

10.6.3 • SPECIAL ITEMS

A Hobgoblin may obtain any special item except for Essence or Mentalism adders or multipliers.

10.6.4 • TALENTS

Hobgoblin characters may have any of the standard talents or flaws (listed in *RMSS*). In addition, all Hobgoblins may gain talents or flaws from the Hobgoblin Talent and Flaw Chart.

HOBGOBLIN TALENT AND FLAW CHART

- 01-10 **Putrescent (Flaw):** You have an offensive body odor. Any hostile animal-type creatures will attack you before other potential targets. [MAJOR: -10 points]
- 11-20 **Glass-Jawed (Flaw):** You are badly affected when wounded. Any percentage penalty applied to you by a critical result (e.g., "-10% due to severe pain") is doubled. [GREATER: -15 points]
- 21-30 **Clumsy (Flaw):** You are a serious klutz. All fumble ranges are increased by 4. All durations of fumble results are doubled. [GREATER: -15 points]
- 31-35 **Unswerving:** Your forthright attack withholds nothing. You do double normal concussion damage. Your boldness may be a drawback, for it does not occur to you to ever fight defensively. Thus, you may not parry with more than 10% of your OB. Your mighty blows take a toll on weaponry too; breakage numbers are increased by one and weapon strengths are lowered by 25. [GREATER: 35 points]
- 36-40 **Soldier's Glance:** You know your weaponry. You are an unmatched judge of the implements of war. You gain a special bonus of +40 to Evaluate Armor maneuvers and a special bonus of +30 to Evaluate Weapon maneuvers. [MAJOR: 20 points]
- 41-45 **What Wounds?:** You can continue to fight despite wounds inflicted upon you. They do not slow you down. Maneuver modifications due to wounds are at one-half penalty (-5 for 25% hits taken, etc.). Likewise, initiative penalties are also halved (-20 to initiative rather than -40, etc.). [MINOR: 7 points]
- 46-50 **Persistent:** You will not allow yourself to be hampered by pain in a fight, and refuse to yield to injury. You gain a special bonus of +25 to your Stunned Maneuver skill, and a special bonus of +10 to your Adrenal Toughness skill. [MAJOR: 17 points]
- 51-55 **Headlong Charger:** You pitch yourself into the fray. Any Movement Maneuver to increase your Base Movement Rate is considered to be two difficulty levels easier if you are charging to attack. [MINOR: 7 points]
- 56-60 **Scanty Bleeder:** You do not bleed much due to unnaturally fast clotting. Each bleeding would you receive is reduced by one hit per round every round until it stops bleeding. [MAJOR: 25 points]
- 61-65 **Receptive:** Any physically altering magic cast upon you is far more likely to be at full effect. If there is a variable time of duration or possible

effect (e.g., dies rolled for healing spells), the result may be re-rolled once if it falls under 75% of the potential maximum result. Offensive spells cast upon you with an unmodified result of less than 75 may also be re-rolled once, at the GM's discretion. [MAJOR: 17 points]

- 66-70 **Mailed:** You are most comfortable in mail, and are distressed when unarmored. Due to your confidence, you gain a special bonus of +10 to any non-attack maneuver while in armor. However, you suffer a penalty of -20 to all maneuvers while out of armor. [MINOR: 7 points]

- 71-75 **Ferocious:** Savage in the fray, you become stronger with each passing blow while in battle. You actually begins fighting the first round at -10. This is increased by +5 each consecutive round you are engaged in melee. Thus, after three rounds of combat, you are at +5. However, beginning the third round, you will expend a number of Exhaustion Points equal to the bonus in combat (e.g., on the fifth round, you expend 15 Exhaustion Points). This Exhaustion Point expenditure replaces normal Exhaustion Points for the combat. If you fail to attack in a given round, the bonuses start over. [MAJOR: 15 points]

- 76-80 **Whirlwind:** Your Base Movement Rate is 150% of normal while involved in a fight. You also gain double your Qu stat bonus as an initiative modifier (instead of single Qu stat bonus). You may make snap Observation maneuvers with a special bonus of +10 while engaged in combat. However, you will never willingly wait until the deliberate phase of a round to attack. [MINOR: 13 points]

- 81-85 **Deft:** You fumble only on a 01 with a single weapon of your choice. Other fumble ranges are decreased by 2 (to a minimum of 1). [MAJOR: 25 points]

- 86-90 **Saddle-Born:** You are a natural cavalryman. You gain a special bonus of +10 to Mounted Combat maneuvers, and a special bonus of +10 to Animal Handling maneuvers with your chosen steed type. [MAJOR: 17 points]

- 91-95 **Ignores Day:** You are unaffected by bright light and do not suffer the activity penalties your fellows suffer while in the sun's gaze or other bright light. [MINOR: 10 points]

- 96-00 **Boar's Heart:** You may fight past death. If slain by an immediate critical result (e.g., "foe drops and dies after 12 rounds of inactivity"), you may continue to fight normally for three rounds. If you die due to loss of concussion hits, you may fight normally for five extra rounds. Any accrued penalties to OB still apply. [GREATER: 40 points]

Part II

Section 10.6

Background Options

Hobgoblin Talent and Flaw Chart

UNDERGROUND RACES





Part II

Section 10.6

Background Options

Hobgoblins Racial Summary



Stat Bonuses:

Ag: -2
Co: +6
Me: -2
Re: -2
SD: -2
Em: -2
In: -2
Pr: -2
Qu: -2
St: +4

RR Mod:

Ess.: +0
Chan.: +0
Ment.: +0
Poison: +5
Disease: +5
Fear: +0

Body Dev.

Progression:
0•7•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•3•2•1•1

Mentalism

PP Dev.
Progression:
0•3•2•1•1

Arcane

PP Dev.
Progression:
0•3•2•1•1

Soul

Departure:
6 rounds

Recovery

Modifier:
0.5 times

Race Type:

2

UNDERGROUND RACES



HOBGOBLIN RACIAL SUMMARY

Hobgoblins are a soldier race, male and female alike. They are usually unforgiving in their conquering and will rarely forget a defeat (until they have their revenge). Fighting and war are the entire lifestyle for Hobgoblins.

PHYSICAL CHARACTER

Build: Hobgoblins have the same general appearance as Goblins, only bigger and stronger.

Coloring: Almost uniformly brown-skinned (though those with light grey to almost black skin have been seen), most Hobgoblins have dark brown eyes. Sometimes, a Hobgoblin is born with blue eyes (and is often revered as more powerful). Hair color is always brown.

Endurance: Hobgoblins are strong and hardy. They can go for up to two days without sleep and have a special bonus of +20 to their Exhaustion Point total.

Height: Males average 4'6", females average 4'4".

Lifespan: 95 years.

Resistance: Hobgoblins have an innate resistance to heat and cold (and receive a special bonus of +15 to their DB and RRs versus heat and cold attacks).

Special Abilities: Hobgoblins can see quite well in minimal light (up to 100').

CULTURE

Clothing & Decoration: Hobgoblins take great pride in their garb. However, they rarely wear anything but their armor (even if not expecting to be fighting). They are often known to wear battle trophies.

Fears & Inabilities: None. Hobgoblins are taught to fear nothing in life.

Lifestyle: Battle is life and death to Hobgoblins. They practice while they are young; and make wars when they are adults. They take great pride in being able to fight and win with superior strength and tactics. In all things, they are structured and organized (like a good military should be).

Marriage Pattern: Polygamous (with the most wives going to the strongest Hobgoblin).

Religion: Hobgoblins only pay tribute to one god; the god of war and battle.

OTHER FACTORS

Demeanor: Hobgoblins are known to be cruel, but structured. They deem themselves to be superior in all things related to battle. Following orders of superiors is always done without question (even if death is certain). Females are almost always more servile; serving as support for their warriors.

Language: *Starting Languages:* Hobgoblin (S8/W4), Black-speech (S7/W2). *Allowed Adolescence Development:* Hobgoblin (S8/W8), Common-speech (S6/W2), and Black-speech (S8/W8).

Prejudices: None in specific (except for maybe Goblins who they deem the lowest form of life).

Professions: The only common professions among Hobgoblins are Fighters and Clerics. Occasionally a Rogue will rise from the ranks. Essence and Mentalism spell users are never encountered.

Training Packages: Hobgoblins could conceivably learn any Training Package in the *RMSS* (though there are quite a few that would involve activities that Hobgoblins would not be interested in; e.g., Performer or Merchant). In addition, they may select the Hobgoblin Training Packages.

Special Skills: *Everyman:* any skill within either the Weapon • 1-Handed Concussion skill category or Weapon • 1-Handed Edged skill category; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Ambush, Appraisal, any skill in the Armor group, Body Development, Brawling, Climbing, Contortions, First Aid, Fletching, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Pole Vaulting, Rappelling, Scaling, Signaling, Stalkings, Tactics, Tracking, Trickery, any skill in the Weapon group.

OUTFITTING OPTIONS

Armor: Usually chain (at least until plate armor is earned).

Money: 1-10 silver coins of various mints.

Weapons: Virtually any weapon (though 1-handed weapons are preferred, so shields may be employed).

BACKGROUND OPTIONS

Hobgoblins have six background options.

Extra Languages: In addition to the tongues listed above: Orcish (S7/W3), Black-speech (S10/W10), and Hill-speech (S7/W4).

Extra Money: Usually in the form of loot from a battle.

Special Items: Any special items might be appropriate except adders and multipliers for the realm of Essence or Mentalism.

Talents: See Section 10.6.4 for Hobgoblin-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Hobgoblin characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	1
Rigid Leather	3
Armor • Medium skill category	3
Chain	3
Athletic • Brawn skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	0
Language skills	4
Lore • General skill category	1
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	1
Riding	1
Subterfuge • Stealth skill category	1
Stalking	1
Hiding	1
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	3
one weapon, based upon culture	3
Weapon • 1-H Edged skill category	3
one weapon, based upon culture	3
Weapon • 2-Handed skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Weapon • Polearm skill category	1
one weapon, based upon culture	1
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	10
Background Options	6
Talent Points (cost: 44)	55

THE KOBOLDS

Part II

Section 11.0

The Kobolds

On or about the Nine and Twentieth day, month of Mars, Year of the Hound Roe

This being, in all likelihood, my last day, I shall, at the last, divulge a factual account of the last act of the Widow's Men.

Acting, as always, under the keen wisdom of The Lady, I Tucker Swiftoak, chosen Captain of the Widow's Men, set forth with my charge from our fortress. For some three and twenty days we marched, long past the Foothills of the Sullen Folk and then due northward, we hewed our path through the Thorny Plains to come at long last to the Red Forest. That woodland was a most foul and forbidding place. Having arrived at the onset of Fall, we bore witness to the forest's namesake, the stout Red Oaks. Though, in my recollection, the leaves appeared to have been blood-stained and had not a vestige of beauty to them. It was a portent only to hindsight.

Nigh two-score men entered that great nettled wood! From the first we felt ill eyes bent upon us. Doubled the watch, I did. Even hid a lad or two, hoping to catch a pair of "the eyes" for interrogation. Our first night yielded little more than fitful sleep. During the second day, I sent two scouting parties ahead, North-northeast and North-northwest, to reconnoiter. Being camped but a quarter league within the forest's hold, our wains were near enough to replenish our stores with ease. The forest would not yield to their passage, so each man would carry twice his normal burden. Her Ladyship's directive indicated that, at its widest, the forest was but a day's travel across. Though my faith in Her was steadfast, I'd always preferred hard facts from the mouths of those in my charge.

At the sun's setting, neither party had returned. Of seven and thirty men, six were now missing. I'd assumed them such as I'd always known the Sarjeants I'd chosen to be men of some punctuality; which I demanded. During this night, I sensed, once again, unwelcome eyes upon us. At the next morning's first light, I sent one lone Tracker after each errant party. Having six men unaccounted for, I felt it unwise to send after them another six, and I had no intentions of moving any further into the dark recesses of the forest 'til I'd retrieved, from its grasp, word of my lost parties. When the dark of the third night fell, with reports from not a one of the eight souls I'd sent forth, my heart grew ever more troubled. Throughout the night, the furtive sounds of the night grew to an audible din. Abruptly, I was awakened from a restless sleep by childlike screams followed by nigh every alarm throughout the encampment. Then they attacked.

Cunning was the blow. At once a great commotion arose to our eastern flank. As we turned to investigate, a veritable shower of arrows, bolts, and darts inundated our western flank. Learning quickly from my foolishness, I ordered my primary Leftenant, Gallup, to muster a semi-circular defense of our eastern flank while I led our Surgeons and ten or twelve men-at-arms into the midst of our wounded. Then the worst attack came, this time from the North, our weakest point. Easily five-score half-heighted beasts issued forth. Each roughly mannish in shape, with a visage some say bore semblance to a hound, though many men reported them to possess horns. Bless them all, my lads fought well. Countless beasts I saw them slay. Yet, as quickly as it started, it was over; and not one beast's hide could be found. Curse the lot of them for their thorough scouring. Robbed, we were, of a head-count at the least.

Our reward: seven of my men were slain. Four were killed outright by arrows, three more succumbed to the poison darts and bolts. One man had lost an eye, a young, courteous lad named Alun, and a poisonfever had set upon him. Another would not walk again. Only a score of able bodies remained. Not one of us slept the remainder of that night. It would not be the last such night.

At first light, I ordered Gallup to gather out men and prepare them to march. Gladdened faces I saw about me which soon melted to dejection when I clarified that we were to march into the forest's heart at the noon hour. My second Leftenant, one Sangwyn Halfelven, the only of that race in my charge, I ordered to burden our able once again with our remaining provender. I would not leave men behind to be slain for food!

Two and one-score, we rent our path through the Red Forest, deep into it's heart, not stopping for the dark save to light our lanterns. For nigh upon an hour's time we trudged forth hacking and hewing the forest's tangled undergrowth. Then, at last we saw them. Or at least their remains. Three mangled torsos were all that remained of what appeared to be the North-northwestward scouting party. Kessel, their Sarjeant, we identified by his centipede tattoo along the jawline. Their legs and arms had been hewn from them for reasons which would soon become most clear. Their eyes, too, had been plucked from their faces. Each appeared to have died screaming for they, every one, stared at us with hollow-eyed, taut grin-screams. This foul sight caused yet another shadow to join others about our hearts. We spent only enough time to provide them proper burials. Kessel's way would have required a pyre, but the dank wood of this place would not surrender to flame. By morning light of the fourth day we came upon a clumping of rocks that appeared unnatural in their formation. Investigation revealed a wide fissure with a toolhewn stone path leading into the pitch below.

Two abreast we delved into the putrid crevasse, torches sputtering, threatening to give out at every twist and turn as foul winds greeted us. Suddenly, the cries began anew, from our midst, where my men were being stung by blowdarts issuing from each wall. Chaos erupted. The path was much too cramped to lend our fallen any succor, and fear soon cast aside our commanders' best efforts to restore order. I was soon swept forward in a tide of flesh as men all about me bolted further into the abyss. Just ere I rounded a corner, and saw the last

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Overview

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of our midsection and tail-end troupe, I saw our backmost ranks immersed in what could only have been boiling oil. The wails were deafening, though I'm sure I heard a cacophony of bestial laughter emanating from the hollow walls. The wave of bodies that carried me along came quite suddenly to a crushing halt. Apparently our most frightened forward ranks had fallen into a pit and impaled themselves on a lethal bed of quills. Two died immediately, and a third I could only bear witness to his helpless agony as I was thrown over the pit and soon carried further forth. Down we now spiraled into the pit of the abyss when our forward ranks burst through a small door into room whose dimensions to this day I know not. Its vastness lay well beyond the sight of our lanterns and scant torches; though, at once, I knew we were not alone.

Within the wan view of our light I could see various tables and chairs, and all about us I could hear snarls and foul-languaged jeers. In response, my eleven remaining men steeled themselves at the last and formed themselves into a loose fighting circle. I noticed, too, that Gallup still remained. His left arm hung limp with a swollen knot on his forearm where a dart must have pierced him; with his good arm cast me a quick salute. I could only muster a brief nod. As fortune would have it, we had in our midst the sole remaining practitioner of the Crafts. Noside Somat was his name, and with an unintelligible shout, light burst forth from a staff, held above his head, in all directions. Our opponents answered with a shriek, and the men cheered knowing that the light pained the beasts greatly. However, the light likewise illumined the three-score or a hundred chittering demons which now set upon us from all sides. This brilliance was unfortunately the mage's last act as he was targeted with nigh every projectile the beasts possessed and went down almost as quickly as his staff had flashed. The battle seemed to last for an eternity as our circle of carnage mowed through the beasts as though they were but grass on an ill-kept lawn. Time, though, was on their side. For every score we slew, we gained an injury. Our strength was dwindling quickly and the first man died with wide eyes and his entrails in his hands after a deft little bastard opened his belly. Soon our ten were eight. Then seven. With the last of our strength ebbing quickly, Gallup ordered a wedge formation in our Battle Language and threw me, to my surprise, in its center. The wedge made for the entry way we'd entered through and Gallup threw himself and another, who's name escapes me, with amazing ferocity into the core of the beasts to purchase room for the wedge to maneuver. That was the last time I saw him.

Two men perished as our wedge crumbled towards the exit. Only one remained in front, Bergil, a tall man of some two-score years and of at least six and one-half feet in height. Bergil had lost his weapon and was using the body of a fallen beast as a cudgel to sweep away the rest. Two other men were holding me upright, which seemed peculiar until my gaze happened upon an arrow shaft jutting from my left side. My strength seemed to leave me altogether and I cannot recall the faces of the two whom I burdened. Bergil halted at the door for us to pass and then leapt into the frenzied monsters screaming. I scarcely remember his last cries.

Up the spiral we drove, though it seems but a patchy memory to me. I do remember, though, the blistered bodies of the dead rear guard as I was carried atop my last man's shoulders. My final memory of the ordeal is of the beautiful sunlight, bathing the forest in a soft dimming glow, which I beheld as we emerge from the chasm.

To this day I know not the man's name to whom I owe my life. When I awakened, it was morning and I had been covered in the remains of the second scouting party, which I can only assume he stumbled across. I arose, too stunned to feel horror, and shambled through the forest to our first encampment, and from there to the wain left undisturbed. The horses grazing there turned their heads towards the bloody curiosity that had just stepped from the bowels of Hell.

Some time later I settled my score with Her Ladyship, who had apparently considered us to have grown much too powerful for her tastes. Studies abroad pieced together with scraps of legend provided me with a name for these demons of the dark: Kobolds. The lowest caste of the Goblin race. This name I have never permitted to be spoken in my household. And now I care not, for I go to join my charge, as last of the Widow's Men.

—An Excerpt from the Journal of Tucker "Shortsight" Swiftoak

◆ 11.1 ◆ OVERVIEW

Kobolds are the Least Goblins, smallest of a small race, and for the most part regarded with disdain by both good and evil peoples alike. Yet there is more to the Kobold than one might first suspect, a wicked penchant for flattery and cunning words, and an uncanny stealth in darkness. They are abused by every society they live in, providing a source of great amusement for bloodthirsty Goblins and Hobgoblins. Yet a facile tongue will amend much, and a knife in the dark will solve more. The Least Goblins should not be dismissed lightly.

◆ 11.2 ◆ PHYSICAL CHARACTERISTICS

11.2.1 • PHYSIOLOGY AND BUILD

Kobolds typically are of no more than three feet in height, and are much akin to Goblins in appearance, though they lack the Goblins' crippled feet. Kobolds are shorter, however, and leaner, and their faces are less round. Kobold faces are drawn out, canine-like, and they have tiny horns on their head. They possess feral red eyes and have keen vision even in the darkest dark, and their teeth are more suited to biting than either of their kindred races. Kobolds are bipedal and of small man-like build, possessing ten fingers and ten toes.

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11.2.2 • COLORING

Kobolds are ruddy-skinned and usually dirty, so that they have a brownish cast where their flesh is exposed to view. Their hair is bristly and dark, from deep brown to jet black. Their horns are ochre in hue, and only rarely grow enough to use as a weapon. Kobolds have wide and dark eyes, set deep in their heads, contributing further to the canine look of their faces.

11.2.3 • ENDURANCE

Kobolds have inner mettle they only occasionally display, but that might surface if they are pressured. Surprisingly, they are capable of taking great punishment in dire extremes. Were they more brave, or certain of themselves, Kobolds could present an unpleasant threat to their stronger cousins. They are also capable of great and lengthy expenditures of effort without rest, especially when hard-pressed. Kobolds may go a day and a half without sleeping. They require only three hours of sleep where Mannish folk need six to eight. Their hardy nature is reflected in a Co stat bonus of +4.

11.2.4 • LIFE SPAN

Kobolds are a short-lived folk, for they are beset on all sides by dangers. Their Goblin and Hobgoblin kin claim many; creatures of the wilds take more. All manner of perils await this weak race, including disease and the blades of virtually any whom they encounter. Illness or battle reaps many a Kobold that might otherwise have grown old. The average life span of a Kobold is thought to be under thirty years, for few will beat the odds longer than that. Much older Kobolds have been seen, albeit rarely, so those wise folk who are versed in such matters have claimed that it is possible for one of these Least Goblins to reach the age of at least seventy-five. This includes both males and females alike. As examples of venerable Kobolds are impossible to find, no one knows if time preys upon an elderly Kobold's mind.

11.2.5 • RESISTANCE

Kobolds have limited bonuses against both poison and disease (+5 for both).

11.2.6 • SPECIAL ABILITIES

Kobolds are naturally lithe and quick, woodwise, and chary as game beasts. Even Halflings would fare poorly if attempting to find Kobolds who did not want to be found. This is seen in the +6 Qu and +2 Ag stat bonuses that Kobolds receive. In addition, Kobolds (like all the Goblin breeds) have *Nightvision*, which allows them to see up to 100' after the sun has fallen. In addition, Kobolds have an uncanny ability to lie, whine, and bemoan their way out of perilous situations or into advantageous positions. All Kobolds receive a special bonus of +10 to any skills from the Influence skill category (except for Leadership and Seduction).

◆ 11.3 ◆ CULTURE

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Characteristics

Culture

11.3.1 • CLOTHING AND DECORATION

Kobold garb is, in its kindest description, functional. Their clans have weavers and tailors (or the Kobold equivalent), but they accomplish little save to make raiment that is, at best, serviceable. When possible, Kobolds will trade or steal clothing and other accouterments from smallish races more adept at clothe-craft (the wardrobes of Halflings, Gnomes, and Gnolls suffer horribly at the hands of raiding Kobolds). Remarkably, Kobolds are fond of bright reds, yellows, and especially oranges for apparel.

11.3.2 • FEARS AND INABILITIES

Kobolds fear everything and everyone larger, stronger, or more skillful than they—which is to say everyone and everything but Minoths. Being afraid does not preclude bravery in certain instances, however. After all, courage is simply perseverance in the face of fear. They have a great dislike for the sun, its rays being hurtful to them. Kobolds suffer -75 to all actions in sunlight.

11.3.3 • LIFESTYLE

The one trait that has allowed Kobolds not only to survive, but in some cases to live in Goblin society, is their skill at dissembling. Kobolds will lie, whine, act piteous, flatter, cajole, wheedle...they are obsequious to an extreme. No one is a better sycophant, no one a better yes-man, than a Kobold. They are artists with flattery like Dwarves are with stone and Goblins with machines.

Kobolds are amazingly family-oriented, or perhaps it would be best to say pack-oriented. Rarely will a lone Kobold be found, and if they are, it is highly probable that a score or more are in hiding. They dislike being alone nearly as much as they dislike the sunlight.

With little courage unless in great masses, Kobolds typically follow the pack leader with an almost religious zeal. Should the leader be slain, they have as much a chance of making a frenzied attack as they do of fleeing. A Kobold makes an exceptionally loyal follower, though they do have a penchant for stealing from races other than Kobolds.

11.3.4 • MARRIAGE AND FAMILY PATTERN

Marriage in Kobold families is tenuous, for either mate may be attracted to another Kobold and uproot without warning. There is little or no certainty as to the parentage of Kobold whelps either. While this does at times provoke quarrels, it rarely leads to real bloodshed, for Kobolds instinctively band together for survival. Conflict within bands is minimal, as that weakens the group and jeopardizes the safety of all.

Going hunting for Kobolds, eh? Weak little creatures. Won't be able to put up much of a fight. Certainly not going to throw any conjury at you. You may want to read this.
—L'omæx the Seer

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11.3, 11.4

Culture

Other Factors

Kobold Height
Chart

Kobold
Weight Chart

KOBOLD HEIGHT CHART		
d100(OE)	Kobold male	Kobold female
less than (-169)	1'10"	1'10"
(-169) - (-165)	1'11"	1'11"
(-164) - (-155)	2'0"	2'0"
(-154) - (-145)	2'1"	2'1"
(-144) - (-85)	2'2"	2'2"
(-84) - (-80)	2'3"	2'3"
(-79) - (-70)	2'4"	2'4"
(-69) - (-65)	2'5"	2'5"
(-64) - (-55)	2'6"	2'6"
(-54) - 5	2'7"	2'7"
6 - 10	2'8"	2'8"
11 - 25	2'9"	2'9"
26 - 75	2'10"	2'10"
76 - 90	2'11"	2'11"
91 - 95	3'0"	3'0"
96 - 155	3'0"	3'0"
156 - 165	3'1"	3'1"
166 - 170	3'2"	3'2"
171 - 180	3'3"	3'3"
181 - 185	3'4"	3'4"
186 - 250	3'5"	3'5"
251 - 260	3'6"	3'6"
261 - 270	3'7"	3'7"
271 - 275	3'8"	3'8"
more than 275	3'9"	3'9"

11.3.5 • RELIGION

Kobolds have no pantheon of gods as do other peoples. Being a weak race and long accustomed to suffering at the whims of other races and strong creatures, they have an almost fatalistic outlook on life. This carries over to shape their theology. The Kobold attitude toward deities is not precisely worship. It is not even reverence. It is more of a fear; when tribute is given or offerings made, it is an attempt to placate powerful forces that make even more dangerous an already threatening life.

Their exact outlook, and the forces they acknowledge as god-like, depend very much on the individual Kobold clan and its place in the world. Kobolds settled in Goblin or Hobgoblin warrens often acknowledge the host gods, sacrificing to them so that their followers do not torment the Kobolds unbearably. Clans in deep wooded areas may revere Giant Spiders, and those in caverns may make sacrifices to a Klugala, or Blacksnake. Sometimes this is just a deference towards such creatures in general. Other times it may be a direct worship of a specific creature who dwells in the Kobolds' midst. It has been recorded that at least one clan, thought to worship spiders in general, was actually being led by the very creature worshipped, one of the Great Spiders of demonic aspect, which kept the creatures for servants and ate them when displeased. In cases such as this, Kobold fear and primitivism is manipulated by the creature in question.

Totems and primitive imagery dominate Kobold religious culture, especially in those areas where the gods of other races do not hold sway. They may mean a variety of things, but function chiefly to mark territory and to act as

KOBOLD WEIGHT CHART

d100 (OE)	Kobold (m)			Kobold (f)		
	sm	md	lg	sm	md	lg
less than (-169)	8	9	9	8	9	9
(-169) - (-165)	9	10	11	9	10	11
(-164) - (-160)	10	11	12	10	11	12
(-159) - (-155)	12	13	14	12	13	14
(-154) - (-145)	13	14	15	13	14	15
(-144) - (-135)	14	15	16	14	15	16
(-134) - (-85)	15	16	17	15	16	17
(-84) - (-80)	17	18	19	17	18	19
(-79) - (-75)	18	19	20	18	19	20
(-74) - (-70)	19	20	22	19	20	22
(-69) - (-65)	19	21	23	19	21	23
(-64) - (-55)	20	22	24	20	22	24
(-54) - (-45)	22	24	26	22	24	26
(-44) - 5	23	25	27	23	25	27
6 - 10	25	27	29	25	27	29
11 - 25	28	30	33	28	30	33
26 - 75	33	35	38	33	35	38
76 - 90	37	39	42	37	39	42
91 - 95	39	42	46	39	42	46
96 - 145	41	44	48	41	44	48
146 - 155	42	45	49	42	45	49
156 - 165	44	47	51	44	47	51
166 - 170	45	48	52	45	48	52
171 - 175	46	49	53	46	49	53
176 - 180	47	50	55	47	50	55
181 - 185	48	51	56	48	51	56
186 - 240	50	53	58	50	53	58
241 - 250	51	54	59	51	54	59
251 - 260	52	55	60	52	55	60
261 - 265	53	56	61	53	56	61
266 - 270	55	58	63	55	58	63
271 - 275	56	59	64	56	59	64
more than 275	57	60	66	57	60	66

permanent pleas for mercy from the things that give cause to fear darkness. Beasts are not the only things feared and propitiated. Storms, landslides, and other violent forces of nature are often revered. Some Channeling ability has been displayed by a few, very gifted Kobolds. This will typically manifest in limited ability as an Animist or similar non-Clerical Channeler. Kobolds have no Clerics.

◆ 11.4 ◆ OTHER FACTORS

11.4.1 • Demeanor

A Kobold's size very often belies an astounding cunning. Kobolds have a knack for knowing what someone wants to hear, or desires to see. They are crafty enough to use this intuition to their benefit. They are superlative dissemblers, lying and flattering to get their way. These traits aid them greatly to survive in brutal Goblin society, where without such skills the Kobolds would quickly become victims of the bloodthirsty nature of their stronger kinsmen. It allows them to plot as well, to carry out subtle

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machinations unsuspected. Should a particularly troublesome Goblin fall prey to a fatal accident, how could they be assigned the blame (particularly if whining and wheedling, expressing quite believably their consternation and dismay)? A Goblin—or anyone for that matter—would do well to look a Kobold in the eye when holding him in conversation, for there will undoubtedly be malice there that his words do not reveal.

A second trait that Kobolds possess, one that few would ascribe to them, is that they are utterly without conscience, and are coldly calculating when roused. This, given their ability to disguise their true thoughts, makes them threats to be reckoned with. And few reckon them well.

When forced to fight or provoked to it they will do so on their own terms whenever possible, preferably without any advance notice for their foe. The art of the surprise attack, of ambushade and a knife in the dark, these are the talents of the Kobold who seeks to kill.

11.4.2 • LANGUAGE

Kobolds do not speak their own language, using rather the Goblin dialect of Black-speech in most instances. Different clans in different areas may have their own particular dialect. Some may instead speak Hobgoblin, particularly those who dwell among that folk. It is not impossible for them to learn true Black-speech, Common, or even Hill-speech.

Starting Languages: Goblin Black-speech (S7/W7) and Black-speech (S6/W6).

Allowed Adolescent Development: Black-speech (S8/W8), Common-speech (S7/W6), Hobgoblin (S6/W6), and Hill-speech (S6/W4).

11.4.3 • PREJUDICES

Kobolds are not to be trusted, for they dislike everyone with equal malice. This is a defensive mentality. However, the occasional Kobold who is well treated and protected will quickly become surprisingly loyal. Of the evil races, it is Goblins and Hobgoblins who are most hated (though this is not advertised), for while an Orc will kill a Kobold out of hand, he will not take any great pleasure in doing so, at least not compared to Goblin-folk, who go to great lengths to torment the Least Goblins.

11.4.4 • PROFESSIONS

Kobolds cannot be Clerics, and if they are a Channeling spell user at all they are a rarity. Kobolds are most often of thieflly professions, followed secondarily by those who fight by trade. However, Kobolds may be of any profession the GM deems appropriate, though it is suggested that they produce no Essence or Mentalism spell users.

11.4.5 • TRAINING PACKAGES

Any training package that the GM deems appropriate should be allowed. They also have special racial packages available.

11.4.6 • SPECIAL SKILLS

Everyman: Duping

Restricted: None

11.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Alertness, Ambush, Body Development, Caving, Climbing, Detect Ambush, Detect Traps, Hiding, Leather-crafts, Lock Lore, Metal-crafts, Metal Lore, Mining, Prepare Poison, Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Use/Remove Poison, Wood-crafts, all Weapon skills.

11.4.8 • THE INDIVIDUAL AS A PC

The PC who is a Kobold should be interesting to say the least, especially for the characters who must adventure with a Kobold. Dwarves, Elves, and others would have to overcome their initial prejudices and hostile inclinations. The Kobold would, most likely, at first be subdued, but once it found itself in a position where it was not so downtrodden, might quickly become a valuable party member. They are quiet, fast, and smart, and so may contribute greatly to an adventuring party.

◆ 11.5 ◆ OUTFITTING OPTIONS

11.5.1 • ARMOR

Kobolds will rarely be seen in possession of armor of greater strength than light leather skins, though some greater Kobolds may wear heavier leather, and in the rarest of circumstances, chain mail.

11.5.2 • MONEY

Normal.

11.5.3 • WEAPONS

They are utilitarian and tend to travel light, carrying a small sword, bow or blowgun, and a tiny knife. Often these items have been scavenged from prey, as Kobolds are typically not adept in the ways of weapon-craft. Additional weapons common among the Kobolds are small spears, javelins, and spiked clubs, as they are very fond of piercing things.

◆ 11.6 ◆ BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Kobolds when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

11.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 11.4.2), Kobolds may select the following languages with background options: Small-speech (S6/W4), Hill-speech (S8/W8), and Black-speech (S10/W10).

11.6.2 • EXTRA MONEY

Extra money gained from background options should rarely exceed one or two gold coins worth of money, accumulated in coins of equal or lesser value to copper coins.

Part II

Sections

11.4, 11.5, 11.6

Other Factors

Outfitting Options

Background Options

UNDERGROUND RACES



11.6.3 • SPECIAL ITEMS

Kobolds rarely acquire special items, and those that they do possess are usually of a nature that enhances skill at fighting or thieving skills.

11.6.4 • TALENTS

Kobolds may gain any of the standard talents and flaws (listed in *RMSS*), provided they are not "spell user" results. They may also gain talents and flaws from the Kobold Talent and Flaw Chart.

KOBOLD TALENT AND FLAW CHART

- | | |
|--|---|
| <p>01-08 Cringer (Flaw): You are a bit of a wimp. After being struck and taking damage, visions of your mortality gibber at you to run away and protect yourself. In combat, once you suffer a critical of any severity, or any damage equal or greater than 10% of your Hits, you suffer a -10 to both OB and DB, as well as being reduced to 75% of normal activity due to cringing and wincing in expectation of another blow; you should attempt to retreat. [MAJOR: -15 points]</p> <p>09-16 Perfumed (Flaw): You have a rather aromatic flower-like body odor. This leads you to the attention of bullying Goblins, Orcs, etc. In combat, any foe who is of an underground race will single you out to fight. [MAJOR: -10 points]</p> <p>17-23 Horned: You can attack with your horns, which are larger and more developed than the stubby horns of your fellows. You can make a Medium Horn attack. You may develop skill in this attack, developed in the Special Attack category and classified as Everyman. [MINOR: 7 points]</p> <p>24-30 Tunnel Rat: In the cramped confines of small underground tunnels, you find yourself most vicious. Your natural tenacity and bloodthirstiness are best—or worst, depending on perspective—in close quarters underground. While in such an environment, you receive a special bonus of +20 to all skills in the Weapon group, Special Attack skills, Special Defense skills, and the Survival (Subterranean) skill. [MAJOR: 17 points]</p> <p>31-37 Active: You normally only require 2 hours of sleep per night. [MINOR: 5 points]</p> <p>38-44 Adopted: You were reared in an area dominated by either Goblins or Hobgoblins and are thoroughly familiar with the people you grew up with. You receive 5 ranks in any of the skills that race is allowed under Hobby skills, and may purchase appropriate racial training packages with your Apprentice DPs. [MAJOR: 25 points]</p> | <p>45-51 Crafty: You receive a special bonus of +3 to your In and Re stat bonuses, crafty imp. [MINOR: 13 points]</p> <p>52-58 Concealer: The skills of Stalking, Hiding, and Camouflage are classified as Everyman skills for you. [MAJOR: 17 points]</p> <p>59-65 Duplicitous: You receive a special bonus of +20 to your Duping skill. You dissemble so well that you are keen to pick out a lie in conversation. You gain a special bonus of +10 to your Detect Lie skill. [MINOR: 5 points]</p> <p>66-72 Sycophant: You are a great flatterer. You receive a special bonus of +2 to your Pr stat bonus and may select two skills in the Influence category to classify as Everyman skills. [MINOR: 10 points]</p> <p>73-79 Eavesdropper: Years of prying for secrets have honed your skill at eavesdropping. You receive a special bonus of +20 to your Observation maneuvers if trying to overhear a conversation. [MINOR: 5 points]</p> <p>80-86 Flexible: You have always been able to crawl through small spaces and bend your body awry. You receive a special bonus of +25 to Contortion maneuver rolls. This ability helps you to roll with the punches, so -10 is applied to all Impact and Unbalancing criticals you suffer. [GREATER: 35 points]</p> <p>87-93 Sidelong Glancer: You can make a snap Observation or Alertness maneuver without penalty, in addition to normal action, to detect anyone approaching. Any foe so detected does not receive a bonus for position (e.g., flank, etc.). [MINOR: 13 points]</p> <p>94-00 Reflexive: You gain +10 to initiative rolls. In addition, all positional and situational modifiers against you are halved (e.g., only +10 when you are stunned, +10 for a rear attack, etc.). [GREATER: 27 points]</p> |
|--|---|



KOBOLD RACIAL SUMMARY

Kobolds are the smallest of the small races. They are viewed with disdain by all races; good and evil alike. However, they have a penchant for flattery and clever speech (and knives in the shadows). Kobolds have made it their life to survive in a world that views them as useless and worthless.

PHYSICAL CHARACTER

Build: Kobolds are rarely taller than 3' and while similar to Goblins in general, they have less round faces and tend to be much leaner (and of course have no problems with their feet). Both males and females have such similar builds as to be often confused.

Coloring: Their ruddy skin is often dirty. Their hair is bristly and always dark in hue. Their short horns are lighter in color (but rarely grow long enough to use as an attack form).

Endurance: Kobolds have an inner resolve that is rarely displayed. They can go for up to a day and a half without sleep (and then only need half as much rest as a man).

Height: Average 2'10".

Lifespan: 75 years.

Resistance: The hardy system of the Kobold is slightly more resistant to poisons and disease (a special bonus of +5 to RRs versus poison and disease).

Special Abilities: Like all Goblin breeds, Kobolds have the ability to see in dim light (up to 100'). In addition, they receive a special bonus of +10 to the Influence skill category (representing their ability to lie, whine, and bemoan their way out of situations).

CULTURE

Clothing & Decoration: Though the skills of tailoring and weaving are not unknown to the Kobolds, they can rarely make anything that is better than serviceable (they will, however, steal clothes of bright colors from other diminutive races).

Fears & Inabilities: Kobolds fear anyone bigger than themselves (with is practically everyone). The sun is particularly loathed (-75 to all actions while in the sunlight).

Lifestyle: Survival. The Kobolds have become great at it by becoming great at whining, lying, flattering, etc. Rarely will a Kobold be truly alone (there are usually other waiting in hiding). They will often maneuver themselves into a position as a follower (where they will be quite loyal).

Marriage Pattern: Marriages are tenuous in Kobold society. Mates are often taken at a whim.

Religion: Kobolds have no organized religion, except to fear greater powers (to whom tributes are often paid).

OTHER FACTORS

Demeanor: Almost as a whole, Kobolds are cunning almost beyond compare. They prefer to keep the element of surprise when forced to combat (performing maneuvers that seem unreasonable, just to keep their foes off guard).

Language: *Starting Languages:* Goblin (S7/W7) and Black-speech (S6/W6). *Allowed Adolescence Development:* Black-speech (S8/W8), Common-speech (S7/W6), Hobgoblin (S6/W6), and Hill-speech (S6/W4).

Prejudices: Kobolds dislike everyone equally (though fear works wonder on their loyalty).

Professions: Spell using Kobolds would be quite a rare sight indeed. Channeling users have been reported (though highly rare) and no reports of any Essence or Mentalism users has ever been made.

Training Packages: Kobolds could conceivably learn any Training Package in the RMSS. In addition, they may select the Kobold Training Packages.

Special Skills: *Everyman:* Duping; *Restricted:* none.

Standard Hobby Skills: Alertness, Ambush, Body Development, Caving, Climbing, Detect Ambush, Detect Traps, Hiding, Leather-crafts, Lock Lore, Metal-crafts, Metal Lore, Mining, Prepare Poisons, Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Use/Remove Poison, Wood-crafts, any skill in the Weapon group.

OUTFITTING OPTIONS

Armor: Kobolds are rarely seen in armor (though they have been reported to wear leathers upon occasion).

Money: 1-10 silver coins of various mints.

Weapons: Any small, light weapon will be gladly used. Kobolds also have a like of piercing weapons (spears, spiked clubs, etc.).

BACKGROUND OPTIONS

Kobolds have six background options.

Extra Languages: In addition to the tongues listed above: Small-speech (S6/W4), Black-speech (S10/W10), and Hill-speech (S8/W8).

Extra Money: Rarely would a Kobold have more than a couple of gold coins worth of extra money (and this is usually in an accumulation of lesser valued coins).

