

ROLEMASTER™

Races & Cultures™



ICE™

A CHARACTER CREATION SOURCEBOOK

RACES AND CULTURESTM



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Special Dedication: For Alexandra Aulum, our favorite monster hunter!



Contents

Introduction	4	Sohleugir (Lizardmen)/Saurkur	75
Part I: Races	6	Sohleugir	75
Languages in Shadow World	6	Saurkur	77
Men in Shadow World	7	Trogloodytes/Trogli	78
Centaurs	7	Urlocs	80
Horse Centaur	8	Vulfen (Wolfmen)	81
Lion Centaur	9	Part II: Cultures	83
Lizard Centaur	10	A Note on Cities	83
Droloi	11	Aerial	84
Dwarves	12	Aquatic	86
Elves	15	Arctic	89
Wood Elves	15	Desert	91
Grey Elves	17	Highland	95
High Elves	18	Littoral	98
Dyari	19	Mining	101
Erlini	20	Plains	104
Linaeri	22	Rural	106
Loari	23	Subterranean	109
Shuluri	24	Sylvan	112
Fey	25	Part III: Creating Characters	118
Dwelfs	26	Example 1: A Priest of the	
Satyrs (Fauns)	27	Sun on the Rise	118
Tylweth Teg (Peries)	28	Example2: S'sta the	
Lennai	29	Lizardman Pirate	121
Garks	31	Filling in the Context	124
Gnomes	32	Index	125
Goblinoids	34		
Goblins	34		
Hobgoblins	36		
Kobolds	37		
Murlogi	38		
Gratar	39		
Black Gratar	39		
Green Gratar	40		
Grey Gratar	41		
Yellow Gratar	42		
Half-Elves	43		
Eritari	44		
Ky'taari	45		
Punkari	46		
Sulini	47		
Vorloi	48		
Halflings	49		
Half-Orcs	51		
Hira'razhir/Hirazi	53		
Hira'razhir	53		
Hirazi	54		
Idivya	55		
Jhordi	57		
Men	58		
Common Men	58		
High Men	60		
Mixed Men	61		
Laan	62		
Umlu	64		
Mermen	65		
Orcs	67		
Common Orcs	67		
Greater Orcs	69		
Lesser Lugrôki	70		
Greater Lugrôki	71		
Quishadi	72		
Shuikmar (Sharkmen)	73		



INTRODUCTION



WHAT'S NEW ABOUT THIS BOOK

Races & Cultures dramatically expands the range of races considered appropriate for player characters. Would you like to play a character who isn't a Man, an Elf, a Dwarf or a Halfling? Have you ever wondered what it would be like to play a Quishadi or a Merman? This book will help you find out by giving you guidelines for creating characters using those races that have seldom—if ever before—considered likely PC races.

Just as importantly, *Races & Cultures* marks a substantial departure from the way that *Rolemaster* has handled in the past the matter of a character's racial and cultural influences. In both *Rolemaster Fantasy Roleplaying* and *Character Law*, race and culture, though theoretically separate concepts, are in fact tightly integrated. For the most part, each race has its own distinct culture, regardless of where a given community lives and what it does to sustain itself. Under this conception of race and culture, a Dwarf who lives in a mining community hidden in the hills all of his life is subject to the same exact set of cultural influences as a Dwarf who was raised in a bustling, ethnically diverse metropolis.

Races & Cultures explicitly separates race and culture into two separate templates, allowing you to mix and match one template from each category when you are creating a character. This creates a much broader range of possibilities for the character creation process.

WHAT IS RACE AND WHAT IS CULTURE?

The race templates present information that is inherent in a race's biology or physiology, as well as racial characteristics that act as modifiers on whatever

cultural template you choose for your character. The former includes aspects of physical appearance such as average height and weight, as well as biological traits such as average life span. Unusual qualities, such as special resistance bonuses or special abilities, also fall under this description.

Culture modifiers for each race include racial predispositions such as religious practice, instinctive biases for or against other races, preferred professions (if any) and special skills (if any). While these aspects of character might seem to fall under discussions of culture, it is worth acknowledging that (as far as *Rolemaster* goes) some apparently cultural factors are heavily influenced by inherent racial characteristics. Language falls under this heading also in that many races have their own unique language (in *Shadow World*, practically every race has its own language). Similarly, the racial templates include background options to acknowledge the influence of racial differences on aspects of character that might seem cultural. If this seems to fudge the distinction between race and culture, keep in mind that race templates and culture templates are supposed to be blended together anyway. Finally, the racial templates acknowledge the fact that races almost never spread themselves around willy-nilly no matter what setting you use, and that certain races gravitate toward certain culture templates, for whatever reason.

The culture templates concentrate on characteristics that follow from environment or way of life instead of biology or physiology. Almost all of the 11 templates define themselves strictly by a type of physical environment: Arctic, Desert, Sylvan, and so

on. Two templates, Mining and Rural, describe a way of life closely tied to a certain type of terrain.

These characteristics include manner of dress, collective hopes, fears and prejudices, as well as predominant religious beliefs, social patterns, preferred professions and hobbies, and background options. Culture templates also have some languages attached to them, allowing for the fact that environment can influence both the number and nature of non-native languages that a character knows. Sub-cultural templates nested within the major culture templates allow for some variations in lifestyle on each cultural theme. They allow you to fine-tune your PC, and to trade off some advantages for others that are unique to that sub-culture. All in all, culture templates acknowledge that communities that live in similar physical environments share characteristics that cut across racial boundaries. For instance, the Desert template accounts for the fact that a Common Man raised by a tribe of desert nomads shares just as much with a Half-Orc who also hails from a desert tribe as he does with another Common Man who has lived all of his life on a farm in a lush mountain valley.

MESHING RACES AND CULTURES WITH SHADOW WORLD

Races & Cultures expands on many of the important races described in the *Shadow World Master Atlas*, giving you the same amount of information on them that is available for the *RMFRP* and *ChL* core races. Not all of the Shadow World races are described here, but all of the races that overlap with standard *Rolemaster* races or monsters are represented, as well as a scattering of mortal, immortal and even alien races.

A NOTE ON THE CONTENTS

Part I provides 24 racial templates for use with *Rolemaster*. *Rolemaster* veterans should note that all of the basic races described in *RMFRP* and *ChL* are present, but some racial classifications have been combined and reclassified. High Men and Common Men are folded into a single entry for Men. Wood Elves, High Elves and Grey Elves are all folded into a single entry for Elves. Greater Orcs and Common Orcs are combined into a single entry for Orcs. This reclassification does not erase the distinctions between these various sub-races, and you'll find that all of the new entries preserve a sense of how Wood Elves differ from Grey Elves, and so on. Half-Elves and Half-Orcs remain separate races.

Condensing the standard races creates room to discuss how you might use some of the unusual races from *Creatures & Monsters* to create PCs. Part I of *Races & Cultures* includes entries for 15 monster races from *C&M*, including Centaurs, Sohleugir, Shuikmar and Urlocs, and treats them with the same depth as the standard character races.

Many of these races overlap with races described in the *Shadow World Master Atlas*, and those cases are so noted. Troglodytes in *C&M* bear great similarities to the Trogli in the Shadow World, and so one entry suffices for both. The same is true of Mermen in *C&M* and

Mermen/Merfolk in the Shadow World, and so on. Part I of *Races and Cultures* also covers five exotic races that are unique to the Shadow World: the Drolloi, Jhordi, Laan, Lennai, and Umli. Of these, the Laan and the Umli are folded into the entry for Men, since they are two of the Shadow World's mortal 'mannish' races.

Part II provides 11 culture templates and a variety of sub-cultural variations on those templates with which you can mix and match racial templates, as appropriate. They cover a broad range of archetypes that are based either on the environment in which the group lives, the group's predominant way of making a living, or both. Part II also provides a chart showing adolescent development ranks for each template.

Part III walks you through the character creation process, incorporating the changes described in this book to how *Rolemaster* conceives of race and culture. It doesn't dwell on the parts of the process already familiar to experienced *Rolemaster* players, but provides concrete examples of how to use the information in *Races and Cultures*.

A NOTE ON ABBREVIATIONS

This work uses abbreviations as a shorthand way of referencing certain *Rolemaster* core books and sourcebooks, as well as certain game terms. Here is a key to them:

Game Systems and Supplements

C&M	Creatures and Monsters
ChL	Character Law
R&C	Races and Cultures
RMFRP	Rolemaster Fantasy Roleplaying
SWMA	Shadow World Master Atlas

Character Attributes

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
In	Intuition
Me	Memory
Pr	Presence
Re	Reasoning
SD	Self Discipline
St	Strength

Game Terms

AT	Armor Type
DP	Development Point
gp	gold piece(s)
PC	Player Character
PP	Power Points
RR	Resistance Roll
sp	silver piece(s)
Stat	Statistic or Characteristic
GM	Game Master

PART I: RACES

This section profiles 24 different races (and many different sub-races) from *RMFRP* and *SWMA*, although it should be noted that races that occur in both are consolidated into a single entry, even when they go by different names in each setting. Sub-races of the same race are also consolidated into one entry. So, for instance, Common Orcs and Greater Orcs are both discussed in a single entry, called “Orcs.” Since the Lugrôki of the Shadow World are almost identical to the Orcs of *RMFRP*, they are also folded into that entry, with the differences between them noted.

The topics covered within each entry explain themselves, for the most part. However, three topics deserve some preliminary discussion as to their whys and wherefores.

LANGUAGES IN SHADOW WORLD

The *SWMA* does not comment extensively on the languages of Kulthea, so it is a good idea to discuss them at greater length here. Every race in the Shadow World has its own native racial tongue, which every character receives at creation at S8/W4. For a complete catalogue of these languages, consult the catalogue of races in *SWMA*. Mermen and other aquatic

races also share a common tongue called Undersea.

In addition, each of Kulthea’s major continents has its own regional language. These tongues represent the need for different communities who share the same living space to find a way to communicate with each other, even when they are of different races. They also reflect the tendency of neighboring communities to borrow words and concepts for each other when they speak different languages. These regional languages function as a *lingua franca* for the various corners of Kulthea. The principal languages are: Agyra, Emer, Falias, Folenn, Gaalt, Govon, Iyxia, Jaiman, Kelestia, Mulira, Murlis, Mythenia, Palia and Thuul.

Kulthea’s major extinct races, the Aldari, Jinteni and Worim, have their own distinct languages as well. They are all dead languages, as they are no longer widely spoken. But these tongues persist into the present day nonetheless, and those who have a scholarly interest in or ancestral connection to these races continue to study them. They are particularly useful for studying artifacts of Kulthea’s long-lost history.

Each of the five elite groups in Kulthea—the Loremasters, the Navigators, the Jerak Ahrenrath, the Dragonlords and the Heralds of Night—has their own guild



languages. These languages may be understood as private systems of communication consisting of obscure code words, hand signals, etc. that members of the organization use to interact discreetly when they are afraid of being overheard. These must be acquired, just like any Communication skill. They may never be chosen as a starting language, an adolescent development pick, or a background language

Three of Kulthea's languages have divine status. They represent, quite literally, the speech of the gods. Orhan is the language common to the Lords of Orhan and the Spirits of Orhan. Those spell-users who revere the Lords of Orhan and channel their power also know this language, although they are not always fluent in it. Nymphs have their own language, called Dryadic. Lennai, whose communities are headed by Dryads, speak Dryadic, and most Sylvan races have some members who know at least a little of it. The Dark Gods and Dark Spirits also have their own language, Charon. As with the devotees of the Lords of Orhan, spell-users who wish to channel the power of the Dark Gods know at least a little of that language.

Lastly, it is worth noting the tongues of Demons. There are various forms of Demonic language, and although they are utterly alien to the races of Kulthea, those who dare to summon and channel the fearful power of these beings must know how to speak them in order to accomplish this terrible purpose. All Demons of the Essaence share more or less the same language, so that knowing how to communicate with one type also allows you to communicate with the others. The different types of the Demons of the Void each have their own distinct language, however. Demons of the Pale, or Outsiders, speak Charon because of their close association with the Dark Gods. The various Demons of the Outer Planes and the Outer Void each speak their own separate language. No study of them has ever been made, because the very sound of them can drive a typical Kulthean mad.

MEN IN SHADOW WORLD

The classification 'Men' means something rather different in *SWMA* than in *RMFRP*. 'Men,' as such, do not exist in the Shadow World. Instead, there are a wide variety of mortal races, encompassing a truly vast range of physical traits and cultural features. Nonetheless, most of these races are deemed to share enough in common so that they are considered 'Mannish.' Not all mortal races are Mannish, but most of them are. The Anzeti, Dúranaki, Fustir-Gost, Haid, Ilourians, Jaaderi, Jameri, Jineri, Kinsai, Kuluku, Laan, Lydians, Muradani, Ochu, Quaidu, Rasha-ai, Rhiani, Shay, Synshari, Syrkakar, Talath, Thesians, Umlí, Y'kin, Y'nari and Zjedrahir are all Mannish, or human races.