Special Items: Kobolds would only seek out items that enhance their abilities as sneaking liars (though weapons would gladly be taken).

Talents: Kobolds should re-roll any "spell-user" results. See Section 11.6.4 for Hobgoblin-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Kobold characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	2
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	5
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	4
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	3
Stalking	3
Hiding	3
Technical/Trade • General skill category	1
Urban skill category	1
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	2
one weapon, based upon culture	2
Weapon • Thrown skill category	2
one weapon, based upon culture	2
Hobby Ranks	12
Background Options	6
Talent Points (cost: 49)	55

Part II

Section 11.6

Background Options

Kobold Racial Summary



Stat Bonuses:

Ag: +2
Co: +4
Me: +0
Re: +0
SD: +0
Em: -2
In: +2
Pr: -4
Qu: +6
St: -5

RR Mod:

Ess.: +10
Chan.: +10
Ment.: -10
Poison: +5
Disease: +5
Fear: +0

Body Dev.

Progression:
0•5•3•2•1

Channeling PP Dev.

Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•3•2•1•1

Mentalism PP Dev.

Progression:
0•3•2•2•1

Arcane

PP Dev.
Progression:
0•3•2•1•1

Soul

Departure:
6 rounds

Recovery

Modifier:
1.5 times

Race Type:

2

UNDERGROUND RACES



Part II

Sections

12.0, 12.1,

12.2

The Common
Orcs

Overview

Physical
Characteristics

THE COMMON ORCS

"Speculation upon the possibility of a common Elven-Orcish ancestor has never risen above the level of unsubstantiated rumor or the most dubious oral tradition. All doubt, however, has been forever removed by the recent discovery of documentation dating from the Sillestrian Dynasty, which clearly refers to an extensive "racial purification program" undertaken during the Fair Elven Reign of the Amethyst Throne..."

—excerpt from the Human scholar Verititian's "Origin of the Orcish Species"

"...and after lengthy investigation, we have concluded that the alleged "documentation" is no more than a skillful forgery, foisted upon naive humans fascinated by the superficial similarities between two obviously unrelated species. Insinuations that the Elven race should, in the past, have made some conscious effort to improve itself, slanderous though they may be, are so absurd as to be unworthy of dignified response."

—an official Elven response to "Origin of the Orcish Species"

◆ 12.1 ◆ OVERVIEW

The Common Orcs, or Shaguk-mîm, are the smallest and least organized of the Harsh Folk. Called by many the Least Orcs, these Shaguk combine all of the worst qualities of the various Orc breeds with few of their better ones—not that any are good in any sense, but many Orc breeds have some semblance of social discipline. Common Orcs are the most barbaric, practicing cannibalism on one another, infanticide on their young, and fratricide within their own clans. Only the strongest of wills and most dominant of personalities can command them, but they make excellent fodder for evil war bands, and much like a rat will fight ferociously if cornered.

◆ 12.2 ◆ PHYSICAL CHARACTERISTICS

12.2.1 • BUILD AND PHYSIOLOGY

Male and female Common Orcs average approximately four feet in height. They are heavy, with short, thick legs and long, thin arms. They have grotesque faces seemingly set in a permanent snarl, with upward thrusting lower teeth that dominate their mouth, visible even with lips together—not quite the tusks of the larger Shaguk-cûr, but impressive nonetheless. Their hair growth is random and unkempt, often bristly, adding to their disheveled and ugly appearance. Much like their stronger cousins, they have a loping gait caused by their unbalanced length of leg to torso. Many laymen will often confuse Common Orcs with Goblins, due to some similarities of build, but the attentive eye will distinguish between them—and which of them is more dangerous.

12.2.2 • COLORING

The Shaguk-mîm are dark, filthy creatures. Their leathery hides are usually black or dark grey in color, covered with mottled patches of skin, and spotted with random patches of coarse black and grey hair. Eye color ranges from reddish-brown to deepest black. (Attentive scholars

have noted that this can be an indication of the individual Orc's sensitivity to light; the darker the eyes, the greater the difficulty that Orc usually has operating in illuminated environments.) There is no apparent significance to coloration of Common Orcs, though darker-skinned females are often considered more attractive.

12.2.3 • ENDURANCE

Even the sickliest Orc is hardier than the typical Human. Their constitution is tremendous. They can travel for two full days without sleep, and it is a matter of course for marching Orcs to do so.

12.2.4 • LIFE SPAN

The competitive, warlike nature of Common Orcish life ensures that few Orcs live more than 50 years or so. However, anecdotal evidence indicates that they are capable of living for several hundred years. There have been undeniable cases of Orcish females living for three or four decades before they were considered past their prime childbearing years and sacrificed to the God of Fire, or became the next meal. Age connotes no special veneration, however, as Common Orcs see little value in wisdom and experience.

Indeed, as the life span of the majority of Orcs is only a few decades, Orcs are seen as a hurried race, who expend great amounts of energy to live as much as possible in the short amount of time before they are killed.

12.2.5 • RESISTANCE

Common Orcs are inured to disease, possibly as a result of the filthy conditions in which they live. Furthermore, their thick, leathery hides protect them equally from heat and cold; they receive a special bonus of +30 to their DB and RR bonuses versus such attacks.

12.2.6 • SPECIAL ABILITIES

Common Orcish vision in most darkness is as good as a Human's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Common Orcs can see at least 50' perfectly and fairly well up to 100'. Even in absolute darkness, they can see 10'. Under normal conditions, Orcs need sleep only every third day. They usually sleep during daylight hours.

UNDERGROUND
RACES





◆ 12.3 ◆ CULTURE

12.3.1 • CLOTHING AND DECORATION

The Common Orc wears garments haphazardly created from crude furs and skins, or plain yet well-made armor (usually leather, but sometimes metal). Woven cloth is virtually unknown to them, although there are occasional scraps found on Orc bodies; these generally came from the corpses of surface-dwelling enemies. Decorations tend to be simple and semi-functional (steel rivets driven into leather for added protection, for example), as beauty is a concept quite alien to Orcish thought. Rank is usually indicated by the quality of one's arms and armor, as those who survive long enough to gain rank have had their pick of armor from dead bodies. Formalized symbols of leadership are notably absent. Color is generally not a factor in Orcish adornment. Rather the opposite is true, and many Orcs will dye their armor black or grey. Many clans of Common Orcs mimic their larger brethren in using ritual scarring, but their efforts are usually far more crude, and certainly more painful in the application.

12.3.2 • FEARS AND INABILITIES

In full, natural sunlight, Common Orcs have only 60% of normal activity each round (80% in artificial or magical daylight). This promotes a deep fear of the day, so most Orcish battles or raids occur at night. Common Orcs also fear deep, running water and will refuse to cross it if there is any other option available (most Shaguk-mîm chiefs feel the same, but unfortunately for many Common Orc soldiers, their war leaders are often individuals of stronger

racess who have enslaved them, and give them no choice in the matter). Common Orcs are strictly carnivorous, and are incapable of digesting vegetable matter of any sort. It is thought that this is a result of many centuries of underground existence, with no other available food, since Greater Orcs, who more often journey to the surface, do not share this dietary limitation. Note that many—perhaps all—Common Orcs have the capacity for cannibalism.

12.3.3 • LIFESTYLE

Orcs are a cowardly lot. They join and cooperate only when led by some overwhelmingly strong individual, often a powerful member of another race or even an errant Greater Orc. They respect power and terror above all things. Inter-tribal cannibalism is the norm, and often will a Common Orc end his life on a sword or a spit. Orcs are the lowest rung on the social ladder, being used for menial tasks that their leaders do not care to demean themselves by tending. Common Orcs have been bred primarily for war and labor (in that order). They are quite skilled in both; Orcish smiths rival those of the Dwarves and Elves, though they rarely manufacture anything not associated with warfare. Deceptively crude-looking, Orcish weapons and armor are exceptionally well-made and effective; only pride prevents the fairer races from regularly utilizing Orcish arms (and a distinct difficulty in obtaining Orcish weapons). The life of an

Orc is a basically cruel and harsh one. Common Orcs are always subservient to any other Orcish race. The only high points in an Orc's life are mealtimes and battles, as they provide the only chance for the Orcs to vent their unhappiness on a large scale.

12.3.4 • MARRIAGE AND FAMILY PATTERN

Common Orcs do not marry; they breed. Females live together in secluded areas that are normally accessible only to the strongest males. Orcish leaders usually dispense breeding privileges as rewards for battle skill or other good service. Furthermore, the females are receptive only to the fiercest, most powerful males, and this results in the strongest possible offspring. Young are kept together and raised jointly by all the females until the males are taken outside the breeding pens to join their brothers in a lifetime of servitude to the Greater Orcs.

Due to the sexist nature of Orcish society, female player character Orcs should be extremely rare. It is recommended, in fact, that GMs require players wishing to create a female Orc character to expend one background option, and explain how it is that this particular female has escaped lifelong confinement in the breeding pens.

12.3.5 • RELIGION

Religion is of relatively minor importance in the daily lives of most Common Orcs, but it does exist. Unlike the larger Shaguk-cûr or the more intelligent Shaguk-gûl, the Shaguk-mîm worship three distinctly Orcish deities, alongside the expected host of lesser godlings, demon lords, and extra-planar beings. The three major deities, briefly outlined below, are Xuggrax, Kurgh, and Brezdek.





Part II

Sections 12.3, 12.4

Culture

Other Factors

Xuggrax, possibly the pre-eminent God of the Orcs, is a divinity of Darkness and the Underworld. According to his priests, it was Xuggrax who succored the Orcs millennia ago when the Elves sought to purge them from the earth. Xuggrax took the Orcs underneath the ground, shielding them in his darkness and giving them the gifts of the underworld. Heretics say that it was Xuggrax who transformed Orcs, warping their bodies to reflect his own Evil nature, stealing from them the ability to live in sunlight and forever imprisoning them in the dark underworld. There may be truth to both versions.

Kurgh is the most popular Orcish deity, and for good reason. He is the God of Warfare, Fire, and Destruction. It is believed that Kurgh taught the Orcs to use fire, both as a weapon against their foes and as a tool to shape steel. Kurgh demands ritual sacrifice (captured foes are often thrown alive into flaming pits), and most Orcs are only too happy to acquiesce. Before battle, Orcish warriors will often ask Kurgh's priests to bless them and their weapons. Afterward, survivors will come to them to have wounds cauterized (another of Kurgh's gifts).

One might think that Brezdek would be the favorite deity of most Orcs, given his areas of influence, but that would underestimate the Orcish love of warfare. Brezdek is the God of Lusts, who taught the Orcs to fornicate without impediment of marriage, eat their fallen foes in victory feasts, and to indulge their whims whenever possible. Some say (none too loudly) that it was Brezdek, rather than Xuggrax, who caused the corruption in Orcish souls to manifest itself in their flesh.

◆ 12.4 ◆ OTHER FACTORS

12.4.1 • Demeanor

Common Orcs are often said to exemplify everything that is wrong with the fairer races; they are cruel, jealous, petty, ambitious, selfish, and suspicious. Individually, they are notorious cowards, though a strong leader can transform them into a rampaging pack of gleefully destructive soldiers. Orcish bodies reflect their inner nature, being covered with scabs, vermin, and horny protrusions. One result of this is that they are almost always uncomfortable; aside from mealtimes and battles, Orcs are almost never happy or at peace. Sadistic brutes, they are not above taking out their unhappiness on helpless innocents, and Orcish children are commonly tortured by their own mothers. This only ensures that they will, as adults, be just as mean and vicious as their parents.

12.4.2 • Language

The Shaguk-mîm speak Shaguk, or Orcish, a tongue that is common to all the breeds of Orc. They often have access to Black-speech and other tongues, depending on where they have been fighting or looted to pillage.

Starting Languages: Orcish (S8/W2); Common-speech (S4/W0).

Allowed Adolescent Development: Orcish (S10/W10); Common-Speech (S6/W6); and Black-Speech (S6/W6).

12.4.3 • PREJUDICES

Common Orcs hate everyone, even themselves. Though their innate cowardice usually prevents them from attacking fellow tribe members and superiors, they enjoy killing, maiming, and torturing Orcs of other tribes at least as much as they do anyone else. The fairer races (Humans, Elves, Dwarves, etc.) are despised, but none so much as the Elves (and Fair Elves in particular). Elves claim that the Orcish hatred is rooted in jealousy; the Orcs envy Elven beauty and wisdom, and seek to destroy what they cannot possess. Orcs, however, see Elves as vain and foolish creatures, and indeed seem to have little interest in such Elven values as beauty and wisdom. Furthermore, it is a matter of legend for the Orcs that Elves long ago attempted to eradicate all Orcs, who had done them no wrong, and they still seek to this day to return the favor.

Orcs are so used to viewing pecking orders in terms of size (for Greater Orcs, who dominate them entirely, are always bigger as well) that they tend to pay more attention to anything bigger than themselves, and ignore anything smaller. Many Dwarves find this a tremendous advantage on the battlefield, as a Common Orc enemy may unconsciously pay too little attention to Dwarves' actions. It can also benefit larger creatures, who may find Orcs receptive to threat and intimidation.

12.4.4 • PROFESSIONS

The Shaguk-mîm are not restricted in their choice of profession, though they make very poor spell users. Most are Fighters, Rogues, or Thieves. Still, exceptions make the rule, and history has known several Common Orcs to overcome all manner of disadvantage and become fearsome Magicians, talented Healers, and occasionally accomplished Bards—though their songs were exactly what one would expect from a Shaguk.

12.4.5 • TRAINING PACKAGES

PCs of the Shaguk-mîm race may choose from their racial training packages or from Adventurer, Amateur Mage (GM discretion only, very rare), Assassin, Berserker, Burglar, Crafter, Cut Purse, Explorer, Hunter, Scout, Shaman Priest, Soldier, or Spy.

Note: The Common Orcs may choose from any of the three training packages available to the Greater Orcs, including the Wolf- and Bat-rider (all details on those creatures are identical, the only difference being that the Shaguk-mîm do not as commonly use such creatures). Similarly, Common Orcs have access to the herbs that Greater Orcs do. The GM may want to modify the Greater Orc packages slightly, to reflect the greater difficulty that Common Orcs would have learning them. It is suggested that if this option is used, the costs for the training packages be increased by at least 10%.

12.4.6 • SPECIAL SKILLS

Everyman: Athletic Games (Brawn), Power-striking, Power-throwing, all skills within either the Weapon•2-Handed or Weapon•Pole Arm skill categories, Weightlifting.

Restricted: Public Speaking, Seduction, Trading.

UNDERGROUND
RACES



COMMON ORC/SCRUG HEIGHT CHART		
d100 (OE)	C. Orc male	C. Orc female
less than (-169)	3'1"	3'1"
(-169) – (-160)	3'2"	3'2"
(-159) – (-145)	3'3"	3'3"
(-144) – (-135)	3'4"	3'4"
(-134) – (-80)	3'5"	3'5"
(-79) – (-75)	3'6"	3'6"
(-74) – (-65)	3'7"	3'7"
(-64) – (-55)	3'8"	3'8"
(-54) – 5	3'9"	3'9"
6 – 10	3'10"	3'10"
11 – 25	3'11"	3'11"
26 – 90	4'0"	4'0"
91 – 95	4'1"	4'1"
96 – 155	4'2"	4'2"
156 – 165	4'3"	4'3"
166 – 175	4'4"	4'4"
176 – 180	4'5"	4'5"
181 – 240	4'6"	4'6"
241 – 250	4'7"	4'7"
251 – 265	4'8"	4'8"
266 – 275	4'9"	4'9"
more than 275	4'10"	4'10"
Note: Scrug roll for height on the Greater Orc table with a special modification of +100.		

12.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Acrobatics, Ambush, Animal Handling (bats or wolves), Appraisal, any Armor skills, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, Gambling, Hiding, Juggling, Jumping, Leather-crafts, Metal-crafts, Picking Locks, Pole-vaulting, Rappelling, Region Lore (any cavernous region), Riding (bats or wolves), Scaling, Sprinting, Stalking, Tactics, Totem-making [Crafts], Tracking, Trickery, any Weapon skills, Wood-crafts.

12.4.8 • THE INDIVIDUAL AS A PC

One needs but look at the demeanor and lifestyle of the Common Orcs to see the inherent problems in playing one as a PC. However, with a suitable background—perhaps the PC is the sole survivor of a clan that has been attacked (survivors eaten) by another clan, or a war band of the hulking Shaguk-cûr. Perhaps the PC was part of a raiding party and was separated and lost from his companions. Regardless of the reasons a Common Orc has left his clan, it is clear that skill-wise, a Common Orc PC can be an asset to an adventuring party that plans to do a lot of work underground.

COMMON ORC/SCRUG WEIGHT CHART						
d100 (OE)	C. Orc (m)			C. Orc (f)		
	sm	md	lg	sm	md	lg
less than (-169)	46	49	53	46	49	53
(-169) – (-165)	47	50	55	47	50	55
(-164) – (-160)	47	50	55	47	50	55
(-159) – (-155)	48	51	56	48	51	56
(-154) – (-145)	49	52	57	49	52	57
(-144) – (-135)	50	53	58	50	53	58
(-134) – (-85)	50	53	58	50	53	58
(-84) – (-80)	51	54	59	51	54	59
(-79) – (-75)	52	55	60	52	55	60
(-74) – (-70)	53	56	61	53	56	61
(-69) – (-65)	53	56	61	53	56	61
(-64) – (-55)	54	57	62	54	57	62
(-54) – (-45)	55	58	63	55	58	63
(-44) – 5	56	59	64	56	59	64
6 – 10	57	60	66	57	60	66
11 – 25	58	62	68	58	62	68
26 – 75	61	65	71	61	65	71
76 – 90	63	67	73	63	67	73
91 – 95	65	69	75	65	69	75
96 – 145	66	70	77	66	70	77
146 – 155	67	71	78	67	71	78
156 – 165	68	72	79	68	72	79
166 – 170	69	73	80	69	73	80
171 – 175	69	73	80	69	73	80
176 – 180	70	74	81	70	74	81
181 – 185	71	75	82	71	75	82
186 – 240	72	76	83	72	76	83
241 – 250	72	76	83	72	76	83
251 – 260	73	77	84	73	77	84
261 – 265	74	78	85	74	78	85
266 – 270	75	79	86	75	79	86
271 – 275	75	79	86	75	79	86
more than 275	76	80	88	76	80	88
Note: Scrug roll for weight on the Greater Orc table with a special modification of +100.						

◆ 12.5 ◆ OUTFITTING OPTIONS

12.5.1 • ARMOR

Most Common Orcs wear some type of leather armor or helmet or no armor at all. Shields are rare for the Shaguk-mîm, but not unknown. An individual who has been successful in battle may eventually seek to garner a chain shirt, as will one who apes the larger Orc races.

12.5.2 • MONEY

A Common Orc PC may begin with 20 silver coins worth of money from various mints, most often obtained as plunder in battle or pilfered from the clan's hoard.

12.5.3 • WEAPONS

Common Orcs rely mostly on simple weapons, preferring the club, dagger, handaxe, scimitar, short bow, spear, whip, harpoon, and poisoned arrows in battle.

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Part II

Sections 12.6, 12.7

Background Options

Common Orc Talent and Flaw Chart

Breeds and Nearer Kindred

◆ 12.6 ◆

BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Common Orcs when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

12.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 12.4.2), a Shaguk-mîm may select the following languages with background options: Wood-speech (S5/W5), Black-speech (S8/W8), and Common-speech (S8/W8).

12.6.2 • EXTRA MONEY

Extra money gained with background options will most likely be plunder from battle or stolen from a tribe's hoard.

12.6.3 • SPECIAL ITEMS

Common Orcs may not receive Daily spell items or spell adders (re-roll). High-quality weapons and tools made by the Shaguk-mîm are ugly to look upon but serviceable. Iron, steel, hide and sinew are typical materials.

12.6.4 • TALENTS

Common Orc characters may have most of the standard talents or flaws (listed in *RMSS*), though Shaguk-mîm PCs must re-roll all "spell-user" and "high-culture" results unless dictated otherwise by the GM. They may gain talents or flaws found on the Common Orc Talent and Flaw Chart.

◆ 12.7 ◆

BREEDS AND NEARER KINDRED

12.7.1 • THE SCRUGS

The Scrug Orcs, or Shaguk-mär, are physically the most powerful of all Orcish breeds. Their strength is considerable, as is their size. They dwarf the Shaguk-cûr, often being mistaken for Ogres or even Trolls at a distance. They lack the personal initiative and drive to lead Orc clans, which they could clearly do, given the Orc tradition of rule by whomever can butcher the contenders. They more often derive satisfaction from serving as the bodyguards of Shaguk chiefs. Other, more powerful individuals of other races or even certain horrid beasts will employ Scrugs as personal guards. Klugala have been known to do this, as have Blacksnakes, and it is written that a particular Drake of great cunning once kept a grim band of them about itself after it had received a crippling wound from a party of adventurers out of Camandor—this Scrug guard surprised and slaughtered the same band when it returned to finish the Wyrms off.

Scrugs have no regard for the lives of any other creature, including other Orcs. In this they are even worse than their fellow Shaguk, for the Shaguk-mär simply have no care. They are heedless of any injury they cause, as other creatures simply are not worth their notice. PCs of Scrug descent will almost always be of a fighting class.

Scrug Orcs suffer a special penalty of -50 to all maneuvers in daylight. Otherwise they are very similar in color, build, demeanor, etc. (all but size) to the Common Orcs. In many ways they combine the best and worst qualities of both Common and Greater Orcs. Though Scrugs are a variant strain of Common Orcs, they use the special Greater Orc Talent and Flaw Chart (see Section 13.6.4).

COMMON ORC TALENT AND FLAW CHART

- 01-10 **Slobberer (Flaw):** Your teeth are more like tusks, but misformed. You slobber virtually uncontrollably, spraying spittle when speaking. You receive a special penalty of -2 to your Pr stat bonus. In addition, you suffer a -5 penalty to all attempts to communicate verbally. [MINOR: -7 points]
- 11-20 **Sniveller (Flaw):** You are a fearful little rodent of an Orc. You suffer a special penalty of -20 to all Fear RRs. [MAJOR: -10 points]
- 21-30 **Cannibalistic (Flaw):** You have, like nearly all Shaguk, tasted Orc-flesh. However, you have acquired a taste for it and it is all you will eat. Food of any other kind is wont to make you physically ill. You must make a Disease RR each time you attempt to eat anything but Orc flesh. [GREATER: -20 points]
- 31-40 **Snuffler:** Your wide nose has an exquisitely developed sense of smell. You gain a special bonus of +40 to any olfactory-based Observation or Alertness maneuvers. You also gain a special bonus of +20 to any other roll in which smell might come into play (e.g., Sense Ambush when foes are upwind). You gain +35 to Tracking maneuvers if there is a scented trail to follow and a proper surface to track upon (e.g., scent lingers on stone, but poorly in the rain). [MINOR: 10 points]
- 41-50 **Backstabber:** You may be accused of cowardice but you know how to be effective in a fight. Any of your attacks that receive a position bonus (such as flank and rear) are

- modified by an additional +10 bonus. You also receive a special bonus of +10 to your Ambush skill. [GREATER: 35 points]
- 51-60 **Shaguk-Cûr's Blood:** You had a Greater Orc in your ancestry and so suffers no penalty to percentage activity in sunlight. [MAJOR: 17 points]
- 61-70 **Shaguk-Wö's Blood:** There was a Vard in your past, doubtless amusing itself among the lesser creatures of your clan. However, as a result of that dalliance, you have an uncanny ability to fight with two weapons, and so receive a special bonus of +10 to your Two-weapon Combat skill. [MAJOR: 23 points]
- 71-80 **Shaguk-gûl's Blood:** Grey Orcs are among your forebearers. You may keep any "spell-user" talents, and may disregard the restrictions on special items. In addition, you gain a special bonus of +10 to your Power Point Development skill. [MAJOR: 30 points]
- 81-90 **Shaguk-mär's Blood:** A Scrug had his way with one of the breeding females a generation or two back. You are descended from him. You receive a special bonus of +4 to your St stat bonus and a special bonus of +10 to all skills in the Athletic•Brawn skill category. [MAJOR: 27 points]
- 91-00 **Sneakcreep:** You are naturally stealthy. You gain a special bonus of +10 to all Stalking and Hiding maneuvers, and an extra bonus of +10 to any Movement Maneuver if it is attempted in darkness. [MAJOR: 17 points]

COMMON ORC/ SCRUG ORC RACIAL SUMMARY

Common Orcs fear the sun and make their dwellings in caverns beneath the mountains. Their myriad tribes prey upon the world of men, often prompted merely by a greed for plunder. The Scrug are the most physically endowed of all of the Orcish races, but they lack the drive necessary for good leaders.

PHYSICAL CHARACTER

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth. Males and females average 65 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +20 to exhaustion points (see Section 22.3 in *RMSR*).

Height: Males and females average 4' (Scrug average 6' tall).

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses vs. heat and cold attacks.

Special Abilities: Common Orcs sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Common Orcish vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Common Orcs can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: Natural sunlight and deep, running water. In full daylight, they only have 60% of normal activity each round; in artificial or magical daylight, they only have 80% of normal activity each round.

Lifestyle: Bred as laborers and warriors, Orcs respect power and terror above all things. They join and cooperate in substantial groups only when led by a "focused will," some overwhelmingly strong individual. To them, politics equates with force, and separate Orc tribes often war. Inter-tribal cannibalism is the norm.

They are, however, quite skilled. Their smiths rival those of the Dwarves and Elves and, although the items they produce lack beauty in form, they are exceptionally effective. Orcs are also fine healers, despite their lack of concern for scarring.

Marriage Pattern: Common Orcs do not marry; they breed. The females live together in secluded areas which are normally accessible only to the strongest males. In addition, the females are receptive only to the fiercest and most attractive males. This results in the strongest offspring. The many young are kept together and raised jointly by all the female Common Orcs.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Common Orcs are cruel, jealous, petty, ambitious, selfish, and suspicious. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace.

Language: *Starting Languages:* Orcish (S8/W2); Common-speech (S4/W0). *Allowed Adolescence Development:* Orcish (S10/W10), Common-speech (S6/W6), and Black-speech (S6/W6).

Prejudices: Common Orcs hate all races, including Orcs of other tribes. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Common Orcs are Fighters, Rogues, or Thieves; they make very poor spell users.

Training Packages: See Section 12.4.5 for details on Common Orc Training Packages.

Special Skills: *Everyman:* Athletic Games (Brawn), Power-striking, Power-throwing, all skills within either the Weapon • 2 Handed or Weapon • Polearm skill category, Weight-lifting; *Restricted:* Public Speaking, Seduction, Trading.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, Gambling, Hiding, Juggling, Jumping, Leather-crafts, Metal-crafts, Picking Locks, Pole-vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills, Wood-crafts.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, scimitar, short bow, spear, whip, harpoon, poisoned arrows.

Armor: Soft or rigid leather. Leather helmet. Shields are rare.

Money: 20 sp of varying mints.

BACKGROUND OPTIONS

Common Orcs get five background options.

Extra Languages: In addition to the tongues listed above: Wood-speech (S5/W5), Black-speech (S8/W8), and Common (S8/W8).

Extra Money: Varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Special Items: Daily spell items and spell adders not available (re-roll). Weapons and tools made by Common Orcs are ungainly to look upon, but serviceable. Iron, steel, hide, and sinew are typical materials.

Talents: Re-roll "spell user" and "high-culture" results. See Section 12.6.4 for Common Orc Talents (Scrug Orcs can select from the Greater Orc Talents; see Section 13.6.4).

ADOLESCENT SKILL DEVELOPMENT

Common Orc and Scrug Orc characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	1
Rigid Leather	3
Armor • Medium skill category	2
Chain	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2 / 4
Communications skill category	0
Language skills	4 / 2
Lore • General skill category	1
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	2
Technical/Trade • General skill category	1
Urban skill category	1 / 0
Weapon • 1-H Concussion skill category	3
one weapon, based upon culture	3
Weapon • 2-Handed skill category	0 / 1
one weapon, based upon culture	0 / 1
Weapon • Polearm skill category	1 / 0
one weapon, based upon culture	1 / 0
Weapon • Thrown skill category	1 / 0
one weapon, based upon culture	1 / 0
Hobby Ranks	10
Background Options	5 / 2
Talent Points (cost: 56 / 98)	55 / 50

Part II

Sections 12.7

Common Orc/
Scrug Orc
Racial
Summaries



Stat Bonuses:

Ag: +0/-2
Co: +2/+4
Me: -4/-4
Re: -2/-4
SD: -4/-4
Em: -2/-2
In: -4/-2
Pr: -2/-2
Qu: +0/+0
St: +2/+8

RR Mod:

Ess.: +0/+0
Chan.: +0/+0
Ment.: +0/+0
Poison: +0 /+5
Disease: +5/+10
Fear: +0/+0

Body Dev.

Progression:
0•6•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•6•5•4•3

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Arcane

PP Dev.
Progression:
0•6•4•3•2

Soul Departure:

1 round

Recovery

Modifier:
0.5 times

Race Type

2

The number to the left of the slash is for Common Orcs. The number to the right of the slash is for Scrug Orcs.

Part II

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13.0, 13.1,
13.2

The Greater
Orcs

Overview

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THE GREATER ORCS

"Never had I fought the Shaguk before. Twenty years I've spent hunting Sea-Krals amidst the treacherous isles off Ochindor's Folly—slew my first as a hairless lad, but never faced the Harsh Folk. So it was that what the borderers expected caught me unawares. They were big, all of them, a band of shambling brutes with stark, slobbery tusks, and their armament was as least as good as our own. The first drew near where we lay, and I could see the delicate sweep of Elf's ears hung like gems on a twisted cord about his neck. The second had a sweeping beard knotted like a pennant around the haft of his billhook, one torn out by its roots, and it was clear it had once been a Dwarf's..."

—Banard Cheel, once captain of the Duke's ship Harbinger

◆ 13.1 ◆ OVERVIEW

The Shaguk-cûr, Greater Orcs, are the largest of all the Harsh Folk, excepting the Scrugs. They are stronger and smarter than their Common Orc kinsmen. They are found in self-governing societies with their own intents and purposes, most of which revolve around the pursuit of bloodshed and slaughter. Greater Orcs can be found in virtually in clime, preferring temperate areas and caverns underground, but well able to prosper in bitter cold, fetid swamp, or bleakest desert.

◆ 13.2 ◆ PHYSICAL CHARACTERISTICS

13.2.1 • BUILD AND PHYSIOLOGY

Greater Orcs stand between five and six feet tall, with longer, stronger legs and thicker arms than their Common cousins. They are less bowed when they walk than their lesser kin, but their build still lends a loping quality to their movement. Shaguk-cûr have long, barrel-chested torsos defined by large, bunchy chest and shoulder muscles. Their thick legs, together with their long, fiercely powerful arms that dangle nearly to their knees, give an ape-like look to their stance.

A heavy torso and powerful legs gives a Greater Orc a weight anywhere from 145 to 210 pounds, depending upon his height. No Orcs of any kind are ever fat. Their metabolisms and harsh lifestyles see to that—even if an Orc could become corpulent, it is doubtful he could wrest such a share of foodstuffs from his fellows to do it.

Greater Orc hides are naturally thick, tough, and leathery, but have a surprisingly smooth texture (except for the warts, scars, and random patches of rough, mangy hair that mar them). Many Greater Orcs of various tribes use ritual scarring to mark honors, victories, various authorities and allegiances, etc. These scars only add to their ferocious appearance.

Their cruel, slanted eyes gleam with feral cunning. Orcish irises vary in color from an almost pinkish-red to dark red-brown, surrounded by sickly yellow sclerae and wrinkled, lashless eyelids. As with Common Orcs, a particular Greater Orc's sensitivity to light can be estimated from the color of its irises: the lighter the iris, the more comfortable the Orc is with bright illumination.

Many Shaguk-cûr have an underdeveloped sense of smell and taste; their noses are broad, covering far more of the width of their face than would a Man's, with large, cavernous nostrils. It has been thought that their lack of olfactory sense has a great deal to do with their diet of meat, rotten or otherwise, and that their olfactory senses dimmed as they were forced to survive on sustenance deemed unsuitable for food by all but the most foul carrion-eaters. The obvious (and distressing, to some sages) counter to this is the fact that many Orcs can track their quarry even through rain by scent alone. Common Orcs have the more gifted noses of all the breeds, but they are not alone in possessing the talent.

Greater Orcs have much wider mouths than the Common variety, with heavy, forward-thrusting jaws and huge, generally upward-pointing, sharpened tusks. These tusks are, in some clans, capped with metal points that can be whetted for combat. This is not so common as folk-tales would have others think, as such teeth are quick to shred lip and tongue. Elsewhere, the Shaguk-cûr have thick, curling, yellow nails to adorn their long, strong fingers, and squat, knobby toes.

Like all of their cousins, Greater Orcs have a stooped-shouldered body. Atop a short neck is perched a grotesquely deformed face, with a sloping forehead, protruding brow ridge with glowering and hairy brows (except for where the hair has been hacked away, replaced by menacing scar growths), and sunken cheekbones to complement their gaping, tusk-filled mouths and wide, flaring nostrils. The layman who has described an Orc as being pig-faced has obviously listened to many hearthside tales without actually seeing one for himself. Their faces seem somewhat misshapen, noses broad and often lopsided, and they have tusks, but they are still far from boar-like. Vulfen are much more canine than Orcs are porcine.

The ears of the Shaguk are pointed and lobeless, sweeping back from their skulls. Greater Orcs are more perilous in aspect and far more menacing in appearance than their lesser kinsmen, and like all of the Orc breeds they are ugly. Their physiology proves to be very useful in battle, as those long arms and fingers hold surprising strength and can take an opponent unaware with relative ease. Their short legs make running difficult (though not so difficult as it is for their smaller fellows), but also bring their weight closer to the ground making their fighting stances difficult to unbalance. The awkwardness they experience running is not something that presents a great handicap—there have been many fools who thought they could outrun Orcish pursuers to discover to their dismay that their untiring foe simply loped along at steadily ground-eating speed without need for pause or rest, and so overtook them. Many Greater Orcs

"A blade in the belly'll decide wot's right..."
—a common Shaguk saying

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solve minor differences with wrestling, as their strong upper torsos and arms give the greatest advantage. And when battle cannot be avoided, Greater Orcs find they often have the advantage over many of their kin with their greater height and longer reach.

Orcs are relatively unconcerned with concepts such as beauty, being far more interested in effective strength than pleasant appearance. Thus, the most attractive Orcs (to other Orcs) are frequently heavily scarred, proof of their ferocity and fighting ability (Orcs have an innate sense for discerning which scars have been self-inflicted and which have been left behind by a passing blade). Many clans actually practice scarring for ritualistic or warlike purposes, often combining simplistic tattoos alongside the scars. Individuals may possess extreme physical characteristics that would appear grotesque to other humanoid races (an enormous jaw, very pronounced brow, etc.). Thus, the fine and delicate features desired by Humans and Elves, for example, are thought by the Harsh Folk to be the epitome of ugliness.

13.2.2 • COLORING

Greater Orcs range from yellow-grey to black, although the majority of them are a greenish or blackish-grey color. Occasionally there will be born an albino or yellow Greater Orc child, but these are rare creatures, especially since they seem to have an unnatural tolerance for light, suffering no penalty from exposure to direct sunlight, and indeed seeming to thrive under the rays of the sun. Such aberrations rarely survive childhood, for should the whelp survive the unwholesome attentions of the adults about it, it will doubtless fall prey to other Orc adolescents about—they are predatory and cruel from birth. Orcish skin is mottled in hue, with many patches of darker or lighter hide abounding.

A Shaguk-cûr's mangy patches of hair range in color from a sooty grey to deepest black. Eye color varies from pinkish-red to reddish-brown. While there have been cases of unusual eye color (yellows, even an extremely rare blue), these creatures are often singled out for abuse by their fellows, and so are often put out of their misery very early in life. Should an Orc with an odd eye color, especially blue, survive to adulthood, he will typically dominate those around him (such Orcs seem to possess greater cunning and strength, which may be why so few of them are seen). Most Orc eyes are a flat single color, lacking the flecks and changes in pigment that characterize surface-dwelling creatures' eyes.

Virtually all Shaguk bear the scars of old injuries or wounds. Many more have decorative scars on their faces, arms, and torsos, as most clans practice decorative scarring in the same fashion as some races use tattoos or warpaint.

13.2.3 • ENDURANCE

Greater Orcs have a great capacity to endure physical strain. Like their lesser cousins, Greater Orcs can go for days without sleep if necessary, up to three at need. (Those who cast spells must rest more often if they wish to recover PPs.) They can also maintain their ability to go without sleep during highly physically taxing activities, such as fast traveling or forced marches, for up to two days; Greater Orcs receive an additional +20 Exhaustion Points. Of all the peoples both below and above ground, Greater Orcs are best suited to be the arch-foes of the Mountain Folk, for

only they can match the Dwarves in stamina, fortitude, and ire. They are capable of suffering tremendous pain and hardship—most have known little else.

13.2.4 • LIFE SPAN

Greater Orcs, like their cousins, have a life span with an indefinite potential, and an exclusively violent, finite nature. Conflict of one sort or another claim them within scant years of adulthood if they even live to reach that milestone. Although it is generally believed that the females live longer than the males, this has yet to be proven, as so few Greater Orcs of either gender live more than a few decades. Those who do not die in battle and are too old to be useful or bear children are often killed and used for food. It is certain that the natural life span could be at the least several centuries, though few male Greater Orcs live more than forty or fifty years before falling in battle.

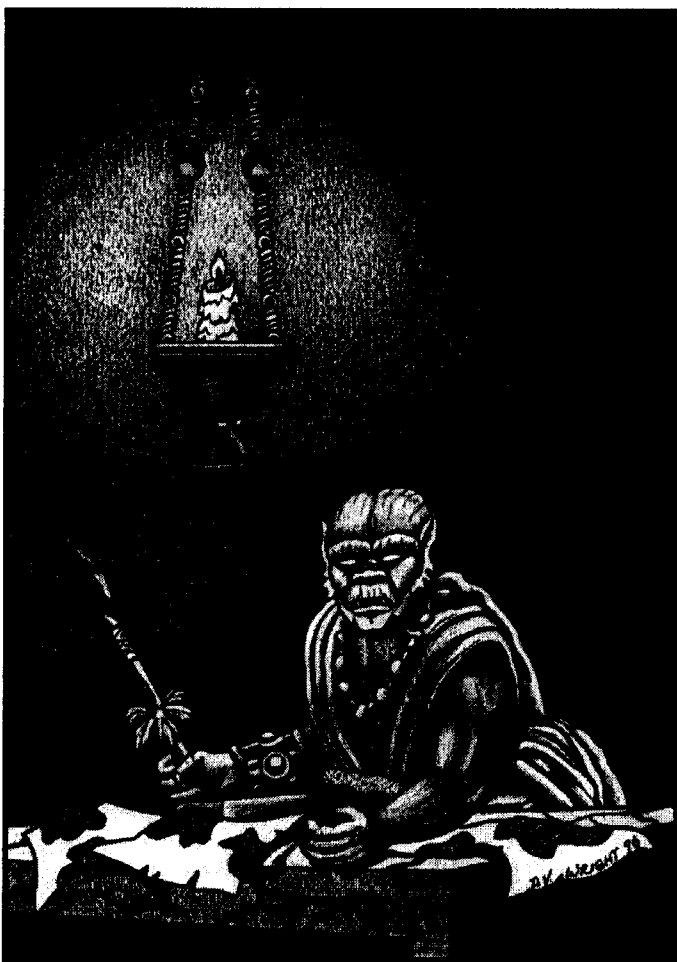
Children are kept in the breeding caves with their mothers until they are eight to ten years old; there the males are taught (by old warriors and the warriors whose deeds earn them a few days in the breeding caves) the rudiments of war and killing, which they then practice on each other. Sometime around his twelfth year, depending on the clan and physical maturity of the individual, a male Orc is taken from the breeding caves and tested in a rite of passage. This rite will vary. For instance, in one clan the unblooded Orcish male is given a small stone knife. Then he is thrown down into a large pit with

Part II

Section 13.2

Physical Characteristics

*"Shaguk stinks like
Rhodintor's breeks..."*
—old Borderman
saying





Part II

Section 12.2

Physical Characteristics

Greater Orc/Vard Height Chart

Greater Orc/Vard Weight Chart

GREATER ORC/VARD HEIGHT CHART

d100 (OE)	Greater Orc/Vard Greater Orc/Vard	
	male	female
less than (-169)	4'0"	4'0"
(-169) - (-165)	4'1"	4'1"
(-164) - (-160)	4'2"	4'2"
(-159) - (-155)	4'3"	4'3"
(-154) - (-145)	4'4"	4'4"
(-144) - (-135)	4'5"	4'5"
(-134) - (-85)	4'6"	4'6"
(-84) - (-80)	4'7"	4'7"
(-79) - (-75)	4'8"	4'8"
(-74) - (-70)	4'9"	4'9"
(-69) - (-65)	4'10"	4'10"
(-64) - (-55)	4'11"	4'11"
(-54) - (-45)	5'0"	5'0"
(-44) - 5	5'1"	5'1"
6 - 10	5'2"	5'2"
11 - 15	5'3"	5'3"
16 - 25	5'4"	5'4"
26 - 50	5'5"	5'5"
51 - 75	5'6"	5'6"
76 - 85	5'7"	5'7"
86 - 90	5'8"	5'8"
91 - 95	5'9"	5'9"
96 - 145	5'10"	5'10"
146 - 155	5'11"	5'11"
156 - 165	6'0"	6'0"
166 - 170	6'1"	6'1"
171 - 175	6'2"	6'2"
176 - 180	6'3"	6'3"
181 - 185	6'4"	6'4"
186 - 240	6'5"	6'5"
241 - 250	6'6"	6'6"
251 - 260	6'7"	6'7"
261 - 265	6'8"	6'8"
266 - 270	6'9"	6'9"
271 - 275	6'10"	6'10"
more than 275	6'11"	6'11"

several Bone Worms. If he kills the Worms, then he is considered an adult. If not, the Worms feed on his corpse. It is worth noting that Common Orcs have no such coming-of-age ritual.