Nevertheless, for the sake of easy reference, we have decided to lump Men and the Mannish races of *SWMA* together in one entry in *R&C*. The entry on Men discusses the two core races mentioned in *RMFRP* and their hybrid offspring mentioned in *ChL* (Common Men, High Men and Mixed Men), as well as two of the Shadow World Mannish races, the Laan and the Umlí.

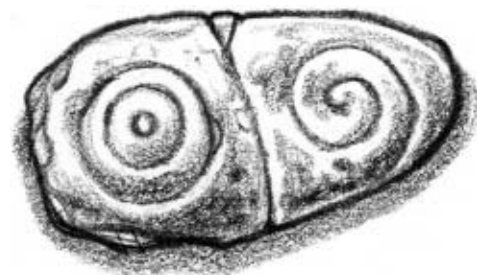
TABLES

Each racial entry contains charts that should be familiar to every experienced *Rolemaster* player. They contain information needed for creating and running characters: stat bonus modifications, RR modifications, healing and injury, special progression, and movement and combat. However, since this book is aimed primarily at helping you create player characters, it should be noted that the entries for AT and Attacks are largely meaningless for that purpose. They reflect typical members of that race or sub-race, and should not restrict the individual choices that you make when you create a character. This information is useful for GMs when creating non-player characters, however.

CENTAURS

Centaurs are intelligent beings whose upper bodies resemble that of a Man, but whose lower bodies resemble that of an animal. In *RMFRP* there are seven different sub-races of Centaur, with each named after the animal whom it most resembles in the lower body: Bull Centaurs, Deer Centaurs, Horse Centaurs, Lion Centaurs, Lizard Centaurs, Scorpion Centaurs and Spider Centaurs. Horse Centaurs, Lion Centaurs and Lizard Centaurs are described below in greater detail.

Centaurs in the Shadow World correspond closely to Horse Centaurs. They are reclusive by nature, having had unpleasant dealings with other intelligent races in the distant past. They live scattered throughout Kulthea, usually in small population groups. Their largest and most important concentration can be found in the Onel Hills region of Govon, where they live as herders. Here, their numbers have been growing in recent years. The Centaurs of the Onel Hills are unusually gregarious, and they also have their eye on expanding their domain.



HORSE CENTAUR

Horse Centaurs are noted for their lack of interest in material possessions. They consider themselves a breed of philosophers and scholars, more interested in knowledge and wisdom than in wealth.

PHYSICAL DESCRIPTION

Build: Horse Centaurs have the lower body of a horse and the upper body of a well-proportioned Man.

Coloring: Horse Centaurs have the full range of coloration available to horses in the lower body, while their upper body has human flesh tones.

Endurance: Normal.

Height: Horse Centaurs range in height from 6'6"-7'4".

Life Span: Horse Centaurs have an average life expectancy of 150 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: Among Centaurs, Horse Centaurs make the best Healers and Mystics because of their strong bonuses in Intuition and Presence.

CULTURE MODIFIERS

Languages: *Starting Languages:* All Centaurs speak a common language that varies only slightly between sub-races. They receive Centaur-speech (S8/W6) as a starting language. *Allowed Adolescent Development:* Horse Centaurs receive Centaur-speech (S10/W10), Common-speech (S6/W6) and Plains-speech (S6/W6).

Prejudices: Horse Centaurs do not get along terribly well with Bull Centaurs. Otherwise, as is the case with most Centaur sub-races, they have no unusual prejudices.

Religious Attitudes: Horse Centaurs show no unusual religious tendencies.

Preferred Professions: None, and none prohibited.

Special Skills: *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics, Gymnastics.

TYPICAL CULTURES

As a general rule, Horse Centaurs should use the Plains template. In the Shadow World, Centaurs may use the Highland, Plains, Rural or Sylvan templates, depending on where and how they live. The Centaurs of the Onel Hills, for instance, should use the Highlands template, since they live as herders in a hilly area that is sufficiently fertile to support them, but not lush enough to generate excess food stocks.

CHARACTER CONCEPTS

A Horse Centaur might be a Mystic or a Healer who answers a request for his particular professional skills.

BACKGROUND OPTIONS

Horse Centaurs receive five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and High-speech (S6/W6).

Extra Money: Any coins, gems or jeweled objects.

Special Items: All are available.

Talents: Centaurs may not choose Extra Limbs (+3); they have six limbs as it is, so having that many extras would only make them clumsier. Otherwise, all are available.



HORSE CENTAUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	-5	0•8•6•4•2
CO	+2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	+4	+10	0•6•5•4•3
PR	+4	Disease	Mentalism PP
QU	-2	+15	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-5	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
110		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
3(25)		M/-	FA/MD
Attacks		50 Melee/60 Missile	

LION CENTAUR

Lion Centaurs are proud—some would say haughty—by nature. Their society is rigid and hierarchical in that they generally settle disputes by contests, whether martial, athletic or otherwise. In these rituals, emerging victorious is all-important, as the loser feels intense pressure to exile himself from the community, or even commit suicide to atone for his disgrace.

Lion Centaurs are social beings in that they do not like to live alone. Within larger settlements, they tend to congregate in extended families that can resemble lion hunting packs in their structure.

PHYSICAL DESCRIPTION

Build: Lion Centaurs have the lower body of a lion and the upper body of a Man. Both males and females alike have fair hair that they allow to grow long and flowing.

Coloring: Coloration for Lion Centaurs depends from the latitude to which they are native, with those who live closest to the equator having hides that are tan or golden brown. Lion Centaurs, who live in the far North or South, on the other hand, may have white hides.

Endurance: Normal.

Height: Lion Centaurs range in height from 5'6" -6'7".

Life Span: Lion Centaurs have an average life expectancy of 100 years.

Resistance: Normal

Special Abilities: *Natural Attack:* Lion Centaurs have retractable claws that they may use instead of melee weapons. They may make unarmed attacks as *Medium Claw* attacks.

Strengths and Weaknesses: Among Centaurs, Lion Centaurs make the best Fighters because they have the best Strength and Constitution bonuses, as well as their fearsome claw attack.

CULTURE MODIFIERS

Languages: *Starting Languages:* Centaur-speech (S8/W6).

Allowed Adolescent Development: Lion Centaurs receive Centaur-speech (S10/W10), Common-speech (S6/W6) and Plains-speech (S6/W6).

Prejudices: Lion Centaurs are proud by nature, but have no particular racial prejudices.

Religious Attitudes: Lion Centaurs show no unusual religious tendencies.

Preferred Professions: None, and none prohibited.

Special Skills: *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics, Gymnastics.

TYPICAL CULTURES

As a general rule, Lion Centaurs should use the Plains template. They normally live on semi-arid plains and savannahs.

CHARACTER CONCEPTS

Lion Centaurs make good Fighters. They are strong and hardy, and proud and fierce by temperament. A good Fighter of either sub-race would have the respect of his tribe, no matter what his formal rank. Because of that, it would be hard to refuse a challenge of the sort that an invitation to adventure would present. Regardless of whether or not he really wanted to leave home, a Centaur Fighter could not turn down the opportunity to go on an interesting quest. The shame of refusal would be too much to bear. Alternately, a Centaur Fighter might leave home for an adventurer's life by compulsion, having lost a single combat with another Centaur. His tribe would then cast him into exile, and he would consider himself lucky to escape with that.

BACKGROUND OPTIONS

Lion Centaurs receive five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and High-speech (S6/W6).

Extra Money: Any coins, gems or jeweled objects.

Special Items: All are available.

Talents: Centaurs may not choose Extra Limbs (+3); they have six limbs as it is, so having that many extras would only make them clumsier. Otherwise, all are available.

LION CENTAUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	-5	0•9•6•5•3
CO	+4	Essence	Arcane PP
ME	0	-5	0•5•4•3•2
RE	-2	Mentalism	Channeling PP
SD	0	-5	0•5•4•3•2
EM	-2	Poison	Essence PP
IN	0	+15	0•5•4•3•2
PR	+4	Disease	Mentalism PP
QU	0	+20	0•6•5•4•3
ST	+6	Psionic	Psionic PP
AP	-5	-10	0•6•5•4•3
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
90		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
3(30s)		M/-	MF/MF
Attacks		75 Melee/40 Missile	

LIZARD CENTAUR

Lizard Centaurs are loners. They usually live by themselves or in small groups, gathering into larger communities only for rare ceremonial occasions. Some spend their lives wandering the world, searching for knowledge and adventure. They have been known to live among the Sohleugir, for whom they have some fellow feeling.

PHYSICAL DESCRIPTION

Build: Lizard Centaurs have the lower body of a four-legged reptile with thick legs and muscular thighs.

Coloring: The scaly lower bodies of Lizard Centaurs are usually mottled green, gray, black and blue.

Endurance: Normal.

Height: Lizard Centaurs range in height from 5'3"-6'10".

Life Span: Horse Centaurs have an average life expectancy of 150 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: Among Centaurs, Lizard Centaurs make the best Monks.

CULTURE MODIFIERS

Languages: *Starting Languages:* All Centaurs speak a common language that varies only slightly between sub-races. They receive Centaur-speech (S8/W6) as a starting language. *Allowed Adolescent Develop-*

ment: Centaur-speech (S10/W10), Common-speech (S6/W6) and Sea-speech (S6/W6).

Prejudices: Lizard Centaurs feel comfortable living among Sohleugir. Otherwise, as is the case with most Centaur sub-races, they have no unusual prejudices.

Religious Attitudes: Lizard Centaurs show no unusual religious tendencies.

Preferred Professions: None, and none prohibited.

Special Skills: *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics, Gymnastics.

TYPICAL CULTURES

Lizard Centaurs usually congregate in coastal areas, so they should use the Littoral template.

CHARACTER CONCEPTS

Lizard Centaurs are wanderers by nature, so they adapt to an adventurer's life more easily than other Centaurs. A Lizard Centaur Monk might decide to travel the world just for the amusement of it. As a Monk, he has little attachment to worldly things anyway, and he would not hesitate to pick up and leave for a place or a quest that interested him.

BACKGROUND OPTIONS

Lizard Centaurs receive five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and High-speech (S6/W6).

LIZARD CENTAUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	-5	0•9•6•5•3
CO	+4	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	+2	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	+2	+10	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	-2	+15	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-10	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		FSpt/10	
AT (DB)		Size/Crit	Speed MA/AQ
10(25)		M/-	MF/MF
Attacks		50 Melee/30 Missile	

Extra Money: Any coins, gems or jeweled objects.

Special Items: All are available.

Talents: Centaurs may not choose Extra Limbs (+3); they have six limbs as it is, so having that many extras would only make them clumsier. Otherwise, all are available.

DROLOI

The Droloi are a strange and disquieting presence in the Shadow World. While they are not the most alien race in terms of their appearance or behavior (the Krylites and the Saurkur are generally regarded as more strange), one look at them can inspire the belief that some part of their ancestry comes from outside Kulthea. The fact that they have four dark, protruding eyes (one pair positioned above the other) probably explains much of this prejudice, but on the whole, Droloi do not make an aesthetically pleasing package.

Droloi are unique to the Shadow World. They have no large or terribly important population centers, not even in the Ash Lairs. Instead, they live in small groups scattered around Kulthea.

PHYSICAL DESCRIPTION

Build: Droloi are human in shape, but have long, clawed hands and disproportionately large feet. They weigh 100 pounds on average.

Coloring: Droloi have pale, leathery skin and dark eyes. They have no body or head hair.

Endurance: Normal.

Height: Droloi range in height from 4'6"-5'8".

Life Span: Droloi have an average life expectancy of 100 years.

Resistance: Droloi have an unusual tolerance for natural cold. They receive +20 DB and RR bonuses versus cold attacks, unless the temperature of the cold attack is below freezing.

Special Abilities:

- *Dark Vision:* Droloi have a truly extraordinary ability to see in the dark, the benefit of their natural acclimation to living out of the light, as well as having four eyes. They can see on a starlit or moonlit night as if it were broad daylight. Even in pitch dark (non-magical) they can see up to 50' perfectly and up to 100' reasonably well.
- They suffer no penalties in broad daylight.
- *Natural Armor:* Their leathery skin gives an unarmored Droloi an AT of 3.
- *Natural Attack:* The sharp claws on their hands allow Droloi to make unarmed attacks as *Medium Claw* attacks.

Strengths and Weaknesses: Their night vision allows Droloi to function exceptionally well in caves and underground environments, and they do not have any corresponding weaknesses when operating in daylight.

Droloi work best as Fighters, as their strongest attributes (indeed, their only strong attributes), Strength and Constitution, correspond with those most important to that profession. They do not make the best Thieves, as they are relatively weak in Agility and Quickness. Also, their penalties to Presence and Appearance ensure that they are not as effective in social situations as most races.

CULTURE MODIFIERS

Language: *Starting Languages:* Droloi (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Droloi (S10/W10) and native regional language (S10/W10).

Prejudices: Droloi have no particular prejudices, and despite their general reputation, they are not a particularly evil race. They will fight back if attacked, just like anyone else, but they carry no unusual malice in their hearts. They do, however, have a Subterranean race's natural bias against above ground races.

Religious Attitudes: Droloi are very cryptic with outsiders when it comes to their religious beliefs. They hint, but never say explicitly, that they worship the Dark Gods. This leads many outsiders to assume that they have an evil nature, even though they do not.

Preferred Professions: Droloi favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Natural Attack. *Restricted:* None.

Typical Cultures: One may describe Droloi as beings of darkness in a very literal sense, as well as for the fact that they are widely believed to be the spawn of Demons and mortals. They live underground and in caverns, so the Subterranean template makes the most sense for them. Only rarely will you find them living above ground, and their freakish appearance makes it difficult for them to live comfortably in cities.

CHARACTER CONCEPTS

Droloi are not terribly popular, even among other Subterranean races (and Subterranean races in general are not terribly popular with surface dwellers). In the volatile political ecology of the Ash Lairs, therefore, Droloi must devote themselves to the protection of their race, no matter what their profession. It is rare that a Droloi would consent to leave home, but it is possible that he would do so on an errand to help his community, or if offered a suitable reward to serve as a guide.

BACKGROUND OPTIONS

Droloi receive five background options.

Extra Languages: Charon (S4/W4) and Murlogi (S4/W4).

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

DROLOI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	0	0•7•4•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	0	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	-10	0•6•5•4•3
PR	-4	Disease	Mentalism PP
QU	-2	-15	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	-20	0	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1.5
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Spt/10	
AT (DB)		Size/Crit	Speed MA/AQ
3(30)		M/-	MD/MD
Attacks		60 Melee/30 Missile	

DWARVES

As a race, Dwarves have a universal reputation for ruggedness, practicality, unwavering loyalty—and stubbornness. They are intensely clannish and stand up for their fellow Dwarves regardless of circumstance and come what may. Most Dwarves live among rocky highlands and mountain caverns, where they mine the earth for its riches. They love precious metals and gems, but also recognize the value of common industrial metals. They are superior craftsmen, and the keenness and strength of their weapons, as well as the beauty and power of their artifacts, are the stuff of legends.

Dwarves have an unusually high ratio (2 to 1) of males to females. As a consequence, their rate of reproduction is unusually low. Dwarven women are rarely seen in public.

Dwarves in the Shadow World are also known as Nomari. In outward appearance, there are no real differences between the Dwarves in *RMFRP* and Dwarves in the Shadow World. There are physiological differences, and they are noted in Resistance and Special Abilities (see below). There are also some important cultural distinctions, which are noted below.

The great underground city of Burdok-Rhu on Falias is the most important Dwarven population center on Kulthea. The Dwarves who live in the surrounding mountain vales help support the city through extensive farming. Dwarves also live in Govon

in significant numbers. The city of Baku-jagum lies underneath the Wyrman Mountains, and the Dwarves also maintain five smaller cities underneath the Jomeloto range.

PHYSICAL DESCRIPTION

Build: Both male and female Dwarves have stocky bodies with exceptionally strong limbs. Males average 150 pounds in weight. Females average 135 pounds.

Coloring: Dwarves have fair or ruddy complexions; they spend a lot of time underground and don't get out in the sunlight very much. They have black, red or brown hair.

Endurance: Dwarves have truly exceptional stamina. They receive a +21 bonus to exhaustion points.

Height: Male Dwarves average 4'9" in height. Females average 4'5".

Life Span: The average life expectancy of a Dwarf ranges from 200-400 years.

Resistance: Dwarves are famous for their physical toughness and their ability to withstand extreme conditions. They receive +30 DB and RR bonuses versus heat and cold attacks.

Dwarves in the Shadow World lack the ability to endure extreme cold, however. In fact, it makes them sluggish and they suffer –20 DB and RR penalties versus cold attacks. They can compensate for this weakness through hibernation (see Special Abilities, below), but this tactic is not without its drawbacks.

Special Abilities:

- *Dark Vision:* Dwarves possess an extraordinary ability to see in poor lighting conditions. Even in very dim light, they can see up to 50' perfectly, and reasonably well up to 100'. They can see 10' in total darkness (non-magical).
- *Hibernation (Nomari):* The Dwarves of Kulthea may cope with their vulnerability to extreme cold by voluntarily shutting down their bodies and going into a state of hibernation. In order to hibernate, they must find a quiet, sheltered place where they can rest undisturbed. While in this state, they lose their DB and RR penalties against cold attacks (see Resistance, above), but in all other respects they are inert and insensible, as if asleep. Unlike sleep, however, this state of hibernation may last for months or even years—as long as the hibernating Dwarf wishes. He awakens at will, and afterward he may ignore the DB and RR penalties against cold attacks for a period equal to the time that he just spent hibernating. He may also be woken up against his will.

Strengths and Weaknesses: Dwarves function exceptionally well in the darkness of caves and underground environments, as befits a race of

miners. Unlike many underground races, they are perfectly comfortable in direct sunlight as well.

Dwarves work best as Fighters, as two of their strongest attributes, Strength and Constitution, correspond with those most important to that profession. They do not make the best Thieves, as they are relatively weak in both Agility and Quickness. In fact, Fighter is the only profession for which strength in one key attribute is not offset by weakness in another. Also, their penalties to Presence and Appearance ensure that they are not terribly useful in social situations.

CULTURE MODIFIERS

Language: *Starting Languages:* Among themselves, Dwarves speak Dwarvish (S8/W6). They guard

their native racial tongue as a secret that they keep among themselves, and they never use it around non-Dwarves. In mixed company, they use Common-speech (S5/W5) and sometimes Elvish (S4/W4). *Allowed Adolescent Development:* Dwarvish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (Rank S6/W6) and Wood-speech (Rank S6/W6).

Nomari: *Starting Languages:* Dwarvish (S8/W4). Their native racial language is not as closely held a secret among Dwarves as it is in the world of *RMFRP*, but very few outsiders know it all the same. Native regional language (S8/W4). *Allowed Adolescent Development:* Dwarvish (S10/W8), native regional language (S10/W8), Loari (S4/W4), Dyari (S4/W4).

Prejudices: Dwarves hate Orcs and Dragons, both implacable foes for uncounted generations. In fact, they instinctively dislike all of the underground races that worship dark gods and revel in cruelty and destruction (Goblins, Trolls, and so on). They are also suspicious of Elves, a distrust that probably has to more to do with the strangeness of Sylvan culture than anything else.

Nomari hate all demons. They also regard Murlogi as their mortal foes. Most other races they treat with mere suspicion. However, they share some degree of fellow feeling with the most mechanically inclined Elven sub-races, the Loari and Dyari.

Religious Attitudes: Dwarves revere their ancestors above all else, except for their creator deity. They also believe that each Dwarven bloodline has a common spirit that permeates each member of it, binding all of them together in spiritual union. These beliefs come together in the notion that each Dwarven king inherits a tangible spiritual essence from each of his predecessors, linking him to them and vice-versa.

In the Shadow World, Nomari each have their own local patron deity. Most Dwarves also revere the Lord of Orhan Iorak, and their devotion is so



intense that they are, in some ways, the most religious of Kulthea's mortal races. A few renegade Dwarves turn against the race's dominant beliefs, however, and worship dark gods and the Unlife.

Preferred Professions: Dwarves favor Fighter as a profession, the result of their innate physical toughness and temperamental pugnacity.

On the other hand, Dwarves do not excel at Essence or Mentalism spell use, and never pursue those Professions. They generally scoff at the ways of Elves or other conjurers. Instead, they prefer to use magical power to craft physical items, trusting more in their permanence than in temporary effects.

Special Skills: *Everyman:* Caving, Leather-crafts, Metal-crafts, Mining, Stone-crafts [Crafts], Survival (Underground). *Restricted:* Swimming.

Typical Cultures: The Mining culture template best fits a typical Dwarven background. Despite the fact that *C&M* describes them as an "Underground" race, their way of life fits the Mining template much better than Subterranean. A few Dwarves live in cities and are sufficiently immersed in metropolitan ways to make the various urban sub-cultural templates suitable for them.

Nomari may use the Mining, Rural or Subterranean (some communities do live entirely underground) templates

CHARACTER CONCEPTS

A concept for a Dwarven character could take into account his inherent racial prejudices. Perhaps he comes from a mining colony endangered by a powerful Dragon. His home community lacks the means to slay it, but if he goes abroad and finds a useful magic weapon, or training at arms, he might be able to defeat it. The same motivation could drive him if his community was menaced by a tribe of Orcs, or a marauding Troll clan. Such a character ought ideally to be a Fighter, given the Dwarves' inherent strengths, but other professions are also suitable.

As for Dwarves who live in the big city, it is worth noting for character creation purposes that they don't always achieve great success. A Dwarf who makes a steady living as a smith or a trader is common enough, but also a little dull. Unless a dramatic or catastrophic or dramatic event pulls him out of the comfortable routine of his existence, he has no reason to go adventuring. But a Dwarf who has met with failure—the collapse of his business, for whatever reason—has plenty of motivation to try to make a living by unconventional or less than respectable means. Perhaps he has taken to giving wrestling exhibitions for money, or wastes his days getting into drunken brawls at a local public house. Perhaps Dwarves have become a hated minority in his city, and he takes to the road for fear of his life.

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).

Nomari: Loari (S8/W6), Dyari (S8/W6) and Murlogi (S6/W6).

Extra Money: Any coins, gems or jeweled objects. If a Dwarf qualifies as sufficiently wealthy to have mithril coins, he will always carry at least one on his person as a lucky talisman. In such a case, he will never part with it for any reason.

Special Items: Spell items may only contain Channeling spells. Dwarven weapons are of superior workmanship and forged from high-quality steel.

Talents: Dwarves may not select mystical talents. However, for one background option, a Dwarf may select one of the following talents (both for two options): 1) a 50% chance of sensing the presence of mechanical traps (GM should roll); or 2) superior orienting abilities while underground, so that the character always knows the direction of true north and the approximate elevation of his present location.

A Dwarf may also select Unnatural Stamina (Minor Talent) without a flaw for only two background options instead of three.

DWARVES RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	0	0•7•4•2•1
CO	+6	Essence	Arcane PP
ME	0	+40	0•3•2•1•1
RE	0	Mentalism	Channeling PP
SD	+2	+40	0•6•5•4•3
EM	-4	Poison	Essence PP
IN	0	+20	0•2•1•1•1
PR	-4	Disease	Mentalism PP
QU	-2	+15	0•2•1•1•1
ST	+2	Psionic	Psionic PP
AP	-20	+50	0•6•6•4•3
Soul Departure		Race Type	Recovery X
18		1	0.5
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Spt/0	
AT (DB)		Size/Crit	Speed MA/AQ
16(35s)		M/-	SL/MD
Attacks		50 Melee/60 Missile	

ELVES

Elves are a powerful race whose natural immortality, grace, inherent special abilities and skill at craft lend them more than a touch of enchantment, as far as mortals are concerned. There are three Elven sub-races in *RMFRP*: Wood Elves, Grey Elves and High Elves.

Elves exist in the Shadow World, but they divide into sub-groups rather differently than they do in *RMFRP* and *ChL*. There are five Elven sub-groups in the Shadow World: Linaeri, Loari, Dyari, Erlini and Shuluri. The first three are closely related and make up their own sub-race, the Iylar.

WOOD ELVES

Wood Elves are the most numerous of the three Elven sub-races in *RMFRP*. They live in the woods, forests and mountains, in settlements that affect a rustic air, but are in fact just as rich and culturally advanced as the cities of Men. Many Wood Elves accept Grey Elf or High Elf overlords as their rulers. They are famed for their love of music, and they are superb musicians, even by Elven standards.

PHYSICAL DESCRIPTION

Build: Wood Elves are shorter than the other Elven sub-races, and slender of build. Males average about 150 pounds in weight. Females average about 125 pounds.

Coloring: Wood Elves have light-colored hair and blue, gray or green eyes.

Endurance: All Elves have better than average stamina. They can endure 16-20 hours of travel per day without unusual fatigue. Also, Elves do not need sleep. Instead, they rest by meditating and recalling memories in a trance-like state. Typically, they require two hours of this meditation per day, and it restores Power Points as per a normal night's sleep. In a pinch, however, they can function for many days with little or no relief (however, they still need to meditate for two hours per night to recover Power Points).

Height: Wood Elves are the shortest of the *RMFRP* Elven sub-races. Males average 6'0" in height and females average 5'9", making them no taller than High Men.

Life Span: Wood Elves are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Wood Elves are practically immune to all forms of natural illness. They receive a +100 RR bonus versus disease. They are also resistant to extremes of natural cold. Wood Elves have +10 DB and RR bonuses versus cold attacks.