Note also that the term "breeding cave" may be a misnomer. While nowhere near as skilled as the Dwarves in the manipulation of stone, Greater Orcs are more than capable of delving cities in their own right in the cavernous deeps. Unlike Common Orcs, they do not rely on what nature has provided in the way of caverns—they will hew their own in the stone, making use of caverns to intentionally construct a domain. These cities lack the stark beauty of those that Dwarves have built, but they are equally inhospitable to a trespasser. Also, there has been the occasional Dwarf-hold that fell to Shaguk in war and so became their home.

GREATER ORC/VARD WEIGHT CHART

d100 (OE)	GOrc/Vard (m)			GOrc/Vard (f)		
	sm	md	lg	sm	md	lg
less than (-169)	63	67	73	63	67	73
(-169) - (-165)	66	70	77	66	70	77
(-164) - (-160)	70	74	81	70	74	81
(-159) - (-155)	74	78	85	74	78	85
(-154) - (-145)	76	81	89	76	81	89
(-144) - (-135)	80	85	93	80	85	93
(-134) - (-85)	84	89	97	84	89	97
(-84) - (-80)	88	93	102	88	93	102
(-79) - (-75)	91	96	105	91	96	105
(-74) - (-70)	95	100	110	95	100	110
(-69) - (-65)	98	104	114	98	104	114
(-64) - (-55)	101	107	117	101	107	117
(-54) - (-45)	105	111	122	105	111	122
(-44) - 5	109	115	126	109	115	126
6 - 10	115	122	134	115	122	134
11 - 25	125	132	145	125	132	145
26 - 75	137	145	159	137	145	159
76 - 90	149	157	172	149	157	172
91 - 95	158	167	183	158	167	183
96 - 145	165	174	191	165	174	191
146 - 155	169	178	195	169	178	195
156 - 165	172	182	200	172	182	200
166 - 170	175	185	203	175	185	203
171 - 175	179	189	207	179	189	207
176 - 180	183	193	212	183	193	212
181 - 185	186	196	215	186	196	215
186 - 240	190	200	220	190	200	220
241 - 250	193	204	224	193	204	224
251 - 260	197	208	228	197	208	228
261 - 265	200	211	232	200	211	232
266 - 270	204	215	236	204	215	236
271 - 275	208	219	240	208	219	240
more than 275	210	222	244	210	222	244

13.2.5 • RESISTANCE

With hides that are just as tough and resistant to temperature changes as those of Common Orcs, the Greater Orcs receive +30 RR and DB to heat and cold attacks. This natural ability allows them to travel deep into the earth without suffering any ill effects from exposure. Their innate hardiness grants them the ability to withstand great hardships and often survive poisonings or wounds that would kill lesser peoples.

13.2.6 • SPECIAL ABILITIES

The Shaguk-cûr are nocturnal in that they prefer to sleep during the daylight hours, but the sun holds no great terror for them. They possess superior vision, and can operate in normal darkness without significant hindrance; in such conditions they see as well as a Man might by day. When there is very little light, such as on moonless nights or in upper caverns, they can still see up to 30' perfectly and up to 75' fairly well. In utter darkness their eyes will still pierce up to 10' of the murk.



ORCISH STEEDS AND FIGHTING ANIMALS CHART

Animal	Lvl	Base Move	Max Pace MM/Bonus	Speed MS/AQ	Size/Crit	Hits	AT(DB)	Attack	# Enc	Treasure	XP	Bonus Outlook (IQ)
Shûjak	5D	120	Dash/+20	FA/FA	M/—	130D	3(35)	85Lbi100	varies	n/a	B	Bellig.(LO)
Shûjak-quä	4B	110	Dash/+30	FA/FA	M/—	100F	3(40)	70Lb/ 60LCb(1-10x)80	varies	n/a	C	Bellig.(LO)
Shûjak-ûr	6C	80	Spt/+30	FA/MF	M/1	145D	9(25)	85Lbi70/ 80Lba30/90Lbi	varies	n/a	D	Bellig.(LO)
Nhûk	6A	130	Dash/+30	VF/VF	L/—	70B	1(80)	60MBi	varies	n/a	B	Aggress.(LO)

◆ 13.3 ◆ CULTURE

13.3.1 • CLOTHING AND DECORATION

Armor and weapons made by the smiths of the Shaguk-cûr rival those of the Mountain Folk in strength and quality, though often ugly and seemingly crudely made. Most Greater Orcs cover themselves with accouterments of war. They are never found completely unarmed, and never consider themselves to be completely at rest. So it is that even in idleness a Greater Orc may be found in at least a stout leather jerkin, doubtless with greaves on or at least nearby, and all necessities for melee within arm's reach. Orc whelps old enough to walk are old enough to grow accustomed to the weight of the lighter armors, and even those Greater Orc females who choose to go unmailed will wear leather garb that offers some protection. All Shaguk-cûr clothing is made of skins, leathers, and metals, depending on the stations of individual Greater Orcs. Often will a Greater Orc wear piecemeal armor taken from his enemies. Metal is the most valued, and Greater Orc chieftains will often sport well-made, if crude-looking, plate armor.

Trophies play a supremely important part in Orcish fashion. Any manner of garish, gory, and ill-preserved accessories fill out the Orcish garb. To wit, Elvish ears or honeyed locks, the skins of defeated foes (of any race, including Orc), dangling strands of teeth strung like beads, tusks for belt or shield may garnish and Orc's wardrobe it is a poor Orc that has nothing of this type upon his clothing or armament. All Greater Orcs would have their clan symbol painted somewhere on their armor.

13.3.2 • FEARS AND INABILITIES

There is little that a Shaguk-cûr truly fears. Born to warfare, inured to harsh conditions and the sight and smell of great injury or torment, the Greater Orc is fatalistic. He will have a sense of self-preservation that keeps him alive, but there is little that holds real terror for him. The Shaguk-cûr have skills in limited areas, but they are intelligent and adaptable, and so there is little that an Elf or Man could do that an Orc could not. Like all Orcs, they have a great dislike for the sun. Unlike other Orcs, the sun does not hurt them or cause them any discomfort. Greater Orcs also dislike running water, though they do not fear it.

13.3.3 • LIFESTYLE

The Shaguk-cûr are bred for war. They cut their tusks on bloodshed and conflict. It is all that they know. Everything that goes on in an Orc warren or city has some martial aspect to it. The professions they choose and the skills they learn all have a fighting application, even those of them who have an ability with magic.

It is a common misconception among Men and Elves that all Orcs are alike, and that they are stupid. In many ways this is a truism where the Shaguk-mîm, the Common Orcs are concerned. They have been and probably always will be incapable of any great feats of arms unassisted by darker powers, and they have always been catapult fodder for evil hosts and machinating dark powers. To a certain extent this may also be true of the Greater Orcs, but no so much as is widely believed. The Shaguk-cûr are cunning and capable of far-reaching plots. Servitude to a dark power or evil lord may accomplish some end the Shaguk-cûr desire. They should not be dismissed so lightly.

Note Regarding Orcish Animals

In addition to the typical skill with arms and the tactics of war that any race might learn, the Shaguk-cûr often breed and ride three different species of wolf, in addition to a kind of huge bat. Only the smaller males of the clans may ride the bats, which cannot support great weights. These four types of beasts are ridden into combat as cavalry or used as scouts. Often the wolves are used to provide a shocking charge into a foeman's ranks and then employed dismounted, with wolves beside their riders. The bats make superior scouts and outriders, particularly underground and by night, where they may pass virtually unseen. For the most part they are deployed as aerial archery support, or to deliver a small force of Shaguk to an unexpected place (such as the rear of an enemy formation, or directly atop a rival clan's chief). The wolves are called, in the tongue of the Shaguk themselves, *Shûjak*, *Shûjak-quä*, and *Shûjak-ûr*. The bats are call simply *Nhûk*. Incidentally, though the different species of wolf are not able to breed true, they may be found in mixed company in Orcish lairs (though one species will typically predominate).

The *Shûjak* are simply huge, savage wolves. Their demeanor and temperament match those of their riders; it takes a strong will to master them. Being at home either above or below ground, they are perfect steeds for the Shaguk. (Their relationship with creatures of the wild, including other wolves, may be likened to that of the Orcs to Men.) They may be ridden or kept alongside as trackers or fighting companions. The color of their fur is typically black or ashen-grey. They range in size from 5' to 7' in length.

UNDERGROUND
RACES





Part II
Section 13.3
Culture
Greater Orcish
Herb Chart

GREATER ORCISH HERB CHART					
Herb	Code	Form/Prep.	Cost	AF	Notes
Unirk	h-U-6	scales/ingest	3gp	0	Makes beasts ravenous, frenzied in battle
Glareaug	t-U-7	eyeball/ingest	50gp	8	Increases strength and encumbrance
Gorslum	t-U-6	mussel/ingest	5gp	5	Increases Movement and Maneuver bonus
Shorg	t-U-5	fish/ingest	8sp	0	Heals; 1 day nutrition
Unirk: Unirk (a Black-speech word with no literal translation) is harvested by Orcs from a species of subterranean lizard. These lizards' scales are burnt over an open fire in an enclosed space wherein their wolf-mounts are penned. As the wolves inhale the smoke, they begin to grow ravenously hungry. Thereafter, whenever the beasts draw blood they go into a rage. The effects of the smoke impart -25 to Riding maneuvers, but the wolves themselves gain a special bonus of +10 to their OBs and inflict double concussion damage. This will last from one to two hours. Should the beasts not be fed by the end of that time they will become intractable. Glareaug: Glareaug is, in Orcish, "Stare Gibbet." They are the eyes of the 30-foot-long Crecadinum. They are generally purchased with life, of course, as Shaguk is an important part of the Crecadinum's menu. Devouring one of these eyes yields a special bonus of +5 to the consumer's St stat bonus for six hours and 250% weight allowance for that same period. Gorslum: Gorslum is the meat of certain freshwater mussels that are found in chill subterranean lakes and cold, black pools in caves. It is usually harvested by Goblin or Kobold divers who have been enslaved for that purpose by Shaguk clans. (The mortality rate of divers is distressingly high, given the great variety of fell predators swimming in those lightless waters.) Gorslum yields its user a 125% Base Movement Rate and a special bonus of +25 to Movement Maneuvers for d10 hours. Dwarves do not harvest Gorslum, as they will not enter the fell waters that contain the mussels, but Hobgoblins and others will dive for it much as the Orcs do. Shorg: Shorg, which is the Black-speech word meaning "vile," but is translated as "vile brew," is an herbal concoction prepared by many Orc clans from the entrails of certain cave fish. In its final form Shorg is a smelly black liquid that has a horrid taste. However, it heals 3d10 Hits immediately and acts as one day's sustenance. Hobgoblins and Goblins will upon occasion prepare Shorg, but Kobolds are sickened by it and cannot abide the slightest taste.					

Shûjak-quä are what Menfolk call Spine Wolves. Falling somewhere in size and aspect between normal wolves and the Shûjak of the Orcs, Spine Wolves have long manes that run down their necks and across their backbones towards their tails; these manes are comprised of wicked barbs that are much like the quills of a porcupine. These they may and will loose at targets that approach within 5' of them—this is a reflex, and takes much training to get around. (More than one would-be Orcish rider has died all a'bristle after trying to climb into the saddle of one of these beasts.)

Shûjak-ûr are not actually a breed of wolf, though they are so called. They are more kin to Kraeguth, the great reptilian bears, than other wolves. They too are reptilian and so are cold-blooded, though extremely wolf-like in appearance. Their hides are a thick, grey coat of scales, and horny ridges form brows above their eyes. However, unlike most reptiles, they appear to be active during all seasons. They are typically from five to seven feet long.

The Nhûk are a species of aggressive, fighting bat bred by the Shaguk. They have a wingspan of approximately 25 feet and can carry approximately 200 pounds—not much given the weight of a mailed Orc with weapons girded. Thus, it is necessary for the bat-riders of a clan to be chosen from among the smaller males. A Nhûk's walking pace is one-quarter its flying speed. Their maximum walking pace is a Run, and their DB is cut to a third normal when grounded. Though the Orcs might wish it otherwise, Nhûk are not vampiric. They are also rather more rare than the various wolves that are raised by Shaguk. Few clans will have them at all, much less in any great number.

Note Regarding Orcish Herbs

Greater Orcs (like all Shaguk) are fond of and frequently employ poisons of various types. They will also cultivate and use various herbs in war. Some of these follow.

13.3.4 • MARRIAGE AND FAMILY PATTERN

Shaguk-cûr have no marriage pattern. It is an institution that is foreign to them, save in certain situations where a particularly powerful Orc has laid individual claim to a specific female for breeding. This is a claim, however, that may be contested at any time. Young Orcs are bred and raised in common by various clan members, predominantly the females. In times of hardship some clans may slay female children at birth, to ease the burden on provisions, but this is not a common practice as without females the clan cannot beget more warriors. Infanticide is common among the Shaguk-mîm; it is not among the Shaguk-cûr.

Orc populations are more widespread than is commonly believed. The usual dangers whittle away at their numbers, of course; cataclysms in the worst extreme to simple illness in the other. A small wound suffered in combat may mean an infection that can lead to death, for though Orcs reproduce as quickly or more so than Men, they have far fewer spell users, healers, and such to keep their folk alive. They also have a lower regard for the value of life. Their natural toughness compensates somewhat for this. Elves in their circumstances would quickly decline. Orcs live in the harshest conditions. Disease, predators, warfare, the occasional Dwarf raids; all thin their ranks. Regardless, there are far more of them than many nations and peoples would be comfortable knowing about. There are many vast subterranean kingdoms of the Harsh Folk that have yet to turn their bloody attentions to the surface world.

13.3.5 • RELIGION

A study of Orcish religion would have to be done on a clan by clan basis, for they have no established theology, no Orc-like pantheon, to which all pay deference. To be sure, there are deities revered and feared by some clans of Shaguk who are essentially Shaguk in form. But not all Orc gods are. The Shaguk tendencies of worship dictate only that their deities be somehow associated with darkness and power.

For instance, some clans revere Magporg, the Shapeless Wind of Darkness, a soulless, formless hunger manifested in the blackest caverns beneath the earth. Magporg consumes the spirits of those who have died, gathering them into his icy embrace and thence to a plane where only torment is known. To evade the grasp of Magporg one must die in battle, with a foeman butchered before, so that his spirit may go in the Shaguk's place.

Still other clans may worship lesser-known powers. Some will adopt the gods of other races, such as Bherlik'Ysh of the Sibbicai, whom Orcs know as Bhärshulk, the Festering One, though the Sibbicai call him the Black Jeweler. There are even some that make sacrifices towards a blackness they call Tôhork-tegnul, the Drowner, who is thought by many sages to have originally been the Lord of Dark Waters who holds Troglodytes in such terror. There are of course many others. Rhodintor is worshipped, as is Sith, and any number of other Demon Lords. All are evil, all powerful, all fitting for reverence from a wicked warrior race.

The commonality in Orcish religion is that it is ritualized in application and doctrine, though somewhat crude by comparison with other faiths. Symbolology has a strong place in its proceedings, as well as the use of runes and talismans. It is, without exception, bloodthirsty and violent, taking its toll of innocents and worshippers (who are held in little individual regard) alike.

Many sacrifices are made, both of Orcs of the clan and those taken in warfare. Sacrifices of other races, particularly those who live on the surface world, are especially pleasing to Shaguk priests.

◆ 13.4 ◆ OTHER FACTORS

13.4.1 • DEMEANOR

The Shaguk-cûr may be more intelligent than their lesser cousins but they share the Orc temperament. They are cruel and grasping, have little regard for others, are easily aroused to jealousy and selfishness, and are suspicious of anything and everything. Ambition is perhaps the strongest of all Shaguk motivations, ambition and selfishness; they will go to great lengths to get something they want.

13.4.2. • LANGUAGE

The Orcish language, which is common to all the different breeds of Shaguk, is a harsh and unpleasant one. Shaguk of all kinds have difficulty with framing intricate syllables due to their tusks. Greater Orcs have it worst of all. Their speech is guttural, with few softer consonants. In fact, many consonants are left out of their words, making them difficult to understand, for their tongue is vowel heavy to begin with. All emphasis, stress, and definitive nuances are expressed through vowels. Their words are

rarely more than three syllables, and are only two syllables in length the vast majority of the time. They speak from the back of the mouth rather than from the front as Men do.

Starting Languages: Black-speech (S8/W2), Orcish (S8/W2), Common-speech (S5/W2).

Allowed Adolescent Development: Black-speech (S10/W10), Orcish (S10/W10), Common-speech (S8/W8), Wood-speech (S6/W6), Sea-speech (S6/W6), Hill-speech (S6/W3).

13.4.3 • PREJUDICES

Prejudice is a poor word for the Shaguk. The Greater Orcs harbor a deep hatred of all races, all of them, and they hate each other (clan-wise) as well. Of all peoples they particularly despise the Elves, whom they believe to be effete, weak, and wicked. Surprisingly, Shaguk-cûr will be found in the company of evil Men-folk, with whom they have been known to keep company or ally.

13.4.4 • PROFESSIONS

A Greater Orc may pursue any profession, but most often will be a Fighter, Rogue, or Thief. They make poor Essence or Mentalism spell users, though this does not preclude them from the applicable professions. There will be an occasional Channeling user among Orc clans; Clerics certainly, but also the Shaguk versions of Ranger and even Animist. Sorcerers are particularly admired for the damage they can deliver with their enchantments—a Magician can hurl fire, but a Sorcerer can break bones or even melt flesh.

13.4.5 • TRAINING PACKAGES

Greater Orc PCs may choose from their racial training packages or any training package allowed by the GM in his world.

13.4.6 • SPECIAL SKILLS

Everyman: All skills in the Weapon•2-Handed and Weapon•Pole Arm skill categories

Restricted: None

13.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Acrobatics, Ambush, Animal Handling (bats or wolves), Appraisal, any Armor skills, Attunement, Body Development, Brawling, Caving, Climbing, Contortions, Disarming Traps, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Picking Locks, Prepare Poison, Using/Removing Poison, Pole Vaulting, Rappelling, Region Lore (any cavernous region), Riding (bats or wolves), Scaling, Signaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills.

Part II

Sections 13.3, 13.4

Culture

Other Factors

Zuchak laughed hoarsely at the snarling face of Meftrup, whose brow was covered in blood where the Shûjak had bitten him. "Careful," he chuckled liquidly in their noisome tongue, "else he'll have a taste for you." Meftrup swore, his massive, black-nailed hands wrapped tight about the wolf's reins. The black-skinned thews of his arms jumped and bunched as he fought to control the struggling beast, which was as tall as he was at the shoulder. All of his considerable strength, that of his arms and huge chest, was pitted against the rebellion of the shaggy brute that fought to get free. Lingered Unirk smoke enraged it further. If the other Shaguk, Zuchak, who watched the goings-on with great amusement, would lend a hand, then the wolf could be mastered. Zuchak, however, was...disinclined. Suddenly the massive Shûjak lunged free and battered Meftrup to the rock. He had time for one brief outcry and then the wolf had out his throat. Zuchak turned with impossible speed and disappeared from whence he'd come, slamming the door on the pens behind him. The grin on his face now was made more terrible by the addition of gobbets of Meftrup's flesh, slung upon him when the wolf had shaken its head...I chose not to comment.

—from The Clans of the Shaguk, by L'omæx the Seer



Part II

Sections

13.4, 13.5,
13.6

Other Factors

Outfitting
Options

Background
Options

Greater Orc
Racial
Weapon
Statistics
Chart

13.4.8 • THE INDIVIDUAL AS A PC

A Shaguk-cûr adventurer would be a great boon to an adventuring party that sees a lot of fighting, especially one which is prone to hack first, think later. The problem will initially be the Shaguk's self-centeredness—he will be more individualistic than party oriented, but in that respect will not differ much from many adventurers. A Shaguk character will, given the appropriate explanations and motivations as to why it is away from its clan and with the group, be a formidable addition to the adventuring arsenal. They are fearless, ferocious, and clannish—perfect if they can be convinced to think of a group as their clan.

mace, scimitar, short bow, short sword, spear, whip, clawed club (use the Morning Star Attack Table), long sword and harpoon. They will often utilize poisons on their arrows. Occasionally, Greater Orcs will employ composite bows and javelins. The Shaguk-cûr weapons they craft for themselves are, without exception, barbaric in appearance. They do not alter their weapons in such a way as to affect performance or strength, but spikes, teeth, inlaid friezes, and cunning sculpting on hilts and hafts are all common. They also prefer many weapons of their own design, weapons such as the Hûrcka and Töshma. By far the most common Greater Orc fighter will carry a shield and a one handed crushing or slashing weapon.

◆ 13.5 ◆

OUTFITTING OPTIONS

13.5.1 • ARMOR

Greater Orcs wear all types of armor, excepting plate armor in all but the rarest of circumstances. Being smiths of extraordinary ability they will often be found in coats of chain, though leather coats are common. Leather coats with studs or spikes are extremely well regarded. Most Shaguk will go helmed when able, and they prefer round or target-style shields.

13.5.2 • MONEY

Shaguk receive 20 silver coins worth of money of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service in battle or special service to the chief. Though they have the ability, they lack the patience and inclination to mint their own coins.

13.5.3 • WEAPONS

Shaguk-cûr are fond of weaponry that suits their mentality. What this manifests as is a tendency for their fighters to carry weapons that lack subtlety and finesse. They prefer to go for the throat, literally. An Orc likes melee best, whether hacking with an edged weapon or clubbing with a crushing weapon. Often they will grapple when at extremely close quarters and attempt to bite their foe with their heavy tusks. They will utilize missile weapons because they recognize their tactical necessity, so an Orc archer may be better with his weapon than an Orc sword bearer, for it takes greater skill and discipline to master the bow—the sword bearer just needs to bull in and begin hewing. Among weapons preferred by the Shaguk-cûr are the broadsword, club, dagger, handaxe, battleaxe, longbow,

◆ 13.6 ◆

BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Greater Orcs when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

13.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 12.4.2), a Shaguk-cûr may select the following languages with background options: Plains-speech (S8/W6), Wood-speech (S8/W6), Sea-speech (S8/W6), and Hill-speech (S8/W6).

13.6.2 • EXTRA MONEY

Extra money gained with background options will be from varying mints, obtained as in Section 13.5.2. There is an excellent chance they will be of Dwarvish mint, looted from a subterranean hold.

13.6.3 • SPECIAL ITEMS

Greater Orcs may obtain any special items deemed appropriate by the GM. Weapons and tools made by Greater Orcs are usually ungainly to look upon, but perform as well as Dwarven implements might. The Shaguk-cûr are superior smiths.

13.6.4 • TALENTS

Common Orc characters may have any of the standard talents or flaws (listed in *RMSS*), subject to a good rationale and GM approval. They may also choose from the Greater Orc Talent and Flaw Chart. For two background options a Greater Orc may select either the Bred for War or Tusked Talents on the Greater Orc Talent and Flaw Chart. Both may be taken if three background options are expended.

GREATER ORC RACIAL WEAPON STATISTICS CHART

Weapon	Cost*	Type	Prod. Time	Wt.	Len.	B#s	Str	Fumble	Table Used	Notes
Hûrcka	16sp	1HC	2 Days	5-9	3-4.5	1-7	70-80	01-07	Morning Star +5	-3 to Initiative
Töshma	19sp	1HE	4 Days	3-8.5	3.5-4.5	1-8	65-75	01-08	Two-handed Sword -5	see below

The *Hûrcka* is similar to a flanged mace, save that the flanges are brought out into claws alongside the head. It is a slow weapon, and somewhat unwieldy. Its bearer suffers a -3 to initiative rolls. However, it inflicts gruesome wounds in combat, combining the crushing impetus of a mace or club with the gouging effect of wicked claws. Orcs love it. Attacks with the *Hûrcka* are determined upon the Morning Star Attack Table at +5 in all AT categories.

The *Töshma* is a truly Orcish sword. Shaped somewhere between a scimitar and falchion, the first six inches of the blade are generally crafted to resemble snarling teeth (this is ornamental and does not affect the weapon in combat). Only the first foot of the top or spine of the weapon is actually sharpened, and even then not always. The *Töshma* attacks on the Two-handed Sword Attack Table at -5. It is difficult to master and easy to lose in a fight, as it is a heavy one-handed weapon. Persons attacking in the snap action phase suffer an additional -10 penalty to that which is normally incurred. Those making a deliberate attack gain an additional +5.

UNDERGROUND
RACES



GREATER ORC TALENT AND FLAW CHART

01-10 Craven by Light (Flaw): You may have a little Shaguk-mîm in your blood. You suffer the penalties in daylight that Common Orcs do (60% activity in full, natural sunlight, 80% activity in artificial or magical lighting). [MAJOR: -10 points] 11-20 Claustrophobic (Flaw): You feel very uncomfortable in enclosed spaces. Bad news for a fellow who lives underground. [MAJOR: -10 points] 21-29 Shagrat's Tongue: You growl curses and utter profanity as you fight, something all Orcs do, but you do it with much greater feeling and artistry. All allies within hearing range who understand Orcish (level 4 minimum in the language) gain a special bonus of +10 to their OBs each round. If you choose to curse in Black-speech, the bonus is only +5. For the first three rounds of this invective, you must make an Easy maneuver, with every round thereafter becoming one severity more difficult, in order to confer this bonus—the percentage indicated by the roll determines the percentage gained of the bonus. There is a cumulative 2% chance each round that you will lose your voice. After you stop, you must wait five rounds before beginning your artful profanity again. [MAJOR: 23 points] 30-38 Torturer: You enjoy the application of torment, gaining a special bonus of +25 to your Interrogation maneuvers as long as pain is applied (in addition to the normal bonus for inflicting pain) and a special bonus of +25 to Detect Lie maneuvers in the same circumstances. Unfortunately, you suffer a special penalty of -50 for both Interrogation and Detect Lie maneuvers if there is no pain involved. [MAJOR: 17 points] 39-47 Bred for War: You are a hulking, shaggy-haired brute. You gain a special bonus of +2 to each your St and Co stat bonuses, and a special bonus of +10 to your Body Development skill. [MAJOR: 25 points]	48-56 Bred for Carnage: You receive a special bonus of +20 to your Frenzy maneuvers. Concussion hits dealt while frenzied are tripled instead of doubled. [MAJOR: 30 points] 57-65 Bred for the Dark: You excel in fighting underground, receiving a special bonus of +5 to all maneuvers while beneath the earth and a special bonus of +25 to any Spatial Location Awareness maneuvers underground. You also receive a special bonus of +25 to your Caving skill, and all ranges of vision in darkness are at 150% your racial maximum. [MAJOR: 23 points] 66-74 Bred for Conjury: You have an uncanny gift for dark magic. You gain a special bonus of +10 to your Power Point Development skill. You learn any one Evil Channeling, Evil Essence, or Evil Arcane list to 25th level. You also gain a special bonus of +2 to your realm's stat bonus. [GREATER: 55 points] 75-83 Elf-Hater: Racial hatred of Elves in most Orcs is a spittle-foaming rage in you. You gain a special bonus of +10 to your OB, inflict double concussion damage, and gain a special bonus of +35 to Stunned Maneuvering maneuvers against Elves. You cannot parry against an Elven opponent. Your Base Movement Rate if attacking an Elf is 125% normal. [MAJOR: 30 points] 84-92 Tusked: You can attack with your tusks, which are larger and more developed than those of your fellows. You can make a Large Bite attack. You may develop skill in this attack, developed in the Special Attack category and classified as Everyman. [MINOR: 15 points] 93-00 Staggering Blows: If using a two-handed weapon, you generate an additional Unbalancing critical of one lower severity level with a successful attack that indicates a critical of 'B' severity or greater. [MAJOR: 17 points]
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◆ 13.7 ◆ BREEDS AND NEARER KINDRED

12.7.1 • THE VARD ORCS

The Vard Orcs are a rare, variant strain of Greater Orcs. They are virtually identical to the Shaguk-cûr in every respect, save for one important difference—they have four arms. The Vard Orc language, physiology (with that notable exception), religion, appearance, demeanor, and other social aspects are all consistent with both Greater and Common Orc norms, though more dangerous in a fight. Vards may use their four arms without appreciable difficulty, utilizing four weapons, two shields and two weapons, etc. They may have any obvious combination, especially when combining melee weapons with missile weapons or pole arms. Vard Orcs, or Shaguk-wô, make especially deadly archers, for they may simultaneously ply their bows and defend themselves. An even more damaging possibility is that of a troop of Vard archers bearing a pair of bows each. It is because of their unmatched potential in combat that they hold such a respected (i.e., feared) place among races of their ilk.

Thankfully, Shaguk-wô are a rarity. They are not prolific, and so do not dominate the Shaguk horror stories so often told at the hearthside. When encountered, however, they are not soon forgotten. They tend to dwell amongst themselves by preference, finding their way amongst their lesser kindred (and to Vards even the Shaguk-cûr are a lesser kindred) as hired fighters, advisors, or bodyguards. Occasionally, Vard Orcs will serve as bodyguards to Orc chieftains, much as Scrugs will. Vards may be spell users as easily as fighters, and suffer no penalty under sunlight. The Vard Orc PC should use most of the information found for Greater Orcs for character generation. Vard arms should be treated in pairs—i.e., to fight with two broadswords and two shields requires only a proficiency in broadsword. To fight with two broadswords in one pair and a pike in the other requires weapon proficiencies in two-weapon fighting (broadsword) and pike, etc. Vard PCs may use the Greater Orc Talent and Flaw Chart should they so desire. They may add Two-Weapon Fighting and Reverse Stroke to their list of available hobby skills. It remains up to the GM to determine whether Vards may cast spells with one pair of arms and attack/defend with the other, but it is suggested that the nature of spell craft prevent it.

UNDERGROUND
RACES



Part II

Section 13.7

Greater Orc/ Vard Orc Racial Summary



Stat Bonuses:

Ag: +0
Co: +4
Me: -2
Re: -2
SD: -2
Em: -2
In: -2
Pr: -2
Qu: +0
St: +4

RR Mod:

Ess.: +0
Chan.: +0
Ment.: +0
Poison: +5
Disease: +10
Fear: +0

Body Dev.

Progression:
0•7•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•5•3•2•2

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Arcane

PP Dev.
Progression:
0•6•4•3•2

Soul

Departure:
1 round

Recovery

Modifier:
0.5 times

Race Type:

2

UNDERGROUND
RACES



GREATER ORC/VARD RACIAL SUMMARY

As a race, Greater Orcs were bred to be very capable of independent and intelligent action. They are much more suited to the formation of societies than are Common Orcs. Vard are the impressive, four-armed warriors that have been sighted among some Orc tribes. In most cases, the information below applies to Greater Orcs and Vards equally (see Section 13.7 for more on Vard Orcs).

PHYSICAL CHARACTER

Build: While Greater Orcs have a more "human" appearance than Common Orcs, they are still heavy with cat-like eyes, fang-teeth, and thick hides. They have longer, stronger, and straighter legs than Common Orcs. Males and females average 145 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and black/grey hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +30 to exhaustion points (see Section 22.3).

Height: Greater Orcs average 5'6".

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Greater Orcs usually sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Greater Orcs operate freely in daylight, and their vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Greater Orcs can see at least 30' perfectly and fairly well up to 75'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: They dislike natural sunlight and deep running water, but they do not fear them.

Lifestyle: Bred as warriors, Greater Orcs respect power and terror above all things.

Marriage Pattern: Greater Orcs do not marry; they breed. The females are receptive only to the fiercest and most attractive males.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Greater Orcs possess more intelligence and cunning than Common Orcs, but they are still cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Black-speech (S8/W2), Orcish (S8/W3), Common-speech (S5/W2). *Allowed Adolescence Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8), Wood-speech (S6/W3), Hill-speech (S6/W3).

Prejudices: Greater Orcs hate all other races. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Greater Orcs are Fighters, Rogues, and Thieves; they make very poor Essence and Mentalism spell users.

Training Packages: Greater Orcs can choose from any Training Packages in the RMSS as well as their racially specific Training Packages.

Special Skills: *Everyman:* all skills within one of the following categories: Weapon • 2 Handed) or Weapon • Polearm; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Attunement, Body Development, Brawling, Caving, Climbing, Contortions, Disarming Traps, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Picking locks, Pole Vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, poisoned arrows.

Armor: Any, excepting plate armor.

Money: 20 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Greater Orcs get four background options. Vard Orcs only get two background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S8/W6).

Extra Money: Varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Special Items: Weapons and tools made by Greater Orcs are usually ungainly to look upon, but perform admirably. Iron, steel, hide, and sinew are typical materials.

Talents: Re-roll all "spell user" and "high-culture" results. See Section 13.6.4 for more on Greater Orc talents.

ADOLESCENT SKILL DEVELOPMENT

Greater Orc and Vard Orc characters gain the following skills during their adolescent development. When there are two numbers shown, the number to the left is for Greater Orcs and the number to the right is for Vard Orcs.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	1
Rigid Leather	3
Armor • Medium skill category	3
Chain	3
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	0
Language skills	4
Lore • General skill category	1
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	1
Riding	1
Outdoor • Environmental skill category	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	1
one weapon, based upon culture	1
Weapon • 1-H Edged skill category	4
one weapon, based upon culture	4
Weapon • 2-Handed skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Weapon • Polearm skill category	1
one weapon, based upon culture	1
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	10
Background Options	4 / 2
Talent Points (cost: 150 / 160)	40 / 35

THE GREY ORCS

Part II
Section 14.0
The Grey
Orcs

"...It is important, when studying the culture and peccadilloes of another people, to look upon all sources of information about them, particularly when for whatever reason it may be difficult to perform first-hand study by actually living among them. Other people may have an insight you lack. They will view things from their own perspective, and putting their observations alongside of yours may provide invaluable illustration. This is as true of the Grey Orcs, or Shaguk-gûl as they call themselves, as it is of any other. One must beware the natural inclination to lump them together with all Orcs as simple, brutish, and murderous (which is, incidentally, how I actually do regard Orcs). When one culls the journals of adventuring bands, professional travelers, and certain soldieries, one may discover passages where travelers have encountered Grey Orcs, and discovered, to their chagrin, that the Shaguk-gûl were bloodthirsty and murderous alright, but far from simple. One such passage follows, a passage for whom we must thank Dayl Highstrider, once of the Grimwood Marchers (and I know those worthies need no explanation)...

I crept, achingly slow, inside the lip of the cave's mouth, easing into the shadowy dim, stepping carefully over the loose, jagged boulders and stones which served to mimic jutting teeth. Deafening silence met my footfalls, reminding me that even nature knew what a dangerous place this was that I deemed to enter.

As I cautiously paced forward, one step after the other, my back against the smooth wall, my eyes adjusted to the murky dim, which reminded me somewhat of my mother's burrow back in Last Ford. It too, at least during the wee hours before dawn, was as dark as a pit. But there the resemblance ended. Not a familiar warm, comfortable place was this cave, which rose thrice my height and then some before mountain again closed over it. The floor was strewn with rubble and dirt, and a cold draft wafted past me and away, slapping me in the face with its stinging fingers, raising bumps all along my spine.

My hand drifted down, seemingly of its own accord, to caress the hilt of my blade, Ananncarag, which in Elvish meant "Long-Fang." It would be more of a long knife, really, if it were a Man that carried it. But to one of my measure, it was a good-sized sword. Elf-made, it was, having served me well on more than a few adventures, and I was glad I had it with me now—more to the point, I drew it free of its scabbard and cloaked its gleam with a fold of my cloak.

My vision grew brighter as my eyes intensified what little light there was that seeped in behind me, and my thoughts raced back to the beginning of this little jaunt, and just how I came to be here.

A rumor had been circulating around of a new, troublesome resident who had set up shop in the hills above town, and was stirring up some of the local goblin tribes, inciting them to raid some of the outlying farms. Word had it that it was an Orc, a renegade of some kind, it was said, and one which lived by itself.

As a former Grimwood Marcher, I felt it my duty to investigate. My companions agreed, though some of us had some business in town to take care of first. I had my share of haggling to do with the local Herbalist, and Thraak'Oth, the most boisterous of us, was...incarcerated...on an exotic weapons charge, one which wouldn't hold up once the constable returned to set things right. In any case, we would have been ready for the excursion three days hence, but that wasn't good enough for Garl. Garl Toeshoe, a young, headstrong Gnome who had been with us only a few months, was apparently so cocksure of himself that he set off alone, to "put-paid-to-that-tusked-ugly-causin'-all-the-problems."

I had warned him to wait for at least Thraak or myself, but the lad took off anyway, slipping away two nights ago. Ah, well. I had done it myself, when I was his age. That still didn't make it any less dangerous. After concluding my affairs with the Herbalist, I set off after him, alone myself. It also seemed that Thraak would be spending a little more time incarcerated than he'd originally intended. That's what the Div gets for accidentally' clawing an insolent guard.

In any case, that was yesterday, and this was today. I had tracked Garl up here into the hills right up to the mouth of this cave, where I assumed the Orc in question had set up housekeeping. The lad had done a pretty good job of covering his tracks, but then again it was me tracking him, and I had taught him everything he knew about woods-lore (and I am Elf-taught myself!). So he was in there, and so was the Orc, and I would have to go on in after him, I'd bet my last Grone on it. Then I heard the scream.

It was Garl. One long, drawn out skirl of agony echoed through the cave, doing more to my nerves than the wind ever did. Damn.

That was it. I reached back and flipped up my cowl over my head and concentrated. The shadows deepened around me and washed over me, drowning me in darkness, concealing me from view. My shadow-cloak was on the job. I quickened my pace, striving to keep my steps quiet.

Rounding a sharp bend in the passageway, I found at last what I was searching for. The passage opened into a small cavern, which was lit by a flickering, crackling fire that was built up in the center of it. I saw Garl's slumped form against the far wall. It looked as if he were chained to it. A larger form was crouching down over him as I entered the cavern. The figure quickly straightened and whirled around as if I had shouted his name.

I stopped cold dead in my tracks and waited, not moving, relying upon my cloak to conceal my presence. I didn't know how he knew I was there, for I was certain I had made no noise, but he was peering intensely in my direction. He took a step toward me, and I got my first good look at him as his features were illuminated by the firelight.

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Part II

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The Common Orcs

Overview

He was an Orc, all right. But he was more, as well. The light flickered off his bald pate, revealing grim, piercing eyes set deep into his skull above a blunt, upturned nose and a tusk-filled mouth. He stood Man-height, and wore a dirty, sleeveless jerkin and leather breeches. But the thing that really caught my eye was the scar. It was a big eye, primitive-like, looked to have been cut a' purpose right in the center of his forehead and then painted upon like a tattoo. There were other markings, too, all over his arms. Most of them were black, I could see, but there were some splotches of bright colors here and there.

I've fought Shaguk before, big brutes with more strength than a man a loping, cunning small ones with little more height than a goblin. Once I'd loosed an arrow at one that looked—and I'd not touched a drink in a fortnight, I swear—like he'd had four arms.

None looked anything like this fearsome fellow. He schnuffled some and stood there, gazing at the black patch of darkness that was the mouth of the cavern. The draft was blowing from inside the cavern towards the cave mouth, so he shouldn't be able to scent me. Not even the small Orcs have the ability to smell a foe man who's downwind. I could feel the sweat slowly trickle down my back as I held my breath and waited. My fingers tightened inadvertently around the hilt of my sword as the Orc cocked his head from one side to the other, unsure. A low moan came from Garl's still form and I was silently relieved. He still lived.

I must have sighed audibly, for suddenly the Orc's head snapped up, and then he raised one hand to his brow and muttered something. Then his eyes flew wide and he gibbered something else and leapt back a few paces.

That was that. He had spotted me somehow. Throwing back my cowl with one hand, I revealed and brandished Ananncarag with the other, all the while howling my best imitation of Thraak's "Klath'tur" Idiyva warcry. I leapt forward as icy fire licked over Ananncarag's blade, announcing its thirst for Orcish blood.

The Orc pointed one hand at me and gripped his shoulder with the other and uttered something else, in a language I couldn't understand, but was somehow familiar to me. There was a small orange flare from his shoulder, then a gout of flame erupted from his outstretched palm, to lance right into my path.