Special Abilities:

- **Dark Vision:** Wood Elves can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light



source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.

- **Superb Hearing:** Wood Elves have especially good hearing, even by Elven standards. In addition to the standard +10 bonus to Awareness maneuvers that involve only hearing that all Elves receive, they get a +10 bonus to Base Spell attacks from the Bard spell lists, as well as a +10 bonus to their Trickery skill and their Stalking and Hiding skill.

Strengths and Weaknesses: Elves receive noteworthy bonuses to over half of their attributes, making them an exceptionally strong race. Their attribute bonuses make Wood Elves are well suited for Thief (not that Elves would pride themselves on thieving for a living, however) and Dabbler as chosen professions. They are especially well suited to become Bards, since they receive bonuses to Memory and Presence, have performing skills as Everyman skills, and a bonus to Base Spell attacks from the Bard spell lists. Oddly enough, however, none of the other spell-using professions jump out as natural fits, because of their severe penalty to Self-Discipline.

CULTURE MODIFIERS

Language: *Starting Languages:* Elvish (S10/W10), Grey-Elvish (S8/W6), Common-speech (S8/W6) and High-Elvish (S4/W4). *Allowed Adolescent Development:* Grey-Elvish (S10/W10), Common-speech (S10/W10), High-Elvish (S10/W10), High-speech (S4/W4), Plains-speech (S8/W8) and Wood-speech (S8/W8).

Prejudices: All Elves hate Orcs and Dragons, whom they regard as their enemies since time immemorial. Wood Elves also dislike Dwarves, and regard Men with suspicion. They enjoy their seclusion and they resent the intrusions of Woodfolk upon their Sylvan habitat.

Religious Attitudes: For Elves in general, religion is an informal matter, and revolves around communal rituals and personal meditation. Elven communities may not have any gods in the same sense that communities of mortals do. Elves are, after all, immortal, so they already have an aspect of godhood as part of their birthright, and they have some right to look at deities as peers.

Preferred Professions: Wood Elves favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Music, Play Instrument, Trickery, Wood-crafts. *Restricted:* None.

Typical Cultures: Wood Elves use the Sylvan or Aerial template, depending on whether they hail from the woods and forests or the mountains.

CHARACTER CONCEPTS

Wood Elves are probably the least adventurous of the *RMFRP* Elven sub-races. They cherish the Sylvan life and don't like to go far from their beloved forest. They are, in this way, simpler and less ambitious than their cousins. Nonetheless, it is also true that many Wood Elves live in domains ruled by High Elven nobles, to whom they defer as a matter of instinct. It's quite conceivable that a Wood Elf might go abroad on a mission by order of his liege. He wouldn't like it, but he would obey.

A Wood Elf Bard, on the other hand, might go abroad in search of new material, or to seek his fortune. His desire to leave home would raise eyebrows among his peers, but that need not stop one so bold.

BACKGROUND OPTIONS

Wood Elves get four background options.

Extra Languages: High-speech (S8/W8), South-speech (S6/W6) and Black-speech (S6/W6).

Extra Money: Gems.

Special Items: All are available.

Talents: All are available. In addition, for one background option a Wood Elf may select the following talent: special affinity with trees and woodland foliage, so that all physical activities performed by the character get a special +15 bonus when in forested terrain.

Wood Elf Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	-5	0•6•3•1•1
CO	0	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+2	Disease	Mentalism PP
QU	+2	+15	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+10	+50	0•3•2•1•1
Soul Departure		Race Type	Recovery X
3		3	1
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
9(40s)		M/-	MD/MD
Attacks		50 Melee/60 Missile	

GREY ELVES

Grey Elves are also known as Sea Elves because of their gift for seafaring and shipbuilding and their love of the sea. They settle in towns and havens by the ocean. They lack their sylvan cousins' talent for music and they cannot match the High Elves' craftsmanship, but the achievements of their civilization are still the envy of mortal races.

They also have a reputation as the most sedate of the Elven sub-races. They are less playful than Wood Elves, and less openly passionate than High Elves. Nonetheless, Grey Elves are capable of deep feeling, and it is said that once their emotions are aroused they are not easily shifted.

PHYSICAL DESCRIPTION

Build: Grey Elves are almost as tall as High Elves, but more slightly built. Males average 190 pounds in weight. Females average between 155 pounds.

Coloring: Grey Elves have fair skin and vary slightly in hair and eye color, depending on sub-species. Grey Elves have light-colored hair and pale blue or gray eyes.

Endurance: Grey Elves have better than average stamina. They can endure 16-20 hours of travel per day without unusual fatigue. Also, Elves do not need sleep. Instead, they rest by meditating and recalling memories in a trance-like state. Typically, they require two hours of this meditation per day, and it restores Power Points as per a normal night's sleep. In a pinch, however, they can function for many days with little or no relief (however, they still need to meditate for two hours per night to recover Power Points).

Height: Grey Elf males average 6'5" in height, while females average 6'1".

Life Span: Grey Elves are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Grey Elves are practically immune to all forms of natural illness. They receive a +100 RR bonus versus disease. They are also resistant to extremes of natural cold. They receive a +15 bonus versus cold attacks.

Special Abilities: *Dark Vision:* Grey Elves can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.

- *Superb Hearing:* Grey Elves receive a +10 bonus to Awareness maneuvers involving only hearing.

Strengths and Weaknesses: Elves receive noteworthy bonuses to over half of their attributes, making them an exceptionally strong race. Grey Elves are well suited for Thief (not that they would pride themselves on thieving for a living, however) and

Dabbler as chosen professions, as well as Bard. Oddly enough, however, none of the other spell-using professions jump out as natural fits because of their weakness in Self-Discipline.

CULTURE MODIFIERS

Language: *Starting Languages:* Grey-Elvish (S10/W10), Common-speech (S8/W6), Elvish (S8/W6) and High-Elvish (S6/W4). *Allowed Adolescent Development:* Common-speech (S10/W10), Elvish (S10/W10), High-Elvish (S8/W8), High-speech (S8/W8), Plains-speech (S8/W8) and Wood-speech (S8/W8).

Prejudices: Grey Elves are the most open and friendly of Elven sub-races. No doubt, this is a direct consequence of their love of the sea, which takes them on travels to distant lands and brings them into contact with a wide variety of races. They get along with Men better than other Elves, and they are unique among their race in that they maintain friendly relations with Dwarves.

Religious Attitudes: Grey Elves are relatively cosmopolitan as Elves go, and they come into contact with a wide variety of religious beliefs and practices. Although they retain Elves' disinterest in formal religion, they respect the beliefs of others. As sailors, they are especially willing to humor those who worship sea gods, as they have compassion for those who cast their fortunes upon the waters. They participate in rituals meant to appease such gods when in mixed company, and may even adopt diluted versions of others' beliefs for themselves.

Preferred Professions: Grey Elves favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Research, Public Speaking, Sailing. *Restricted:* None.

Typical Cultures: Grey Elves cannot resist the call of the sea, and the Littoral template suits them best.

CHARACTER CONCEPTS

Grey Elves are the most adventurous of the *RMFRP* Elven sub-races. A Grey Elf of any profession feels a strong connection to the sea and would embrace the chance to make an ocean voyage to a foreign land. As a general rule, Grey Elves are curious folk and relish the opportunity to learn about other cultures. A Grey Elf character who has an opportunity to go adventuring might well look at it in this light.

BACKGROUND OPTIONS

Grey Elves receive three background options.

Extra Languages: In addition to the tongues listed above: South-speech (S6/W6), Black-speech (S6/W6), Sea-speech (S8/W8) and Orcish (S6/W6). For each background option allocated, a Grey Elf gets two languages.

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

GREY ELF RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•6•3•2•1
CO	0	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+4	Disease	Mentalism PP
QU	+4	+100	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+20	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
2		4	2
Languages		Background Options	
4		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
9(40s)		M/-	MD/MD
Attacks		80 Melee/100 Missile/Spells	

HIGH ELVES

As their name indicates, High Elves are the noblest of all the Elven sub-races, the natural aristocrats of the Elves. They are great builders and unequalled craftsmen. They carry themselves with a proud demeanor that many take as arrogance. Legends (theirs and others) speak of High Elves having a close relationship with the demi-gods, and that they still maintain ties to divine beings.

High Elves often rule over societies of mixed Elven composition. Even if the only High Elves in the community are its governing class, Wood Elves and Grey Elves accept that it is their right to rule.

PHYSICAL DESCRIPTION

Build: High Elves are strongest and most sturdily built of the Elves. The burliest of their kind look more like High Men than like other Elves. Male High Elves average between 215 pounds in weight. Females average 175 pounds.

Coloring: Most High Elves have dark hair and gray eyes, but a few have fair hair and blue eyes.

Endurance: High Elves have better than average stamina. They can endure 16-20 hours of travel per day without unusual fatigue. Also, Elves do not need sleep. Instead, they rest by meditating and recalling memories in a trance-like state. Typically, they require two hours of this meditation per day, and it restores Power Points as per a

normal night's sleep. In a pinch, however, they can function for many days with little or no relief (however, they still need to meditate for two hours per night to recover Power Points).

Height: High Elves are tallest of the Elven sub-races in RMFRP, with males averaging 6'7" and females 6'3".

Life Span: High Elves are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: High Elves receive a +100 RR bonus versus disease. They also receive a +20 bonus versus cold attacks.

Special Abilities:

- *Craft Mastery:* High Elves' talent for craft is unmatched by any other race. They receive a +20 bonus to their Attunement skill.
- *Dark Vision:* Elves can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.
- *Superb Hearing:* High Elves receive a +10 bonus to Awareness maneuvers involving only hearing.

Strengths and Weaknesses: Elves receive noteworthy bonuses to over half of their attributes, making them an exceptionally strong race. High Elves are well suited for Thief (not that a High Elf would sink so low to rely on thieving for a living, however) and Dabbler as chosen professions. They are also well suited to become Bards since they receive bonuses to Memory and Presence. Oddly enough, however, none of the other spell-using professions jump out as natural fits for High Elves because they have a major weakness in Self-Discipline, which is a key attribute for several spell-using professions.

CULTURE MODIFIERS

Language: *Starting Languages:* High-Elvish (S10/W10), Grey-elvish (S8/W6) and Common-speech (S8/W6). *Allowed Adolescent Development:* Grey-Elvish (S10/W10), Common-speech (S10/W10), North-speech (S6/W6) and Elvish (S8/W8).

Prejudices: Elves hate Orcs and Dragons, whom they regard as their enemies since time immemorial. High Elves also bear a special enmity toward Trolls. High Elves also treat all Men with at least a touch of condescension, even High Men.

Religious Attitudes: High Elves, as highly skilled craftsmen, also revere finely wrought physical objects and treat them with great respect. As far as organized religion goes, High Elves are just as casual as their Elven cousins.

Preferred Professions: As a general rule, Elves favor no single profession, nor are any prohib-

ited to them. However, High Elves produce a higher proportion of Bards than the other Elven sub-races, even the Wood Elves.

Special Skills: *Everyman*: all skills within the Crafts category. *Restricted*: None.

Typical Cultures: High Elves can live in a variety of environments. High Elves feel entirely comfortable in cities, and sometimes build cities just for themselves. If they hail from the woods and forests, they may use the Sylvan template or the Woodfolk sub-culture template. They may also use the Aerial template, if the character's background is appropriate to it.

CHARACTER CONCEPTS

High Elves are often nobles who occupy prominent positions in mixed Elven communities. As such, they feel a strong sense of responsibility for their fellow Elves. If any threat to their community presented itself, they would feel obliged to deal with it themselves. If this meant going on a quest far from home, they would undertake it out of duty, if for no other reason.

BACKGROUND OPTIONS

High Elves receive two background options.

Extra Languages: In addition to the tongues listed above: North-speech (S8/W8), Elvish (S10/W10), Black-speech (S6/W6), Woods-speech (S6/W6) and Plains-speech (S6/W6).

High Elf Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•7•3•2•1
CO	0	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+6	Disease	Mentalism PP
QU	+6	+100	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+30	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
1		5	1
Languages		Background Options	
5		2	
GM Information			
Base Rate		Max Pace/MN Bonus	
75		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
14(50s)		M/-	MD/MD
Attacks		80 Melee/100 Missile/Spells	

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

In addition, a High Elf may select the following talent: Sensitive to the Essence, the way it pools and flows; this sensitivity allows the character to be aware of the presence of any enchantments or spells (cast by Essence or Mentalism users only) within 50' (when he concentrates).

DYARI

The Iylar sub-races are highly intelligent, even by Elven standards. Along with their cousins the Loari, the Dyari are masters of technology, and they are among the most advanced races in Kulthea in this sense. The Dyari, however, tread dark paths, worshipping the Dark Gods and often associating with the Unlife. Whereas the Loari value knowledge for its own sake, the Dyari use technology to acquire wealth and power. Their unbridled and unscrupulous pursuit of knowledge that will bring them power, whether it be political, magical, physical or spiritual, earns them the nickname of "Dark Elves."

Dyar are scattered throughout the Shadow World, but their most important center of population is the islands of Khomal off the coast of Falias. They share this temperate realm with Lydians and Y'kin, but a Dyari aristocracy rules it with an iron fist, keeping their own population obedient and outsiders at bay by projecting menace and inspiring fear.

It is also worth noting that a Dyar sorceress who calls herself the Raven Queen maintains a massive fortress on an island just north of Gaalt, the Citadel of the Raven Queen. She maintains a strong force of Quaidu to guard her stronghold. For more about the Raven Queen, see *Powers of Light & Dark*.

PHYSICAL DESCRIPTION

Build: Like all Elves, Dyar are lithe and graceful in build. Their ears have more pronounced points than is the case with other Elven sub-races. Male Dyar average 180 pounds in weight. Females average 140 pounds.

Coloring: Dyar are very fair-skinned, but most have raven-black hair. A few Dyar are born with white hair. They also have darker colored eyes, which range in tint from gray to amber to black.

Endurance: Normal.

Height: Dyar range from 5'10"-6'10" in height.

Life Span: Dyar are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Dyar receive a +150 RR bonus versus disease. They are also resistant to extremes of temperature. They receive +10 DB and RR bonuses versus both cold and heat attacks.

Special Abilities:

- Dark Vision:* Dyar can see up to 30' perfectly in very dim light. They also receive a +20

bonus to all rolls involving visual perception, including detect ambush.

- *Superb Hearing:* Dyar receive a +20 bonus to all rolls that involve hearing, including detect ambush.

Strengths and Weaknesses: Dyar have more or less the same strengths and weaknesses common to other Elven sub-races. They are, however, the only Elves to receive a bonus to Reasoning, which suits them unusually well to the professions of Magent and Magician.

CULTURE MODIFIERS

Language: *Starting Languages:* Dyari (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Dyari (S10/W8), Dwarven (S4/W4), Linaeri (S6/W4), Loari (S6/W4), Murlogi (S6/W6) and native regional language (S10/W8).

Prejudices: Dyar are happy enough to mingle with other races if it will advance the state of their knowledge, and they do not hesitate to form alliances with even the foulest races if it will help them gain power and dominion. As a general rule, though, Dyar are exceedingly vain and haughty, and they consider all other races—even other Iylar—to be inferior beings.

Religious Attitudes: The Dyari respect the Dark Gods, but they do not hold them in awe, as do mortal races. Their religious practice revolves around personal communion with the things that their race and culture holds most dear. The Dyari, rather like the High Elves of RMFRP, are skilled with craft and regard well-made objects with special reverence. They are also technologists and seekers of knowledge, so the more technologically advanced a thing is, the greater their respect for it.

Preferred Professions: Dyar favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* all skills within the Lore • Technical category, all skills in the Scientific/Analytical group, Operating Equipment, Architecture, Engineering, Machination, Gimmickry and Siege Engineering. *Restricted:* None.

Typical Cultures: Dyar may use whatever culture or sub-culture template is appropriate to the environment in which they are raised. Dyar of Khomal would probably use the Littoral template, since they live on an island. But those who live in the jungles of Ubenmas in Agyra would use the Sylvan template.

CHARACTER CONCEPTS

Dyar are always curious to learn of anything that could help them advance their grasp of technology. This is a racial characteristic that transcends profession. In their own way, they are every bit as open to outside influences as are Grey Elves. They are particularly interested in new materials that can improve

existing technological applications—metals with which they are not familiar, new plant species that yield stronger or more pliable wood, fiber or fabrics. New mechanical processes also spark their interest, as do powerful magic items. A Dyar PC, no matter what his profession, might well devote himself to traveling throughout Kulthea, searching hungrily for new knowledge.

BACKGROUND OPTIONS

Dyar receive three background picks.

Extra Languages: In addition to the tongues listed above: Aldari (S4/W4), Charon (S6/W4), Erlini (S4/W4), Jinteni (S4/W4), Linaeri (S8/W6), Loari (S8/W6) and Shuluri (S4/W4).

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

DYARI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	-20	0•6•5•2•1
CO	-2	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	+2	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+4	Poison	Essence PP
IN	-2	+10	0•7•6•5•4
PR	+4	Disease	Mentalism PP
QU	+4	+150	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+10	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
1		4	2
Languages		Background Options	
4		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
9(40s)		M/-	MF/MD
Attacks		50 Melee/60 Missile	

ERLINI

The Erlini are not an Iylar sub-race, but they do share the Linaeri's love of unadorned nature. They are similar to the Wood Elves of RMFRP in that they are not as large or as powerful as their Elven cousins, but they are characterized by cheerful temperament and deep attachment to the woods and nature in general. They are also the most numerous Elven sub-race in the Shadow World, and they live in forested regions

throughout Kulthea. In some areas they have interbred with mortal races (see Half-Elves). In others, they live as subjects of Loari overlords. On the other hand, Erlini groups that have lived in isolation for a long time can turn shy and even fearful of outsiders.

Physical Description

Build: Erlini are lithe and slender. Males average 170 pounds in weight. Females average between 125 pounds.

Coloring: Erlini are fair-skinned, and usually have dark blond or sandy-colored hair and have blue, green or gray eyes.

Endurance: Normal.

Height: Erlini range from 5'8"-6'6" in height.

Life Span: Erlini are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Erlini receive a +100 RR bonus versus disease. They are also resistant to extremes of temperature. They receive +10 DB and RR bonuses versus both cold and heat attacks.

Special Abilities:

- *Dark Vision:* Erlini can see up to 30' perfectly in very dim light. They also gain a +20 bonus to all rolls involving visual perception, including detect ambush.
- *Superb Hearing:* Erlini receive a +20 bonus to all rolls that involve hearing, including detect ambush.

Strengths and Weaknesses: Elves receive noteworthy bonuses to over half of their attributes, making them an exceptionally strong race. Erlini, like almost every Elven sub-race, are well suited for Thief (not that they would pride themselves on thieving for a living, however) and Dabbler as chosen professions. They are also especially well suited to become Bards, since they not only receive bonuses to Memory and Presence, but also have musical Everyman skills. Oddly enough, however, none of the other spell-using professions jump out as natural fits for them because they have a major weakness in Self-Discipline, which is a key attribute for several spell-using professions.

CULTURE MODIFIERS

Language: *Starting Languages:* Erlini (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Erlini (S10/W10), Linaeri (S6/W6) and native regional language (S10/W8).

Prejudices: Erlini have no strong inbred prejudices for or against other races. They generally try to make friends with their neighbors, as witnessed by the fact that they sometimes interbreed with mortals. As mentioned above, however, Erlini communities can also become withdrawn and reclusive if they stay isolated from other races for a long period of time.

Religious Attitudes: Like most of their Elven cousins, the Erlini give the Lords of Orhan proper reverence, they do not hold them in awe, as do mortal races. Their religious practice revolves around personal communion with their beloved forest.

Preferred Professions: Erlini favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Music, Play Instrument, Trickery and Wood-crafts. *Restricted:* None.

Typical Cultures: Erlini always use the Sylvan template, except under very unusual circumstances.

CHARACTER CONCEPTS

Erlini like to keep to themselves and their Sylvan homelands, so they would need some motivation to go abroad and pursue and adventuring life. On the other hand, most Erlini are also used to mingling with other races, so perhaps an Erlini Bard might decide to go abroad to seek his fortune among neighboring peoples. Or he might find his native songs a little dull, and want to find other influences to spice up his work.

Another possible hook for an Erlini PC is the possibility that an adventuring party would need a guide to take through the depths of a particularly forbidding forest to which the Erlini are native. Each Erlini tribe needs warriors and scouts to keep their lands secure. Why not hire a native?

BACKGROUND OPTIONS

Erlini receive three background options.

ERLINI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	-5	0•6•4•2•1
CO	0	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+2	Disease	Mentalism PP
QU	+2	+100	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+30	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
3		3	1.5
Languages		Background Options	
3		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
80		Dash/20	
AT (DB)		Size/Crit	Speed MA/AQ
18(60s)		M/-	MF/MD
Attacks		100 Melee/100 Missile/Spells	

Extra Languages: In addition to the tongues listed above: Centaur (S6/W4), Dyari (S4/W4), Loari (S4/W4), Linaeri (S8/W6), Orhan (S6/W4), Shuluri (S4/W4), and Worim (S4/W4).

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

LINAERI

The Linaeri, like the other Iylar sub-groups, are highly intelligent, even by Elven standards. Unlike their fellow Iylar, however, the Linaeri prefer to live simply. They content themselves with the pleasures of living in the forest and making music (all learn to sing at an early age), and show relatively little interest in technology and uncovering new knowledge. They much prefer natural spaces to artificial structures, and their homes are always airy and open in their design. They like their dwellings filled with light and warmth, and they try as much as possible to integrate them with the natural features of their surroundings.

The Linaeri are not confined to any particular corner of Kulthea; they are happy wherever they can find a temperate forest. But they have an important population center on the peninsula of Lys, in southern Emer. Guarded by mountains to the north, a forbiddingly rocky coastline to the south, and the magic of the Linaeri all around, Lys provides these Elves with a safe haven. The Linaeri here keep one of the *Baakul Portals* hidden and inactive in a sealed chamber the location of which they will not divulge to outsiders.

PHYSICAL DESCRIPTION

Build: Linaeri are slender and graceful, but a close look at them also reveals sinewy strength in their limbs. Male Linaer average 180 pounds in weight, depending on height. Females average 140 pounds.

Coloring: Linaer have golden-blond hair, blue eyes and fair skin.

Endurance: Normal.

Height: Linaer range from 5'10"-6'10" in height.

Life Span: All Elves are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Linaer receive a +150 RR bonus versus disease. They are also resistant to extremes of temperature. They receive +10 DB and RR bonuses versus both cold and heat attacks.

Special Abilities:

- *Dark Vision:* Linaer can see up to 30' perfectly in very dim light. They also gain a +20 bonus to all rolls involving visual perception, including detect ambush.
- *Superb Hearing:* Linaer receive a +20 bonus to all rolls that involve hearing, including detect ambush.

Strengths and Weaknesses: Elves receive noteworthy bonuses to over half of their attributes, making them an exceptionally strong race. Linaei are well suited for Thief (not that they would pride themselves on thieving for a living, however) and Dabbler as chosen professions. They are also especially well suited to become Bards, since they not only receive bonuses to Memory and Presence, but also have a variety of performing skills as Everyman skills. Oddly enough, none of the other spell-using professions jump out as natural fits because they have a major weakness in Self-Discipline, which is a key attribute for several spell-using professions.

CULTURE MODIFIERS

Language: *Starting Languages:* Linaeri (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Linaeri (S10/W8), Dyari (S4/W4), Loari (S6/W4) and native regional language (S10/W8).

Prejudices: The Linaeri have no outstanding racial prejudices. They are open and friendly, except to those who threaten the sanctity of their sylvan domains. They do not share their fellow Iylar's fascination with technology, but for the most part, they just roll their eyes at it.

Religious Attitudes: As with most Elves, religion for the Linaeri is an informal matter, and revolves around communal rituals and personal meditation. Their religious practice revolves around personal communion with the things that their race and culture holds most dear. The Linaeri, rather like the High Elves of *RMFRP*, are skilled with craft and regard well-made objects with special reverence.

Preferred Professions: Linaer favor no single profession, nor are any prohibited to them.

Special Skills: Linaeri: *Everyman:* Dancing, Play Instrument, Poetic Improvisation, Singing, Tale Telling, Music, Public Speaking. *Restricted:* None.

Typical Cultures: Linaeri always use the Sylvan template.

CHARACTER CONCEPTS

Linaer lack the curiosity of their Iylar cousins, and so the idea of going abroad to search for technological devices and knowledge doesn't appeal to them. However, their talent as performers might draw them from their sylvan homes, either to search for new material or to seek fame and fortune as entertainers.

BACKGROUND OPTIONS

Linaeri receive two background options.

Extra Languages: In addition to the tongues listed above: Centaur (S6/W4), Dyari (S8/W6), Erlini (S6/W6), Loari (S8/W6), Nymph (S6/W4), Orhan (S6/W4), Shuluri (S4/W4) and Worim (S4/W4).

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

LINAERI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•6•5•2•1
CO	0	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+6	Disease	Mentalism PP
QU	+4	+150	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+30	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
1		5	3
Languages		Background Options	
5		2	
GM Information			
Base Rate		Max Pace/MN Bonus	
75		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
14(50s)		M/-	MF/MD
Attacks		80 Melee/100 Missile/Spells	

LOARI

The Iylar sub-groups are highly intelligent, even by Elven standards. But while the Linaeri prefer the simple pleasures of sylvan life, the Loari avidly pursue knowledge and mastery of technology. They love nature as much as their Linaeri cousins, but they are more interested in unlocking its secrets, picking it apart to see what makes it work, rather than simply enjoying its beauty. Along with the Dyari, they are among the most advanced races in Kulthea in this sense. No contemporary people surpass them in their knowledge of science, architecture and technology. The Loari also share with their Dyar cousins a robust sense of their own worth, and they have great egos to match the greatness of their technological achievements.