Unable to stop, I ducked my head and plowed on through, hearing the flames crackle around me and feeling my exposed skin blister from the heat. Then I was through, shouting Garl's name and swinging blindly with my sword. I felt its blade bite into something, then heard a loud, guttural voice cry out in pain. Raising my head, I saw the Orc backing away, one hand pressed against his side, with a dark stain seeping out to stain his jerkin.

Realizing the flames were gone and I was not ablaze, I raised Ananncarag again and charged the Orc, fully intending to finish the job. I drew up short as the Orc touched his chest with his free hand and spoke another word, a word in a tongue I now recognized. It was a word of the Art, of Sorcery! There was another tiny flare, this time from where he had touched his chest, and then the Orc grinned at me and spat out another guttural phrase. I cursed him back in Black Speech, causing a startled look to haze his features.

The Orc's image wavered for a moment, then elongated horizontally, and stretched from one side to the other, then disappeared with a slight snapping noise, not unlike the sound of a bowstring breaking. He was gone.

I cursed again, this time in my few words of Dwarvish (all Gragurn had ever taught me was invective), and pulled off my still-smoldering cloak. Stamping it out (and hoping the flames didn't ruin the enchantment), I decided after a few moments that my adversary was gone for good, having well made his escape. I hadn't thought that I'd have a use for the Kelventari berries I had just procured in town so soon, but my neck and face felt scorched. I sighed.

Sheathing my blade, I turned to Garl. He was still alive, and for that he should be thankful. But he would never be the same, I could see. For the last two fingers on his left hand were twisted and bent, and the flesh there resembled the wax of a candle that has been burnt too long. I had heard of such dark applications of the Art, but had never witnessed them firsthand. Heavy upon my mind was the realization there wasn't much I could do for my Gnomish friend at all, herbal remedies or otherwise. Garl apparently hadn't noticed the state of his hand, probably only knew it hurt like hell. I freed him from his bonds and helped him to his feet.

"Dayl, that was no ordinary Orc," he croaked.

"No," I agreed grimly, "that was a Grey Orc."

I have tales of others who have fared more poorly when encountering the Shaguk-gûl, or when fighting a band of them. The Grey Orcs will be covered more fully in Chapter Eleven..."

—From Peoples of Darker Places, by L'omæx the Seer

◆ 14.1 ◆ OVERVIEW

Grey Orcs are among the most dangerous of all Orc kind, for the Shaguk-gûl (their name for themselves and among others of the Harsh Folk) are adept as none of their kinsmen are at the working of magic. True, some other Orc folk may make conjury, but none possess the innate ability of the Grey Orcs for true sorcery. While they are actually more closely related to the Common Orcs than any other, the Shaguk-gûl are practically a breed unto themselves. They mix freely with Orcs of all other kinds, often dominating their kindred with hideous sorceries and dire necromantic

conjurings. Intelligent and dark-hearted, the Grey Orcs may practice virtually any profession but tend towards those of Sorcerer, Cleric, and Magician.

They possess the cruelty and cunning of all Orcs, and if they have a weakness it is their prejudice towards their own kind, an overweening hubris based upon their own skill at magic. This ability, of which most of their kinsmen are incapable, often leads them to a false sense of superiority that other Orcs, particularly the Shaguk-cûr, are quick to exploit. False confidence, especially in a potentially cannibalistic society, can be fatal. Among Orcs it may lead to the stewpot. In most instances, however, Shaguk-gûl are avoided, even by the strongest and most brutal Orc fighters.



◆ 14.2 ◆ PHYSICAL CHARACTERISTICS

14.2.1 • BUILD AND PHYSIOLOGY

Grey Orcs, like their Greater and Common cousins, possess heavy musculature and thick, rough, hide-like skin. They tend to be long in arm and torso, but also have longer, straighter legs than their brethren of Common lineage. They share the barrel-like torso of their Greater kin, yet the Shaguk-gûl walk with no hunch in their stride, and their posture is straight. On an average, the Shaguk-gûl stand right over 5' in height, and generally weigh around 150 pounds. Due to the overwhelmingly savage nature of their existences, Grey Orcs physically are tough and sinewy, lean with very little or no body fat.

The head of a Shaguk-gûl is not quite as slope-browed or slack-jawed as that of a Common Orc, and their cheekbones tend to rise slightly higher than other breeds. The eyes of the Grey variety of Orc are similar to those of the Greater strain, being cat-shaped, deep-set, and canted. Knotted brows hunch over those orbs, but not enough to shadow the cunning glints secreted there, or the brutal machinations concealed behind. Their ears are brutal things, with some upsweeping, gradually coming to a dull point.

The faces of the Shaguk-gûl, like all of their species, are sharp and grotesque, having thin-lipped, sharp-tusked mouths and blunt, upturned noses. Unlike other breeds of Orc, chance scarring of their skins is uncommon—chance scarring only, as Grey Orcs are less likely to actually engage in personal, hand-to-hand combat. They do, however, engage in the decorative and cultural scarring that other Orcs are wont to use to boast of prowess or tribal stature, and if anything the skill of Grey Orcs in this area is greater than that of any of their kinsmen. The scars of a Grey Orc are works of art, often done in conjunction with excellent tattoos, and they are chilling to look upon. Their skin also differs from that of other strains, being unusually smooth, lacking the ordinary roughness of their cousins. Hair growth is a sporadic thing at best, and usually just atop their heads, or sticking out in thin tufts from nose, brows, ears, or limbs.

Grey Orcs are often thought to be the link between the Common and Greater varieties; being a step up physically from their Lesser kin, though hardly on par with massively powerful Shaguk. Their higher intelligence, however, is more than adequate restitution for any size differential.

14.2.2 • COLORING

The skin of the Shaguk-gûl is a duskier, smokier grey somewhat different in hue than the dark, blackish-grey hides of their Greater and Common relatives. Their eyes are enigmatic, ranging anywhere from the common reddish-brown tint to an icy grey-blue, or in rare cases, a strangely golden-amber color. They have a tendency to glow, feral-like, in dimly-lit conditions, such as that of a flickering torch or campfire. The sparse tufts of hair that may grow on their bodies are usually uniformly black. The thick, claw-like nails on their fingers and toes are a dull, darker color than their hides.

14.2.3 • ENDURANCE

The Shaguk-gûl possess the standard Orcish constitution, which is tremendous, allowing them to go for days of normal exertion without sleep, granting them a racial +25 bonus to their Exhaustion Points, and modifications to their Strength and Constitution stat bonuses.

However, due to their magical adeptness, Grey Orcs tire much more quickly while utilizing magic, and must rest more often to replace precious power reserves.

14.2.4 • LIFE SPAN

The life spans of the Orcish races are somewhat questionable, although they are thought to naturally extend over the course of hundreds of years, perhaps rivaling those of the hated Elvish people. It is also theorized that no Orc has ever died a natural death, thus unfortunately giving no living credence to said former thought. The warlike characteristics of Orcish life almost certainly guarantees a life span of no more than 50 years, and despite the fact the Shaguk-gûl tend to plan the course of their lives with greater care than other breeds, they are still Orcs, and usually do not live much past the age of 60.

14.2.5 • RESISTANCE

Due to their hearty constitutions and exposure to the elements at an early age, the Shaguk-gûl gain a racial bonus of +30 to DB and RR vs. heat- and cold-based attacks. They will use their magics in intelligent ways to compensate for any physical deficiencies they may possess, and so are as able to withstand rigorous conditions like the Shaguk-cûr.

Part II

Section 14.2

Physical
Characteristics



Part II

Sections

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Physical

Characteristics

Culture

14.2.6 • SPECIAL ABILITIES

Like their Common and Greater kin, Grey Orcs prefer to sleep during the daylight hours, and although their constitution only requires of them sleep once every three days, they usually rest on a daily basis to conserve and replace depleted power stores. Their vision in the dark is as good as any Man's during the day; with barely any light (cloudy, moonless nights, upper caverns, dungeons, etc.) they can see at least 50' perfectly and fairly well up to 100'. In absolute darkness Grey Orcs can see up to 10'.

The natures of the Shaguk-gûl are more in tune with the magical arts than other breeds of Orc, and these differences are reflected in their Power Point Development progressions and background options.

◆ 14.3 ◆ CULTURE

14.3.1 • CLOTHING AND DECORATION

Loose clothing, skins, leathers, robes and cowls are staples of Grey Orcish garb, the better to conceal sorcerous implements or weapons upon their person. Though most of the time they are crudely made, the Shaguk-gûl prize finer-crafted garments than their Greater or Common kin, and so may trade or battle for, better-crafted raiment. Metallic armors are disdained due to their magic-inhibiting properties, but leather types are commonly worn in their place. Tribal symbols adorn garments in bright pigments, or are crudely-wrought into adornments such as talismans or amulets, and simplistic jewelry—evidently the Grey Orc inclination towards magic has left them less ability with their hands, and their crafting abilities in all areas suffer accordingly.

One key factor that sets the Grey Orcs apart from their cousins is the practice of covering their skins with inked tattoos of seemingly random, chaotic patterns that swirl and spiral over the surfaces of their bodies with wild abandon. It is rumored that there are some sorcerous meanings to such decorations, but this at best is unsubstantiated hearsay. Nevertheless, the tattoos are known to exist, and are usual indicators of the Grey Orc breed. The inks used are usually black with interspersed patches of brighter pigments, and the number of tattoos across the surface of the body, it is said, might be some indicator of status within the tribe.

14.3.2 • FEARS AND INABILITIES

Born in darkness, the Shaguk-gûl fear natural daylight, functioning at 50% normal activity in full sunlight and 75% normal activity in bright artificial or magical light. They also dislike deep or running water, but suffer no penalties from this animosity.

14.3.3 • LIFESTYLE

Grey Orcs are like others of their race in terms of attitude and view—in such a harsh world, fighting is one's only way to advance and ensure one's place in it. The Shaguk-gûl are known to use their sorcerous arts to further first their own and then possibly the tribe's ends as a result, but they are also not above resorting to physical combat as a resolution to life's problems. In fact, they are more apt to curb their refinement of their art to combat applications than they are to anything else.

The Shaguk-gûl are a superstitious lot, prone more to belief in omens or portents than other Orcish-folk. They are held in such high regard for their talents that their wisdom is hardly ever questioned, and rarely do they have to participate in the usual, violent methods of ascension so common to ordinary Orcish life. There is a disadvantage to this benefit, however. Whenever an Shaguk-gûl's wisdom or place is challenged, he will eventually have to be able to back up any claims he has made, sorcerous or otherwise. If said results prove to be disappointing or unimpressive, the outcome can be disastrous.

14.3.4 • MARRIAGE AND FAMILY PATTERN

Grey Orcs, like others of their race, do not marry, they breed. Usually only among their own breed, they mate to produce offspring and for pleasure. As the Grey Orcs prefer to maintain their magical blood-lines, they almost exclusively breed with other Grey Orcs, though an occasional exception may be made for a Grey Orc mating with a Greater Orc. The magical Shaguk-gûl people never mate with Common Orcs.

Female Grey Orcs are kept separate from other breeds as well, and are always closely scrutinized for their magical aptitudes. If their abilities are viewed as too powerful, they are often seen as potential problems or threats, as opposed to assets; such individuals are most often put to death.

Likewise are Grey Orcish offspring treated differently from other breeds. The depths of their sorcerous talents are plumbed with great care and dispatch, and if any are found wanting in ability or lacking in understanding, they are viewed as a hindrance or a weak link and are usually destroyed as a result.

14.3.5 • RELIGION

Grey Orcs are much more apt to believe and have faith in greater powers than other breeds as a result of their experience in the sorcerous arts, and for the most part, form the largest percentage of Orcish Channeling spell users. These disciples are the link between the Orcish people as a whole and more divine beings. It is they who offer the spiritual guidance for the tribe, whether they be cleric, healer, tribal shaman, or high priest.

It is whispered in fanciful legend that the Orcish race itself was the product of some Demon-Lord's whim, and that the Orcs were bred to fulfill some purpose, now long forgotten in the mists of time. Even now, certain Demon-Lords are worshipped as gods by Orcish tribes, notably Rhodintor, and most certainly, He Who Must Not Be Named, The Lord of the Dark himself. Sacrifices of living beings are made in these dark deities' names, and dark powers are granted in return.

"We proceeded warily but without fear, for we'd done for a score of the hairy brutes already and the head of their chief was wrapped in a waxed cloak and thrust in my bergen. Llener had an enchantment about him that hurled light for several dozens of feet up the tunnel both before and behind us. Phuur, the Sstoi'isslythi that Tall Memdal had brought along as a bodyguard, was on point. He was big, and even faster than the borderers I'd left to watch the cavern entrance behind us. He was Ssaliss, whatever that was, and after watching him hack down the Shaguk, I was content to take the lead. Gods, it stank down in these noisome caves! 'Shaguks stink like Rhodintor's breeks,' my bordermen are wont to say... How true.

"Then, without warning, a blow fetched to Llener's head set the light to dimming. Phuur began to bellow. An oddly light-skinned Shaguk appeared for a moment to my flank, in a patch of darkness none of us had realized was a tunnel-mouth. He growled a foul stream of words I could not know while spittle flew from his tusks and suddenly the scar I bore upon my brow, lifelong reminder of a Gratar claw come too close, split open and began gushing blood. Crimson ran into my eyes and my head filled up with a skewering pain like someone had pushed a spear through my skull..."

—From Entry 32, the Collected Journals of the Kestrel Nine (Jyram Ennui's chapter)



GREY ORC HEIGHT CHART

d100 (OE)	Grey Orcs male	Grey Orcs female
less than (-169)	3'7"	3'7"
(-169) - (-165)	3'8"	3'8"
(-164) - (-160)	3'9"	3'9"
(-159) - (-155)	3'10"	3'10"
(-154) - (-145)	3'11"	3'11"
(-144) - (-135)	4'0"	4'0"
(-134) - (-85)	4'1"	4'1"
(-84) - (-80)	4'2"	4'2"
(-79) - (-75)	4'3"	4'3"
(-74) - (-70)	4'4"	4'4"
(-69) - (-65)	4'5"	4'5"
(-64) - (-55)	4'6"	4'6"
(-54) - (-45)	4'7"	4'7"
(-44) - 5	4'8"	4'8"
6 - 10	4'9"	4'9"
11 - 15	4'10"	4'10"
16 - 25	4'11"	4'11"
26 - 40	5'0"	5'0"
41 - 75	5'1"	5'1"
76 - 85	5'2"	5'2"
86 - 90	5'3"	5'3"
91 - 95	5'4"	5'4"
96 - 145	5'5"	5'5"
146 - 155	5'6"	5'6"
156 - 165	5'7"	5'7"
166 - 170	5'8"	5'8"
171 - 175	5'9"	5'9"
176 - 180	5'10"	5'10"
181 - 185	5'11"	5'11"
186 - 240	6'0"	6'0"
241 - 250	6'1"	6'1"
251 - 260	6'2"	6'2"
261 - 265	6'3"	6'3"
266 - 270	6'4"	6'4"
271 - 275	6'5"	6'5"
more than 275	6'6"	6'6"

Regardless of whichever vessel supplies the focus, Orcs worship beings and objects of Darkness and Power, and the following spell lists are suggested as additions or alterations to choices of Base Spell Lists for Grey Orc priests: the Sorcerer Base Lists Flesh Destruction and Soul Destruction, and the Evil Essence Base Lists Dark Contacts and Entity Summons.

If *Arcane Companion* is used, then the following additions are suggested: the Wizard Base List Faith Breaker and the Evil Arcane Base Lists Dark Entities, Power Leech, Power Subversion, and Terror.

GREY ORC WEIGHT CHART

d100 (OE)	Grey Orc (m)			Grey Orc (f)		
	sm	md	lg	sm	md	lg
less than (-169)	38	40	44	38	40	44
(-169) - (-165)	43	46	50	43	46	50
(-164) - (-160)	48	51	56	48	51	56
(-159) - (-155)	53	56	61	53	56	61
(-154) - (-145)	57	61	67	57	61	67
(-144) - (-135)	62	66	72	62	66	72
(-134) - (-85)	68	72	79	68	72	79
(-84) - (-80)	73	77	84	73	77	84
(-79) - (-75)	77	82	90	77	82	90
(-74) - (-70)	82	87	95	82	87	95
(-69) - (-65)	87	92	101	87	92	101
(-64) - (-55)	93	98	107	93	98	107
(-54) - (-45)	97	103	113	97	103	113
(-44) - 5	102	108	118	102	108	118
6 - 10	112	118	129	112	118	129
11 - 25	124	131	144	124	131	144
26 - 75	142	150	165	142	150	165
76 - 90	159	168	184	159	168	184
91 - 95	171	181	199	171	181	199
96 - 145	181	191	210	181	191	210
146 - 155	186	196	215	186	196	215
156 - 165	190	201	221	190	201	221
166 - 170	196	207	227	196	207	227
171 - 175	201	212	233	201	212	233
176 - 180	206	217	238	206	217	238
181 - 185	210	222	244	210	222	244
186 - 240	215	227	249	215	227	249
241 - 250	221	233	256	221	233	256
251 - 260	226	238	261	226	238	261
261 - 265	230	243	267	230	243	267
266 - 270	235	248	272	235	248	272
271 - 275	240	253	278	240	253	278
more than 275	246	259	284	246	259	284

◆ 14.4 ◆ OTHER FACTORS

14.4.1 • DEMEANOR

Possessing a cunning and brutal intelligence unmatched by any other breed, the Shaguk-gûl are nevertheless still Orcs, and are cruel, jealous, petty, ambitious, selfish, and suspicious. With exposure to the sorcerous arts, Grey Orcs are more apt to be dominated by the lust for power, making them ruthless, corrupt or chaotic, possibly even treacherous. The more powerful Shaguk-gûl tend to be haughtier and more domineering than others of their kind, owing to the degree of magic they wield. They are easily able to dominate Orcs of other breeds, especially given certain racial spell lists that many Grey Orcs prefer. However, they know as well as any that life in Orcish society is cheap, and violence is always a recourse; if they choose to torment or slaughter another tribe of Orcs, they do it completely.

Part II

Sections 14.3, 14.4

Culture

Other Factors

Grey Orc Height Chart

Grey Orc Weight Chart

UNDERGROUND
RACES



Part II

Sections
14.4, 14.5,
14.6

Other Factors

Outfitting
Options

Background
Options

14.4.2 • LANGUAGE

Starting Languages: Black-speech (S8/W3), Orcish (S8/W4), Common-speech (S5/W2).

Allowed Adolescence Development: Black-speech (S10/W10), Orcish (S10/W10), Common-speech (S8/W8), Wood-speech (S6/W4), Hill-speech (S6/W4).

14.4.3 • PREJUDICES

Grey Orcs, like their cousins, hate all other races, especially despising Elves. Detesting all they represent—peace, long life, beauty, and respect—Grey Orcs hate Elves above all for their consummate skill with which they can manipulate magic, and the wide range of applications Elves can achieve with it.

14.4.4 • PROFESSIONS

Grey Orcs are first and foremost spell users, primarily Essence and Channeling, though a few Grey Orcs delve into Mentalism and Arcane magic. Most Grey Orcs choose

Rogue, Magician, Illusionist, Cleric, Mystic, Sorcerer, Ranger, Dabbler, or Magent, and from the *Arcane Companion*, Chaotic, Arcanist, or Magehunter. A few Grey Orcs choose the professions of Fighter, Thief, Animist, Lay Healer, or Paladin.

14.4.5 • TRAINING PACKAGES

Grey Orcs may select the Adventurer, Amateur Mage, Animal Friend, Assassin, Doctor, Explorer, Guardian, Herbalist, Hunter, Loremaster, Scout, Shaman Priest, or Zealot training packages, and from the *Arcane Companion*, Conjuror, Manipulator, Necromancer, Runemaster, or Warlock. The Shaguk-gûl may also choose their racial training packages.

14.4.6 • SPECIAL SKILLS

Everyman: All skills within either the Weapon•1-H Edged or the Weapon•2-Handed skill categories.

Restricted: None

14.4.7 • STANDARD HOBBY SKILLS

Hobby skills: Acrobatics, Alertness, Animal Handling (bats or wolves), Appraisal, any skill in the Armor•Light skill category, Attunement, Body Development, Caving, Climbing, Contortions, Directed Spells, Disarming Traps, Divination, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Magic Ritual, Metal-crafts, Military Organization, Picking Locks, Pole Vaulting, Rappelling, Read Runes, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, any Spell List skill, Spell Mastery, Sprinting, Stalking, Tactics, Totem-making [Crafts], Tracking, Trickery, Wood-crafts.

14.4.8 • THE INDIVIDUAL AS A PC

A Grey Orc character is a very versatile choice for any player. With the usual Orcish appetite for combat coupled with exceptional capabilities in the realms of magic, such

a character would be a powerful addition to a company of adventurers, albeit a morally untroubled one. Grey Orcs are accustomed to positions of power in the tribal hierarchies, as advisors, clan wizards, and tribal priests, and thus would assume a dominant role in any adventuring party politics. The obvious problem is overcoming the prejudices any sensible adventurer will have towards an Orc, as well as the distressing tendency most folk will have of reaching for a blade upon first meeting an Orcish character.

◆ 14.5 ◆ OUTFITTING OPTIONS

14.5.1 • ARMOR

The Grey Orc's natural armor type is 8, and they will normally wear any armor up to AT 10 (leather breastplate and greaves). Metallic armors are not usually worn due to their magic-inhibiting traits.

14.5.2 • MONEY

Grey Orcs begin their adventuring careers with 30 silver coins worth of money of varying mints, obtained as plunder in battle or allotted from the tribes hoard for service to the tribe's chief.

14.5.3 • WEAPONS

Grey Orcs prefer to fight with broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use Morning Star Attack Table), long sword, harpoon, or poisoned arrows.

◆ 14.6 ◆ BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Grey Orcs when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

14.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 14.4.2), Grey Orcs may select the following languages with background options: Plains-speech (S8/W6).

14.6.2 • EXTRA MONEY

Extra money gained with background options will most likely be of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

14.6.3 • SPECIAL ITEMS

Grey Orcs may gain any special item, favoring spell items, with which they can conserve their precious power resources.

14.6.4 • TALENTS

Grey Orc characters may have most of the standard talents or flaws (listed in *RMSS*), though they must re-roll all "high-culture" results unless dictated otherwise by the GM. They may gain talents or flaws found on the Grey Orc Talent and Flaw Chart.

"A knife in th' dark
an' Jeggarrukh on steel
will be rid of th' most
obvious magics, an'
Gorlum'n' Glareaug 'r
as good as sorcery..."
—attributed to
Hoshkurt Bitteneer,
Shaguk-cûr and noted
Shaguk-gûl hater

UNDERGROUND
RACES



GREY ORC TALENT AND FLAW CHART

Part II

Section 14.6

Background Options

Grey Orc Talent and Flaw Chart

- | | |
|---|--|
| <p>01-05 Light Temptation (Flaw): You are tempted to good magic. Development point costs for all spell lists that are not deemed explicitly good by the GM are doubled; good spell lists are at normal development point costs. Other Orcs sense something odd about you. GM controls the details. [MINOR: -3 points]</p> <p>06-10 Poor Control (Flaw): You have difficulty controlling your enchantments. Non-attack spell failures are resolved as Attack spell failures +10. Attack spell failure results are modified by +20. [GREATER: -20 points]</p> <p>11-15 Tap Addiction (Flaw): You must make a Tap Addiction roll for every spell cast over 8th level. [MAJOR: -10 points]</p> <p>16-20 Sun-Hater (Flaw): You operate at 40% normal activity in full sunlight and 70% normal activity in bright artificial or magical light. To make matters worse, these penalties persist after you have moved into sheltering dark for one round per five rounds spent in the light, up to a maximum of six hours. [GREATER: -15 points]</p> <p>21-28 Deathly Gifted: You have a natural propensity for Necromancy. You receive a special bonus of +5 to your Undead Lore skill. More important, any Undead created by you are considered to be one level higher than they are when Clerics attempt to destroy them (i.e., a Type I Undead created by you would be treated as Type II when targeted by a Repulsions or similar spell). [MAJOR: 10 points]</p> <p>29-36 Transcendence: You feel comfortable wearing armor while casting spells. You gain a special bonus of +35 to your Transcend Armor skill, and you may make a RR versus the level of spell being cast to avoid any harm or mishap if a failure occurs. [MAJOR: 30 points]</p> | <p>37-44 Runic Lore: You gain a special bonus of +25 to all maneuvers pertaining to runes or scrolls. You may use this bonus with scarring or tattoo-work as well. [MINOR: 5 points]</p> <p>45-52 Arcane Lore: You may learn Open and Closed Arcane spell lists with development costs the same as your Base Lists. [MAJOR: 25 points]</p> <p>53-60 Archetype: You have double normal Power Points without a spell multiplier; with a Power Point multiplier, the bonus increases by a factor of one (e.g., a x4 multiplier functions as a x5 multiplier). [GREATER: 35 points]</p> <p>61-68 Eager: You require one less round of spell preparation if preparing an offensive spell. If the spell is instantaneous, you receive a special bonus of +5 to your BAR or EAR. [MAJOR: 20 points]</p> <p>69-76 Realm Switch: You may choose to exchange one spell list with one of another realm. [MAJOR: 30 points]</p> <p>77-84 Enhanced Vision: Your eyes are bright green or yellow in color. They are striking and memorable. You natural Nightvision, Fogvision, and Watervision with effects as per the spells (pg. 116, SL); you can see in normal night light, any water (including murky water), and any precipitation (including thick fog) to a range of 50 feet. [MAJOR: 20 points]</p> <p>85-92 Warrior-Mage: You enjoy both casting spells and wielding steel to elicit screams of anguish. Your primary weapon skill category skills cost half the normal development points (round up), with all other weapon costs doubled. You receive a special bonus of +10 to your Transcend Armor skill and a special bonus of +10 to Directed Spells for any one list. [GREATER: 45 points]</p> <p>93-00 Superb Thaumaturgical Constitution: You recover Power Points twice as fast as normal (i.e., in half the time). Any duration effects suffered due to spell failure are halved. [MAJOR: 30 points]</p> |
|---|--|



UNDERGROUND RACES





Part II

Section 14.6

Background Options

Grey Orc Racial Summary



Stat Bonuses:

Ag: +0
Co: +4
Me: +2
Re: +0
SD: -1
Em: +2
In: +2
Pr: +0
Qu: +0
St: +1

RR Mod:

Ess.: +40
Chan.: +0
Ment.: +40
Poison: +20
Disease: +15
Fear: +0

Body Dev.

Progression:
0•6•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•6•5•4•3

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Arcane

PP Dev.
Progression:
0•6•4•3•2

Soul

Departure:
1 round

Recovery

Modifier:
0.5 times

Race Type:

2

GREY ORC RACIAL SUMMARY

Grey Orcs are perhaps the most dangerous of all Orcs; for while the other breeds of orcs are fierce and efficient warriors, Grey Orcs carry that same attitude to spell casting. Their cunning is finely honed and combined with an arsenal of spells, they can make a fearsome foe indeed.

PHYSICAL CHARACTER

Build: Grey Orcs have the same general appearance as Greater Orcs (thick rough hide, etc.). However, they are not quite a physically endowed as Greater Orcs (though quite a step up from their lesser cousins, the Common Orcs). Their average weight is 150 pounds.

Coloring: Grey Orcs have a more smoky tint to their flesh than other orcs. Eye color ranges from reddish-brown to icy blue. Hair is almost uniformly black.

Endurance: +25 to exhaustion points (see Section 22.3 in *RMSR*).

Height: Grey Orcs average 5'1".

Lifespan: Indefinite. However, they do tend to live longer than their cousins (Greater Orcs) because they have better planning (though few to live past the age of 60).

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Like their cousins, Grey Orcs usually sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Grey Orcs operate freely in daylight, and their vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Grey Orcs can see at least 30' perfectly and fairly well up to 75'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Loose clothing, skins, leathers, and robes are the mainstay. Their bodies are usually covered in a chaotic mess of tatoos (though they are viewed as artistic).

Fears & Inabilities: They has disdain for natural daylight (operating at 50% activity in full sunlight; and 75% in other bright lights). They dislike running water, but they do not fear it.

Lifestyle: Highly superstitious (even more so than other Orcs), Grey Orcs are fierce in the use of their magic.

Marriage Pattern: Like other Orcs, Grey Orcs do not marry; they breed.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Grey Orcs possess are much more cunning than their cousins, but they are still cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Black-speech (S8/W3), Orcish (S8/W4), Common-speech (S5/W2). *Allowed Adolescence Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8), Wood-speech (S6/W4), Hill-speech (S6/W4).

Prejudices: Grey Orcs hate all other races. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Grey Orcs can be any profession from the *RMSS* (that the GM normally allows), though they are primarily spell users.

Training Packages: Grey Orcs can choose from any Training Packages in the *RMSS* as well as their racially specific Training Packages.

Special Skills: *Everyman:* all skills within one of the following categories: Weapon • 2-Handed or Weapon • 1-Handed Edged; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Alertness, Animal Handling (bats and wolves), Appraisal, any skill in the Armor • Light skill category, Attunement, Body Development, Caving, Climbing, Contortions, Directed Spells, Disarming Traps, Divination, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Magic Ritual, Metal-crafts, Military Organization, Picking locks, Pole Vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, any skill in the Spell group, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, Wood-crafts.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use Morning Star Attack Table), long sword, harpoon, and/or poisoned arrows.

Armor: Their natural Armor Type is 8 (and will occasionally wear armor up to AT 10). Metal is rarely worn because of its limiting nature on magic.

Money: 30 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Grey Orcs get four background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S8/W6).

Extra Money: Varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Special Items: Grey Orcs can have any special items.

Talents: Re-roll all "high-culture" results. See Section 13.6.4 for more on Grey Orc talents.

ADOLESCENT SKILL DEVELOPMENT

Grey Orc characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	8
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	2
Riding	2
Power Awareness skill category	2
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	1
Stalking	1
Hiding	1
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	4
Talent Points (cost: 30)	3

UNDERGROUND
RACES



THE TROGLODYTES

Part II

Sections
15.0, 15.1,
15.2

The
Troglydtes

Overview

Physical
Characteristics

"...I confess that I have little desire to go in search of any great illumination of the Troglydtes. I am fond of my skin, stretched as it is over my body, and as I've had it for a good many years now I think it would be silly to give it up, hmmm? If you pursue your venture and do go creeping down into the depths in search of these folks, I might suggest that you exercise great caution. Even the Orcs are somewhat predictable in their own riotous way. Likewise, the Goblins I know, I've lived among both. But the Troglydtes are a breed apart. They don't think like we do. They have their own motivations and rationales—none of which I understand. All I know is that if you're bound and determined to go through with this, you should prepare some water enchantments. Perhaps a conjury to summon up a Water Elemental. Troglydtes are afraid of it, you know, of water. If worst came to worst you could hold them off with an image of what they thought was Dakatol, their Lord of Dark Waters. He terrifies them. Personally I think you're daft and they're going to eat you. I'll bet some borderer finds your face some day as part of a cloak..."

—Excerpt from a letter to Gauzub the Blind from L'omæx the Seer

◆ 15.1 ◆ OVERVIEW

For ages the Mannish races have been afraid of the dark; afraid of what lived in the dark. Many are the folktales of the half-men that lived in the deep, dark, Under-realms of the earth, emerging only as darkness fell to ravage the countryside, pillaging and killing, and sometimes stealing those who would trod the land by the light of day. Troglydtes are responsible, in part, for those legends. They are physically powerful and intimidating to look upon. They are brutal, direct, and simple; warlike in a straightforward way that no Shaguk could be. Their personalities match their warfare—they bull straight-away toward their objective and care little for niceties or any pain that they might inflict. Troglydtes are not evil, not as the Orc and Goblin folk are, but they are mean, and their unease around those who dwell upon the surface quickly translates to ferocity if cornered.

◆ 15.2 ◆ PHYSICAL CHARACTERISTICS

15.2.1 • PHYSIOLOGY AND BUILD

Stout and physically powerful, most Troglydtes stand 4'6" to 5'6" tall, and generally weigh about 130-150 pounds, with females usually at the lower end of the scale. It is not unusual, however for a female to bulk every bit as much as a male. A Troglydte's normal stature seems to be hunched over, with arms extending to his knees. The Troglydtes' low-sloping foreheads conceal a cunning intelligence, and their large under-biting jaws reveal malicious, toothy grins. Twin, overlarge tusk-like teeth jut upwards from the lower jaw over the upper lip in the male of the species, giving a fearsome aspect to their already gruesome visages. Their blood is a dark blue color, giving credence to the theory that Troglydtes are not native to this plane of existence, though this is the only home known to present day tribes.

15.2.2 • COLORING

Troglydtes have a milky, sky-blue tint to their skin when viewed in full sunlight (which is rare). Otherwise, it appears a pale, dull grey when seen in more common circumstances, by torch light. It is a sickly color common to many varieties of subterranean creatures, with the pigments in the skin never having been touched by the light of day. The tangled mass of hair atop their heads is either a uniform black, a clear indicator of youth, or a pale white, as middle age catches up with them. Save for this brush, Troglydte bodies appear to be hairless. Their eyes are large and colorless, with the retina expanding to almost the whole of the pupil, to absorb what little light there is in their environment. The pupil is surrounded, instead of the normal white of other humanoid races, by a grey refractive material that helps turn back more harmful, brighter light. In the flickering glow of firelight, their eyes glow scarlet, much as do a dog's, a cat's, or other similar such night-seeing beast's eyes.

15.2.3 • ENDURANCE

Hardy creatures, Troglydtes know not the meaning of days and nights as a method of time keeping, thus do they exert themselves until becoming tired. They can travel for two days without sleep and gain a racial bonus of +20 Exhaustion Points.

15.2.4 • LIFE SPAN

Troglydtes are an inordinately short-lived race, possibly having to do with their hard, savage lives that seldom allow one to live past the age of fifty. Should one ever reach this pinnacle age, his days are still numbered. The rule of the tribe belongs to the strongest and fittest, and as age tends to slow one down, the elders are often viewed as liabilities to the general safety of the tribe. As a result, if one grows infirm or enfeebled, they are often sacrificed to the local spirits for the good of the tribe.

15.2.5 • RESISTANCE

With a deeply bred immunity to temperatures due to constant exposure to extremes deep in their caverns, Troglydtes gain a racial bonus of +30 to DB and RRs versus heat and cold attacks.

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Part II

Sections

15.2, 15.3

Physical Characteristics

Culture

15.2.6 • SPECIAL ABILITIES

Because of the extreme darkness of their environment, Troglydtes possess excellent *Darkvision*, allowing them to see 100' perfectly and up to 200' fairly well in the dimmest of light (cloudy or moonless night or upper caverns and dungeons). Their vision can penetrate up to 50' in total darkness. However, due to the dark-affixed physiology of their eyes, sudden bright light puts them at a disadvantage, giving them a -50 modification to all actions for 3 rounds in the face of direct, bright light (daylight included), and a -25 in dimmer light, such as torch light.

◆ 15.3 ◆ CULTURE

15.3.1 • CLOTHING AND DECORATION

Troglydtes wear simple garments of skin or hide, the majority of which are obtained from fallen enemies. While Goblin hides are among the most commonly worn skins, those of Elvish, Dwarvish, and Mannish origin are worn as well. Fetishes prepared by the tribal shaman adorn Troglydte clothing as well, such as ears, eyes, teeth, claws, fingers, tails, and even shrunken heads of enemies slain in battle worn as decorations and trophies.

15.3.2 • FEARS AND INABILITIES

Troglydtes cannot function in daylight; the mere sight of it terrorizes them. In full daylight, they have only 50% of normal actions (note that this prevents them from fighting in daylight), mostly utilized in fleeing back into the dark depths of their underground caverns, and 75% normal activity in bright artificial or magically induced light. They also fear deep, running water, for underground rivers are the domain of Dakatol, the Lord of the Dark Waters, spirit of the Under-realm depths, who has been known to sweep unwary tribal members, too careless to watch their steps, away into the depths of the earth, never to be seen again.

15.3.3 • LIFESTYLE

Dwelling in vast, underground complexes of caverns or catacombs, Troglydtes comprise a race that lives almost entirely in the dark. Savage and brutal, they are in constant conflict with others, be it for survival or battle's sake alone. Essentially a hunting and gathering culture, some communities cultivate crops underground, including mushrooms, herbs, and fungi. The mainstay of daily life involves the procurement and preparation of food, for which the weaker members of the tribe are responsible. The stronger members of the tribe hunt for food in the Under-realm, and sometimes even forage aboveground as well. Troglydtes are first and foremost meat-eaters, and are not really concerned with how they come by it, whether it means hunting game or raiding nearby settlements for sustenance. By circumstance, their diet mostly consists of a variety of underground creatures, but choice would dictate otherwise; Troglydtes have a penchant for humanoid flesh. Orcs and Goblins are their most common humanoid meat, being easier to capture and less likely to invoke large-scale repercussions. Men and Elves are considered quite a deli-

cacy, as are other surface races. Dwarves traditionally are not good eating, being too tough and leathery.

Generally thought to live in remote underground regions, Troglydte communities occasionally settle much closer to surface settlements as well. It seems that Troglydtes also thrive beneath large cities, mining vast complexes of caverns and catacombs unbeknownst to the common folk above, surviving on the refuse that filters down to them from the surface.

Existing in secrecy, Troglydtes may fulfill their needs at the expense of the surface folk, taking a little of what they need at a time, unnoticed. At times when the need is great, Troglydtes will raid a city at night, plundering throughout the dark hours and disappearing without a trace when dawn approaches.

Troglydtes usually congregate in tribes with between 50 and 100 members, all related in one way or another. The tribe is led by one chieftain, called the Draal, who rules by intimidation and fear. He (or she, as gender is not an issue amongst Troglydtes, only strength) is subordinate only by the Trak-ha, the tribal shaman or witch doctor. It is only through his communing with the spirits that his power is deemed greater than the Draal's. It is the Trak-ha who provides the spiritual guidance for the Troglydte tribe. He interprets the spirits' wishes for the tribe, and doles out judgment based on his interpretations.

Troglydtes have been known to domesticate certain subterranean creatures, including cave bears, lions, and the rare Cerebus (pg. 73, *C&M*) and Tatzelwurm (pg. 48, *C&M*). Some tribes living in remote wilderness areas have been known to worship Cave Drakes (pg. 58, *C&M*) and Cave Worms (pg. 62, *C&M*).

15.3.4 • MARRIAGE AND FAMILY PATTERN

Like Orcs, Troglydtes do not mate for life. They breed to produce offspring. Breeding females ordinarily are kept safe within the environs of the tribal community, and usually only mate with the strongest males. Troglydte tribes consist of all family members, including young born into the tribe, and females captured for mating purposes. On rare occasions, strong females may opt to bring in other males of their fancy for breeding. In both cases, male and female, Troglydtes favor taking prisoners of the opposite sex of other races for mating purposes. Usually, any offspring of such a union has only a 10% chance of survival into adulthood; more often they are stillborn or die soon after birth. Young are raised by all breeding females of the tribe, and are considered adults after making their first kill in battle, or whelping their first child.

15.3.5 • RELIGION

Troglydte religion is a tenuous thing at best, involving the worship and appeasement of certain nature spirits, all under the dutiful tutelage of the Trak-ha, the spiritual leader of the tribe. It is he who hears the spirits and their wishes, and passes these on to the tribe. The nature of these spirits is but a reflection of the Troglydtes themselves, being cruel, petty, jealous, and vengeful. Chief among these spirits is Dakatol, the Lord of the Dark Waters. He who inhabits the tumultuous currents that course through the Under-realm is viewed as an angry and destructive spirit, whose wrath is incurred merely by walking within sight of the waters of an underground river.

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TROGLODYTE HEIGHT CHART

d100 (OE)	Troglodyte male	Troglodyte female
less than (-169)	3'11"	3'4"
(-169) - (-165)	4'0"	3'5"
(-164) - (-160)	4'1"	3'6"
(-159) - (-155)	4'2"	3'7"
(-154) - (-145)	4'3"	3'8"
(-144) - (-135)	4'4"	3'9"
(-134) - (-85)	4'5"	3'10"
(-84) - (-80)	4'6"	3'11"
(-79) - (-75)	4'7"	4'0"
(-74) - (-70)	4'8"	4'1"
(-69) - (-65)	4'9"	4'2"
(-64) - (-55)	4'10"	4'3"
(-54) - (-45)	4'11"	4'4"
(-44) - 5	5'0"	4'5"
6 - 10	5'1"	4'6"
11 - 15	5'2"	4'7"
16 - 25	5'3"	4'8"
26 - 35	5'4"	4'9"
36 - 45	5'5"	4'10"
46 - 55	5'6"	4'11"
56 - 65	5'7"	5'0"
66 - 75	5'8"	5'1"
76 - 85	5'9"	5'2"
86 - 90	5'10"	5'3"
91 - 95	5'11"	5'4"
96 - 145	6'0"	5'5"
146 - 155	6'1"	5'6"
156 - 165	6'2"	5'7"
166 - 170	6'3"	5'8"
171 - 175	6'4"	5'9"
176 - 180	6'5"	5'10"
181 - 185	6'6"	5'11"
186 - 240	6'7"	6'0"
241 - 250	6'8"	6'1"
251 - 260	6'9"	6'2"
261 - 265	6'10"	6'3"
266 - 270	6'11"	6'4"
271 - 275	7'0"	6'5"
more than 275		

His appetites are ravenous, and proper sacrifices must be made to satisfy this hunger. Usually this means sending something down river into his cavernous maw to appease him; only then are the proper dictates satisfied. The dead are also sent down river to Dakatol, and any unwary tribe-member who does not watch his step in tribal politics is sent to the spirit prematurely. Lengthy ceremonies surround sacrifices, during which the Trak-ha offers various fetishes (i.e., ears, eyes, teeth, fingers, even heads) of slain enemies to the tribal warriors with blessings of the spirits upon them. Beatings of drums made from the skins of fallen foes punctuate the ceremony, their haunting sound echoing through the depths of the Under-realm. Live sacrifices are viewed as extremely powerful ceremonies, and are seen to incur many blessings from the spirits.