Loar may be found throughout Kulthea, but their most important concentration of population is the Vashaan Domain in the north of Falias. An ancient oligarchy of Essaence-wielding Loar nobles has ruled this realm for ages. They possess a formidable fleet of seafaring vessels, which they use to project power abroad. Their naval power has allowed them conquer many lands to the south and east. They also possess powered airships, which give their neighbors even more reason to fear them.

City-states ruled by Loar nobles used to exert greater control over the land of Rhôn, in the east of Falias, but over the years their more remote Erlini and Eritari subjects have refused to recognize their authority, and have drifted off into self-rule.

PHYSICAL DESCRIPTION

Build: Like all Elves, Loari are lithe and graceful in build. Male Dyar average 180 pounds in weight. Females average 140 pounds.

Coloring: Loar are very fair-skinned. Almost all have raven-black hair. They also have darker colored eyes, which range in tint from gray to amber to black.

Endurance: Normal.

Height: Loar range from 5'10"-6'10" in height.

Life Span: All Elves are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Loari receive a +150 RR bonus versus disease. They are also resistant to extremes of temperature. They receive +10 DB and RR bonuses versus both cold and heat attacks.

Special Abilities:

- *Dark Vision:* Loari can see up to 30' perfectly in very dim light. They also gain a +20 bonus to all rolls involving visual perception, including detect ambush.
- *Superb Hearing:* Loari receive a +20 bonus to all rolls that involve hearing, including detect ambush.

Strengths and Weaknesses: Loar are well suited for Thief (not that they would pride themselves on thieving for a living, however) and Dabbler as chosen professions. Oddly enough, none of the other spell-using professions jump out as natural fits because they have a major weakness in Self-Discipline, which is a key attribute for several spell-using professions. They do not have the same bonus to Reasoning as their Dyar cousins, but they can still make competent Magents and Magicians.

CULTURE MODIFIERS

Language: *Starting Languages:* Loari (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Loari (S10/W8), Dwarven (S4/W4), Dyari (S6/W4), Linaeri (S6/W6) and native regional language (S10/W8).

Prejudices: Loar are happy enough to mingle with other races if it will advance the state of their knowledge. However, their technological prowess and ages of conquering and ruling over others encourages their natural arrogance. More often than not, Loar betray a superior attitude toward other races.

Religious Attitudes: The Loari respect the Lords of Orhan, but they do not hold them in awe, as do mortal races. Their religious practice revolves around personal communion with the things that their race and culture holds most dear. The Loari, rather like the High Elves of *RMFRP*, are skilled with craft and regard well-made objects with special reverence. They are also technologists and seekers of knowledge, so the more technologically advanced a thing is, the greater their respect for it.

Preferred Professions: Loar favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* all skills within the Lore • Technical category, all skills in the Scientific/Analytical group, Operating Equipment, Architecture, Engineering and Machination. *Restricted:* None.

Typical Cultures: Their mastery of technology makes the Loari almost endlessly adaptable. They should use whatever culture template suits their surroundings.

CHARACTER CONCEPTS

Loar are always curious to learn of anything that could help them advance their grasp of technology. This is a racial characteristic that transcends profession. In their own way, they are every bit as open to outside influences as are Grey Elves. They are particularly interested in new materials that can improve existing technological applications—metals with which they are not familiar, new plant species that yield stronger or more pliable wood, fiber or fabrics. New mechanical processes also spark their interest, as do powerful magic items. A Loar PC, no matter what his profession, might well devote himself to traveling throughout Kulthea, searching hungrily for new knowledge.

BACKGROUND OPTIONS

Loar receive three background options.

Extra Languages: In addition to the tongues listed above: Aldari (S4/W4), Dwarven (S6/W6), Dyari (S8/W6), Erlini (S4/W4), Jinteni (S4/W4), Linaeri (S8/W6), Orhan (S6/W4) and Shuluri (S4/W4).

LOARI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•6•5•2•1
CO	0	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+4	Disease	Mentalism PP
QU	+4	+100	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	+20	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
2		4	2
Languages		Background Options	
4		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
75		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
14(50s)		M/-	MF/MD
Attacks		80 Melee/100 Missile/Spells	

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

SHULURI

The Shuluri are without a doubt the most exotic of all the Elven sub-races. Also known as the Aquatic Elves, they have powerful lungs that can extract oxygen from both the water and air equally well, making them truly amphibious. While some Shulur live on land (near a large body of water, of course), the vast majority resides in large underwater settlements near coral reefs or kelp forests. They do not relish the company of other Elves, and prefer to keep to themselves or to socialize with Mermen. Some Loremasters believe that they are not full-blooded Elves, but the descendants of a union of Erlini and ocean-spirits.

Shulur are elusive and not very numerous. Their most important population center is Malqanar and the Bay of Songs in Emer. Shulur dominate the area, living along the coastline and in the warm shallows of the great bay. The Malqanar enclave is unusual in that it contains more land-based Shulur than most of their population centers. They trade rare perfumes and dyes refined from local flora and fauna, and harvest blue pearls, which are coveted throughout Kulthea. The Malqanar Shulur therefore maintain strong trading relationships with other regions of Kulthea, including Sel-Kai and Kataine.

PHYSICAL DESCRIPTION

Build: Shulur are the largest of the Elven sub-races in the Shadow World. They resemble High Elves in build. Unlike High Elves, however, they also have slightly webbed hands, elongated, webbed toes, and a transparent eyelid that helps to protect their eyes underwater without interfering with their ability to see clearly. Males average 215 pounds in weight. Females average 175 pounds.

Coloring: Shulur are very pale, even by Elven standards. They have blonde or white hair.

Endurance: Normal.

Height: Shulur range from 6'-6'10" in length.

Life Span: Shulur are immortal. They die only through violence or mischance, or if they weary of life and lose the will to live.

Resistance: Shulur receive a +100 RR bonus versus disease. They are also resistant to extremes of temperature. They receive +10 DB and RR bonuses versus both cold and heat attacks.

Special Abilities:

- *Dark Vision:* Shulur can see up to 30' perfectly in very dim light. They also gain a +20 bonus to all rolls involving visual perception, including detect ambush.
- *Superb Hearing:* Shulur receive a +20 bonus to all rolls that involve hearing, including

detect ambush.

Strengths and Weaknesses: As with other Elven sub-races, Shulur are well suited for Thief and Dabbler as chosen professions because of their bonuses to Agility and Quickness, as well as Bard, because of their bonuses to Memory and Presence. However, they are also unique among the Elves of the Shadow World as the only sub-race with bonuses to both Strength and Constitution as well as Agility, so Fighter and Rogue also suits them at least modestly well.

CULTURE MODIFIERS

Language: *Starting Languages:* Shuluri (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Mermen (S6/W6), Shuluri (S10/W8) and native regional language (S10/W8).

Prejudices: Shulur even prefer the company of Mermen to that of land-based Elves, and generally feel much more at home in the water than on land. Other than that, however, they have no particular racial prejudices.

Religious Attitudes: Like most of their Elven cousins, the Shuluri give the Lords of Orhan proper reverence, but they do not hold them in awe, as do mortal races. Their religious practice revolves around personal meditation. Some Shulur communities—particularly those that have close contact with Mermen—show some interest in conventional Aquatic religious beliefs and allow them to seep into their own religious practices.

Preferred Professions: Shulur favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Swimming, Star-gazing and Weather Watching. *Restricted:* None.

Typical Cultures: Shulur generally use the Aquatic template. However, those few who live on land (like the traders of Malqanar) use the Littoral template.

CHARACTER CONCEPTS

The Shuluri of Malqanar and the Bay of Songs are sufficiently engaged with the rest of the Shadow World that you should be able to find plenty of ways of inserting them into the adventuring life. Their vast and deep trading networks provide plenty of opportunity for a Shulur to travel abroad as a merchant, sailor, guard or emissary. Their wealth and active commerce compels the Shulur of Malqanar to think of themselves as a nation that must protect themselves militarily and politically, as well. They understand the need to send agents abroad, often disguised as traders or simple travelers, to keep tabs on neighbors who might pose a military threat to them, either now or in the future. The Shuluri who live in the Bay of Songs must attend to cultivating the raw materials that go into the making of Malqanar's export goods—an important duty, considering the stakes involved. Any

threat to those raw materials and the ecosystem that supports them, whether natural, magical, divine, or artificial, must be dealt with swiftly and effectively, lest it wreck the region's economy.

BACKGROUND OPTIONS

Shulur receive four background options.

Extra Languages: In addition to the tongues listed above: Dyari (S4/W4), Erlini (S4/W4), Loari (S4/W4), Mermen (S10/W8), Orhan (S6/W4) and Saurkur (S4/W4).

Extra Money: Gems.

Special Items: All are available.

Talents: All are available.

SHULURI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	+5	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	+2	-10	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	+10	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+30	0•7•6•5•4
PR	+2	Disease	Mentalism PP
QU	+2	+100	0•6•5•4•3
ST	+2	Psionic	Psionic PP
AP	+5	-10	0•3•2•1•1
Soul Departure		Race Type	Recovery X
3		3	2
Languages		Background Options	
4		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
1(35)		M/-	MD/MD
Attacks		60 Melee/30 Missile/Spells	

FEY

The term 'Fey' covers a variety of diminutive beings who live in hidden places such as under green knolls, beneath the waters or among tree roots. This classification covers beings described in *C&M* as Fey folk and Rural Spirits, as well as the Lennai of the Shadow World. They are immortal, and the passing concerns of mortals hold little interest for them as a general rule. They devote most of their attention to their own petty quarrels and intrigues.

Here, we discuss four Fey sub-races: Dwelfs, Satyrs (also known as Fauns), Tylweth Teg (known as Peries) and Lennai, who are unique to the Shadow World.

DWELFS

Dwelfs resemble undersized Dwarves, if such a thing is imaginable, except that they lack Dwarves' luxurious beards. They dwell in modest holes in stream banks and hills and roam underground mines, where they generate strange knocking sounds that confuse miners. Dwelfs are shy and wear gray cloaks to make them less visible in dim light to mortal eyes.

PHYSICAL DESCRIPTION

Build: Unlike most Fey sub-races, Dwelfs are stocky. More than anything else, they resemble miniature Dwarves in their physique.

Coloring: Dwelfs, like most Fey, have fair or pale skin and no dominant hair or eye color.

Endurance: Like most Fey, Dwelfs lack the stamina of most other races because of their size. They receive a -7 penalty to exhaustion points.

Height: Dwelfs range from 3'-3'6" in height.

Life Span: Like all Fey, Dwelfs are immortal. They only die through mischance or violence.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses:

As with most Fey, Dwelfs do not make good Fighters or Rogues because they just don't have the Strength for it. Agility and Quickness are their strong points, making Thief their best profession.

CULTURE MODIFIERS

Language: *Starting Languages:* Wood-speech (S8/W6). *Allowed Adolescent Development:* Wood-speech (S10/W10) and Common-speech (S6/W6).

Prejudices: Like most Fey, Dwelfs are reclusive prefer to stay out the way of larger, mortal races. This is not always easy for them, as their underground digging often brings

them close to Dwarves and other mortal races that mine. Once in a great while, however, Dwelfs go out of their way to help mortals. When a clan of Dwelf left their domain to help the villagers of Soren dam the Erin's Maath River and prevent the settlement from being flooded, the incident quickly passed into legend.

Religious Attitudes: Dwelfs do not have much in the way of organized religion.

Preferred Professions: Theoretically, there are no restrictions on the profession that a Dwelf may pursue. However, in practice they make relatively poor Fighters. They are better off as spell-users, Thieves or Bards.

Special Skills: *Everyman:* Dancing, Music, Trickery. *Restricted:* None.

Typical Cultures: Dwelfs should use the Mining template.

CHARACTER CONCEPTS

Dwelfs might have to be dragooned into joining an adventuring party. They are shy of outsiders compared to other Fey. They may have to be black-mailed or otherwise coerced.

BACKGROUND OPTIONS

Dwelfs receive four background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8), Elvish (S8/W6), High-speech (S8/W6) and Small-speech (S6/W6).

Extra Money: Gems, for the most part. Coins left behind by absent-minded mortals may also be available.

Special Items: All are available.

Talents: All are available. Dwelfs may select any Lesser Mental talent without a flaw for



one background option instead of two. Also, they may select any luck-related talent for one fewer background option than normal.