TROGLODYTE WEIGHT CHART

d100 (OE)	Troglodyte (m)			Troglodyte (f)		
	sm	md	lg	sm	md	lg
less than (-169)	36	38	41	36	38	41
(-169) - (-165)	40	43	47	40	43	47
(-164) - (-160)	44	47	51	44	47	51
(-159) - (-155)	49	52	57	49	52	57
(-154) - (-145)	54	57	62	54	57	62
(-144) - (-135)	58	62	68	58	62	68
(-134) - (-85)	63	67	73	63	67	73
(-84) - (-80)	68	72	79	68	72	79
(-79) - (-75)	72	76	83	72	76	83
(-74) - (-70)	76	81	89	76	81	89
(-69) - (-65)	81	86	94	81	86	94
(-64) - (-55)	86	91	100	86	91	100
(-54) - (-45)	91	96	105	91	96	105
(-44) - 5	95	101	111	95	101	111
6 - 10	104	110	121	104	110	121
11 - 25	116	123	135	116	123	135
26 - 75	133	140	154	133	140	154
76 - 90	148	156	171	148	156	171
91 - 95	160	169	185	160	169	185
96 - 145	169	178	195	169	178	195
146 - 155	173	183	201	173	183	201
156 - 165	178	188	206	178	188	206
166 - 170	183	193	212	183	193	212
171 - 175	188	198	217	188	198	217
176 - 180	192	203	223	192	203	223
181 - 185	196	207	227	196	207	227
186 - 240	201	212	233	201	212	233
241 - 250	206	217	238	206	217	238
251 - 260	210	222	244	210	222	244
261 - 265	215	227	249	215	227	249
266 - 270	220	232	255	220	232	255
271 - 275	224	236	259	224	236	259
more than 275	228	241	265	228	241	265

◆ 15.4 ◆ OTHER FACTORS

15.4.1 • Demeanor

Savage and brutal, Troglodytes are warlike to the extreme. They are a cruel and jealous race, always out to further themselves within the tribal hierarchy through whatever means necessary, but they remain cunning and intelligent, realizing that those who lead the tribe have more responsibilities and more enemies to watch. Selfish and petty, many are the inner-tribal squabbles that usually result in injury or sometimes death. Only in times of conflict with other tribes or mutual enemies will a tribe unite towards a common goal.

Part II

Sections 15.3, 15.4

Culture

Other Factors

Troglodyte Height Chart

Troglodyte Weight Chart

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Part II

Sections 15.4, 15.5

Other Factors

Outfitting Options

15.4.2 • LANGUAGE

The Troglodytes' native tongue is a mass of conflicting consonants and guttural nonsense that seems to make sense only to them. It is a very harsh language that is delivered in a forceful manner. It should be noted that there are no "s" or "th" sounds in the language.

Starting Languages: Troglodyte (S8/W2).

Allowed Adolescence Development: Troglodyte (S10/W3), Black-speech (S6/W6), Orcish (S5/W4).

15.4.3 • PREJUDICES

Troglodytes have no real prejudices per se; they do not hate any race just for the sake of hating, nor are they overly friendly with any race either. Being an extremely savage and barbaric people, they do clash with a great many other peoples. Orcs, Goblins, and Dwarves they war against for territorial rights; and the races of the upper world, Men, Elves, and the like, are viewed wholly as food sources, and all are seen as objects of sacrifice.

15.4.4 • PROFESSIONS

Magic is virtually unknown to the Troglodyte culture; as a result, they make very poor Essence or Mentalism spell-users. Troglodytes embrace more practical trades, such as Fighter, Cleric (Tribal Shaman), Animist (Tribal Shaman), and Ranger. Having little use for subtlety or disciplined training, Troglodyte rarely produce Thieves or Warrior Monks, and Rogues are not common.

15.4.5 • TRAINING PACKAGES

Troglodyte PCs may select the Animal Friend, Berserker, Guardian, Herbalist, Hunter, Scout, Shaman Priest, and Zealot training packages, as well as the racial training packages of Blind Fighter and Prowldark.

15.4.6 • SPECIAL SKILLS

Everyman: Caving (+20), Scaling, Direction Sense, Survival (underground), all skills in the Weapon•I-H Concussion skill category.

Restricted: All skills in the Science/Analytic skill category.

15.4.7 • STANDARD HOBBY SKILLS

Hobby skills: All skills in the Awareness•Senses skill category (except Reality Awareness), Power-striking, Climbing, Horticulture, Skinning, Stalking, Hiding, Camouflage, Body Development, Painting, Jumping, Reading Tracks, Tracking, Subdual, Signaling, Leather-crafts, Foraging, Hunting, Frenzy, Ambush, Setting Traps, Trap Building, Using Prepared Herbs, Preparing Herbs.

15.4.8 • THE INDIVIDUAL AS A PC

A Troglodyte is an unusual addition to any adventuring party, but can be a useful one. They are superb fighters and scouts, and are the next best thing to a Dwarf in an



underground situation. Once their confidence is gained, they are unswerving in devotion to a party and its objectives. A Troglodyte is physically very imposing, itself a handy addition in many critical circumstances.

◆ 15.5 ◆ OUTFITTING OPTIONS

15.5.1 • ARMOR

Though Troglodytes do not create armor themselves, they may wear any armor, most often looted from fallen foes. Any complex armors (such as plate armor or any armor involving greaves) are usually disdained, and Troglodytes do not see the advantages of using shields. Their naturally tough hides grant them a natural armor type of 3.

15.5.2 • MONEY

Starting Troglodyte characters have 10 silver coins worth of money of varying mints, looted from fallen foes.

15.5.3 • WEAPONS

Troglodytes are first and foremost scavengers; they loot fallen enemies for weapons and armor. They discard damaged items, looting new victims for equipment in better repair. Troglodytes often use weapons such as the club, handaxe, shortsword, broadsword, war hammer, mace, battle axe, spear, war mattock, pole arms, and clawed club or clawed mace (use Morning Star Attack Table).

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◆ 15.6 ◆

BACKGROUND OPTIONS

The following sections detail the types of things that may be acquired by Troglydtes when they spend their background options. GMs should decide on the specific applications of each of the entries to his gaming world.

15.6.1 • EXTRA LANGUAGES

In addition to the languages listed in Allowed Adolescent Development (see Section 15.4.2), a Troglydte may select the following languages with background options: Common-speech (S5/W2), Dwarvish (S2/W1), Wood-speech (S5/W2), Hill-speech (S5/W2).

15.6.2 • EXTRA MONEY

Extra money gained with background options will most likely be of varying mints, plundered from battle.

15.6.3 • SPECIAL ITEMS

Troglydtes do not often come across any type of special item other than unusual skins (granting high AT or low-grade magical qualities), or high-quality weapons.

15.6.4 • TALENTS

Common Orc characters may have most of the standard talents or flaws (listed in *RMSS*) allowed by the GM, though they must re-roll "high-culture" results unless dictated otherwise by the GM. They may gain talents or flaws found on the Troglydte Talent and Flaw Chart.



TROGLODYTE TALENT AND FLAW CHART

- 01-10 **Pyrophobia(Flaw):** You have an ingrained fear of fire. You will not deal with fire in any manner, and if confronted by it, must make a RR vs. 10th level Fear, or be paralyzed for 1 round per 10% failure. If the RR is made, you will still function at -50 to all actions as long as you are within 50' of fire. [MINOR: -7 points]
- 11-20 **Agoraphobia(Flaw):** You feel terror in large, wide-open places. When placed in such an environment, you must make a RR vs. 10th level Fear, or be paralyzed for 1 round per 10% failure. In any case, you will suffer a -50 penalty to all maneuvers while in the open. [MAJOR: -10 points]
- 21-30 **Blindness:** You are completely blind from living in total darkness for so long. Any maneuvers requiring visual perception are at -90. Consequently, your other senses are improved to compensate; you gain a special bonus of +25 to any perception (Observation or Alertness maneuvers included) based on sound, smell, or touch. [GREATER: -50 points]
- 31-40 **Silent Pace:** You are naturally silent when moving. You gain a special bonus of +25 to your Stalking skill, and a special bonus of +15 to your Ambush skill. [MINOR: 10 points]
- 41-50 **Camouflage:** Your skin blends in with Underrealm backgrounds naturally. You receive a special bonus of +25 to your Hiding maneuvers while underground. [MINOR: 7 points]
- 51-60 **Heightened Darkvision:** Your *Darkvision* allows you to see up to 400' perfectly with little light, and 100' in total darkness. [MINOR: 5 points]
- 61-70 **Natural Trapper:** You gain a special bonus of +25 to your Setting Traps and Trap Building skills, and a special bonus of +15 to your Disarming Traps skill. [MINOR: 7 points]
- 71-80 **Detect Secret Passages:** You are an expert at detecting secret passageways and doors; you gain a special bonus of +25 to your Locate Hidden skill. [MINOR: 5 points]
- 81-90 **Heightened Smell:** You possess an acute olfactory sense. You gain a special bonus of +30 to Awareness group skill maneuvers based on smell alone, and a special bonus of +15 to Awareness group skill maneuvers base on smell in conjunction with other senses. [MINOR: 10 points]
- 91-00 **Heightened Hearing:** You have an acute sense of hearing, due to vast, drawn out silences deep underground. You gain a special bonus of +30 to Awareness group skill maneuvers based on sound alone, and a special bonus of +15 to Awareness group skill maneuvers base on sound in conjunction with other senses. [MINOR: 10 points]

Part II

Section 15.6

Background Options

Troglydte Talent and Flaw Chart

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Part II
Section 15.6

Background
Options
Troglodyte
Racial
Summary



Stat Bonuses:

Ag: +0
Co: +4
Me: +0
Re: -2
SD: +0
Em: -4
In: +0
Pr: -2
Qu: +2
St: +4

RR Mod:

Ess.: +0
Chan.: +10
Ment.: +0
Poison: +20
Disease: +20
Fear: +0

Body Dev.

Progression:
0•7•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence PP

Dev.
Progression:
0•3•2•1•1

Mentalism

PP Dev.
Progression:
0•3•2•1•1

Arcane PP

Dev.
Progression:
0•3•2•1•1

Soul

Departure:
12 rounds

Recovery

Modifier:
0.5 times

Race Type:

2

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TROGLODYTE RACIAL SUMMARY

While Troglodytes are not the evil that the Orc races are, they are still quite mean. These half-men are uneasy around any surface dwellers (and this unease often quickly changes to ferocity). They are a straight-forward race in both their lifestyle and their objectives.

PHYSICAL CHARACTER

Build: Troglodytes are stout and physically impressive. They generally weigh around 140 pounds.

Coloring: Standardly a milky blue skin covers the Troglodyte body. Their hair starts as black, but fades to a sickly white with age.

Endurance: Troglodytes can go for two days without sleep. They also have a special bonus of +20 to their Exhaustion Point total (see Section 22.3 in *RMSR*).

Height: Average 5'6".

Lifespan: Unknown, though their harsh lifestyle rarely results in any Troglodyte living past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Troglodytes incredibly sensitive eyes allow them to see up to 200' in the dimmest of lights and perfectly well up to 50' in no light at all. They also receive a special bonus of +20 to their Caving skill.

CULTURE

Clothing & Decoration: Simple hides and skins from fallen enemies.

Fears & Inabilities: They fear light and deep running water and any significant light source. They suffer only operate at 50% normal activity in any bright light (75% in other significant sources of light).

Lifestyle: Savage and brutal scavengers who live in tribes.

Marriage Pattern: Troglodytes have no marriages. They simply breed.

Religion: Troglodytes pay tribute to various spirits and fear greater powers.

OTHER FACTORS

Demeanor: Their cruelty and mean natures prevent much unity within a tribe.

Language: *Starting Languages:* Troglodyte (S8/W2). *Allowed Adolescence Development:* Troglodyte (S10/W3), Black-speech (S6/W6), Orcish (S5/W4).

Prejudices: No innate prejudices are common.

Professions: Magic use is virtually unheard of in any Troglodyte (except for an occasional Channeling user). They are also rarely subtle enough or focussed enough to become good Thieves or Warrior Monks.

Training Packages: Troglodytes can choose from the Animal Friend, Berserker, Guardian, Herbalist, Scout, Shaman Priest and Zealot Training Packages (in the *RMSR*) as well as their racially specific Training Packages.

Special Skills: *Everyman:* Caving, Scaling, Direction Sense, Survival (underground), all skills in the Weapon • 1-Handed Concussion skill category; *Restricted:* All skills in the Science/Analytic skill group.

Standard Hobby Skills: Any skills in the Awareness • Senses skill category (except Reality Awareness), Power-striking, Climbing, Horticulture, Skinning, Stalking, Hiding, Camouflage, Body Development, Painting, Jumping, Reading Tracks, Tracking, Subdual, Signalling, Leather-crafts, Foraging, Hunting, Frenzy, Ambush, Setting Traps, Trap Building, Using Prepared Herbs, Preparing Herbs.

OUTFITTING OPTIONS

Weapons: Any that can be looted from previous enemies; though most end up used as clubs, handaxes, short swords, broadswords, war hammers, maces, battle axes, spears, war mattocks, pole arms, clawed clubs or clawed maces (use the Morning Star Attack Table).

Armor: Usually none (though their natural armor type is 3).

Money: 10 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Troglodytes get five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S5/W2), Dwarvish (S2/W1), Wood-speech (S5/W2), Hill-speech (S5/W2).

Extra Money: Varying mints, obtained as plunder in battle.

Special Items: Rarely taken (unless they are high quality skins or weapons).

Talents: Re-roll all "high-culture" results. See Section 13.6.4 for more on Troglodyte talents.

ADOLESCENT SKILL DEVELOPMENT

Troglodyte characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	3
Rigid Leather	3
Athletic • Brawn skill category	2
Athletic • Gymnastic skill category	1
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	4
Communications skill category	1
Language skills	6
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	6
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	2
Stalking	2
Hiding	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • 2-Handed skill category	1
one weapon, based upon culture	1
Weapon • Polearm skill category	1
one weapon, based upon culture	1
Hobby Ranks	14
Background Options	5
Talent Points (cost: 104)	45

PART III: THE APPENDICES

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Part III
Appendix I

Racial
Training
Packages

APPENDIX I: RACIAL TRAINING PACKAGES

Racial training packages are similar in most ways to other training packages found throughout *RMSS*. They reflect avocation as well as attitude, being a manifestation of their native racial character. True, a Dwarf character could choose the Guardian or Scout training package from the *Rolemaster Standard Rules*, but the Bhourdirrim are more truly and uniquely Dwarvish. Likewise, a Goblin Croaker is more truly Goblinsque than a mere Doctor. The racial training packages are not meant to restrict the races to their own unique ethnic occupations. Rather they are intended to supplement those that are available with a richer variety of packages with which a player may more fully explore the racial identity of his character.



As with all training packages, it is suggested that a character be allowed only one Lifestyle racial training package and as many vocational packages as the player and GM see fit. Other *RMSS* packages and those found herein may be used interchangeably by a character of appropriate race. Should a character of a

different race desire a package from another race's ethnic background, there should be ample justification made to the GM as to why a particular character should have a training package normally pursued by individuals of another race (i.e., a Gnome might have some rational reason to have learned the Ghârmurghir training package, if he had a lot of interaction with Dwarves)—indeed, that reason might do much to flesh out the character and make him both more believable and more enjoyable to play. However, it would be more difficult to justify a Halfling character who is a trained Hobgoblin Brellissker.

For more information on training packages, the player or GM should consult Section A-6 of the *RMSR*, page 265.

APPENDIX II: RACIAL SPELL LISTS AND SPELLS

See Section 4.4 for specific rules on how to use the spell lists in this section. In addition to the spell lists, the following individual spells are also available (and should be treated as racially specific as a racial spell list). See Section 4.5 for rules on how to use these individual spells.

SPELLS OF THE GNOLLS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Shelter Gnoll	5'x2'/lvl	C+1 rnd/lvl	self	E

1. **Shelter Gnoll**—*Shelter Gnoll* is commonly used by many Gnolls when travelling abroad. Several Gnolls acting in concert will use this spell to create a small zone of shelter in the midst of inclement weather, particularly if the inclement weather has been purposefully summoned to hide them.

This spell creates an oblong area of calmness in the fiercest of storms or worst of environmental conditions (centered on the caster). The calm area is 5' long per level of the caster (along its long axis) and 2' wide per level of the caster (along its short axis). Precipitation will not fall in this area (being shunted aside by the magic). The caster may reduce wind speed within the area by up to 2 mph per level of the caster; and air temperature may be modified by up to 1.5° per level of the caster as well.

SPELLS OF THE SHAGUK-GÛL

Lvl	Spell	Area of Effect	Duration	Range	Type
5)	Create Ulogât-Torâm 1 hand		P	10'	U

5. **Create Ulogât-Torâm**—In Orc societies of any type, hacking the hands from prisoners is considered the proper method of treatment prior to initiating any real torture. It is also a popular mehtod of dealing with criminals, rivals, or malcontents of Orcish nature. The mental anguish and fear suffered prior to the inevitable death of the cripple are to be appreciated as much as the initial screams of pain when the hewing is done. As a result, the spell that animates such hands has become well known among spell-using Orcs (though it is generally believed that the Shaguk-Gûl actually developed the spell). These hands are called Ulogât-Torâm ("the cripple's hands"). These hands are an effective guard for Orc lairs and the dens of the Orcish spell users who have created them. Ulogât-Torâm are identical to the Roaming Hands found in *Creatures & Monsters* (see Section 11, page 103, for proper stats).

This spell allows the caster to animate one dismembered hand. The Ulogât-Torâm may be given very limited commands (e.g., "stay within this flagstone and attack anything that comes through the door") or may be controlled by its creator if the hand is within 10'.

Lvl	Spell	Area of Effect	Duration	Range	Type
6)	Pale Dog's Curse	1 target	10 min/lvl	touch	U

6. **Pale Dog's Curse**—*Pale Dog's Curse* is another creation that has rewarded the Grey Orcs handsomely when used in pillaging or warfare, for it is an enchantment specifically designed to allow an Orcish target to walk among Menfolk without fear of discovery; it makes an Orc look Human. This spell not only changes the target's physical appearance, it also thaumaturgically corrects small idiosyncrasies that might betray the target unknowingly (e.g., the tendency to walk stoop shouldered or the tendency to bare teeth in anger or humor). Likewise, it will mask all but the worst smells the Orc may have picked up. Of course, the disguise is purely physical (and magical detections would pick it out). Also, it will not allow the target to speak any languages he does not already know (though it will compensate for accent and poor speech patterns, as long as the target has at least 4 ranks in the spoken language).

This spell allows one Orcish target to take on the form of a Human of appropriate gender, and will compensate for any unconscious betrayals of the actual race (e.g., certain aspects of body language, body odor, etc.). It is of great use when scouting for an upcoming foray or when it is necessary for some reason to walk abroad in a Human settlement. This spell does not overcome any sunlight penalties normally suffered.

APPENDIX III: RACIAL SUMMARIES

The racial summaries are repeated in this appendix for ease of use (these pages should fit nicely into your *RMSS* Appendix-3).

APPENDIX IV: MASTER REFERENCE TABLES

A master reference table for the new training package costs and a master height and weight table are included in this Appendix for ease of use.

UNDERGROUND
RACES



APPENDIX I: RACIAL TRAINING PACKAGES

DWARF RACIAL TRAINING PACKAGES

MENEUMERAKKINÎM (V)

"[THOSE WITH] CUNNING HANDS"

Rare is the season that passes without bloody conflict between Dwarves and their most hated foes, the goblin or orc folk. Goblins often are the worse of the two, for though Orcs are hardier and stronger in war, the Goblins are more cunning in their machination, delighting in the invention, construction and employment of torturous machines and traps. Recognizing the peril presented by these varied wicked creations, many Dwarves seek to master skills that allow them to circumvent or disable them. The Meneumerakkinîm are Mountain Folk who have the unenviable task of disabling Goblin traps and machines.

Time to Acquire: 45 months

Starting Money: normal plus d10

Special:

Weapon or armor (+5 non-magic)	40
Superior tools for disarming traps (+15 non-magic)	50
Superior tools for picking locks (+15 non-magic)	50
High quality wutchiin gauntlets (+10 DB)	50
Map of secret tunnels	30
Good quality tools for picking locks (+5 non-magic)	20
Good quality tools for disarming traps (+5 non-magic) ...	0

Category or Skill	# of ranks
Weapon skill category (choice)	1
choice of one skill	1
Body Development skill category	n/a
Body Development	1
Awareness • Searching skill category	3
choice of three skills	3 (total)
Awareness • Senses skill category	1
choice of one skill	1
Lore • General skill category	1
Culture Lore (Goblin)	1
Lore • Technical skill category	1
Lock Lore	1
Subterfuge • Mechanics skill category	4
Disarming Traps	2
Picking Locks	2
Technical/Trade • Professional skill category	n/a
Engineering	1
Mechanition	1

Stat Gains: none

Cost by Profession

Fighter	29	Lay Healer	50
Thief	29	Healer	48
Rogue	30	Mystic	48
Warrior Monk	34	Sorcerer	50
Layman	34	Ranger	34
Magician	54	Paladin	42
Illusionist	54	Monk	39
Cleric	42	Dabbler	40
Animist	41	Bard	38
Mentalist	48	Magent	32
Arcanist	47	Chaotic	40
Wizard	47	Magehunter	47
Essence Alchemist	44	Channeling Alchemist ..	43
Mentalism Alchemist	44		

BHERSCHEURKÛM (L)

"WROTHFUL BEARDS"

The Bherscheurkîm are the berserkers of the Dwarven race. Unlike Mannish berserkers, who lose control of their reason in a mindless fury of slaying, those of the Mountain Folk retain more of their senses, for theirs is a different kind of frenzy—it is a loosing of the fetters that bind the soul-deep griefs of their race. The grim sadness and foredoomed resignation that lies within every Dwarf is given relief and expression by the fury of the Bherscheurkîm. Most weep while they fight...

Note: Dwarf PCs wishing to run a more Human-like Berserker should use that training package from *RMSR*.

Time to Acquire: 116 months

Starting Money: normal plus 1-4 Hewnheads

Special:

Two-handed weapon (+15 non-magic)	50
Armor (+15 non-magic)	50
Hand weapon (+10 non-magic)	40
Special training, +10 OB against Orcs	30
Special training, +10 OB against Goblins	30
Two-handed weapon (+5 non-magic)	20
Favor owed by important Dwarf	10
Armor (+5 non-magic)	0

Category or Skill	# of ranks
Self Control skill category	4
Frenzy	4
Weapon • 2-Handed skill category	3
choice of up to two skills	3 (total)
Weapon skill category (choice; not 2-Handed)	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Armor • Medium skill category	2
choice of one skill	2
Lore • General skill category	3
Culture Lore (Dwarf)	1
History (Dwarvish)	1
Lore • Obscure skill category	1
Dragon Lore	1

Stat Gains: Strength

Cost by Profession

Fighter	32	Lay Healer	53
Thief	35	Healer	60
Rogue	33	Mystic	75
Warrior Monk	46	Sorcerer	80
Layman	36	Ranger	38
Magician	81	Paladin	33
Illusionist	81	Monk	52
Cleric	63	Dabbler	48
Animist	62	Bard	39
Mentalist	56	Magent	39
Arcanist	80	Chaotic	54
Wizard	80	Magehunter	42
Essence Alchemist	54	Channeling Alchemist ..	63
Mentalism Alchemist	51		



GHÂRNURGHIR (L)

"THEY WHO DEFEND"

The Ghârnurghir are the soldiery of the Mountain Folk, the Dwarves who are trained in the use of arms. It is important to note that virtually every Dwarf is a doughty fighter in his (or her) own right—these Dwarves simply have greater and more professional training. The different kinds of Ghârnurghir are many and varied, fthe one thing all have in common is ferocity and pride in full measure.

Time to Acquire: 40 months

Starting Money: normal plus d10 Beards

Special:

Melee or missile weapon (+10 non-magic)	50
Armor (+10 non-magic)	50
Shield (+10 non-magic)	50
Helm, ornate (resembles horrid beast; +5 non-magic)	40
1-6 doses Hurthkal lichen	30
Melee weapon (+5 non-magic)	30
High quality ened (-10 to detect items concealed within) 30	
Other equipment (+5 non-magic)	20
Armor (+5 non-magic)	0

Category or Skill	# of ranks
Weapon skill category A	2
choice of one skill	2
Weapon skill category B	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Armor skill category (choice)	2
choice of one skill	2
Self Control skill category	2
Stunned Maneuvering	2
Lore • General skill category	1
Culture Lore (Orc)	1

Stat Gains: none

Cost by Profession

Fighter	17	Lay Healer	38
Thief	24	Healer	44
Rogue	21	Mystic	55
Warrior Monk	35	Sorcerer	61
Layman	25	Ranger	26
Magician	62	Paladin	22
Illusionist	62	Monk	40
Cleric	38	Dabbler	32
Animist	38	Bard	28
Mentalist	40	Magent	27
Arcanist	62	Chaotic	38
Wizard	62	Magehunter	27
Essence Alchemist	37	Channeling Alchemist ..	38
Mentalism Alchemist	36		



HOYTHIJ RÂK (L)

"THE UNHOMED"

The Unhomed are Dwarves who have left the cavernous homes of their fathers and gone wandering the world. Many young Dwarves (those less than a hundred years old) will follow this path if they have a taste for adventure and derring-do. Others, older and wiser, may have been one of the Ghârnurghir in younger years, or mayhap a even a Dêrnak, and come to have a wanderlust. Some are glory seekers, in pursuit of great treasures or feats of arms to win renown for their clan and race. Others feel dispossessed, have a gloom or taciturnity that even their fellows might view as weighty. Whatever their provenance, the Hoythij Rûk may be encountered anywhere, at any time, and may be more dangerous than their warrior kin, for these Dwarves are unpredictable.

Time to Acquire: 84 months

Starting Money: normal plus 1-10 Beards

Special:

High quality hylhe cloak (-10 to detect items within)	80
Weapon (+10 non-magic)	50
Armor (+10 non-magic)	50
1-3 doses Cooilgan honey	40
Coins, Helms, 1-4 hidden away	20
Other equipment (+5 non-magic)	10
Armor (+5 non-magic)	0

Category or Skill	# of ranks
Weapon skill category (choice)	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perception skill category	n/a
Alertness	2
Awareness • Searching skill category	2
Observation	1
choice of one skill	1
Technical/Trade • General skill category	1
Orienteering	1
Self Control skill category	2
Stunned Maneuvering	2
Lore • General skill category	1
Culture Lore (Orc)	1
Lore • Obscure skill category	1
Dragon Lore	1

Stat Gains: Self Discipline, Strength

Cost by Profession

Fighter	30	Lay Healer	38
Thief	20	Healer	33
Rogue	24	Mystic	42
Warrior Monk	26	Sorcerer	44
Layman	30	Ranger	27
Magician	46	Paladin	28
Illusionist	46	Monk	30
Cleric	39	Dabbler	29
Animist	37	Bard	27
Mentalist	38	Magent	28
Arcanist	41	Chaotic	33
Wizard	41	Magehunter	27
Essence Alchemist	51	Channeling Alchemist ..	48
Mentalism Alchemist	44		



HEPHUZÂD (L)

"SMITH/FORGEBEARD"

The Hephuzâd are Dwarves who have begun to tread the path towards the craft that all Mountain Folk revere—smithwork. No Dwarf, no matter how ancient, how skilled, or how learned, is the smith he would wish to be. It is the most honored and respected of all Dwarven crafts, one of which every Dwarf will know at least a little. The Hephuzâd are the forge workers of a people that labors unceasingly, and are driven to master metals and jewels to create works of great splendor and strength.

Time to Acquire: 90 months

Starting Money: normal plus 2d10

Special:

1-4 Gems (5d10 sp value total) for adornment	60
Exceptional forging tools (+15 non-magic)	80
Excellent metal item (+10 non-magic)	50
Good quality tools (+10 non-magic)	30
Ingot of mithril, 4 coin weight	0

Category or Skill	# of ranks
Weapon • 1-H Concussion skill category	1
Hammer	1
Body Development skill category	n/a
Body Development	2
Technical/Trade • Vocational skill category	n/a
Evaluate Armor	2
Evaluate Metal	2
Evaluate Weapon	2
Lore • Technical skill category	1
Metal Lore	1
Craft skill category	n/a
choice of up to three skills	6 (total)

Stat Gains: Intuition or Reasoning (GM choice)

Cost by Profession

Fighter	37	Lay Healer	43
Thief	37	Healer	39
Rogue	37	Mystic	40
Warrior Monk	40	Sorcerer	40
Layman	37	Ranger	37
Magician	47	Paladin	36
Illusionist	47	Monk	39
Cleric	42	Dabbler	38
Animist	42	Bard	38
Mentalist	43	Magent	38
Arcanist	48	Chaotic	37
Wizard	48	Magehunter	37
Essence Alchemist	40	Channeling Alchemist	42
Mentalism Alchemist	43		



SHIELDSMAN (V)

The Shieldsman is simply a training package for those Dwarves who have received instruction in and gained experience with use of the shield in Dwarven formations while fighting in groups or companies. It also provides basic ability in the use of a shield as a weapon in combat (i.e., shield bash), a skill of which many Dwarves know basics, but few choose to master. There is no literal Dwarvish word for the training, as any of the Dwarven occupations (Lifestyle training packages) might provide such instruction.

Time to Acquire: 22 months

Starting Money: normal

Special:

Cestûszak (shield) (+10 non-magic)	50
Shield (+5 non-magic)	0

Category or Skill	# of ranks
Weapon • 1-H Concussion skill category	1
Shield Bash	1
Combat Maneuvers skill category	n/a
Two-weapon Fighting (choice and shield bash)	2
Crafts skill category	n/a
Shieldmaking	2
Technical/Trade • Vocational skill category	n/a
Infantry Formation Tactics	4

Stat Gains: none

Cost by Profession

Fighter	20	Lay Healer	28
Thief	18	Healer	26
Rogue	18	Mystic	26
Warrior Monk	19	Sorcerer	20
Layman	18	Ranger	18
Magician	30	Paladin	22
Illusionist	30	Monk	20
Cleric	24	Dabbler	20
Animist	24	Bard	20
Mentalist	28	Magent	20
Arcanist	32	Chaotic	20
Wizard	32	Magehunter	23
Essence Alchemist	31	Channeling Alchemist	30
Mentalism Alchemist	32		

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BHOURDIRRIM (L)

"WOODWISE"

The roadways and valleys beyond their cities must be patrolled and kept free of all predators and marauding Orc-kin. The Bhourdirrim are the soldiers who perform this task. They are the Dwarves who range forest and vale, who must learn the knowledge of limb and leaf that their kinsmen shun. Close-mouthed and dangerous, these Dwarves are little known amongst the Mannish races, though Orc-folk have learned to fear them.

Time to Acquire: 106 months

Starting Money: normal

Special:

Missile weapon (+10 non-magic)	30
Melee weapon (+5 non-magic)	30
High quality mob-fothaj hood (+5 non-magic Hiding)* ..	50
Armor (+10 non-magic)	40
High quality khwakulm boots (+5 Stalking)	40
Armor (+5 non-magic)	0

*This mob-fothaj is a specific type, worn only by a Dwarf who is or has been one of the Bhourdirrim.

Category or Skill	# of ranks
Weapon skill category (choice)	1
choice of one skill	1
Outdoor • Environmental skill category	3
choice of up to three skills	3 (total)
Awareness • Searching skill category	6
Observation	1
Reading Tracks	2
Surveillance	1
Tracking	2
Lore • General skill category	1
Region Lore (region of responsibility)	1
Communications skill category	1
Signaling	1
Subterfuge • Stealth skill category	1
Stalking or Hide (choice)	1

Stat Gains: Self Discipline

Cost by Profession	
Fighter	32
Thief	25
Rogue	25
Warrior Monk	31
Layman	30
Magician	40
Illusionist	40
Cleric	33
Animist	28
Mentalist	39
Arcanist	37
Wizard	37
Essence Alchemist	38
Mentalism Alchemist	39
Lay Healer	39
Healer	41
Mystic	35
Sorcerer	41
Ranger	24
Paladin	31
Monk	31
Dabbler	30
Bard	30
Magent	26
Chaotic	31
Magehunter	28
Channeling Alchemist ..	34

SOKHUDNERRIM (L)

THE UNDROWNED"

In the cavernous depths of Dwarven cities lie far-flung lengths of tunnel, crevice, and cavern. Among them stretch the courses of underground waterways, some rushing little streams, others raging torrents that have never seen light. Also to be found are pools and lakes in grottos and depthless holes. Most of these waterways are crossed by bridges and mastered by locks and dams, or diverted by cunning channels. In this way do Dwarves conquer the waters of the deeps. Some of these provide highways for the transport of ores and equipment that cannot be ignored by such a practical race, even one that abhors unmastered water. Therefore, though it is often surprising to those who know Dwarves, there are numbers of underground sailors among the Mountain Folk, whose job it is to guide the barges and bulky water craft along these shadowed waterways. These Dwarves are the Sokhudnerrim, whose name is a rare sign of Dwarvish humor. An unmistakable sign of a Sokhudnerrim is the sight of a Dwarf, in leather or the lightest of chain mails, with a length of rope tied about his waist—for no Dwarf will walk any deck without a safety line. They have taken such a rope belt as a badge of pride that names them members of a profession that few will pursue.

Time to Acquire: 54 months

Starting Money: normal

Special:

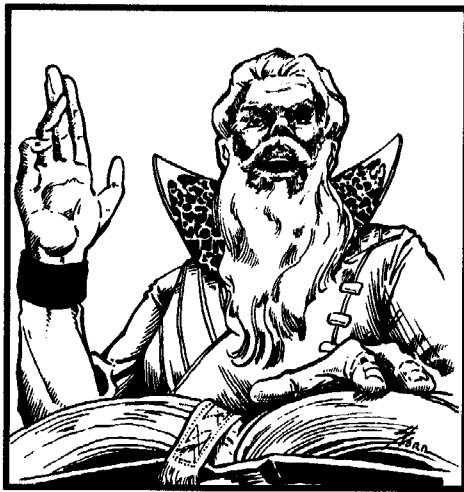
Special Commendation	40
Favor owed by important Dwarf	60
High quality rope (supports quadruple normal weight) ..	60
1-6 Nereid's Crown mushrooms	40
1 Nereid's Crown mushroom	0

Category or Skill	# of ranks
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Crafts skill category	n/a
Rope Mastery	2
Technical/Trade • Vocational skill category	n/a
Boat Pilot (Underground Waterways)	2
Technical/Trade • General skill category	1
Orienteering	1

Stat Gains: Agility

Cost by Profession	
Fighter	27
Thief	20
Rogue	20
Warrior Monk	24
Layman	24
Magician	26
Illusionist	26
Cleric	26
Animist	26
Mentalist	26
Arcanist	26
Wizard	26
Essence Alchemist	26
Mentalism Alchemist	26
Lay Healer	26
Healer	26
Mystic	26
Sorcerer	26
Ranger	25
Paladin	25
Monk	25
Dabbler	25
Bard	25
Magent	25
Chaotic	25
Magehunter	25
Channeling Alchemist ..	28





DËRNAKWMÜN (L)

"ROCKFISTS"

The Dërnakwmün are the priests of the Mountain folk, the servitors of Dûntherradinbarak Mountainsbeard, Beard of the Earth. There are two different orders of Clerics (see Sec. 5.3.5), but the differences between the two are unclear, so much that the two seem often to run together.

Time to Acquire: 71 months

Starting Money: normal plus 1 jeweled item (worth 10d10)

Special:

Spell adder (+2)	50
Melee weapon (+10 non-magic)	50
Owed favor by order	50
Armor (+10 non-magic)	40
Owed favor by high-ranking Dwarf	30
Spell adder (+3)	10
Melee weapon (+5 non-magic) and Spell adder (+1)	0

Category or Skill	# of ranks
Spells • Own Realm, Open List skill category	n/a
choice of up to two skills	2 (total)
Spells • Own Realm, Base List skill category	n/a
A Summons Spell List	1
Weapon skill category (choice)	1
choice of one skill	1
Power Manipulation skill category	na
Channeling	1
Power Awareness skill category	1
choice of one skill	1
Lore • Magical skill category	1
Symbol Lore	1
Lore • General skill category	2
Culture Lore (Dwarf)	1
History (Dwarvish)	1
Lore • Obscure skill category	1
Dragon Lore	1

Stat Gains: Intuition or Presence (GM choice)

Cost by Profession

Fighter	54	Lay Healer	26
Thief	48	Healer	27
Rogue	45	Mystic	27
Warrior Monk	48	Sorcerer	27
Layman	34	Ranger	31
Magician	26	Paladin	32
Illusionist	26	Monk	31
Cleric	26	Dabbler	29
Animist	26	Bard	29
Mentalist	26	Magent	30
Arcanist	26	Chaotic	31
Wizard	26	Magehunter	30
Essence Alchemist	26	Channeling Alchemist	28
Mentalism Alchemist	28		

GNOLL RACIAL TRAINING PACKAGES

CLOAKER OF CLANS (L)

The Cloaker of Clans is important to the Gnoll band on the march, for they are the Gnolls who craft magics to aid the Gnollish scouts and assist in concealing the clan while it is on the move. It is a profession that is well-respected, for the Cloakers of Clans are of great aid when defending home grottoes as well, using their magics to conceal ambushing bands of Gnoll defenders from those who trespass among or harm them.

Time to Acquire: 99 months

Starting Money: normal

Special:

Spell multiplier (x2)	50
Superior cloak (+10 Hiding, non-magic)	50
Gnoll familiar	40
Owed favor by influential clan member	40
Melee weapon (+10 non-magic)	30
Daily III item	30
Daily V item	30
Spell adder (+1)	0

Category or Skill	# of ranks
Spells • Own Realm, Open/Base List skill category	n/a
Essence's Perceptions Open list	3
or Weather Ways Open Channeling list	3
Spells • Own Realm, Open/Base List skill category	n/a
choice of one skill	2
Power Manipulation skill category	n/a
choice of up to two skills	2 (total)
Power Awareness skill category	2
choice of up to two skills	2 (total)
Subterfuge • Stealth skill category	2
Stalking	2
Subterfuge • Mechanics skill category	1
choice of one skill	1
Outdoor • Environmental skill category	2
choice of up to two skills	2 (total)

Stat Gains: Intuition

Cost by Profession

Fighter	60	Lay Healer	28
Thief	51	Healer	28
Rogue	48	Mystic	28
Warrior Monk	51	Sorcerer	30
Layman	36	Ranger	30
Magician	33	Paladin	30
Illusionist	33	Monk	32
Cleric	32	Dabbler	31
Animist	32	Bard	31
Mentalist	32	Magent	30
Arcanist	34	Chaotic	31
Wizard	34	Magehunter	30
Essence Alchemist	37	Channeling Alchemist	37
Mentalism Alchemist	38		

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PATH FINDER (L)

The Path Finder is a Gnoll who acts as a scout for the clan on the move, a guard for a clan that has settled, and a soldier when the need comes to fight. They are both woodwise and cavernwise, able to carry the fight to a foe outside the grotto, or reap a deadly toll of those who have come below ground.

Time to Acquire: 111 months

Starting Money: normal

Special:

Superior cloak (+20 Hiding, non-magic)	50
Weapon (+15 non-magic)	50
Boots (+10 Stalking, non-magic)	40
Weapon (+10 non-magic)	40
Armor (+10 non-magic)	40
Owed favor by influential clan member	40
Cloak (+10 Hiding, non-magic)	30
Gnoll familiar	20
Melee weapon (+5 non-magic)	0

Category or Skill	# of ranks
Weapon skill category (choice)	2
choice of one skill	2
Body Development skill category	n/a
Body Development	1
Awareness • Senses skill category	2
choice of up to two skills	2 (total)
Awareness • Searching skill category	2
Subterfuge • Stealth skill category	3
Stalking	3
Subterfuge • Mechanics skill category	2
choice of up to two skills	2 (total)
Outdoor • Environmental skill category	4
Caving	2
choice of one skill	2

Stat Gains: choice of one stat

Cost by Profession

Fighter	30	Lay Healer	38
Thief	24	Healer	39
Rogue	24	Mystic	35
Warrior Monk	28	Sorcerer	40
Layman	26	Ranger	19
Magician	42	Paladin	26
Illusionist	42	Monk	26
Cleric	32	Dabbler	26
Animist	30	Bard	26
Mentalist	39	Magent	22
Arcanist	36	Chaotic	26
Wizard	36	Magehunter	25
Essence Alchemist	53	Channeling Alchemist ..	52
Mentalism Alchemist	55		

CLERIHEW (L)

MINSTREL

Among the Gnolls, music is an important part of an evening's rest. Rhymes and gently sung tales are heard often in the secrecy of Gnoll grottos, and rare indeed is the Gnoll who does not wish to have at least a bit of musical talent. The Clerihew are Gnollish bards.

Time to Acquire: 105 months

Starting Money: normal

Special:

Musical instrument (+15 Play Instrument)	50
Spell adder (+2)	50
Melee weapon (+10 non-magic)	40
Gnoll familiar	40
Daily IV item	30
Book of Songs	30
Spell adder (+1)	0

Category or Skill	# of ranks
Spells • Own Realm, Open/Base List skill category	n/a
choice of one list, used to entertain	2
Spells • Own Realm, Open/Base List skill category	n/a
choice of one skill	2
Power Manipulation skill category	n/a
choice of up to two skills	2 (total)
Power Awareness skill category	2
choice of up to two skills	2 (total)
Lore • General skill category	2
Culture Lore (Gnoll)	1
History (Gnoll)	1
Artistic • Active skill category	4
choice of up to three skills	4 (total)
Influence skill category	1
choice of one skill	1

Stat Gains: choice of Agility or Presence

Cost by Profession

Fighter	63	Lay Healer	27
Thief	54	Healer	27
Rogue	51	Mystic	28
Warrior Monk	54	Sorcerer	28
Layman	39	Ranger	28
Magician	30	Paladin	30
Illusionist	30	Monk	31
Cleric	30	Dabbler	29
Animist	30	Bard	29
Mentalist	30	Magent	30
Arcanist	31	Chaotic	30
Wizard	31	Magehunter	30
Essence Alchemist	30	Channeling Alchemist ..	31
Mentalism Alchemist	31		



GNOME RACIAL TRAINING PACKAGES

COLLECTOR (L)

The Collector training package represents those Gnomes who have honed their innate skill with item manipulation by studying the mastery of physical magics. The Collector is a Gnome who has both knowledge of enchanted items and the ability to use them. In addition, Collectors have an uncanny knack for ferreting out secrets and lost tidbits of lore that allow them to track down ensorcelled tools of all types, from trinkets to artifacts.

Time to Acquire: 114 months

Starting Money: normal

Special:

Book (+15 Artifact Lore)	50
Book (+10 Spell Lore)	40
Book (+10 Spell Lore [Arcane])	40
General knowledge of location of Most Potent item	40
Sketchy map (distant) with notes of Potent item	40
General knowledge of Potent item	30
Sketchy map with notation of an unknown item	30
Spell adder (+1)	30
Knowledge of location of an Earth Node or Ley Line	20
Book (+10 Lore • Magical category)	0

Category or Skill	# of ranks
Power Awareness skill category	7
Attunement	3
Power Perception	1
Read Runes	3
Lore • Magical skill category	4
choice of up to two skills	4 (total)
Lore • General skill category	2
choice of up to two skills	2 (total)

Stat Gains: Empathy, Memory

Cost by Profession

Fighter	64	Lay Healer	30
Thief	48	Healer	30
Rogue	55	Mystic	30
Warrior Monk	64	Sorcerer	30
Layman	40	Ranger	44
Magician	22	Paladin	43
Illusionist	22	Monk	36
Cleric	30	Dabblers	30
Animist	30	Bard	31
Mentalist	30	Magent	36
Arcanist	29	Chaotic	36
Wizard	29	Magehunter	35
Essence Alchemist	26	Channeling Alchemist ..	32
Mentalism Alchemist	32		



SCHOLAR (V)

The Scholar profession is one that comes easily to a Gnome. A Gnomish scholar is not to be taken for a feeble acamedian—a Gnome Scholar may be a doughty mage, the cleverest of thieves or even (very, very rarely) a warrior. Every Gnome aspires to the collection of knowledge.

Time to Acquire: 39 months

Starting Money: normal

Special:

Book (+15 Artifact Lore)	50
Book (+10 Spell Lore [Arcane])	50
Book (+10 Spell Lore)	40
Knowledge of Most Potent item	40
Sketchy map with notes of Potent item (distant)	40
Knowledge of Potent item	30
Sketchy map with notation of unknown item	30
Spell adder (+1)	30
Knowledge of location Earth Nodes or Ley Line	20
Book (+10 Lore • Magical category)	0

Category or Skill	# of ranks
Lore • General skill category	4
choice of up to four skills	4 (total)
Lore • Magical skill category	2
choice of up to two skills	2 (total)
Lore • Obscure skill category	1
choice of skill	1
Self Control skill category	1
Mnemonics	1
Science/Analytic • Basic skill category	1
Research	1
Influence skill category	1
Interrogation	1

Stat Gains: none

Cost by Profession

Fighter	27	Lay Healer	22
Thief	26	Healer	22
Rogue	24	Mystic	24
Warrior Monk	26	Sorcerer	24
Layman	23	Ranger	25
Magician	21	Paladin	25
Illusionist	21	Monk	22
Cleric	22	Dabblers	22
Animist	22	Bard	21
Mentalist	22	Magent	21
Arcanist	22	Chaotic	20
Wizard	22	Magehunter	20
Essence Alchemist	22	Channeling Alchemist ..	23
Mentalism Alchemist	22		

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Gnome Racial
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Gnome Racial Training Packages

Goblin Racial Training Packages

TABULA RASA (L)

The Tabula Rasa best exemplifies the Gnome who wanders in search of knowledge and adventures abroad to find purpose. He seeks knowledge of all sorts, paying keen attention to any references or possible clues of lost magics and items. The Tabula Rasa may be found alone or in company with others. It is a common background for Gnomes who are just beginning their careers.

Time to Acquire: 107 months

Starting Money: normal

Special:

Tome (+10 to Lore category)	50
Tome (+10 Spell Lore [Arcane])	50
d10 sketchy maps of various regions	50
Daily III Item	40
Weapon or Armor (+5 non-magic)	30
Daily I Item	20
Knowledge of location of Earth Node or Ley Line	20
Book (+5 to specific Lore skill)	0

GOBLIN RACIAL TRAINING PACKAGES

INVENTOR (L)

This Goblin has dedicated his life to creating new and more dangerous machines. He has learned much about building inventions, gathering materials, and even basic calculations. Many Goblins pursue this lifestyle and are constantly trying to invent something that all Goblins will view as great. Naturally, anything worthy of being great must by its very nature be lethal or excruciatingly painful.

Time to Acquire: 110 months

Starting Money: normal

Special:

Working miscellaneous invention	50
Working defensive invention	40
Working offensive invention	30
Fine set of tools (+15)	20
Good set of tools (+10)	20
Standard set of tools	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	1
Crafts skill category	n/a
choice of up to three skills	6 (total)
Lore • Technical skill category	1
Metal Lore	1
Science/Analytic • Basic skill category	1
Basic Math	1
Subterfuge • Mechanics skill category	3
choice of up to two skills	3 (total)
Technical/Trade • Vocational skill category	n/a
Gimmickry	4
Urban skill category	1
Scrounging	1

Stat Gains: Intuition, Reasoning

Cost by Profession

Fighter	42	Lay Healer	52
Thief	38	Healer	50
Rogue	39	Mystic	51
Warrior Monk	43	Sorcerer	51
Layman	42	Ranger	44
Magician	52	Paladin	49
Illusionist	54	Monk	44
Cleric	50	Dabbler	40
Animist	52	Bard	44
Mentalist	50	Magent	40
Arcanist	51	Chaotic	44
Wizard	51	Magehunter	41
Essence Alchemist	50	Channeling Alchemist	50
Mentalism Alchemist	51		

Category or Skill	# of ranks
Awareness • Perception skill category	n/a
Alertness	4
Weapon/Attack skill category (choice)	1
choice of one skill	1
Communications skill category	3
choice of up to three languages spoken	3 (total)
Lore • General skill category	4
choice of up to four skills	4 (total)
Outdoor • Environmental skill category	1
choice of one skill	1
Influence skill category	1
Interrogation	1
Science/Analytic • Basic skill category	1
Research	1

Stat Gains: choice of one stat

Cost by Profession

Fighter	38	Lay Healer	33
Thief	36	Healer	33
Rogue	34	Mystic	34
Warrior Monk	36	Sorcerer	34
Layman	33	Ranger	35
Magician	32	Paladin	35
Illusionist	32	Monk	33
Cleric	33	Dabbler	33
Animist	33	Bard	32
Mentalist	33	Magent	32
Arcanist	32	Chaotic	32
Wizard	32	Magehunter	30
Essence Alchemist	34	Channeling Alchemist	35
Mentalism Alchemist	34		



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MINER (V)

The Goblin miner does more than just excavate caves. The miner is also responsible for preparing the tunnels he opens for the defense of the clan. He honeycombs the main tunnels with smaller secondary tunnels, sets traps across the Goblin domain, and waits to ambush attackers in his home. The Goblin miner prepares the first line of defense for Goblin mountains.

Time to Acquire: 43 months

Starting Money: normal + d10 (open-ended)

Special:

One gem (worth 5d10 sp)	50
One ingot (worth 1d10 gp)	40
Miner's tools (+5 non-magic)	30
Non-magic item (+5)	0

Category or Skill	# of ranks
Athletic • Endurance skill category	1
Sprinting	1
Awareness • Searching skill category	1
Surveillance	1
Outdoor • Environmental skill category	1
Caving	1
Subterfuge • Attack skill category	2
Ambush	1
Silent Attack	1
Subterfuge • Mechanics skill category	4
Trap Building	1
Camouflage	1
Setting Traps	1
Technical/Trade • Professional skill category	n/a
Mining	4

Stat Gains: none

Cost by Profession

Fighter	37	Lay Healer	53
Thief	28	Healer	53
Rogue	32	Mystic	50
Warrior Monk	37	Sorcerer	53
Layman	37	Ranger	37
Magician	55	Paladin	44
Illusionist	48	Monk	41
Cleric	54	Dabbler	35
Animist	50	Bard	44
Mentalist	55	Magent	33
Arcanist	52	Chaotic	42
Wizard	51	Magehunter	34
Essence Alchemist	60	Channeling Alchemist ..	58
Mentalism Alchemist	60		

TUSKERER (V)

The Tuskerer is the most dangerous member of any Goblin war band. He rides the Battle Boars some tribes breed and raise, choosing his steed when it is still small and training it to become a vicious mount. Tuskerers have their pick of Goblin females and rarely wind up as a tribal Champion on the Day of Forgiveness. However, those whose egos become too insufferable have a greater chance than normal of falling victim to a trap or invention being tested. Tuskerers may walk more surely than their foot-bound fellows among Hobgoblins (though it is wise not to overdo it). Goblin pillagers are often reinforced by a few boar-mounted Gobblins, who get their pick of loot. An actual Goblin army is lead by dozens of boar-mounted Gobblins, who are first and most dangerous in a fray. They also tend to survive a rout more readily, for they can flee with great speed. A Goblin mounted on a well-trained boar is as intimidating to the unprepared as a paladin covered in shining plate armor atop a powerful war-horse (see Battle Boar, page 39, *C&M*).

Time to Acquire: 52 months

Starting Money: normal

Special:

Trained Battle Boar (+10 Riding, Mounted Combat)	50
Stone-spurred clogs (+5 Riding)	30
Weapon (+10 non-magic)	30
Shield (+10 non-magic)	20
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Mounted Combat	6
Outdoor • Animal skill category	4
Riding (Boar)	2
Animal Handling (Boar)	1
Weapon skill category A	2
choice of one skill	2
Weapon skill category B	1
choice of one skill	1

Stat Gains: none

Cost by Profession

Fighter	23	Lay Healer	60
Thief	31	Healer	75
Rogue	27	Mystic	82
Warrior Monk	34	Sorcerer	82
Layman	31	Ranger	32
Magician	82	Paladin	30
Illusionist	82	Monk	40
Cleric	65	Dabbler	38
Animist	64	Bard	38
Mentalist	58	Magent	38
Arcanist	81	Chaotic	34
Wizard	81	Magehunter	32
Essence Alchemist	66	Channeling Alchemist ..	54
Mentalism Alchemist	61		

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Goblin Racial Training Packages

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SKULKER (V)

Appendix I Goblin Racial Training Packages

When night falls, any lands within roaming distance of a Goblin-infested mountains may fall prey to a prowling raiding band. Even those peoples who deem themselves distant may be mistaken, for if there is a place to rest on the way, then the Goblins may travel for two or three nights—they do not always strike out and return in a single night. Skulkers are the scouts of the Goblin tribe, sneaking out to spy on nearby lands and towns, or determining routes for a large band to follow.

Time to Acquire: 40 months

Starting Money: normal

Special:

Superior clogs*	60
Quality sunglasses†	40
Missile weapon (+10 non-magic)	30
Quality lookit-glass (only -15 Observation)	20
Weapon (+5 non-magic)	0

* Only impose a -5 modifier to MMP; these clogs are lost on a failed maneuver only 25% of the time (see Section 8.3.1).

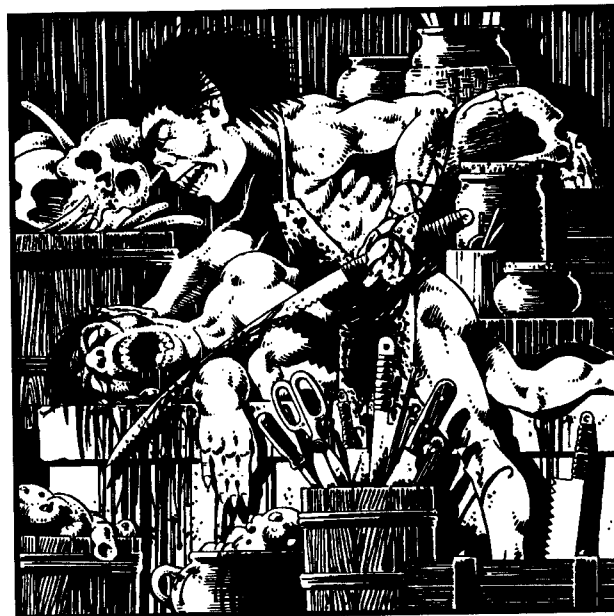
† 90% activity in bright light; -15 to all sight-based Awareness maneuvers.

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	1
Awareness • Searching skill category	4
Observation	1
Read Tracks	1
Tracking	1
Surveillance	1
Outdoor • Environmental skill category	2
choice of up to two skills	2 (total)
Weapon/Attack skill category (choice)	1
choice of one skill	1
Subterfuge • Stealth skill category	1
Stalking or Hide	1
Technical/Trade • General skill category	1
Orienteering	1

Stat Gains: none

Cost by Profession

Fighter	23	Lay Healer	36
Thief	23	Healer	33
Rogue	20	Mystic	33
Warrior Monk	26	Sorcerer	38
Layman	25	Ranger	20
Magician	38	Paladin	26
Illusionist	36	Monk	27
Cleric	31	Dabbler	25
Animist	25	Bard	26
Mentalist	35	Magent	22
Arcanist	37	Chaotic	25
Wizard	37	Magehunter	23
Essence Alchemist	34	Channeling Alchemist	31
Mentalism Alchemist	34		



CROAKER (V)

A Goblin Croaker is the doctor of a Goblin clan or tribe. He does not pursue the art of surgery out of any desire to help his fellows or an altruistic desire to heal. Rather, the Goblin interest and fascination with mechanical workings has manifested itself in an overwhelming interest in the intricacies of anatomy and how the body works. A sick or wounded Goblin is a chance to tinker

Time to Acquire: 17 months

Starting Money: normal

Special:

d10 Concussion Repair herbs	50
d10 Circulatory Repair herbs	40
d10 General Purpose herbs	40
Superior medical kit (+10 First Aid, Second Aid)	40
1 Organ Repair herb	30
1-4 Muscle/Cartilage Repair herbs	30
Good medical kit (+5 non-magic)	0

Category or Skill	# of ranks
Technical/Trade • Professional skill category	n/a
Diagnostics	2
Second Aid	2
Technical/Trade • General skill category	2
First Aid	1
Technical/Trade • Vocational skill category	n/a
Preparing Herbs	1

Stat Gains: none

Cost by Profession

Fighter	26	Lay Healer	26
Thief	26	Healer	26
Rogue	26	Mystic	26
Warrior Monk	26	Sorcerer	26
Layman	26	Ranger	26
Magician	26	Paladin	26
Illusionist	26	Monk	26
Cleric	26	Dabbler	26
Animist	26	Bard	26
Mentalist	26	Magent	26
Arcanist	26	Chaotic	26
Wizard	26	Magehunter	26
Essence Alchemist	26	Channeling Alchemist	26
Mentalism Alchemist	26		

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HALFLING RACIAL TRAINING PACKAGES

SHIRRIFF (V)

Originally called Shire-reeve, the term was shortened to Shireeve, then finally to Shirriff, the Halfling equivalent of a constable, a peace-keeping officer. Employed to patrol the bounds of Halfling society, it is they who enforce the law when it must be enforced. Little more than guardians of the community, the Shirriffs nevertheless play a respected role amongst the Halflings, for it is they who at times must do unsavory tasks that must be done. They keep order in the villages and patrol the countryside, ensuring the safety of all Halfling-kind. The Shirriffs are easily identified by their badge of office, a single feather in their caps, earned only after apprenticing as a deputy-reeve for a period of a year. Their weapon of choice is the shalleknob, usually carved from the root of some hardwood tree. They also use at times a slinger.

Time to Acquire: 25 months

Starting Money: normal plus d10

Special:

Useful town or city contacts	50
Medal (Service)	50
Medal (Valor)	40
1-4 bowls Sweetleaf	40
Promotion	30
Weapon (+10 non-magic)	10
Weapon (+5 non-magic)	5
1 Leaningfellow mushroom	0

Category or Skill	# of ranks
Weapon skill category (choice)	2
choice of one skill	2
Body Development skill category	n/a
Body Development	1
Urban skill category	1
Streetwise	1
Awareness • Searching skill category	1
Observation	1
Lore • General skill category	1
choice of one skill	1
Technical/Trade • General skill category	1
First Aid	1

Stat Gains: none

Cost by Profession

Fighter	20	Lay Healer	28
Thief	21	Healer	29
Rogue	19	Mystic	32
Warrior Monk	22	Sorcerer	33
Layman	20	Ranger	20
Magician	33	Paladin	20
Illusionist	33	Monk	25
Cleric	27	Dabbler	20
Animist	26	Bard	20
Mentalist	28	Magent	19
Arcanist	32	Chaotic	21
Wizard	32	Magehunter	19
Essence Alchemist	27	Channeling Alchemist	28
Mentalism Alchemist	28		

FINDER (V)

While most times Halflings are a peaceable and honest folk, there are those who find it irresistible to avail themselves of the gullibility of Big Folk. The Halflings' inherent agility and outstanding skill at all things dexterous and stealthy make it quite easy do so. Most Finders would be pained to be called thieves, and only the most dastardly would actually steal from a Halfling, but Finders excel at finding and recovering property that is not theirs. They will often secure things with the intention of finding the real owner later...

Time to Acquire: 50 months

Starting Money: normal plus d10

Special:

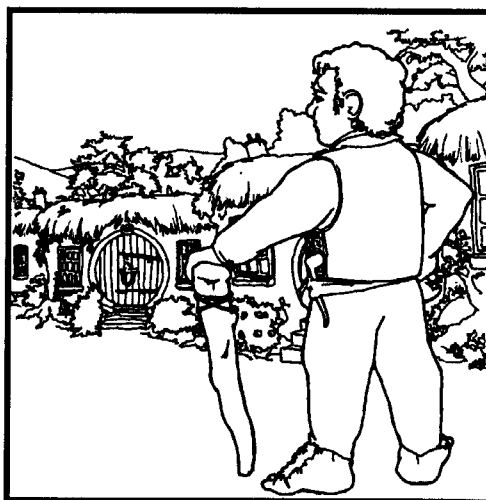
Jewelry (worth 10d10 sp)	50
High quality cloak or boots (+10 Hiding Items)	50
1-4 bowls Noonsmoke or Grayleaf	40
Gem (worth 5d10 sp)	40
Magic item (very minor, e.g. a weak potion)	10
Lockpick kit (+10 non-magic)	0

Category or Skill	# of ranks
Subterfuge • Stealth category	5
choice of up to four skills	5 (total)
Urban skill category	1
choice of one skill	1
Subterfuge • Mechanics skill category	3
Picking Locks	1
Hiding Items	1
Awareness • Searching skill category	4
Observation	1
Locate Hidden	1
Detect Traps	1
Athletic • Gymnastic category	1
Climbing	1

Stat Gains: none

Cost by Profession

Fighter	29	Lay Healer	52
Thief	18	Healer	52
Rogue	20	Mystic	36
Warrior Monk	29	Sorcerer	50
Layman	29	Ranger	27
Magician	48	Paladin	46
Illusionist	42	Monk	31
Cleric	45	Dabbler	31
Animist	41	Bard	30
Mentalist	48	Magent	30
Arcanist	46	Chaotic	29
Wizard	46	Magehunter	30
Essence Alchemist	49	Channeling Alchemist	47
Mentalism Alchemist	48		



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HOBOBLIN RACIAL TRAINING PACKAGES

HEWER (L)

All Hobgoblins are reared to be fighters from infancy. If they survive to adulthood, they are very hardy creatures, eager to fight. The Hwer (a loose translation of the Hobgoblin word) is essentially a Hobgoblin soldier, a mud-colored giant Goblin who has avidly pursued training in the field of arms.

Time to Acquire: 107 months

Starting Money: normal plus d10

Special:

Melee weapon (+15 non-magic)	50
Armor (+10 non-magic)	50
Shield (+10 non-magic)	40
Melee weapon (+10 non-magic)	30
2-4 doses Thortch or Concussion herbs	30
Armor (+5 non-magic)	20
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Weapon/Attack skill category A	2
choice of one skill	2
Weapon/Attack skill category B	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Armor • Medium skill category	2
choice of one skill	2
Self Control skill category	2
Stunned Maneuvering	2
Athletic • Brawn skill category	2
choice of up to two skills	2 (total)
Combat Maneuvers skill category	n/a
choice of up to two skills	4 (total)

Stat Gains: Strength, Constitution

Cost by Profession

Fighter	32	Lay Healer	70
Thief	40	Healer	80
Rogue	36	Mystic	93
Warrior Monk	49	Sorcerer	98
Layman	40	Ranger	43
Magician	98	Paladin	38
Illusionist	99	Monk	56
Cleric	72	Dabbler	54
Animist	69	Bard	47
Mentalist	71	Magent	46
Arcanist	98	Chaotic	54
Wizard	98	Magehunter	46
Essence Alchemist	74	Channeling Alchemist	69
Mentalism Alchemist	64		

PILLAGER (V)

Pillagers are the eyes and ears of a Hobgoblin army or raiding band, as well as those most responsible for gathering loot after battle and feeding soldiers while on the move. In battle they function as irregular light infantry, skirmishing and harassing the foe. Off the field they scout ahead, to the flanks and rear, spying out places to loot and burn and watching always for forces that might oppose them. A side duty accomplished during these tasks is foraging for food and game to supplement any rations brought along.

Time to Acquire: 49 months

Starting Money: normal

Special:

Missile weapon (+15 non-magic)	50
d10 Herbs (GM's choice)	40
Superior boots (+5 to Movement Maneuvers)	40
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	1
Awareness • Searching skill category	4
Observation	1
Read Tracks	1
Tracking	1
Surveillance	1
Outdoor • Environmental skill category	2
Foraging	1
choice of one skill	1
Weapon skill category (choice)	1
choice of one skill	1
Subterfuge • Stealth skill category	1
Stalking or Hide	1
Technical/Trade • General skill category	1
Orienteering	1
Athletic • Endurance skill category	2
Distance Running	1
Sprinting	1

Stat Gains: none

Cost by Profession

Fighter	25	Lay Healer	34
Thief	16	Healer	28
Rogue	16	Mystic	34
Warrior Monk	25	Sorcerer	36
Layman	23	Ranger	24
Magician	34	Paladin	24
Illusionist	34	Monk	23
Cleric	27	Dabbler	22
Animist	21	Bard	20
Mentalist	32	Magent	26
Arcanist	30	Chaotic	24
Wizard	30	Magehunter	24
Essence Alchemist	38	Channeling Alchemist	34
Mentalism Alchemist	38		



BOARSADDLER (L)

The Boarsaddler is a Hobgoblin cavalryman who rides the Great Boars into combat. There is a great deal of competition between Boarsaddlers and the Brelisskers, a rivalry that often results in bloodshed.

Time to Acquire: 106 months

Starting Money: normal

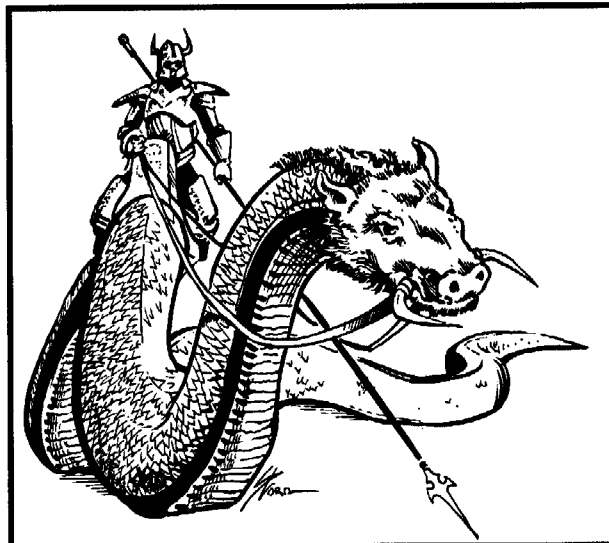
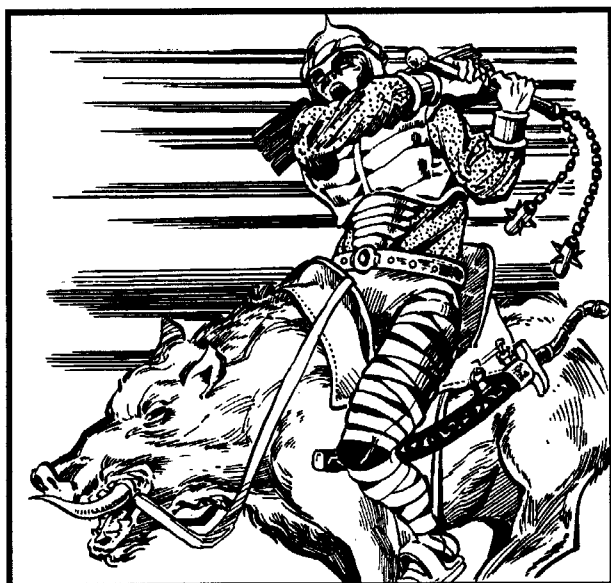
Special:

Trained Great Boar (+10 Riding, Mounted Combat)	50
Armor (+10 non-magic)	50
Weapon (+10 non-magic)	40
3 doses Thortch herb	30
Shield (+10 non-magic)	20
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Mounted Combat	4
Outdoor • Animal skill category	2
Riding (Boar)	1
Animal Handling (Boar)	1
Weapon skill category A	2
choice of one weapon skill	2
Weapon skill category B	1
choice of one weapon skill	1
Athletic • Brawn skill category	1
Jumping (for rapid dismount)	1
Self Control skill category	1
Frenzy	1

Stat Gains: Empathy

Cost by Profession			
Fighter	28	Lay Healer	64
Thief	36	Healer	78
Rogue	32	Mystic	88
Warrior Monk	39	Sorcerer	88
Layman	36	Ranger	36
Magician	90	Paladin	34
Illusionist	90	Monk	44
Cleric	69	Dabbler	44
Animist	68	Bard	44
Mentalist	66	Magent	44
Arcanist	88	Chaotic	39
Wizard	88	Magehunter	38
Essence Alchemist	65	Channeling Alchemist ..	53
Mentalism Alchemist	56		



BRELISSKER (L)

The Brelissker is the other, less common type of mounted Hobgoblin fighter, who rides the Boar-headed serpent into battle. More disciplined and less prone to heedless charges, the Brelissker sometimes has a Goblin companion he abuses less than most others. This Goblin many times will accompany the Brelissker into battle, sometimes as light foot soldier alongside his master, sometimes mounted behind the master plying a bow.

Time to Acquire: 94 months

Starting Money: normal

Special:

Trained Breliss (+10 Riding, Mounted Combat)	50
Weapon (+10 non-magic)	50
Breliss chain barding (AT 13, +10 non-magic)	40
Goblin companion, archer or spearman (GM's choice) ..	40
Armor (+10 non-magic)	30
2 doses Qurill herb	30
Weapon (+10 non-magic)	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Mounted Combat	6
Outdoor • Animal skill category	3
Riding (Breliss)	2
Animal Handling (Breliss)	1
Weapon skill category (choice)	2
choice of one weapon skill	2
Technical/Trade • Vocational skill category	n/a
Tactics (Cavalry)	2

Stat Gains: Empathy

Cost by Profession			
Fighter	26	Lay Healer	62
Thief	34	Healer	77
Rogue	31	Mystic	86
Warrior Monk	38	Sorcerer	86
Layman	34	Ranger	34
Magician	88	Paladin	33
Illusionist	88	Monk	40
Cleric	66	Dabbler	40
Animist	66	Bard	40
Mentalist	65	Magent	40
Arcanist	86	Chaotic	38
Wizard	86	Magehunter	38
Essence Alchemist	70	Channeling Alchemist ..	55
Mentalism Alchemist	62		

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Kobold Racial Training Packages

KOBOLD RACIAL TRAINING PACKAGES

BRELISS ARCHER (V)

The Breliissers of Hobgoblin clans often ride into battle with a Goblin, or, occasionally, a Kobold behind them, plying a bow for missile support. Since Goblins are usually chosen for this task, a Kobold who is selected (usually by a method similar to those employed by press gangs) is actually considered to be fortunate. Should the Kobold survive his training and first skirmishes (which is doubtful) he will have gained valuable fighting ability and the respect of his Kobold peers.

Time to Acquire: 18 months

Starting Money: normal

Special:

Missile weapon, bow (+10 non-magic)	50
1d10 arrows (+10 non-magic)	40
Armor (+10 non-magic)	40
Favor of strong Hobgoblin	30
1-2 Hobgoblin herbs	0

Category or Skill

of ranks

Body Development skill category	n/a
Body Development	1
Combat Maneuvers skill category	n/a
Mounted Combat	2
Outdoor • Animal skill category	1
Riding (Breliiss)	1
Weapon • Missile skill category	2
choice of one skill	2
Technical/Trade • Vocational skill category	n/a
Tactics (Archer)	1

Stat Gains: none

Cost by Profession

Fighter	22	Lay Healer	29
Thief	19	Healer	27
Rogue	19	Mystic	27
Warrior Monk	20	Sorcerer	27
Layman	20	Ranger	21
Magician	31	Paladin	20
Illusionist	31	Monk	23
Cleric	25	Dabbler	22
Animist	25	Bard	22
Mentalist	29	Magent	22
Arcanist	33	Chaotic	22
Wizard	33	Magehunter	24
Essence Alchemist	36	Channeling Alchemist ..	32
Mentalism Alchemist	33		

SNEAK-KNIFE (L)

The Sneak-knife is the basic training package for a Kobold, as all of them prefer to attack from behind; a knife in the dark and poison compensate for their weaknesses. A Sneak-knife is stealthy and dangerous, often underestimated.

Time to Acquire: 93 months

Starting Money: normal

Special:

Weapon (+10 non-magic)	50
Armor (+10 non-magic)	40
Boots, superior (+10 Stalking)	40
Cloak, superior (+10 Hiding)	40
1-2 applications of weak poison	30
Weapon (+5 non-magic)	0

Category or Skill

of ranks

Outdoor • Environmental skill category	1
Caving	1
Subterfuge • Attack skill category	2
Ambush	1
Silent Attack	1
Subterfuge • Mechanics skill category	4
Using/Removing Poison	1
Setting Traps	2
Subterfuge • Stealth skill category	1
Stalking	1
Technical/Trade • Vocational skill category	n/a
Preparing Poison	1
Body Development skill category	n/a
Body Development	1
Weapon/Attack skill category (choice)	2
choice of one skill	2

Stat Gains: Quickness

Cost by Profession

Fighter	34	Lay Healer	68
Thief	27	Healer	66
Rogue	31	Mystic	68
Warrior Monk	38	Sorcerer	70
Layman	37	Ranger	38
Magician	69	Paladin	57
Illusionist	63	Monk	45
Cleric	64	Dabbler	38
Animist	54	Bard	46
Mentalist	65	Magent	40
Arcanist	68	Chaotic	46
Wizard	68	Magehunter	45
Essence Alchemist	57	Channeling Alchemist ..	57
Mentalism Alchemist	55		

UNDERGROUND RACES



GREATER ORC RACIAL TRAINING PACKAGES

SHAGUK SH'RMAUK-ËND (L)

"ORCS WHO SLAY AND MAIM"

These Shaguk-cûr have honed their natural Orcish fighting ability and ferocity, made themselves into fighters unmatched by many liveried soldiers of more civilized lands. They are the Shaguk Sh'rmauk-ënd.

Time to Acquire: 75 months

Starting Money: normal

Special:

Weapon (+15 Orcish racial weapon)	50
Armor (+10 non-magic)	50
Shield (+10 non-magic)	50
1-4 doses of Shorg (herb)	40
Melee weapon (+5 non-magic)	30
1-2 Gorslum herbs	30
Other equipment (+5 non-magic)	20
Armor (+5 non-magic)	0

Category or Skill	# of ranks
Weapon/Attack skill category A	2
choice of one skill	2
Weapon/Attack skill category B	2
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Armor • Light or Medium	2
choice of one skill	2
Self Control skill category	2
Stunned Maneuvering	1
Lore • General skill category	1
Culture Lore (Orc or Elf)	1
Combat Maneuvers skill category	n/a
choice of one skill	2

Stat Gains: Strength

Cost by Profession	
Fighter	30
Thief	24
Rogue	27
Warrior Monk	28
Layman	32
Magician	48
Illusionist	48
Cleric	42
Animist	40
Mentalist	40
Arcanist	44
Wizard	44
Essence Alchemist	56
Mentalism Alchemist	49
Lay Healer	40
Healer	36
Mystic	44
Sorcerer	47
Ranger	32
Paladin	31
Monk	32
Dabbler	32
Bard	30
Magent	30
Chaotic	32
Magehunter	26
Channeling Alchemist	48

SHAGUK STÂZ-PARGUN (L)

"ORCS WHO RIDE BEASTS [INTO] CARNAGE"

Shaguk-cûr raise both wolves of various types and a breed of giant bat that they utilize as cavalry. Often the riders will begin to identify with their respective beasts, some tattooing or scarring related images on themselves and some adorning arms and armor with the same images. The Shaguk Stâz-pargun enjoy a respected (but usually disliked) position among other Shaguk. Those who ride bats are in a good positions, for normally their smaller size would mark them for abuse.

Time to Acquire: 116 months

Starting Money: normal

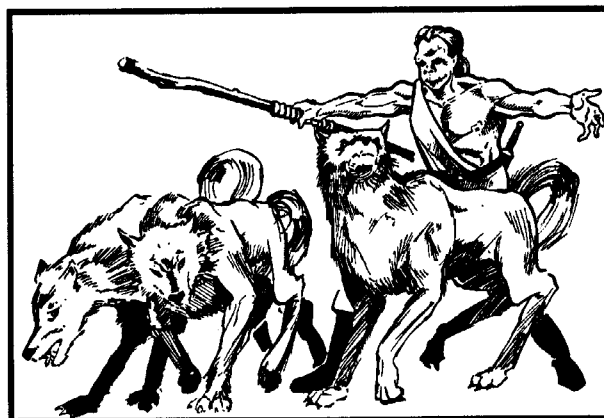
Special:

Trained beast (choice of wolf or bat)	50
Weapon (+15 Orcish racial weapon)	50
Armor (+10 non-magic)	50
Superior saddle/tack (+5 Riding, Mounted Combat)	40
Shield (+10 non-magic)	30
1-4 doses of Unirk (herb, wolf-riders only)	30
Missile Weapon (+10 non-magic, bat-riders only)	30
Other equipment (+5 non-magic)	0

Category or Skill	# of ranks
Weapon/Attack skill category A	2
choice of one skill	2
Weapon/Attack skill category B	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Armor • Light or Medium	2
choice of one skill	2
Lore • General skill category	1
Culture Lore (Dwarf or Elf)	1
Combat Maneuvers skill category	n/a
Mounted Combat	2
Outdoor • Animal skill category	4
Riding (appropriate wolf or bat)	1
choice of up to two skills	3 (total)

Stat Gains: Strength

Cost by Profession	
Fighter	28
Thief	39
Rogue	36
Warrior Monk	43
Layman	40
Magician	93
Illusionist	93
Cleric	72
Animist	70
Mentalist	69
Arcanist	94
Wizard	100
Essence Alchemist	55
Mentalism Alchemist	51
Lay Healer	68
Healer	82
Mystic	92
Sorcerer	92
Ranger	40
Paladin	38
Monk	48
Dabbler	48
Bard	48
Magent	48
Chaotic	43
Magehunter	42
Channeling Alchemist	49





SHAGUK SPÏLLAK (L)

"ORCS WHO SPEW SORCERY"

The Shaguk Spïllak are the spell users, wizards and shamans of the Shaguk-cûr. While the Greater Orcs may not have the gift as a race that the Grey Orcs do, the clans still spawn occasional talented individuals. They are as black-hearted and treacherous as any of their sword-wielding kinsmen. They simply fight in a different way.

Time to Acquire: 40 months

Starting Money: normal

Special:

Spell adder (+2)	50
Melee weapon (+10 non-magic)	50
Daily III item	40
Owed favor by high-ranking Orc	30
Armor (+10 non-magic)	20
Spell adder (+1)	0

Category or Skill	# of ranks
Spells • Own Realm, Open/Base List skill category	n/a
choice of one skill	2
Spells • Own Realm, Open List skill category	n/a
choice of one "Evil" spell list	2
Directed Spells skill category	2
Power Manipulation skill category	n/a
Channeling	1
choice of one skill	1
Weapon skill category (choice)	1
choice of one skill	1
Body Development skill category	n/a
Body Development	1

Stat Gains: choice of one stat

Cost by Profession

Fighter	69	Lay Healer	30
Thief	62	Healer	29
Rogue	54	Mystic	32
Warrior Monk	63	Sorcerer	32
Layman	37	Ranger	38
Magician	32	Paladin	40
Illusionist	32	Monk	36
Cleric	30	Dabbler	32
Animist	29	Bard	36
Mentalist	30	Magent	36
Arcanist	32	Chaotic	34
Wizard	32	Magehunter	37
Essence Alchemist	30	Channeling Alchemist	30
Mentalism Alchemist	29		

GREY ORC RACIAL TRAINING PACKAGES

SHAGUK ZHUN-KLEFTÄK (L)

"ORCS WHO MAIM WITHOUT BLADE"

Among the more numerous of Shaguk-gûl who practice wizardry in its many forms, the Shaguk Zhun-Kleftäk are spell users who practice violent sorceries to the exclusion of almost all others. They have the bloodthirstiness and fighting temper of their kinsmen, but use magic instead of steel to vent their ferocity.

Time to Acquire: 73 months

Starting Money: normal

Special:

Spell multiplier (x2)	50
Melee weapon (+10 non-magic)	50
Armor (+10 non-magic)	40
Daily III item	40
Spell adder (+1)	0

Category or Skill	# of ranks
Spells • Own Realm, Open/Base List skill category	n/a
choice of two skills (must choose two)	4 (total)
Directed Spells skill category	2
Power Manipulation skill category	n/a
Channeling	1
choice of one skill	1
Lore • Magical skill category	2
Spell Lore	2
Weapon/Attack skill category (choice)	1
choice of one skill	1

Stat Gains: choice of one stat

Cost by Profession

Fighter	56	Lay Healer	23
Thief	49	Healer	26
Rogue	46	Mystic	26
Warrior Monk	48	Sorcerer	26
Layman	40	Ranger	34
Magician	24	Paladin	36
Illusionist	24	Monk	34
Cleric	23	Dabbler	32
Animist	23	Bard	32
Mentalist	23	Magent	30
Arcanist	23	Chaotic	32
Wizard	23	Magehunter	32
Essence Alchemist	26	Channeling Alchemist	29
Mentalism Alchemist	26		



SHAGUK KUN-TORÂMIM (L)

"ORCS WITH GRAVE-CHILLED TOUCH"

Death is sure. The Shaguk who can make puppets of the dead is powerful indeed. There are necromantic spell users among both Shaguk-mîm and Shaguk-cûr, but it is the Grey Orcs who pursue necromancy most voraciously and excel at it, and it is the Grey Orcs who produce the most feared of the Shaguk Kun-Torâmim.