Dwelf Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•6•5•2•1
CO	0	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	0	Disease	Mentalism PP
QU	+2	+100	0•6•5•4•3
ST	0	Psionic	Psionic PP
AP	0	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
3		5	2
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		Dash/20	
AT (DB)		Size/Crit	Speed MA/AQ
1(20)		M/-	MD/MD
Attacks		20 Melee/30 Missile	

SATYRS (FAUNS)

Also known as Fauns, Satyrs are spirits of the woods and fields who have goat horns sprouting from their sides of their head. Their lower body resembles the hind-quarters of a horse, with hoofs instead of feet and thick, muscular thighs. They are skilled musicians, experts with the panpipes, and are known for their wild communal dancing. So energetic are these dances that they have been known to throw into a panic mortals who witness them.

PHYSICAL DESCRIPTION

Build: Satyrs have sinewy bodies with well-defined muscles, but they are still lean and trim compared to the general run of Men.

Coloring: Satyrs have chestnut-colored hair and beards. Their lower body is also covered with hair, and the skin underneath is also colored brown, like the hide of a brown horse. The skin covering their upper body is fair, however.

Endurance: Normal.

Height: Satyrs are almost man-sized in that they range from 5'4"-6' in height.

Life Span: Like all Fey, Satyrs are immortal. They only die through mischance or violence.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses: Satyrs don't make good Fighters, which is just as well, since they don't much like a stand-up fight anyway. But they are also not terribly well equipped for just about any profession that has Self-Discipline as a key attribute. On the other hand, they excel as Thieves, a profession that serves them well when they want to play tricks on mortals. Their attribute bonuses also allow them to succeed as Magents, Magicians, Illusionists and Dabblers.

CULTURE MODIFIERS

Language: *Starting Languages:* Wood-speech (S8/W6), Common-speech (S6/W4) and Wood-elf (S6/W6). *Allowed Adolescent Development:* High-elf (S6/W6), Wood-elf (S8/W8) and Wood-speech (S10/W10),

Prejudices: Satyrs are friendly by temperament. They bear no malice toward anyone, although experience has taught them to fear evil races that relish the use of force, like Orcs. They also resent anyone who tries to destroy their sylvan homes.

Satyrs most enjoy the companionship of Elves and Fey, but they have also been known to welcome Men into their company.

Religious Attitudes: Satyrs do not have much in the way of organized religion. They are unusual among intelligent races in that they do not believe that they owe their existence to any deity, and don't much see the need for gods. They are hedonists by temperament, and they celebrate the pleasures of the moment more than anything else.

Preferred Professions: No profession is closed off to Satyrs, but in practice very few of them become Fighters.

Special Skills: *Everyman:* Dancing. *Restricted:* None.

Typical Cultures: Satyrs always use the Sylvan template.

CHARACTER CONCEPTS

Satyrs rarely become Fighters, as they are not suited to it by temperament or racial traits. But a Satyr who devotes himself to defending his folk's Sylvan realm from unwelcome intruders would be a Magent or a Thief. He relies on stealth and his spell-using skills to fight a foe rather than fighting toe-to-toe. Because of his occupation, he carries himself with more sobriety than most of his folk; unlike them, he actually has cares and duties.

Magicians and Illusionists are found among Satyrs, but their professional skills make them special among their folk. Satyrs who pursue those professions are usually either leaders of their folk, or in training to

assume a leadership position. As such, they are conscious of the dignity of their role in society, and take themselves more seriously than most Satyrs.

BACKGROUND OPTIONS

Satyr receive four background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8), Grey-elf (S6/W6), High-elf (S8/W8) and High-speech (S6/W6).

Extra Money: Gems, for the most part. Coins left behind by absent-minded mortals may also be available.

Special Items: All are available.

Talents: All are available. Satyrs may select any Lesser Mental talent without a flaw for one background option instead of two. Also, they may select any luck-related talent for one fewer background option than normal.

SATYR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•5•3•2•1
CO	-2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-10	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+4	Disease	Mentalism PP
QU	+4	+100	0•6•5•4•3
ST	-4	Psionic	Psionic PP
AP	+30	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
1		5	3
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
100		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
3(20)		M/-	FA/MF
Attacks		50 Melee/50 Missile/60 SHo	

TYLWETH TEG (PERIES)

Tylweth Teg (Peries) are rural Fey who delight in riding their miniature mounts, hunting and dancing. They live in sparkling caverns and grottos beneath moss-covered hills. Though mortals sometimes glimpse them riding to the hunt, Tylweth Teg themselves rarely ever leave their domain to mix with mortals.

PHYSICAL DESCRIPTION

Build: Tylweth Teg are small, slightly built humanoids. They resemble nothing so much as miniature Elves.

Coloring: Tylweth Teg have fair or very pale skin and golden hair. They have no dominant eye color.

Endurance: Because of their size, Tylweth Teg lack the stamina of most other races. They receive a -7 penalty to exhaustion points.

Height: Tylweth Teg range from 2'6"-3' in height.

Life Span: Tylweth Teg are immortal. They only die through mischance or violence.

Resistance: Normal.

Special Abilities: *Fear of Iron:* Tylweth Teg fear iron and refuse to use tools or weapons made of iron or steel. Instead, they use wooden weapons like short bows and javelins, although they can tolerate enchanted steel just well enough to use weapons made of it. A foe wearing a considerable amount of iron (a suit of plate armor, or the rough equivalent) gains a +30 RR bonus if targeted by a spell cast by a Tylweth Teg. They will attempt to flee from foes equipped heavily with iron under all but the most desperate circumstances.

Strengths and Weaknesses: Tylweth Teg do not make good Fighters or Rogues because they just don't have the Strength for it. Agility and Quickness are their strong points, making Thief their best profession. They also make good Dabblers, as a result of their strong Presence bonus.

Their vulnerability to iron (see Special Abilities, above) constitutes a real weakness. Even the presence of iron forces a Tylweth Teg to operate at a severe disadvantage. Fortunately, their Agility and Quickness bonuses give them some hope of using stealth and evasion to cope with a foe equipped with iron.

CULTURE MODIFIERS

Language: *Starting Languages:* Wood-speech (S8/W6). *Allowed Adolescent Development:* Wood-speech (S10/W10) and Common-speech (S6/W6).

Prejudices: Tylweth Teg are reclusive in that they prefer to stay out the way of larger, mortal races. As a general rule, one never quite knows how they will treat mortals whom they come across. They may grant a faerie gift, or pull a cruel prank. It all depends on their humor of the moment.

Religious Attitudes: Tylweth Teg do not have much in the way of organized religion. They are unusual among intelligent races in that they do not believe that they owe their existence to any deity, and don't much see the need for gods. The sight of other races' religious symbols makes them uneasy. They are hedonists by temperament, relishing the pleasures of the moment more than anything else.

Preferred Professions: In practice, Tylweth Teg they make relatively poor Fighters. They are better off as spell-users, Thieves or Bards.

Special Skills: *Everyman*: Dancing, Music, Trickery.
Restricted: None.

Typical Cultures: All Tylweth Teg use the Sylvan template.

CHARACTER CONCEPTS

Like most Fey, Tylweth Teg enjoy their sylvan isolation, but bear no ill will toward mortal races. They are not as wary of outsiders as other Sylvan races. If the spirit moves them, they happily aid wayward mortals who mean them no harm, and they'll do so for no other reason than it amuses them. This is probably the most common way to get a Tylweth Teg character into an adventure—he finds mortals who need help, and he decides to help them because it seems like fun.

BACKGROUND OPTIONS

Tylweth Teg receive four background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8), Elvish (S8/W6), High-speech (S8/W6) and Small-speech (S6/W6).

Extra Money: Gems, for the most part. Coins left behind by absent-minded mortals may also be available.

Special Items: Tylweth Teg cannot have any items made of iron or steel. Otherwise, all are available.

Talents: All are available. Tylweth Teg may select any Lesser Mental talent without a flaw for one background option instead of two. Also, they may select any luck-related talent for one fewer background option than normal.

TYLWETH TEG RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	-5	0•5•3•2•1
CO	-2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-5	-5	0•6•5•4•3
EM	+4	Poison	Essence PP
IN	0	+10	0•7•6•5•4
PR	+4	Disease	Mentalism PP
QU	+4	+100	0•6•5•4•3
ST	-4	Psionic	Psionic PP
AP	+20	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
1		5	3
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/20	
AT (DB)		Size/Crit	Speed MA/AQ
9(50s)		M/-	MD/MD
Attacks		40 Melee/50 Missile/Spells	

LENNAI

Also known as the Forest People, the Lennai are an immortal race that bear some similarities to Nymphs and Elves, yet are of a piece with neither. They are not very numerous, and the fact that they only rarely allow themselves to be seen by mortals gives them an almost legendary status in Kulthea. A small Lennai community resides deep within the Emerald Forest in northwest Emer, and a few settlements are scattered across secluded locations elsewhere in Kulthea.

The Lennai are unique to Shadow World.

PHYSICAL DESCRIPTION

Build: By human standards, Lennai are slender and rather frail looking.

Coloring: Lennai have fair skin and green eyes. Their hair color ranges from pale blonde to dark brown.

Endurance: Normal.

Height: Lennai range in height from 4'-5'6".

Life Span: Lennai are one of Shadow World's immortal races. They cannot die of natural causes.

Resistance: Lennai receive a +100 RR bonus versus disease, making them practically immune to all forms of natural illness.

They are also resistant to extremes of natural cold and heat. They receive +20 DB and RR bonuses versus cold and heat attacks.

Special Abilities:

Vulnerable to Iron: Like the Tylweth Teg, the Lennai's great weakness is their helplessness in the presence of iron. When in the presence of implements made of iron (that is, when confronted by parties wearing iron or steel armor and brandishing weapons made of the same), they are reduced to half of their effective level for purposes of spell-casting. A foe wearing a considerable amount of iron (a suit of plate armor, or the rough equivalent) gains a +30 RR bonus if targeted by a spell cast by a Lennai. An iron or steel weapon wielded against a Lennai gains the ability *Of Slaying*.

The Lennai themselves are keenly aware of this vulnerability. They will attempt to flee from foes equipped heavily with iron under all but the most desperate circumstances.

Strengths and Weaknesses: Lennai receive modest bonuses across a wide range of attributes, but their relatively weak Self-Discipline discourages them from pursuing careers as Monks, Warrior Monks and several of the spell-using professions. Thief is their strongest profession, given that they receive their best attribute bonuses to Agility and Quickness (not that the Lennai would condone stealing for a living). But they also make good Dabblers and Rogues.

A Lennai's true weak spot, however, is his



vulnerability to iron (see Special Abilities, above). Even the presence of iron forces a Lennai to operate at a severe disadvantage. This makes it extremely difficult for them to take on most but the weakest foes in a head-on fight, since it is safe to assume that most of their potential enemies have weapons with at least some iron in them. Fortunately, their Agility and Quickness bonuses give them some hope of using stealth and evasion to cope with such foes.

CULTURE MODIFIERS

Language: *Starting Languages:* Lennai (S8/W4), native regional language (S8/W4). *Allowed Adolescent Development:* Dryad (S8/W6), Lennai (S10/W8), native regional language (S10/W8).

Prejudices: Lennai are not unkind, but they are secretive and reclusive by temperament. They don't mean to suggest that they dislike any given race, but they are very shy around outsiders. They are especially secretive around mortal races.

Religious Attitudes: All Lennai communities are headed by a powerful Dryad who functions not only as a temporal tribal leader, but also as a living embodiment of their forest god. He conducts religious ceremonies and functions as something of a divine oracle, channeling the Lennai deity as it speaks directly to the tribe.

Preferred Professions: All Lennai are either Animists or Essence spell-users. They pursue no other professions.

Special Skills: *Everyman:* Trickery, Wood-crafts. *Restricted:* None.

Typical Cultures: Since Lennai are also known throughout Kulthea as the Forest People, it is hard to imagine them using any cultural template other than Sylvan.

CHARACTER CONCEPTS

All Lennai learn stealth and concealment from an early age on the assumption that they will need those skills to help their community guard the borders of their domain. Vulnerable as they are to intruders who bear iron weapons or armor, they know that they cannot confront such enemies head-on. Some Lennai hone these skills to the point where they become, for all intents and purposes, Thieves as a profession. But that description doesn't mean that they take to stealing, as the Lennai frown on that, unless the victim appears to have hostile intentions toward them. But even Lennai who become Fighters, Rangers, Rogues or even spell users all have some practice in the art of observing without being observed themselves, having been pressed into service as sentinels of their community.

BACKGROUND OPTIONS

Lennai receive two background options.

Extra Languages: In addition to the languages listed above: Aldari (S4/W4), Dryad (S10/W8), Erlini (S8/W6), Jinteni (S4/W4), Orhan (S4/W4) and Worim (S4/W4).

Extra Money: Gems. Lennai may also possess rare or medicinal herbs as a form of wealth.

Special Items: All are available, as long as they are not made

of iron or steel. In addition, Lennai may choose Special Bread/Herb/Poison for only 1 background option.

Talents: All are available. A Lennai may select any Lesser Mystical talent without flaw for one background option instead of two, and any Minor Mystical talent without flaw for two background options instead of three.