Time to Acquire: 69 months

Starting Money: normal

Special:

Spell multiplier (x2)	50
Melee weapon (+10 non-magic)	40
1-2 Ulogât-Torâm*	40
Daily III item	30
Book (pages are Elf or Man skin, +10 Undead Lore)	30
1 Zombie servitor without hands	40
Spell adder (+1)	0

* See page 108 for information on the Ulogât-Torâm.

Category or Skill	# of ranks
Spells • Own Realm, Base/Open List skill category	n/a
Necromancy spell list	2
Technical/Trade • General skill category	1
First Aid	1
Technical/Trade • Professional skill category	n/a
Second Aid	1
Surgery	1
Science/Analytic • Special category	n/a
Anatomy	1
Lore • Magical skill category	2
Undead Lore	2
Power Manipulation skill category	n/a
Channeling	1
choice of up to two skills	2 (total)
Weapon/Attack skill category (choice)	1
choice of one skill	1

Stat Gains: Intuition

Cost by Profession

Fighter	56	Lay Healer	23
Thief	47	Healer	23
Rogue	46	Mystic	26
Warrior Monk	50	Sorcerer	25
Layman	35	Ranger	32
Magician	25	Paladin	32
Illusionist	25	Monk	31
Cleric	26	Dabbler	29
Animist	26	Bard	29
Mentalist	26	Magent	30
Arcanist	25	Chaotic	31
Wizard	25	Magehunter	30
Essence Alchemist	32	Channeling Alchemist	35
Mentalism Alchemist	33		



SHAGUK RU'KLEFTÄK-SHER (L)

"ORCS WHO SLAY BY BLADE AND SORCERY"

Though the Grey Orcs are not so physically powerful as their Greater kin, they have the strength of their Common cousins and the aggressiveness of any Orc. So it is that many who possess the ability to work spells may also wish to taste blood on their tusks and wet a blade. These Shaguk often pursue the profession of Shaguk Ru'Kleftäk-sher.

Time to Acquire: 70 months

Starting Money: normal

Special:

Melee weapon (+20 non-magic)	50
Armor (+10 non-magic)	50
Spell multiplier (x2)	40
Shield (+10 non-magic)	40
Weapon (+10 non-magic)	30
Daily II item	20
Spell adder (+1)	20
Weapon (+5 non-magic)	0

Category or Skill	# of ranks
Spells • Own Realm, Open/Base List skill category	n/a
choice of one skill	2
Weapon/Attack skill category (choice)	1
choice of one skill	1
Body Development skill category	n/a
Body Development	2
Power Manipulation skill category	n/a
Transcend Armor	2
Power Awareness skill category	1
choice of any one skill	1
Armor skill category (choice)	2
choice of one skill	2

Stat Gains: choice of one stat

Cost by Profession

Fighter	44	Lay Healer	22
Thief	40	Healer	23
Rogue	36	Mystic	23
Warrior Monk	42	Sorcerer	23
Layman	31	Ranger	27
Magician	22	Paladin	27
Illusionist	22	Monk	26
Cleric	22	Dabbler	25
Animist	22	Bard	25
Mentalist	22	Magent	26
Arcanist	21	Chaotic	26
Wizard	21	Magehunter	26
Essence Alchemist	34	Channeling Alchemist	32
Mentalism Alchemist	32		

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TROGLODYTE RACIAL TRAINING PACKAGES

BLIND FIGHTER (L)

The Blind Fighter is the typical fighting Troglodyte, an individual bred in a brutal and violent society. They are taught from youth to bear weapons and fight in the total absence of light. Troglodytes with fury in them will give stout companies of Dwarves pause, and send the Shaguk yammering for their bolt holes.

Time to Acquire: 69 months

Starting Money: normal

Special:

Melee weapon (+15 non-magic)*	50
Armor (+10 non-magic; superior hides)	50
1-4 Trophy skins of various races	40
Weapon* (+5 non-magic)	0

*Will be of other racial make, i.e. Goblin, Orc, Dwarf, etc.

Category or Skill	# of ranks
Weapon skill category (choice)	2
choice of one skill	2
Body Development skill category	n/a
Body Development	2
Special Defenses skill category	n/a
Adrenal Toughness	2
Self Control skill category	1
Stunned Maneuvering	1
Outdoor • Environmental skill category	2
Caving	1
Survival (Subterranean)	1
Combat Maneuvers skill category	n/a
Reverse Stroke	1
Awareness • Senses skill category	1

Stat Gains: Strength or Constitution

Cost by Profession	
Fighter	27
Thief	21
Rogue	24
Warrior Monk	26
Layman	30
Magician	46
Illusionist	46
Cleric	39
Animist	38
Mentalist	39
Arcanist	42
Wizard	42
Essence Alchemist	66
Mentalism Alchemist	54
Lay Healer	38
Healer	33
Mystic	42
Sorcerer	44
Ranger	27
Paladin	28
Monk	30
Dabbler	29
Bard	27
Magent	30
Chaotic	29
Magehunter	40
Channeling Alchemist	62



PROWLDARK (L)

The Prowldark is a scout, tracker, and hunter. It is a Troglodyte who stalks the dark reaches of the subterranean world with all manner of beasts or other peoples as quarry. Rangers, Animists, Fighters—any of these may take the Prowldark package, though the latter will pay dearly for spell using ability. (This package is not limited to the listed professions.)

Time to Acquire: 95 months

Starting Money: normal

Special:

Melee weapon (+10 non-magic)*	50
Cloak, matching boots (+10 Stalking, +10 Hiding)	50
Armor (+10 non-magic; superior hides)	30
1-4 Trophy skins of various races	30
Weapon* (+5 non-magic)	0

*Will be of other racial make, i.e. Goblin, Orc, Dwarf, etc.

Category or Skill	# of ranks
Spells • Own Realm, Open/Base List skill category	n/a
choice of spell list	2
Spells • Own Realm, Closed List skill category	n/a
Locating Ways Closed Channeling list	2
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Subterfuge • Stealth skill category	1
Stalking	1
Body Development skill category	n/a
Body Development	2
Weapon/Attack skill category (choice)	2
choice of one skill	2
Outdoor • Environmental skill category	2
Caving	1
Survival (Subterranean)	1

Stat Gains: Intuition, Self Discipline

Cost by Profession	
Fighter	57
Thief	51
Rogue	48
Warrior Monk	51
Layman	40
Magician	32
Illusionist	32
Cleric	32
Animist	32
Mentalist	32
Arcanist	32
Wizard	32
Essence Alchemist	46
Mentalism Alchemist	43
Lay Healer	33
Healer	33
Mystic	33
Sorcerer	33
Ranger	37
Paladin	38
Monk	37
Dabbler	35
Bard	35
Magent	36
Chaotic	37
Magehunter	36
Channeling Alchemist	43



APPENDIX II: RACIAL SPELL LISTS AND SPELLS

GLYPHSTONES

1. **Hurlstone I**—This glyph doubles the range of one slingstone. Range modifications are appropriately doubled.
2. **Smitestone**—This glyph gives a slingstone a +5 OB and delivers an extra d10 concussion hits. Causes any one foe possessing a scar to immediately suffer another d10 points of concussion damage. Pain will center on scar of caster's choice, or on most prominent scar on target's body if not otherwise directed. The scar does not have to be visible.
3. **Numbstone**—As *Smitestone*, except if critical indicates a limb is struck, then that limb becomes useless for d10 minutes.
4. **Stone Ablaze**—As *Smitestone*, except in addition, any flammable materials on target are ignited and begin to burn.
5. **Breakstone**—As *Numbstone*, except if critical indicates a limb is struck, then the appropriate bone of that limb is broken. Ribs, etc. may likewise be broken.
6. **Swoonstone**—As *Hurlstone I*, except all criticals are determined on the Subdual Critical Strike Table.
7. **Sievestone I**—If a critical is delivered by the stone, the target immediately loses d10 PPs.
8. **Falterstone**—As *Smitestone*, except target must immediately make a RR or roll on the Weapon Fumble Table at +1 per two levels of caster; use the fumble table appropriate to the target's weapon/attack.
9. **Mawstone**—As *Smitestone*, except attack is determined on the Bite Attack Table.
10. **Hurlstone II**—As *Hurlstone I*, except ranges and range modifiers are multiplied by 2.5.
11. **Hailstone**—As *Smitestone* except immediately causes a 10'x10'x10' cube of falling rocks to appear with target at center for d10 minutes. All within or coming into contact with the falling stones suffer 'B' Impact criticals. All movement through the cube is slowed by 75%. All attacks within it suffer a -75 penalty.
12. **Tramplestone**—As *Mawstone*, except attack is determined on the Trample/Stomp Attack Table.
13. **Sievestone II**—As *Sievestone I* except target loses 2d10 PPs.
14. **Froststone**—As *Hurlstone I*, except all moisture in vicinity of target immediately freezes for d10 minutes (up to 5 cubic feet). Frost and ice appear all over target. Target and all who come in contact with target suffer 'C' Cold criticals. All within 5 feet of target upon stone's impact suffer 'A' Cold criticals.
15. **Drownstone**—As both *Smitestone* and *Hurlstone I*, except water around target immediately condenses on face, neck, and in lungs. Target immediately begins to drown.
16. **Crushstone**—As *Mawstone*, except attack is determined on the Fall/Crush Attack Table.
18. **Sievestone III**—As *Sievestone I*, except target loses 3d10 PPs.
20. **Stoning Stone**—As both *Smitestone* and *Hurlstone I*, except target must immediately make a RR or turn to stone, remaining petrified for 1 day per 10% failure.
25. **Slayingstone**—As both *Smitestone* and *Hurlstone I*, except target suffers an additional Slaying critical.
30. **Cripplestone**—As *Breakstone*, except all four of target's limbs are broken.
35. **Sunderstone**—As both *Crushstone* and *Cripplestone*, except all concussion hit results are tripled.
50. **Utterstone**—This glyph causes its stone to strike its target as a *Hurlstone II*, combining the effects of *Hailstone*, *Slayingstone* and *Cripplestone*; all concussion hit results are tripled.

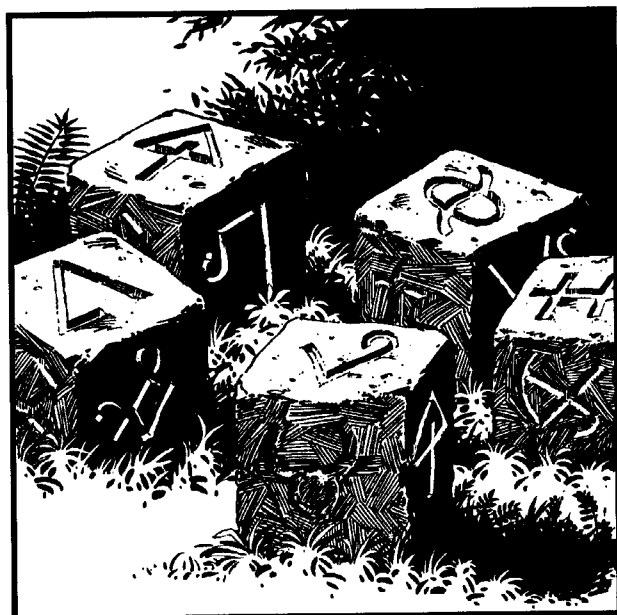
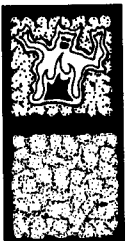
GNOLL SPELL LIST

GLYPHSTONES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Hurlstone I	1 stone	varies	Touch	F
2)	Smitestone	1 stone	varies	Touch	F
3)	Numbstone	1 stone	varies	Touch	F
4)	Stone Ablaze	1 stone	varies	Touch	F
5)	Breakstone	1 stone	varies	Touch	F
6)	Swoonstone	1 stone	varies	Touch	F
7)	Sievestone I	1 stone	varies	Touch	F
8)	Falterstone	1 stone	varies	Touch	F
9)	Mawstone	1 stone	varies	Touch	F
10)	Hurlstone II	1 stone	varies	Touch	F
11)	Hailstone	1 stone	varies	Touch	F
12)	Tramplestone	1 stone	varies	Touch	F
13)	Sievestone II	1 stone	varies	Touch	F
14)	Froststone	1 stone	varies	Touch	F
15)	Drownstone	1 stone	varies	Touch	F
16)	Crushstone	1 stone	varies	Touch	F
18)	Sievestone III	1 stone	varies	Touch	F
20)	Stoning Stone	1 stone	varies	Touch	F
25)	Slayingstone	1 stone	varies	Touch	F
30)	Cripplestone	1 stone	varies	Touch	F
35)	Sunderstone	1 stone	varies	Touch	F
50)	Utterstone	1 stone	varies	Touch	F

SPECIAL NOTE

Gnolls are excellent slingers. However, the limitations of the sling as a weapon and the physical limitations of the Gnolls themselves make them less effective than they might wish to be. As a result, Gnolls of many generations past developed a spell list that makes their slingstones more damaging to enemies. It involves the tracing of a glyph on a sling-bullet or stone with the forefinger while the stone is cast. The glyph is invisible except to the caster, but becomes visible when the stone is thrown.



UNDERGROUND
RACES



GREY ORC SPELL LIST SCAR UNBINDING

Level	Spell	Area of Effect	Duration	Range	Type
1					
2	Old Wound's Ache I	1 target	P	10'	F
3	Unbinding I	1 target	P	10'	F
4					
5	Rive Scar I	1 target	P	10'	F
6					
7	Old Wound's Ache IV	1 target	P	10'	F
8	Unbinding III	1 target	P	10'	F
9					
10	Rive Scar III	1 target	P	10'	F
11					
12					
13	Unbinding V	1 target	P	10'	F
14	Old Wound's Ache VIII	1 target	P	10'	F
15					
16	Rive Scar V	1 target	P	10'	F
17					
18	Unbinding VIII	1 target	P	10'	F
19					
20	Rive Scar VIII				
21	Old Wound's Ache XV	1 target	P	10'	F
22					
23	Rive Scar X	1 target	P	10'	F
24	Scarring Unbound	1 target	P	10'	F
25	Old Wound's Agony	1 target	P	10'	F

SPECIAL NOTE

Scars are an intrinsic part of virtually all Orc cultures, used both as adornment and braggadocio. The Shaguk-gûl have seized upon that fact to create sorceries that allow them great influence (albeit an influence based on fear and intimidation) over their kinsmen. These spells will cause their targets to feel renewed pain in places where they have been scarred, or to bleed from these same scars. Happily for the Shaguk-gûl, these same enchantments will inflict the same effects on any foe, whether Orc, Man or other, though Orcs are most susceptible to them. Note: Any target who has a naturally occurring scar (whether gained in battle or mishap) must make a normal RR. Any target who has an intentionally incurred scar, such as those of ritual or those of various Orc clans, suffer a -10 RR penalty. Any Orc target suffers an additional -10, as it is that race against whom this list was originally developed to be used.

SCAR UNBINDING

2. Old Wound's Ache I—Causes any one foe possessing a scar to immediately suffer d10 points of concussion damage. Pain will center on scar of caster's choice or on most prominent scar on target's body if not otherwise directed.

3. Unbinding I—Causes any one foe possessing a scar to begin bleeding from that scar at a rate of 1 hit/round. If there are many, caster may indicate which one bleeds or spell will automatically center on most prominent scar on target's body.

5. Rive Scar I—Causes any one foe possessing a scar to suffer d10 points of concussion damage, with pain centering on a scar determined as above. This same scar will be the source of bleeding at a rate of 1 hit/round.

6. Old Wound's Ache IV—As *Old Wound's Ache I*, but foe suffers 4d10 damage.

7. Unbinding III—As *Unbinding I*, but target bleeds at 3 hits/rnd.

9. Rive Scar III—As *Rive Scar I*, but target will suffer 3d10 damage and bleed at 3 hits/rnd.

12. Unbinding V—As *Unbinding I*, but target bleeds at 5 hits/rnd.

13. Old Wound's Ache VIII—As *Old Wound's Ache*, but target suffers 8d10 damage.

15. Rive Scar V—As *Rive Scar*, but target suffers 5d10 damage and bleeds at 5 hits/rnd.

17. Unbinding VIII—As *Unbinding I*, but target bleeds at 8 hits/rnd.

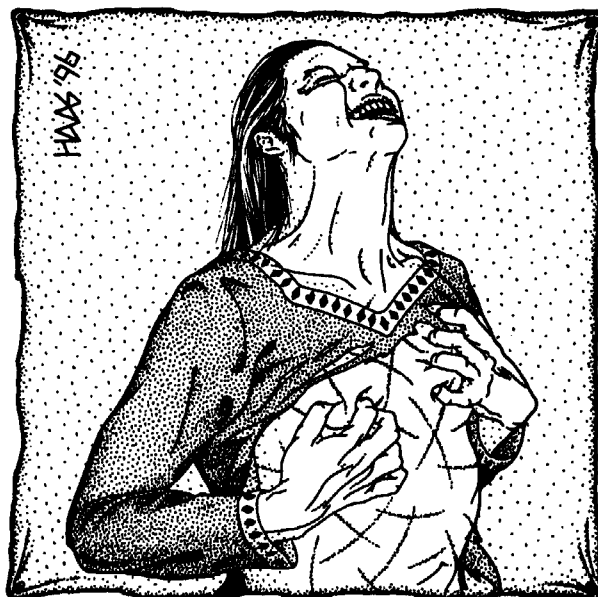
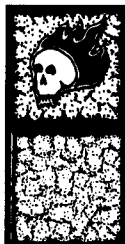
19. Rive Scar VIII—As *Rive Scar I*, but target suffers 8d10 damage and bleeds at 8 hits/rnd.

20. Old Wound's Ache XV—As *Old Wound's Ache I*, but target suffers 15d10 damage.

25. Rive Scar X—As *Rive Scar I*, but target suffers 10d10 damage and bleeds at 10 hits/rnd.

30. Scarring Unbound—As *Unbinding I*, but all scars begin to bleed, for a total blood loss of 1 hit/rnd for every three levels of the caster.

50. Old Wound's Agony—As *Old Wound's Ache I*, but target loses an amount of hits equal to 90% of normal maximum, regardless of current number remaining, plus 1 hit for each level of caster.



APPENDIX III: RACIAL SUMMARIES

DWARF RACIAL SUMMARY

Although Dwarves are spread across the world, they are close to one another and have spawned a universal reputation for ruggedness, practicality, and unwavering loyalty. Most groups favor the rocky highlands and deep caverns of the mountains. They are superior craftsmen and they love to mine the earth for precious gems and metals to forge into weapons of strength and artifacts of beauty and power.

PHYSICAL CHARACTER

Build: Short, stocky, strong, with exceptionally strong limbs. Males average 150 pounds; females, 135 pounds.

Coloring: Black, red, or dark brown hair. Fair to ruddy complexion.

Endurance: Tremendous. +21 to exhaustion points (see Section 22.3 in *RMSR*).

Height: Males average 4'9"; females, 4'5".

Lifespan: 200-400 years.

Resistance: Resistance against flame and ice: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Dwarves see well in extreme darkness. In the dimmest light, they can see 50' perfectly, and fairly well up to 100'. They can see 10' in total darkness (non-magical).

CULTURE

Clothing & Decoration: Beards, sometimes braided. Long hair. Heavy garb with colorful hooded cloaks.

Fears & Inabilities: Open water; they do not normally swim (-50 to Swimming maneuvers).

Lifestyle: Dwarves are superb miners and craftsmen, and unsurpassed stoneworkers. They live in tightly-knit groups and favor underground cities which are usually cut into rugged hills or mountains.

Marriage Pattern: Monogamous. Only a third of the race is female. The line is traced through the male.

Religion: Dwarves believe that each lineage has a common spirit which permeates them all and ties them together. They revere their ancestors above all other things but their maker, and believe that in each Dwarfven King exists a part of his predecessors.

OTHER FACTORS

Demeanor: Sober, quiet, possessive, suspicious, pugnacious, introspective, and often very greedy. Tenacious warriors, they fight without quarter and never retreat. Each Dwarf treats his kind as brothers and non-Dwarves as lesser beings. They enter into agreements with extreme care and honor them to the letter.

Language: *Starting Languages:* Among themselves, Dwarves speak Dwarfish (S8/W6), a guarded tongue. They also speak Common-speech (S5/W5) and Elvish (S4/W4). *Allowed Adolescence Development:* Dwarfish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (Rank S6/W6), and Wood-speech (Rank S6/W6).

Prejudices: Orcs and Dragons are sworn enemies. In addition, they are extremely suspicious of mages and Elves.

Professions: Dwarves generally prefer warrior-type of professions. Clerics and other professions involved with Channeling are sometimes taken (though there are two different clerical paths, see Section 5.3.4).

Training Packages: Dwarves may normally choose from any of the Training Packages in the *RMSS* except for the Amateur Mage, Con Man, Cut Purse, Sailor, and Zealot. They may also select the special Dwarf Training Packages.

Special Skills: *Everyman:* Caving, Leather-crafts, Metal-crafts, Mining, Smithing, Stone-crafts, Survival (underground); *Restricted:* Swimming.

Standard Hobby Skills: Animal Handling (wolves, bears, ponies, mules, or badgers), Appraisal, any Armor skills, Attunement, Body Development, Caving, Climbing, Contortions, Disarming Traps, Driving (carts or wagons), First Aid, Leather-crafts, Metal-crafts, Picking Locks, Public Speaking, Region Lore (any cavernous region), Riding (wolves, ponies, mules, or bears), Smithing, Stunned Maneuver, Tactics, Trap-building, any Weapon skills.

OUTFITTING OPTIONS

Weapons: Dagger, handaxe, short sword, club, war hammer, mace, crossbow, battle-axe, spear, heavy crossbow, light crossbow, war mattock, pole arm.

Armor: Any. Dwarves favor chain mail. Lamellar and scale are also available. Target shields and wall shields are popular.

Money: 2 gold pieces or a gem (e.g., aquamarine, topaz, garnet, peridot, spinel) of comparable value.

BACKGROUND OPTIONS

Dwarves get five background options.

Extra Languages: In addition to the tongues listed above: High-speech (S5/W5), South-speech (S4/W4), and North-speech (S5/W5).

Extra Money: Gold pieces or a gem (emerald, amethyst, ruby, sapphire, diamond) of comparable value.

Special Items: Spell items may only contain Channeling spells. Any weapons will be of superior workmanship and forged of steel.

Talents: Re-roll all "spell user" results. See Section 5.6.4 for Dwarfven specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Dwarf characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	1
Rigid Leather	1
Armor • Medium skill category	3
Chain	3
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	4
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	1
Language skills	8
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	2
Science/Analytic • Basic skill category	1
Technical/Trade • General skill category	1
Weapon • I-H Concussion skill category	4
one weapon, based upon culture	4
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 184)	30

Part I

Section 5.6

Background Options

Dwarf Racial Summary



Stat Bonuses:

Ag: -2

Co: +6

Me: +0

Re: +0

SD: +2

Em: -4

In: +0

Pr: -4

Qu: -2

St: +2

RR Mod:

Essence: +40

Chan.: +0

Ment.: +40

Poison: +20

Disease: +15

Fear: +0

Body Dev.

Progression:

0-7-4-2-1

Channeling
PP Dev.

Progression:
0-6-5-4-3

Essence

PP Dev.

Progression:
0-3-2-1-1

Mentalism

PP Dev.

Progression:
0-3-2-1-1

Arcane

PP Dev.

Progression:
0-3-2-1-1

Soul

Departure:
21 rounds

Recovery

Modifier:
0.5 times

Race Type:
1

UNDERGROUND
RACES





Part I

Section 7.6

Background Options

Gnome Racial Summary



GNOME RACIAL SUMMARY

Gnomes are a highly reclusive folk who spend a lifetime collecting enchantments of various types. They have a keen sense of intellect and will sometimes spend years solving some archaic puzzle or mystery. Both the males and females in Gnomish society have similar physical builds.

PHYSICAL CHARACTER

Build: Short and knobby. The average weight is 135 pounds.

Coloring: Gnomes have very little hair. Their skin color varies according to where they live (as their skin coloration adapts to their surroundings over time). They have wise, dark eyes.

Height: Average height of 4'6".

Endurance: Can go for up to two days without sleep (usually spent studying).

Lifespan: 600 years.

Resistance: Gnomes have a special bonus of +20 to resist all Channeling spells (due to their disbelief in greater powers). Their resilience allows them to recover from wounds twice as fast as a human.

Special Abilities: Gnomes can see in dim light up to 100'. They never suffer from mental deficiencies due to natural causes. They receive a special bonus of +10 to all spell casting static maneuvers when casting Arcane spells (see *Arcane Companion* for more information).

CULTURE

Clothing & Decoration: Gnomes tend to dress conservatively in the colors that match their environment. The style of clothing will vary from individual to individual. Jewelry and decoration is considered extraneous (unless it is magical in nature).

Fears & Inabilities: Gnomes will not use Channeling magic.

Lifestyle: Gnomes are collectors of all things; particular of a magical nature. They do not generally live with other folk of any kind (they tend to get in the way of serious study or collecting); preferring instead the quiet solitude of a hermit-like existence.

Marriage Pattern: Rarely do Gnomes marry; though it has been known to happen. Weddings (when they do occur) are simple and to the point.

Religion: Gnomes have no religion.

OTHER FACTORS

Demeanor: Gnomes may be slow to act, but when they do act it is sure to result in actions that are well-thought out and planned for the best possible outcome. They have an outlook on life that usually results in treating all others as students (with themselves as the teachers).

Language: *Starting Languages:* Gnomes use their own, drab and monotone language usually only when communicating with other Gnomish scholars (S10/W10). They also know Elvish (S8/W8), Common-speech (S9/W9), High-speech (S8/W6), and Hill-speech (S7/W7). *Allowed Adolescence Development:* Gnomish (S15/W15), Common-speech (S12/W12), High-speech (S10/W10), Hill-speech (S10/W10), North-speech (S7/W7), Sea-speech (S6/W6), Small-speech (W6/W6), and Plains-speech (S6/W6).

Prejudices: No innate prejudices.

Professions: Gnomes are ill-equipped to pursue professions of Arms. In addition, they will almost always avoid professions of the realm of Channeling.

Training Packages: Gnomes may choose any Training Packages from the *RMSS* except those specifically geared towards Channeling users (e.g., Shaman Priest). In addition, they may select the Gnome Training Packages.

Special Skills: *Everyman:* Cooking, Drafting, Mnemonics, Scribing, Basic Math, Research; *Restricted:* None.

Standard Hobby Skills: Locate Hidden, Observation, Surveillance, Sense Awareness, Time Sense, any skill in the Communication or Crafts skill category, any skill in the Lore • General or Lore • Technical skill categories, Hiding Items, Setting Traps, Trap Building, First Aid, Mapping, Using Prepared Herbs, Architecture, Diagnostics, Engineering, Mechanition, Second Aid, Appraisal, Cartography, Evaluate Metal, Evaluate Stone, Gimmickry, Hypnosis, Navigation, and Scrounging.

OUTFITTING OPTIONS

Weapons: Any small, concealable weapon is common (particularly if they are enchanted).

Armor: Rarely do Gnomes wear armor (though when they do, it is as light as possible, and usually enchanted as well).

Money: 2 gold pieces of coins or gems.

BACKGROUND OPTIONS

Gnomes get four background options.

Extra Languages: In addition to the tongues listed above: Black-speech (S7/W5), Wood-speech (S6/W6), and Dwarvish (S4/W0).

Extra Money: Gnomes must spend an additional background option to get money (but they may add +15 to the random roll).

Special Items: Any the the GM approves of.

Talents: See Section 7.6.4 for Gnome-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Gnome characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	1
Soft Leather	1
Rigid Leather	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	1
Communications skill category	2
Language skills	4
Lore • General skill category	5
"Own" Region Lore	3
"Own" Culture Lore	3
Lore • Magical skill category	2
Artifact Lore	2
Circle Lore	2
Symbol Lore	2
Spell Lore	2
Power Awareness skill category	1
Science/Analytic • Basic skill category	4
Spells skill category	n/a
Own Realm, Open Lists (one spell list)	2
Subterfuge • Mechanics skill category	2
Setting Traps	2
Trap Building	2
Technical/Trade • General skill category	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	4
Talent Points (cost: 134)	40

UNDERGROUND RACES



GOBLIN RACIAL SUMMARY

While Goblins live underground, they are often found raiding the countryside during the night. Goblins are a small wicked race, full of cleverness, deceit, and mechanical ingenuity. Goblins live in clans and tend to be very loyal to their clan. Both the males and females of this race have the same basic physical stature.

PHYSICAL CHARACTER

Build: Generally small and slight in build (the average weight is 70 pounds), the most unusual feature on Goblins is that they have no toes on their otherwise normal feet.

Coloring: Goblin skin is typically olive green with discolored patches being very common (though the skin lightens with age). Goblin eyes typically range from pale yellow to dark green. Very little hair grows on the Goblin's body (except for a bit on the very top of their head, usually black in color).

Height: Average height of 4'6".

Endurance: Can work continuously for up to two days. Have a special bonus of +20 to their Exhaustion Points total.

Lifespan: 80 years.

Resistance: Goblins gain a special bonus of +15 to their DB and RRs versus any heat or cold attacks.

Special Abilities: Goblins can see quite well in dim light (up to 50'). In total darkness, they can see up to 20' (though their eyes glow slightly when this situation arises).

CULTURE

Clothing & Decoration: Most clothing is made from a homespun, burlap-type material. Accessories are usually those that are stolen from someone else. However, Goblins take great pride in their stone shoes (clogs) and will often create highly ornate covers for their shoes.

Fears & Inabilities: Goblins shun the sunlight.

Lifestyle: Goblins live in clans that serve a Goblin-king (sometimes this position is filled by a Hobgoblin).

Marriage Pattern: Within their tribe, Goblins are monogamous (though this does not preclude activities taken while raiding and pillaging). Loyalty within the clan is rarely ever questioned.

Religion: Goblins have a polytheistic structure of worship, but they remain simple in their worship practices (unless the practice involves creating machinery).

OTHER FACTORS

Demeanor: Goblins are hostile, cruel, and sadistic. They thrive on building machines that torture and attack.

Language: *Starting Languages:* Goblins have their own language (S8/W4), but it is really a variant of Black-speech. They also know true Black-speech (S6/W0). *Allowed Adolescence Development:* Goblin Black-speech (S8/W8), Black-speech (S8/W8), Common-speech (S8/W5), and Hill-speech (S6/W2).

Prejudices: Goblins hate Dwarves (who they view as inferior) and most Goblins also hate Halflings.

Professions: Goblin spell-users are virtually unheard of (as are Goblin Warrior-monks), though a Channeling-user is not entirely uncommon.

Training Packages: Goblins may choose any Training Packages from the RMSS except those specifically geared towards spell-users (e.g., Amateur Mage) or civilized urban areas (e.g., Crusading Academic, etc.). In addition, they may select the Goblin Training Packages.

Special Skills: *Everyman:* Mining, Metal-crafts; *Restricted:* None.

Standard Hobby Skills: Ambush, Basic Math, Body Development, Caving, Climbing, any skill in the Crafts category, Detect Traps, Gimmickry, Hiding, Lock Lore, Metal Lore, Mining, Prepare Poison, Riding (boar), Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Using/Removing Poison, any skill in the Weapon group.

OUTFITTING OPTIONS

Weapons: Any object that can deal damage to a victim can be used.

Armor: Most typically, Goblins will wear rigid leather armors (though there are no restrictions).

Money: 1-10 silver coins worth of materials.

BACKGROUND OPTIONS

Goblins get six background options.

Extra Languages: In addition to the tongues listed above: Small-speech (S6/W4) and Hill-speech (S6/W3).

Extra Money: Extra money will usually be gained from pillaging.

Special Items: Any items except those that are Essence or Mentalism adds (or multipliers).

Talents: See Section 8.6.4 for Goblin-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Goblin characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2
Communications skill category	0
Language skills	4
Lore • General skill category	2
"Own" Region Lore	3
"Own" Culture Lore	3
Science/Analytic • Basic skill category	1
Subterfuge • Mechanics skill category	2
Setting Traps	2
Trap Building	2
Subterfuge • Stealth skill category	1
Stalking	1
Hiding	1
Technical/Trade • General skill category	2
Weapon • 1-H Concussion skill category	1
one weapon, based upon culture	1
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	1
one weapon, based upon culture	1
Hobby Ranks	10
Background Options	6
Talent Points (cost: 13)	60

Part II

Section 8.6

Background
Option

Goblin Racial
Summary



Stat Bonuses:

Ag: +0
Co: +3
Me: -2
Re: +1
SD: -2
Em: -2
In: +0
Pr: -2
Qu: +1
St: +2

RR Mod:

Ess.: +0
Chann.: +0
Ment.: +0
Poison: +5
Disease: +5
Fear: +5

Body Dev.

Progression:
0•6•3•2•1

Channeling PP Dev.

Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•3•2•1•1

Mentalism PP Dev.

Progression:
0•3•2•1•1

Arcane

PP Dev.
Progression:
0•3•2•1•1

Soul

Departure:
6 rounds

Recovery

Modifier:
0.5 times

Race Type:

2

UNDERGROUND
RACES



Part II

Section 9.6

Background Options

Halfling Racial Summary



Stat Bonuses:

Ag: +6 [+5]†
Co: +6 [+5]‡
Me: +0 [+1]‡
Re: +0
SD: -4 [-3]‡
Em: -2 [-1]‡
In: +0 [+1]‡
Pr: -6 [-5]‡
Qu: +4 [+3]‡
St: -8 [-7]‡

RR Mod:

Ess.: +50 [+0]†
Chan.: +0
Ment.: +40
Poison: +30
Disease: +15
Fear: +0

Body Dev.

Progression
0*6*2*1

Channeling PP

Dev. Progression
0*6*5*4*3

Essence PP Dev.

Progression
0*2*1*1*1
[0*6*5*4*3]‡

Mentalism PP

Dev. Progression
0*2*1*1*1

Arcane PP Dev.

Progression
0*2*1*1*1

Soul Departure

18 rounds

Recovery

Modifier
0.5 times

Race Type

1

* : Haerfeet only
† : Waerlin only;
‡ : Staeknil only;
§ : Waenfel only

HALFLING RACIAL SUMMARY

Halflings have an unclear origin, although they arose about the same time as Men. Indeed, they are said to be related to Men. They are the smallest of the races, Halflings range between 2 and 4 feet in height, and tend to be fat or pudgy. They are sometimes called "The Hairfoots" because of their large hairy feet.

PHYSICAL CHARACTER

Build: They have large and hairy feet—to the point of being furry. Males average 54 pounds, while females average 51 pounds.

Coloring: Brown skin and hair. Neat and uniformly beardless.

Endurance: Halflings have a subtle ruggedness which is akin to that of Dwarves and Orcs. When pushed, they can travel long distances over tough terrain.

Height: Males average 3'5", females average 3'3".

Lifespan: 90-110 years. They become adults at 30.

Resistance: Their feet and hands are almost immune to heat and cold. Accordingly, they are almost always barefoot. +30 DB and RR bonuses versus heat and cold attacks. Their innate simplicity and innocence gives them heightened resistance to magical attacks (this is reflected in their high racial RR modification).

Special Abilities: Halflings receive a special bonus of +15 to their Tale-telling skill.

CULTURE

Clothing & Decoration: They wear linen or wool garb—shirts, pants which fall to the upper ankle, and brightly colored vests. They occasionally don hats, but rarely wear shoes or gloves.

Fears & Inabilities: Halflings shy away from the bizarre or unusual, but otherwise have normal dispositions.

Lifestyle: Generally, Halflings burrow and dig and reside in "holes." They are capable craftsmen, but are not friends of complex machines or magic. Their vices are few: six hefty meals a day, pipeweed smoking, and bright apparel.

Most Halflings enjoy the simple life of farmers, millers, and craftsmen. Workshops and sheds dot their territories, uniformly low structures, for the halflings hate towers and rarely build above the first story.

Marriage Pattern: Monogamous. They trace their lines through either the male or female.

Religion: Halfling religion is without exception low-key and informal. It is actually a series of joyful celebrations centering on the gifts of Nature.

OTHER FACTORS

Demeanor: Halflings are basically cheery, conservative, unassuming, and peaceful folk. Ambition is not part of their makeup. Most are conformists who avoid the unknown.

Language: *Starting Languages:* Small-speech (S8/W6), Common-speech (S8/W6). *Allowed Adolescence Development:* Small-speech (S10/W10), Common-speech (S10/W10), High-speech (S8/W8), for Waerlin only—Elvish (S7/W6), and for Staeknil only—Dwarvish (S2/W0).

Prejudices: Halflings hate Orcs.

Professions: Halflings make very, very poor spell users; in fact they are unheard of.

Training Packages: The following Training Packages are most appropriate for Halflings: Adventurer, Amateur Mage (Waerlin only), Animal Friend, Burglar, Cloistered Academic (rare), Crafter, Cut Purse, Detective, Diplomat, Doctor, Explorer (rare), guardian, Herbalist, Highwayman (rare), Hunter, Merchant, Performer, Scout, Spy (rare), Traveller, and Wanderer (rare). Halflings with arcane Training Packages would be a rarity (see *Arcane Companion* for more information). In addition, they may select the Halfling Training Packages.

Special Skills: *Everyman:* Caving, choice of any five skills within the Crafts category, Horticulture; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Animal Handling, Anthropology (Genealogy), Appraisal, Athletic Games (Gymnastic-horse shoes), Boat Piloting, Caving (Halfling-holes), Climbing, Cooking, Dancing, Disarming Traps, Fletching, Flora Lore, Horticulture, Juggling, Leather-crafts, Metal-crafts, any Missile weapon skills, Observation, Picking Locks, Play Instruments, Public Speaking, Region Lore (local region), Rope Mastery, Scaling, Sewing, Skating, stalk/hide, Star-gazing, Stilt-walking, Tale Telling, Tracking, Weather Watching, Wood-crafts.

Wearlin only hobby skills: Attunement, Read Runes, and any skill in the Spell Group category.

OUTFITTING OPTIONS

Armor: None, or soft or rigid leather.

Money: 20 silver pieces of High Mannish mint.

Weapons: Dagger, handaxe, short sword, club, short bow, sling, blackjack, jo, pilum.

BACKGROUND OPTIONS

Those Halflings who dare venture away from home are assumed to be extraordinary, and therefore get five background options (four for Waerlin).

Extra Languages: In addition to the tongues listed above: Hill-speech (S4/W4), Wood-speech (S6/W6), Orcish (S2/W2), and Elvish (S8/W8).

Extra Money: Gold pieces of High Mannish mint.

Special Items: Spell adders and items that cast spells not available. Only items that perform a natural task in a superior way (weapon, saddle, rope, lockpick, etc.) would be present in Halfling society.

Talents: Re-roll all "spell-user" results (except for Waerlin). See Section 9.6.4 for Halfling-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Halfling characters gain the following skills during their adolescent development.

Skill	Ranks
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	8
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	6
Lore • General skill category	2
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	1
Subterfuge • Stealth skill category	5
Stalking	5
Hiding	5
Technical/Trade • General skill category	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Weapon • Thown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5 [4]†
Talent Points (cost: 163*/194†/154‡/149§) ...	35*/30†/35‡/40§

UNDERGROUND RACES



HOBGOBLIN RACIAL SUMMARY

Hobgoblins are a soldier race, male and female alike. They are usually unforgiving in their conquering and will rarely forget a defeat (until they have their revenge). Fighting and war are the entire lifestyle for Hobgoblins.

PHYSICAL CHARACTER

Build: Hobgoblins have the same general appearance as Goblins, only bigger and stronger.

Coloring: Almost uniformly brown-skinned (though those with light grey to almost black skin have been seen), most Hobgoblins have dark brown eyes. Sometimes, a Hobgoblin is born with blue eyes (and is often revered as more powerful). Hair color is always brown.

Endurance: Hobgoblins are strong and hardy. They can go for up to two days without sleep and have a special bonus of +20 to their Exhaustion Point total.

Height: Males average 4'6", females average 4'4".

Lifespan: 95 years.

Resistance: Hobgoblins have an innate resistance to heat and cold (and receive a special bonus of +15 to their DB and RRs versus heat and cold attacks).

Special Abilities: Hobgoblins can see quite well in minimal light (up to 100').

CULTURE

Clothing & Decoration: Hobgoblins take great pride in their garb. However, they rarely wear anything but their armor (even if not expecting to be fighting). They are often known to wear battle trophies.

Fears & Inabilities: None. Hobgoblins are taught to fear nothing in life.

Lifestyle: Battle is life and death to Hobgoblins. They practice while they are young; and make wars when they are adults. They take great pride in being able to fight and win with superior strength and tactics. In all things, they are structured and organized (like a good military should be).

Marriage Pattern: Polygamous (with the most wives going to the strongest Hobgoblin).

Religion: Hobgoblins only pay tribute to one god; the god of war and battle.

OTHER FACTORS

Demeanor: Hobgoblins are known to be cruel, but structured. They deem themselves to be superior in all things related to battle. Following orders of superiors is always done without question (even if death is certain). Females are almost always more servile; serving as support for their warriors.

Language: *Starting Languages:* Hobgoblin (S8/W4), Black-speech (S7/W2). *Allowed Adolescence Development:* Hobgoblin (S8/W8), Common-speech (S6/W2), and Black-speech (S8/W8).

Prejudices: None in specific (except for maybe Goblins who they deem the lowest form of life).

Professions: The only common professions among Hobgoblins are Fighters and Clerics. Occasionally a Rogue will rise from the ranks. Essence and Mentalism spell users are never encountered.

Training Packages: Hobgoblins could conceivably learn any Training Package in the *RMSS* (though there are quite a few that would involve activities that Hobgoblins would not be interested in; e.g., Performer or Merchant). In addition, they may select the Hobgoblin Training Packages.

Special Skills: *Everyman:* any skill within either the Weapon • 1-Handed Concussion skill category or Weapon • 1-Handed Edged skill category; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Ambush, Appraisal, any skill in the Armor group, Body Development, Brawling, Caving, Climbing, Contortions, First Aid, Fletching, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Pole Vaulting, Rappelling, Scaling, Signaling, Stalkings, Tactics, Tracking, Trickery, any skill in the Weapon group.

OUTFITTING OPTIONS

Armor: Usually chain (at least until plate armor is earned).

Money: 1-10 silver coins of various mints.

Weapons: Virtually any weapon (though 1-handed weapons are preferred, so shields may be employed).

BACKGROUND OPTIONS

Hobgoblins have six background options.

Extra Languages: In addition to the tongues listed above: Orcish (S7/W3), Black-speech (S10/W10), and Hill-speech (S7/W4).

Extra Money: Usually in the form of loot from a battle.

Special Items: Any special items might be appropriate except adders and multipliers for the realm of Essence or Mentalism.

Talents: See Section 10.6.4 for Hobgoblin-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Hobgoblin characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	1
Rigid Leather	3
Armor • Medium skill category	3
Chain	3
Athletic • Brawn skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	0
Language skills	4
Lore • General skill category	1
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	1
Riding	1
Subterfuge • Stealth skill category	1
Stalking	1
Hiding	1
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	3
one weapon, based upon culture	3
Weapon • 1-H Edged skill category	3
one weapon, based upon culture	3
Weapon • 2-Handed skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Weapon • Polearm skill category	1
one weapon, based upon culture	1
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	10
Background Options	6
Talent Points (cost: 44)	55

Part II

Section 10.6

Background Options

Hobgoblins Racial Summary



Stat Bonuses:

Ag: -2
Co: +6
Me: -2
Re: -2
SD: -2
Em: -2
In: -2
Pr: -2
Qu: -2
St +4

RR Mod:

Ess.: +0
Chan.: +0
Ment.: +0
Poison: +5
Disease: +5
Fear: +0

Body Dev. Progression:

0•7•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence
PP Dev.
Progression:
0•3•2•1•1

Mentalism
PP Dev.
Progression:
0•3•2•1•1

Arcane
PP Dev.
Progression:
0•3•2•1•1

Soul
Departure:
6 rounds

Recovery
Modifier:
0.5 times

Race Type:
2

UNDERGROUND RACES



Part II

Sections 12.6,
12.7

Common Orc/
Scrug Orc
Racial
Summaries



Stat Bonuses:

Ag: +0/-2
Co: +2/+4
Me: -4/-4
Re: -2/-4
SD: -4/-4
Em: -2/-2
In: -4/-2
Pr: -2/-2
Qu: +0/+0
St: +2/+8

RR Mod:

Ess.: +0/+0
Chan.: +0/+0
Ment.: +0/+0
Poison: +0/+5
Disease: +5/
+10
Fear: +0/+0

Body Dev.

Progression:
0•6•3•2•1

Channeling

PP Dev.
Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•6•5•4•3

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Arcane

PP Dev.
Progression:
0•6•4•3•2

Soul

Departure:
1 round

Recovery

Modifier:
0.5 times

Race Type:

2

The number to the
left of the slash is
for Common Orcs.
The number to the
right of the slash is
for Scrug Orcs.

COMMON ORC/ SCRUG ORC RACIAL SUMMARY

Common Orcs fear the sun and make their dwellings in caverns beneath the mountains. Their myriad tribes prey upon the world of men, often prompted merely by a greed for plunder. The Scrug are the most physically endowed of all of the Orcish races, but they lack the drive necessary for good leaders.

PHYSICAL CHARACTER

Build: Heavy, with thick hides, short legs, and long, thin arms. They have grotesque, fanged faces and random hair growth. Males and females average 65 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and deep grey or black hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +20 to exhaustion points (see Section 22.3 in *RMSR*).

Height: Males and females average 4' (Scrug average 6' tall).

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses vs. heat and cold attacks.

Special Abilities: Common Orcs sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Common Orcish vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Common Orcs can see at least 50' perfectly and fairly well up to 100'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: Natural sunlight and deep, running water. In full daylight, they only have 60% of normal activity each round; in artificial or magical daylight, they only have 80% of normal activity each round.

Lifestyle: Bred as laborers and warriors, Orcs respect power and terror above all things. They join and cooperate in substantial groups only when led by a "focused will," some overwhelmingly strong individual. To them, politics equates with force, and separate Orc tribes often war. Inter-tribal cannibalism is the norm.

They are, however, quite skilled. Their smiths rival those of the Dwarves and Elves and, although the items they produce lack beauty in form, they are exceptionally effective. Orcs are also fine healers, despite their lack of concern for scarring.

Marriage Pattern: Common Orcs do not marry; they breed. The females live together in secluded areas which are normally accessible only to the strongest males. In addition, the females are receptive only to the fiercest and most attractive males. This results in the strongest offspring. The many young are kept together and raised jointly by all the female Common Orcs.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Common Orcs are cruel, jealous, petty, ambitious, selfish, and suspicious. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace.

Language: *Starting Languages:* Orcish (S8/W2); Common-speech (S4/W0). *Allowed Adolescence Development:* Orcish (S10/W10), Common-speech (S6/W6), and Black-speech (S6/W6).

Prejudices: Common Orcs hate all races, including Orcs of other tribes. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Common Orcs are Fighters, Rogues, or Thieves; they make very poor spell users.

Training Packages: See Section 12.4.5 for details on Common Orc Training Packages.

Special Skills: *Everyman:* Athletic Games (Brawn), Power-striking, Power-throwing, all skills within either the Weapon • 2 Handed or Weapon • Polearm skill category, Weight-lifting; *Restricted:* Public Speaking, Seduction, Trading.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, Gambling, Hiding, Juggling, Jumping, Leather-crafts, Metal-crafts, Picking Locks, Pole-vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills, Wood-crafts.

OUTFITTING OPTIONS

Weapons: Club, dagger, handaxe, scimitar, short bow, spear, whip, harpoon, poisoned arrows.

Armor: Soft or rigid leather. Leather helmet. Shields are rare.

Money: 20 sp of varying mints.

BACKGROUND OPTIONS

Common Orcs get five background options.

Extra Languages: In addition to the tongues listed above: Wood-speech (S5/W5), Black-speech (S8/W8), and Common (S8/W8).

Extra Money: Varying mints, obtained as plunder in battle or stolen from the tribe's hoard.

Special Items: Daily spell items and spell adders not available (re-roll). Weapons and tools made by Common Orcs are ungainly to look upon, but serviceable. Iron, steel, hide, and sinew are typical materials.

Talents: Re-roll "spell user" and "high-culture" results. See Section 12.6.4 for Common Orc Talents (Scrug Orcs can select from the Greater Orc Talents; see Section 13.6.4).

ADOLESCENT SKILL DEVELOPMENT

Common Orc and Scrug Orc characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	1
Rigid Leather	3
Armor • Medium skill category	2
Chain	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	2 / 4
Communications skill category	0
Language skills	4 / 2
Lore • General skill category	1
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	2
Technical/Trade • General skill category	1
Urban skill category	1 / 0
Weapon • 1-H Concussion skill category	3
one weapon, based upon culture	3
Weapon • 2-Handed skill category	0 / 1
one weapon, based upon culture	0 / 1
Weapon • Polearm skill category	1 / 0
one weapon, based upon culture	1 / 0
Weapon • Thrown skill category	1 / 0
one weapon, based upon culture	1 / 0
Hobby Ranks	10
Background Options	5 / 2
Talent Points (cost: 56 / 98)	55 / 50

GREATER ORC/VARD RACIAL SUMMARY

As a race, Greater Orcs were bred to be very capable of independent and intelligent action. They are much more suited to the formation of societies than are Common Orcs. Vard are the impressive, four-armed warriors that have been sighted among some Orc tribes. In most cases, the information below applies to Greater Orcs and Vards equally (see Section 13.7 for more on Vard Orcs).

PHYSICAL CHARACTER

Build: While Greater Orcs have a more "human" appearance than Common Orcs, they are still heavy with cat-like eyes, fang-teeth, and thick hides. They have longer, stronger, and straighter legs than Common Orcs. Males and females average 145 pounds.

Coloring: Black or grey hair, black or reddish-brown eyes, and black/grey hides.

Endurance: Tremendous. They can travel for 2 days without sleep. +30 to exhaustion points (see Section 22.3).

Height: Greater Orcs average 5'6".

Lifespan: Indefinite; certainly hundreds of years, but the nature of their warlike life permits few to live past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Greater Orcs usually sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Greater Orcs operate freely in daylight, and their vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Greater Orcs can see at least 30' perfectly and fairly well up to 75'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Skins, leathers, and metal armor—crude, but well made and effective.

Fears & Inabilities: They dislike natural sunlight and deep running water, but they do not fear them.

Lifestyle: Bred as warriors, Greater Orcs respect power and terror above all things.

Marriage Pattern: Greater Orcs do not marry; they breed. The females are receptive only to the fiercest and most attractive males.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Greater Orcs possess more intelligence and cunning than Common Orcs, but they are still cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Black-speech (S8/W2), Orcish (S8/W3), Common-speech (S5/W2). *Allowed Adolescence Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8), Wood-speech (S6/W3), Hill-speech (S6/W3).

Prejudices: Greater Orcs hate all other races. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Most Greater Orcs are Fighters, Rogues, and Thieves; they make very poor Essence and Mentalism spell users.

Training Packages: Greater Orcs can choose from any Training Packages in the RMSS as well as their racially specific Training Packages.

Special Skills: *Everyman:* all skills within one of the following categories: Weapon • 2 Handed) or Weapon • Polearm; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Ambush, Animal Handling (bats and wolves), Appraisal, any Armor skills, Attunement, Body Development, Brawling, Caving, Climbing, Contortions, Disarming Traps, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Metal-crafts, Military Organization, Picking locks, Pole Vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, any Weapon skills.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use morning star table), long sword, harpoon, poisoned arrows.

Armor: Any, excepting plate armor.

Money: 20 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Greater Orcs get four background options. Vard Orcs only get two background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S8/W6).

Extra Money: Varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Special Items: Weapons and tools made by Greater Orcs are usually ungainly to look upon, but perform admirably. Iron, steel, hide, and sinew are typical materials.

Talents: Re-roll all "spell user" and "high-culture" results. See Section 13.6.4 for more on Greater Orc talents.

ADOLESCENT SKILL DEVELOPMENT

Greater Orc and Vard Orc characters gain the following skills during their adolescent development. When there are two numbers shown, the number to the left is for Greater Orcs and the number to the right is for Vard Orcs.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	1
Rigid Leather	3
Armor • Medium skill category	3
Chain	3
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Body Development skill category	n/a
Body Development	3
Communications skill category	0
Language skills	4
Lore • General skill category	1
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	1
Riding	1
Outdoor • Environmental skill category	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	1
one weapon, based upon culture	1
Weapon • 1-H Edged skill category	4
one weapon, based upon culture	4
Weapon • 2-Handed skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	1
one weapon, based upon culture	1
Weapon • Polearm skill category	1
one weapon, based upon culture	1
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	10
Background Options	4 / 2
Talent Points (cost: 150 / 160)	40 / 35

Part II

Section 13.7

Greater Orc/
Vard Orc
Racial
Summary



Stat Bonuses:

Ag: +0
Co: +4
Me: -2
Re: -2
SD: -2
Em: -2
In: -2
Pr: -2
Qu: +0
St: +4

RR Mod:

Ess.: +0
Chan.: +0
Ment.: +0
Poison: +5
Disease: +10
Fear: +0

Body Dev.

Progression:
0•7•3•2•1

Channeling PP Dev.

Progression:
0•6•5•4•3

Essence

PP Dev.
Progression:
0•5•3•2•2

Mentalism

PP Dev.
Progression:
0•6•4•3•2

Arcane

PP Dev.
Progression:
0•6•4•3•2

Soul

Departure:
1 round

Recovery

Modifier:
0.5 times

Race Type:

2

UNDERGROUND
RACES



Part II

Section 14.6

Background Options

Grey Orc Racial Summary



Stat Bonuses:

Ag: +0
Co: +4
Me: +2
Re: +0
SD: -1
Em: +2
In: +2
Pr: +0
Qu: +0
St: +1

RR Mod:

Ess.: +40
Chan.: +0
Ment.: +40
Poison: +20
Disease: +15
Fear: +0

Body Dev. Progression

0•6•3•2•1

Channeling

PP Dev. Progression
0•6•5•4•3

Essence

PP Dev. Progression
0•6•5•4•3

Mentalism PP

Dev. Progression
0•6•4•3•2

Arcane

PP Dev. Progression
0•6•4•3•2

Soul

Departure
1 round

Recovery

Modifier
0.5 times

Race Type

2

GREY ORC RACIAL SUMMARY

Grey Orcs are perhaps the most dangerous of all Orcs; for while the other breeds of orcs are fierce and efficient warriors, Grey Orcs carry that same attitude to spell casting. Their cunning is finely honed and combined with an arsenal of spells, they can make a fearsome foe indeed.

PHYSICAL CHARACTER

Build: Grey Orcs have the same general appearance as Greater Orcs (thick rough hide, etc.). However, they are not quite a physically endowed as Greater Orcs (though quite a step up from their lesser cousins, the Common Orcs). Their average weight is 150 pounds.

Coloring: Grey Orcs have a more smoky tint to their flesh than other orcs. Eye color ranges from reddish-brown to icy blue. Hair is almost uniformly black.

Endurance: +25 to exhaustion points (see Section 22.3 in *RMSR*).

Height: Grey Orcs average 5'1".

Lifespan: Indefinite. However, they do tend to live longer than their cousins (Greater Orcs) because they have better planning (though few to live past the age of 60).

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Like their cousins, Grey Orcs usually sleep during daylight hours, although they need sleep only once every 3 days (more often to restore Power Points). Grey Orcs operate freely in daylight, and their vision in most darkness is as good as a Man's during the height of day. When there is barely any light (cloudy, moonless nights; upper caverns, dungeons), Grey Orcs can see at least 30' perfectly and fairly well up to 75'. In absolute darkness, they can see 10'.

CULTURE

Clothing & Decoration: Loose clothing, skins, leathers, and robes are the mainstay. Their bodies are usually covered in a chaotic mess of tatoos (though they are viewed as artistic).

Fears & Inabilities: They has disdain for natural daylight (operating at 50% activity in full sunlight; and 75% in other bright lights). They dislike running water, but they do not fear it.

Lifestyle: Highly superstitious (even more so than other Orcs), Grey Orcs are fierce in the use of their magic.

Marriage Pattern: Like other Orcs, Grey Orcs do not marry; they breed.

Religion: Most Orcs worship Darkness and power.

OTHER FACTORS

Demeanor: Grey Orcs possess are much more cunning than their cousins, but they are still cruel, jealous, petty, ambitious, selfish, and suspicious.

Language: *Starting Languages:* Black-speech (S8/W3), Orcish (S8/W4), Common-speech (S5/W2). *Allowed Adolescence Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8), Wood-speech (S6/W4), Hill-speech (S6/W4).

Prejudices: Grey Orcs hate all other races. They particularly despise Elves, who they believe to be a spiteful, wicked, and wayward race.

Professions: Grey Orcs can be any profession from the *RMSS* (that the GM normally allows), though they are primarily spell users.

Training Packages: Grey Orcs can choose from any Training Packages in the *RMSS* as well as their racially specific Training Packages.

Special Skills: *Everyman:* all skills within one of the following categories: Weapon • 2-Handed or Weapon • 1-Handed Edged; *Restricted:* none.

Standard Hobby Skills: Acrobatics, Alertness, Animal Handling (bats and wolves), Appraisal, any skill in the Armor • Light skill category, Attunement, Body Development, Caving, Climbing, Contortions, Directed Spells, Disarming Traps, Divination, First Aid, Fletching, Gambling, Hiding, Interrogation, Jumping, Leadership, Leather-crafts, Magic Ritual, Metal-crafts, Military Organization, Picking locks, Pole Vaulting, Rappelling, Region Lore (any cavernous region), Riding (wolves), Scaling, Signaling, any skill in the Spell group, Sprinting, Stalking, Tactics, Totem Making [Crafts], Tracking, Trickery, Wood-crafts.

OUTFITTING OPTIONS

Weapons: Broadsword, club, dagger, handaxe, long bow, mace, scimitar, short bow, short sword, spear, whip, clawed club or clawed mace (use Morning Star Attack Table), long sword, harpoon, and/or poisoned arrows.

Armor: Their natural Armor Type is 8 (and will occasionally wear armor up to AT 10). Metal is rarely worn because of its limiting nature on magic.

Money: 30 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Grey Orcs get four background options.

Extra Languages: In addition to the tongues listed above: Plains-speech (S8/W6).

Extra Money: Varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

Special Items: Grey Orcs can have any special items.

Talents: Re-roll all "high-culture" results. See Section 13.6.4 for more on Grey Orc talents.

ADOLESCENT SKILL DEVELOPMENT

Grey Orc characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Athletic • Gymnastic skill category	1
Climbing	1
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	8
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	2
Riding	2
Power Awareness skill category	2
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	1
Stalking	1
Hiding	1
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	4
Talent Points (cost: ???)	??

UNDERGROUND RACES



TROGLODYTE RACIAL SUMMARY

While Troglodytes are not the evil that the Orc races are, they are still quite mean. These half-men are uneasy around any surface dwellers (and this unease often quickly changes to ferocity). They are a straight-forward race in both their lifestyle and their objectives.

PHYSICAL CHARACTER

Build: Troglodytes are stout and physically impressive. They generally weigh around 140 pounds.

Coloring: Standardly a milky blue skin covers the Troglodyte body. Their hair starts as black, but fades to a sickly white with age.

Endurance: Troglodytes can go for two days without sleep. They also have a special bonus of +20 to their Exhaustion Point total (see Section 22.3 in *RMSR*).

Height: Average 5'6".

Lifespan: Unknown, though their harsh lifestyle rarely results in any Troglodyte living past the age of 50.

Resistance: +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: Troglodytes incredibly sensitive eyes allow them to see up to 200' in the dimmest of lights and perfectly well up to 50' in no light at all. They also receive a special bonus of +20 to their Caving skill.

CULTURE

Clothing & Decoration: Simple hides and skins from fallen enemies.

Fears & Inabilities: They fear light and deep running water and any significant light source. They suffer only operate at 50% normal activity in any bright light (75% in other significant sources of light).

Lifestyle: Savage and brutal scavengers who live in tribes.

Marriage Pattern: Troglodytes have no marriages. They simply breed.

Religion: Troglodytes pay tribute to various spirits and fear greater powers.

OTHER FACTORS

Demeanor: Their cruelty and mean natures prevent much unity within a tribe.

Language: *Starting Languages:* Troglodyte (S8/W2). *Allowed Adolescence Development:* Troglodyte (S10/W3), Black-speech (S6/W6), Orcish (S5/W4).

Prejudices: No innate prejudices are common.

Professions: Magic use is virtually unheard of in any Troglodyte (except for an occasional Channeling user). They are also rarely subtle enough or focussed enough to become good Thieves or Warrior Monks.

Training Packages: Troglodytes can choose from the Animal Friend, Berserker, Guardian, Herbalist, Scout, Shaman Priest and Zealot Training Packages (in the *RMSR*) as well as their racially specific Training Packages.

Special Skills: *Everyman:* Caving, Scaling, Direction Sense, Survival (underground), all skills in the Weapon • 1-Handed Concussion skill category; *Restricted:* All skills in the Science/Analytic skill group.

Standard Hobby Skills: Any skills in the Awareness • Senses skill category (except Reality Awareness), Power-striking, Climbing, Horticulture, Skinning, Stalking, Hiding, Camouflage, Body Development, Painting, Jumping, Reading Tracks, Tracking, Subdual, Signalling, Leather-crafts, Foraging, Hunting, Frenzy, Ambush, Setting Traps, Trap Building, Using Prepared Herbs, Preparing Herbs.

OUTFITTING OPTIONS

Weapons: Any that can be looted from previous enemies; though most end up used as clubs, handaxes, short swords, broadswords, war hammers, maces, battle axes, spears, war mattocks, pole arms, clawed clubs or clawed maces (use the Morning Star Attack Table).

Armor: Usually none (though their natural armor type is 3).

Money: 10 sp of varying mints, obtained as plunder in battle or allotted from the tribe's hoard for service to the tribe's chief.

BACKGROUND OPTIONS

Troglodytes get five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S5/W2), Dwarvish (S2/W1), Wood-speech (S5/W2), Hill-speech (S5/W2).

Extra Money: Varying mints, obtained as plunder in battle.

Special Items: Rarely taken (unless they are high quality skins or weapons).

Talents: Re-roll all "high-culture" results. See Section 13.6.4 for more on Troglodyte talents.

ADOLESCENT SKILL DEVELOPMENT

Troglodyte characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	3
Soft Leather	3
Rigid Leather	3
Athletic • Brawn skill category	2
Athletic • Gymnastic skill category	1
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	4
Communications skill category	1
Language skills	6
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	6
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	2
Stalking	2
Hiding	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • 2-Handed skill category	1
one weapon, based upon culture	1
Weapon • Polearm skill category	1
one weapon, based upon culture	1
Hobby Ranks	14
Background Options	5
Talent Points (cost: 104)	45

Part II

Section 15.6

Background Options

Troglodyte Racial Summary



Stat Bonuses:

Ag: +0
Co: +4
Me: +0
Re: -2
SD: +0
Em: -4
In: +0
Pr: -2
Qu: +2
St: +4

RR Mod:

Ess.: +0
Chan.: +10
Ment.: +0
Poison: +20
Disease: +20
Fear: +0

Body Dev.

Progression:
0•7•3•2•1

Channeling PP Dev.

Progression:
0•6•5•4•3

Essence PP Dev.

Progression:
0•3•2•1•1

Mentalism PP Dev.

Progression:
0•3•2•1•1

Arcane PP Dev.

Progression:
0•3•2•1•1

Soul

Departure:
12 rounds

Recovery

Modifier:
0.5 times

Race Type:

2

UNDERGROUND RACES



APPENDIX IV: MASTER REFERENCE TABLES MASTER HEIGHT TABLE (UNDERGROUND RACES)

d100 (OE)	Dwarf male	Dwarf female	Gnoll	Gnome	Goblin	Half. male	Half. female	Hobgob. male	Hobgob. female	Kobold	Com.Orc Scrug	Gr.Orc Vard	Grey Orc	Trog. male	Trog. female
less than (-169)	36"	33"	21"	30"	31"	29"	27"	32"	21"	1'10"	31"	40"	37"	3'11"	34"
(-169) - (-165)	37"	34"	22"	31"	32"	29"	28"	33"	30"	1'11"	32"	41"	38"	40"	35"
(-164) - (-160)	37"	34"	23"	32"	33"	210"	28"	34"	31"	2'0"	32"	42"	39"	41"	36"
(-159) - (-155)	38"	35"	24"	33"	34"	210"	29"	35"	32"	2'0"	33"	43"	3'10"	42"	37"
(-154) - (-145)	39"	36"	25"	34"	35"	211"	29"	36"	33"	2'1"	33"	44"	3'11"	43"	38"
(-144) - (-135)	3'10"	37"	26"	35"	36"	211"	29"	37"	34"	2'2"	34"	45"	40"	44"	39"
(-134) - (-85)	3'11"	38"	26"	36"	37"	30"	210"	38"	35"	2'2"	35"	46"	41"	45"	3'10"
(-84) - (-80)	40"	39"	27"	37"	38"	30"	210"	39"	36"	2'3"	35"	47"	42"	46"	3'11"
(-79) - (-75)	41"	3'10"	28"	38"	39"	31"	211"	3'10"	37"	2'4"	36"	48"	43"	47"	40"
(-74) - (-70)	42"	3'10"	29"	39"	3'10"	31"	211"	3'11"	38"	2'4"	37"	49"	44"	48"	41"
(-69) - (-65)	43"	3'11"	2'10"	3'10"	3'11"	32"	30"	40"	39"	2'5"	37"	4'10"	45"	49"	42"
(-64) - (-55)	44"	40"	2'10"	3'11"	40"	32"	30"	41"	3'10"	2'6"	38"	4'11"	46"	4'10"	43"
(-54) - (-45)	45"	41"	2'11"	40"	41"	33"	31"	42"	3'11"	2'7"	39"	50"	47"	4'11"	44"
(-44) - 5	46"	42"	30"	41"	42"	33"	31"	43"	40"	2'7"	39"	51"	48"	50"	45"
6 - 10	46"	43"	31"	42"	43"	33"	31"	44"	41"	2'8"	3'10"	52"	49"	51"	46"
11 - 15	47"	43"	32"	43"	44"	34"	32"	44"	42"	2'9"	3'11"	53"	4'10"	52"	47"
16 - 25	48"	44"	32"	44"	44"	34"	32"	44"	42"	2'9"	3'11"	54"	4'11"	53"	48"
26 - 40	49"	45"	33"	45"	45"	35"	33"	45"	43"	2'10"	40"	55"	50"	54"	49"
41 - 50	49"	45"	33"	45"	45"	35"	33"	45"	43"	2'10"	40"	55"	51"	55"	4'10"
51 - 65	49"	45"	33"	46"	46"	35"	33"	46"	44"	2'10"	40"	56"	51"	56"	4'11"
66 - 75	49"	45"	33"	46"	46"	35"	33"	46"	44"	2'10"	40"	56"	51"	56"	50"
76 - 85	4'10"	46"	34"	47"	47"	35"	33"	47"	45"	2'10"	40"	57"	52"	58"	51"
86 - 90	4'10"	46"	34"	47"	48"	35"	33"	47"	45"	2'10"	40"	58"	53"	59"	52"
91 - 95	4'11"	47"	35"	48"	49"	36"	34"	48"	46"	2'11"	41"	59"	54"	5'10"	53"
96 - 145	4'11"	47"	35"	49"	4'10"	36"	34"	48"	47"	3'0"	42"	5'10"	55"	5'11"	54"
146 - 155	50"	48"	36"	4'10"	4'11"	36"	34"	49"	48"	3'0"	42"	5'11"	56"	60"	55"
156 - 165	51"	49"	37"	4'11"	50"	37"	35"	4'10"	49"	3'1"	43"	60"	57"	61"	56"
166 - 170	52"	4'10"	37"	50"	51"	37"	35"	4'11"	4'10"	3'2"	44"	61"	58"	62"	57"
171 - 175	53"	4'11"	38"	51"	52"	38"	36"	50"	4'11"	3'3"	44"	62"	59"	63"	58"
176 - 180	54"	4'11"	39"	52"	53"	38"	36"	51"	50"	3'3"	45"	63"	5'10"	64"	59"
181 - 185	55"	50"	3'10"	53"	54"	39"	37"	52"	51"	3'4"	46"	64"	5'11"	65"	5'10"
186 - 240	56"	51"	3'11"	54"	55"	39"	37"	53"	52"	3'5"	46"	65"	60"	66"	5'11"
241 - 250	57"	52"	3'11"	55"	56"	30"	38"	54"	53"	3'5"	47"	66"	61"	67"	60"
251 - 260	58"	53"	40"	56"	57"	30"	38"	55"	54"	3'6"	48"	67"	62"	68"	61"
261 - 265	59"	54"	41"	57"	58"	31"	38"	56"	55"	3'7"	48"	68"	63"	69"	62"
266 - 270	5'10"	55"	42"	58"	59"	31"	39"	57"	56"	3'7"	49"	69"	64"	6'10"	63"
271 - 275	5'10"	55"	43"	59"	5'10"	40"	39"	58"	57"	3'8"	49"	6'10"	65"	6'11"	64"
more than 275	5'11"	56"	44"	5'10"	5'11"	40"	3'10"	59"	58"	3'9"	4'10"	6'11"	66"	70"	65"

MASTER WEIGHT TABLE (UNDERGROUND RACES)

d100 (OE)	Dwarf (m)			Dwarf (f)			Gnoll			Gnome			Goblin			Half. (m)			Half. (f)		
	sm	md	lg	sm	md	lg	sm	md	lg	sm	md	lg	sm	md	lg	sm	md	lg	sm	md	lg
less than (-169)	62	66	72	63	67	73	19	20	22	34	36	39	18	19	20	40	43	47	38	41	45
(-169) - (-165)	66	70	77	66	70	77	21	23	25	38	41	45	19	21	23	40	43	47	38	41	45
(-164) - (-160)	70	74	81	69	73	80	23	25	27	43	46	50	21	23	25	41	44	48	39	42	46
(-159) - (-155)	74	78	85	72	76	83	26	28	30	47	50	55	24	26	28	41	44	48	39	42	46
(-154) - (-145)	77	82	90	75	79	86	28	30	33	52	55	60	26	28	30	42	45	49	40	43	47
(-144) - (-135)	81	86	94	78	83	91	31	33	36	57	60	66	29	31	34	42	45	49	40	43	47
(-134) - (-85)	85	90	99	81	86	94	34	36	39	60	64	70	31	33	36	43	46	50	41	44	48
(-84) - (-80)	89	94	103	84	89	97	36	38	41	65	69	75	34	36	39	43	46	50	41	44	48
(-79) - (-75)	93	98	107	87	92	101	38	41	45	70	74	81	36	38	41	44	47	51	41	44	48
(-74) - (-70)	96	102	112	91	96	105	40	43	47	74	78	85	38	40	44	44	47	51	42	45	49
(-69) - (-65)	100	106	116	94	99	108	43	46	50	78	83	91	40	43	47	45	48	52	42	45	49
(-64) - (-55)	104	110	121	96	102	112	46	49	53	83	88	96	42	45	49	45	48	52	43	46	50
(-54) - (-45)	108	114	125	99	105	115	48	51	56	87	92	101	45	48	52	46	49	53	43	46	50
(-44) - 5	112	118	129	103	109	119	51	54	59	92	97	106	47	50	55	46	49	53	44	47	51
6 - 10	119	126	138	109	115	126	56	59	64	100	106	116	52	55	60	47	50	55	45	48	52
11 - 15	129	136	149	116	123	135	61	65	71	112	118	129	57	61	67	49	52	57	46	49	53
16 - 25	129	136	149	116	123	135	61	65	71	112	118	129	57	61	67	49	52	57	46	49	53
26 - 40	142	150	165	128	135	148	71	75	82	128	135	148	66	70	77	51	54	59	48	51	56
41 - 50	142	150	165	128	135	148	71	75	82	128	135	148	66	70	77	51	54	59	48	51	56
51 - 65	142	150	165	128	135	148	71	75	82	128	135	148	66	70	77	51	54	59	48	51	56
66 - 75	142	150	165	128	135	148	71	75	82	128	135	148	66	70	77	51	54	59	48	51	56
76 - 85	154	163	179	138	146	160	79	84	92	143	151	166	74	78	85	52	55	60	49	52	57
86 - 90	154	163	179	138	146	160	79	84	92	143	151	166	74	78	85	52	55	60	49	52	57
91 - 95	165	174	191	146	154	169	85	90	99	154	163	179	79	84	92	54	57	62	50	53	58
96 - 145	171	181	199	152	160	176	90	95	104	163	172	189	84	89	97	55	58	63	51	54	59
146 - 155	175	185	203	155	164	180	93	98	107	168	177	194	86	91	100	55	58	63	52	55	60
156 - 165	179	189	207	158	167	183	95	100	110	171	181	199	89	94	103	56	59	64	52	55	60
166 - 170	183	193	212	161	170	187	97	103	113	176	186	204	91	96	105	56	59	64	53	56	61
171 - 175	187	197	216	164	173	190	100	106	116	181	191	210	94	99	108	57	60	66	53	56	61
176 - 180	190	201	221	168	177	194	102	108	118	185	195	214	95	101	111	57	60	66	54	57	62
181 - 185	194	205	225	171	180	198	105	111	122	190	200	220	97	103	113	57	61	67	54	57	62
186 - 240	198	209	229	173	183	201	107	113	124	194	205	225	100	106	116	57	61	67	54	57	62
241 - 250	202	213	234	176	186	204	110	116	127	198	209	229	102	108	118	58	62	68	55	58	63
251 - 260	206	217	238	180	190	209	113	119	130	203	214	235	105	111	122	58	62	68	55	58	63
261 - 265	209	221	243	183	193	212	114	121	133	208	219	240	107	113	124	59	63	69	56	59	64
266 - 270	213	225	247	186	196	215	117	124	136	211	223	245	110	116	127	59	63	69	56	59	64
271 - 275	217	229	251	189	199	218	119	126	138	216	228	250	112	118	129	60	64	70	57	60	66
more than 275	221	233	256	191	202	222	122	129	141	221	233	256	114	120	132	60	64	70	57	60	66

MASTER WEIGHT TABLE (UNDERGROUND RACES)

d100 (OE)	Hobgoblin		Kobold		COrc/Scrug		GOrc/Vard		Grey Orc		Trogodyte	
	sm	md	lg	sm	md	lg	sm	md	lg	sm	md	lg
less than (-169)	25	27	29				46	49	53	38	40	44
(-169) - (-165)	28	30	33				47	50	55	43	46	50
(-164) - (-160)	32	34	37				47	50	55	48	51	56
(-159) - (-155)	35	37	40				48	51	56	53	56	61
(-154) - (-145)	38	41	45				49	52	57	57	61	67
(-144) - (-135)	41	44	48				50	53	58	62	66	72
(-134) - (-85)	45	48	52				50	53	58	68	72	79
(-84) - (-80)	48	51	56				51	54	59	73	77	84
(-79) - (-75)	51	54	59				52	55	60	77	82	90
(-74) - (-70)	55	58	63				53	56	61	82	87	95
(-69) - (-65)	57	61	67				53	56	61	87	92	101
(-64) - (-55)	61	65	71				54	57	62	93	98	107
(-54) - (-45)	64	68	74				55	58	63	97	103	113
(-44) - 5	68	72	79				56	59	64	102	108	118
6 - 10	75	79	86				57	60	66	112	118	129
11 - 15	82	87	95				58	62	68	124	131	144
16 - 25	82	87	95				58	62	68	124	131	144
26 - 40	95	100	110				61	65	71	142	150	165
41 - 50	95	100	110				61	65	71	142	150	165
51 - 65	95	100	110				61	65	71	142	150	165
66 - 75	95	100	110				61	65	71	142	150	165
76 - 85	106	112	123				63	67	73	159	168	184
86 - 90	106	112	123				63	67	73	159	168	184
91 - 95	114	120	132				65	69	75	171	181	199
96 - 145	120	127	139				66	70	77	181	191	210
146 - 155	124	131	144				67	71	78	186	196	215
156 - 165	127	134	147				68	72	79	190	201	221
166 - 170	131	138	151				69	73	80	196	207	227
171 - 175	133	141	155				69	73	80	201	212	233
176 - 180	137	145	159				70	74	81	206	217	238
181 - 185	140	148	162				71	75	82	210	222	244
186 - 240	143	151	166				72	76	83	215	227	249
241 - 250	147	155	170				72	76	83	221	233	256
251 - 260	150	158	173				73	77	84	226	238	261
261 - 265	153	162	178				74	78	85	230	243	267
266 - 270	156	165	181				75	79	86	235	248	272
271 - 275	160	169	185				75	79	86	240	253	278
more than 275	163	172	189				76	80	88	246	259	284

ADDITIONAL TRAINING PACKAGE DP COST TABLE T-2.7.1

Dwarf TP	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent
Meneumerakkinim (V)	45	29	29	30	34	34	54	54	42	41	48	50	48	48	50	34	42	39	40	38	32
Bherschourkum (L)	116	32	35	33	46	36	81	81	63	62	56	53	60	75	80	38	33	52	48	39	39
Ghamurghir (V)	40	17	24	21	35	25	62	62	38	38	40	38	44	55	61	26	22	40	32	28	27
Hoythij Rak (L)	84	30	20	24	26	30	46	46	39	37	38	38	33	42	44	27	28	30	29	27	28
Hephuzad (L)	90	37	37	37	40	37	47	47	42	42	43	43	39	40	40	37	36	39	39	38	38
Shieldsman (V)	22	20	18	18	19	18	30	30	24	24	28	28	26	26	26	20	18	22	20	20	20
Bhourdirrim (L)	106	32	25	25	31	30	40	40	33	28	39	39	41	35	41	24	31	31	30	30	26
Sokhudnerrim (L)	54	27	20	20	24	24	26	26	26	26	26	26	26	26	26	25	25	25	25	25	25
Dlnakwmân (L)	71	54	48	45	48	34	26	26	26	26	26	26	27	27	27	31	32	31	29	29	30
Gnoll TP																					
Cloaker of Clans (L)	99	60	51	48	51	36	33	33	32	32	32	28	28	28	30	30	30	32	31	31	30
Path Finder (L)	111	30	24	24	28	26	42	42	32	30	39	38	39	35	40	19	26	26	26	26	22
Clerihew (L)	105	63	54	51	54	39	30	30	30	30	30	27	27	28	28	28	30	31	29	29	30
Gnome TP																					
Collector (L)	114	64	48	55	64	40	22	22	30	30	30	30	30	30	30	44	43	36	30	31	36
Scholar (V)	39	27	26	24	26	23	21	21	22	22	22	22	22	24	24	25	25	22	22	21	21
Tabula Rasa (L)	107	38	36	34	36	33	32	32	33	33	33	33	33	34	34	35	35	33	33	32	32
Goblin TP																					
Inventor (L)	110	42	38	39	43	42	52	54	50	52	50	52	50	51	51	44	49	44	40	44	40
Miner (V)	43	37	28	32	37	37	55	48	54	50	55	51	53	50	53	37	44	41	35	44	33
Tuskerer (V)	52	23	31	27	34	31	82	82	65	64	60	60	75	82	82	32	30	40	38	38	38
Skulker (V)	40	23	23	20	26	25	38	36	31	25	35	36	33	33	38	20	26	27	25	26	22
Croaker (V)	17	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26	26
Halfling TP																					
Shirriff (V)	25	20	21	19	22	20	33	33	27	26	28	28	29	32	33	20	20	25	20	20	19
Finder (V)	50	29	18	20	29	29	48	42	45	41	48	52	52	36	50	27	46	31	31	30	30
Hobgoblin TP																					
Hewer (L)	107	33	40	30	44	40	98	99	72	69	71	70	80	93	98	43	38	56	54	47	46
Pillager (V)	49	25	16	16	25	23	34	34	27	21	32	34	28	34	36	24	24	23	22	20	26
Boarsaddler (L)	106	28	36	32	39	36	90	90	69	68	66	64	78	88	88	36	34	44	44	44	44
Brelissker (L)	94	26	34	31	38	34	88	88	66	66	65	62	77	86	86	34	33	40	40	40	40
Kobold TP																					
Breliss Archer (V)	18	22	19	19	20	20	31	31	25	25	29	29	27	27	27	21	20	23	22	22	22
Sneak-knife (L)	93	34	27	31	38	37	69	63	64	54	65	68	66	68	70	38	57	45	38	46	40
Greater Orc TP																					
Shaguk Sh'mauk-ënd (L)	75	30	24	27	28	32	48	48	42	40	40	40	36	44	47	32	31	32	32	30	30
Shaguk Stâz-pargun (L)	116	28	39	36	43	40	93	93	72	70	69	68	82	92	92	40	38	48	48	48	48
Shaguk Spillak (L)	40	69	62	54	63	37	32	32	30	29	30	30	29	32	32	30	40	36	32	36	36
Grey Orc TP																					
Shaguk Zhun-Kleftäk (L)	73	56	49	46	48	40	24	24	23	23	23	23	26	26	26	34	36	34	32	32	30
Shaguk Kun-Torâmim (L)	69	56	47	46	50	35	25	25	26	26	26	23	23	26	25	32	32	31	29	29	30
Shaguk Ruf/Kleftäk-Sher (L)	70	44	40	36	42	31	22	22	22	22	22	22	23	23	23	27	27	26	25	25	26
Troglodyte TP																					
Blind Fighter (L)	69	27	21	24	26	30	46	46	39	38	39	38	33	42	44	27	28	30	29	27	27
Prowldark (L)	95	57	51	48	51	40	32	32	32	32	32	33	33	33	33	37	38	37	35	35	36



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