Lennai Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	+5	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	0	+10	0•6•5•4•3
RE	+2	Mentalism	Channeling PP
SD	-2	+15	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	+2	+15	0•6•5•4•3
PR	0	Disease	Mentalism PP
QU	+4	+100	0•6•5•4•3
ST	+2	Psionic	Psionic PP
AP	+20	+15	0•4•3•2•1
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
1		2	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
1(40)		M/-	FA/MD
Attacks		70 Melee/45 Missile/Spells	

GARKS

Garks are short, simian humanoids that live in large nests suspended in trees high above the ground. They make good use of their prehensile tails to move between the trees, remaining out of the reach of ground-based foes. Their social organization is not terribly complex, and they rarely live in groups larger than an extended clan.

Garks relish the taste of raw Man flesh, and they occasionally raid Mannish settlements for food and plunder. They lack the technology to manufacture any military tools other than simple weapons, so they usually arm themselves with clubs, hatchets, spears and the like. Anything more advanced would have to be captured from their foes.

There is no functional difference between Garks in *RMFRP* and in the Shadow World. *SWMA* specifies that there are three sub-races of Garks, each labeled by the environment in which they live: Snow Garks, Jungle Garks and Cliff Garks. There is no reason why this classification shouldn't apply to Garks in *RMFRP* as well.

Kutllean Garks have been trained by dark sorcerers and lords to function as an organized military force. They are employed as mercenaries and as such they are feared, although they do not deliver as much military value for the money as the more disciplined Lugrôki.

The largest population of Garks can be found in the rainforest basin of Ur Jujuy in Falias, and even then it is not a terribly dense concentration. Here, scattered tribes of Jungle Garks roam among the ancient ruins of the Vyans Empire, evidently without any clue that the remains of past greatness lie right under their noses.

PHYSICAL DESCRIPTION

Build: Garks have thick, ape-like bodies with long arms that hang to the knees. Their tails are long and quite powerful.

Coloring: Garks are covered all over by thick gray fur.

Endurance: Normal.

Height: Garks range in height from 4'-4'8".

Life Span: Garks live relatively short, violent lives. Their typical life expectancy is 30 years. In the Shadow World, Garks fare a little better, with an average life span of 40 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: A quick look at their attribute modifiers makes it clear that Garks excel at the professions that require physical talent, but they are ill equipped for most of the spell-using professions. They make uncommonly good Fighters, Thieves and Rogues. Their strong Constitution bonus and average Intuition makes Ranger a good fit for them also. Their penalties to Self-Discipline and Reasoning means that they will have trouble excelling at most professions that involve spell use, however.

On the other hand, Garks receive strong RR bonuses against most forms of magic, so they ought to fare relatively well in situations where magic is used against them.

CULTURE MODIFIERS

Language: *Starting Languages:* Common-speech (S4/W4), plus any one of the following: Hill-speech (S8/W4), North-speech (S8/W4) or Wood-speech (S8/W4). *Allowed Adolescent Development:* Common-speech (S8/W6), Hill-speech (S10/W8), North-speech (S10/W8) and Wood-speech (S10/W8).

Shadow World (all sub-races): *Starting Languages:* Gark (S8/W4), native regional language (S8/W4). *Allowed Adolescent Development:* Gark (S10/W8), native regional language (S10/W8).

Prejudices: Garks do not hate any one race in particular. As mentioned above, they enjoy the taste of

Man flesh and would rather hunt them for food than any other intelligent race, but that isn't quite the same as a racial animus.

Religious Attitudes: Most Garks worship dark gods and the value of fighting prowess. This is universally true of Garks in the Shadow World.

Preferred Professions: Garks favor no particular profession, but their violent way of life makes Fighters most useful to their society. Garks may not become non-channeling spell users.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Garks should use a cultural or sub-cultural template appropriate to the environment to which they are native: Arctic or Arctic Militaristic for Snow Garks, Sylvan Barbarian for Jungle Garks and Aerial Barbarian for Cliff Garks.

CHARACTER CONCEPTS

In the Shadow World, character concepts for Garks should center around their common role as mercenary fighters. Gark Thieves and Rogues make useful spies and scouts, and they may be hired as individuals, or detached from their unit for special duty by their employer. It's not uncommon for a young Gark to pursue either of those professions knowing that their skills will single them out as unusually valuable to their future employers. Gark Fighters form the rank and file of their mercenary companies, and they are trained to obey orders and act in coordination with each other, not as adventurers. They don't always keep that discipline, but that is how they are trained. But a Gark Fighter might take a self-declared 'temporary leave' from his comrades to pursue a rumor of great treasure.

BACKGROUND OPTIONS

All Garks receive six background options, regardless of sub-race.

Extra Languages: In addition to the tongues listed above: Common-speech (S10/W8) and Orcish (S6/W4).

Shadow World (all sub-races): Charon (S4/W4), and racial tongue of any mortal race neighboring native area (S4/W4).

Extra Money: Coins, gems and jeweled items from plunder.

Special Items: All are available.

Talents: All are available. Also, their physical toughness is a selling point for them when Garks shop themselves as mercenaries, and it serves them well in combat as a general rule. A Gark may select Pain Resistance (Lesser) as a talent without a flaw for one background option instead of two.

GARK RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	+5	0•7•4•2•1
CO	+6	Essence	Arcane PP
ME	-2	+20	0•2•1•1•1
RE	-6	Mentalism	Channeling PP
SD	-4	+20	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+20	0•2•1•1•1
PR	-2	Disease	Mentalism PP
QU	+2	+5	0•2•1•1•1
ST	+4	Psionic	Psionic PP
AP	-40	+25	0•2•1•1•1
Soul Departure		Race Type	Recovery X
18		1	0.6
Languages		Background Options	
1		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
3(20)		M/-	MD/MD
Attacks		40 Melee/20 Missile/50 SGr(tail)	

GNOMES

Gnomes are an odd-looking humanoid race that values knowledge and lore above all things. They live in shallow caves that also serve them as messy, impromptu libraries. A typical gnome residence is usually littered with ancient tomes and scrolls sorted by a system of organization known only by the Gnome himself.

Gnomes are solitary beings and do not breed nearly as often as most other mortal races. If they were not so long-lived, their race might die out all together. As it is, many Gnomes die without an heir to inherit their possessions (and they can acquire quite a lot in 600 years of living), and their homes may lay undisturbed for decades, even centuries, with their treasures intact.

Because of their love of solitude and their lack of physical stature, it would seem that Gnomes live at constant risk of attack. But anyone who preys on a Gnome had best take care, for they know how to compensate for their lack of strength and fighting ability. Gnomes construct elaborate systems of traps to guard their domiciles (many of them magical in nature), and equip themselves with powerful magic items that allow them to repel intruders without engaging them in melee combat.

Gnomes have no real equivalent in the Shadow World.

PHYSICAL DESCRIPTION

Build: Gnomes resemble small, wizened copies of elderly Men.

Coloring: Gnomes have pale, waxy skin and resemble small Men who have stayed out of the sun for far too long. They are bald and their facial hair is usually either gray or white.

Endurance: Normal.

Height: Gnomes range in height from 4'-5' tall.

Life Span: Gnomes are exceptionally long-lived for a mortal race. The average life expectancy for a Gnome is 600 years.

Resistance: Normal.

Special Abilities: *Dark Vision:* Gnomes can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.

Strengths and Weaknesses: Gnomes make poor Fighters because they are not strong enough to wield melee weapons effectively relative to most other races. But they receive modest bonuses to many other attributes, predicting that they will achieve at least some success in many other professions. Their attribute bonuses give them a leg up as Clerics, Animists, Paladins and Magents.



CULTURE MODIFIERS

Language: *Starting Languages:* Gnomes speak their own racial language, Gnomish (S8/W8). They may also start with Common-speech (S6/W6). *Allowed Adolescent Development:* Gnomish (S10/W10), Common-speech (S8/W8), High-Elvish (S6/W6) and High-speech (S8/W8).

Prejudices: Despite their love of solitude, Gnomes are not anti-social. They welcome visitors and keep an open mind about them, no matter who they are or how they look. They judge by one's actions, but do not pre-judge. As hosts, they can be surprisingly friendly and generous. They even enjoy hosting parties and presenting their guests with ingenious and elaborate entertainments. However, anyone who tries to strike up a friendship with a Gnome should not expect him to accept a reciprocal invitation, as they are very reluctant to leave their homes and treasures unguarded for even a few days.

Religious Attitudes: In keeping with their nature, Gnomes prefer solitary meditation to organized religious rituals. Gnomes have a vague notion of a racial god who watches over them, but the truth is that they are not a terribly pious race. Their deity is an abstraction of the mysteries of life and death and the ways of the world that all mortal races consider to be beyond their understanding.

Preferred Professions: In theory, no profession is closed off to Gnomes. Because of their size, however, they do not favor Fighter. They rarely become Rangers, if only because they hate to leave their homes. And because of their great love of knowledge, the spell-using professions appeal to them and come naturally, as well. However, they do not sing particularly well, so the proportion of Bards among them is no greater than it is with most other races.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Because Gnomes, for the most part, live isolated lives in caves, the Subterranean and Mining templates suit them best. However, it is not out of the question to find them burrowed into a hillside in an agricultural area, in which case the Rural template works. Nor should it astound anyone to find them in cities, as their reading habits give them the worldly knowledge they need to understand urban ways and adapt to them. As for their solitary, reclusive nature, every city Gnome knows that it is possible to feel very much alone in the middle of the crowd—and furthermore, he knows how to cultivate that feeling.

CHARACTER CONCEPTS

Gnomes lead hermitic lives, and usually require some persuading to go adventuring. They are content to live alone among their tomes and scrolls, reading, studying and contemplating. A Gnome Cleric would be a scholar of religions—if not his own, then the religions of others. Gnome Animists would try to commune with animals with plants by reading about them as much as by spending time among them (and might actually feel a little awkward among actual living things as a result). Gnome Laymen would be generalists, knowing a little bit about most everything rather than one or two subjects deeply. And so on.

Nonetheless, Gnomes' ability to successfully pursue a variety of useful professions makes them an attractive addition to an adventuring party who needs a specialized skill or type of knowledge. Outsiders can court them, woo them, and take advantage of their pleasure in receiving visitors and talking about what they know. It may take a while to get a Gnome out of his lair, but it's not impossible.

BACKGROUND OPTIONS

Gnomes receive four background options.

Extra Languages: Their love of knowledge and lore encourages Gnomes to become skilled linguists. In addition to the tongues listed above, they may choose: Common-speech (S10/W10), Dwarvish (S6/W6), Grey-Elvish (S6/W6), High-Elvish (S8/W8) and High-speech (S10/W10).

GNOME RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	+30	0•5•4•3•2
CO	0	Essence	Arcane PP
ME	+2	+30	0•6•5•4•3
RE	+2	Mentalism	Channeling PP
SD	0	+20	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	+4	0	0•6•5•4•3
PR	-2	Disease	Mentalism PP
QU	+2	0	0•6•5•4•3
ST	-8	Psionic	Psionic PP
AP	-5	+10	0•5•4•3•2
Soul Departure		Race Type	Recovery X
16		2	0.5
Languages		Background Options	
4		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
40		Dash/30	
AT (DB)		Size/Crit	Speed MA/AQ
1(20)		M/-	SL/MD
Attacks		15 Melee/10 Missile/Spells	

Extra Money: Coins, gems and jeweled objects. In addition, Gnomes may take rare books as a form of wealth.

Special Items: All are available.

Talents: All are available.

GOBLINOIDS

Goblins are a crude, yet clever underground race. They are shorter than Orcs, but just as cruel and, some would say, even more cunning. There are three Goblin sub-races. The most common are also called Goblins, and they live in extensive underground lairs and warrens, shrinking from the light of the sun. Hobgoblins are unusually large and strong Goblins who often use their advantage in size and strength to lord it over their cousins. Kobolds are small and more noted for their cunning than their strength. All Goblins are mechanically inclined, and they enjoy inventing devices that could gain them an advantage on the battlefield, as well as inflict torture upon their captured foes. Their creations are practical and durable, but invariably inelegant in form, like the Goblins themselves. Goblins are also skilled miners and always do what they can to enhance their subterranean homes, building tunnels to connect nearby caverns and giving them access to more living space. Goblin kingdoms have been known to span the length of entire mountain ranges with these networks of tunnels. Goblins are nocturnal, as they do not function at all well in the light of day. At night, they emerge to raid surface settlements, drawn by a taste for plunder and Mannish flesh.

Goblins have an equivalent in the Shadow World—the Murlogi, who are also known as Goblins. We treat them below in their own entry. There are no equivalents for Hobgoblins or Kobolds, however.

GOBLINS

When folk speak of Goblins, they usually mean these mean, snarling but surprisingly shrewd and technically competent beings. They are far and away the most common of the three Goblinoid sub-races, and they form the vast majority of the population of any substantial Goblin kingdom.

PHYSICAL DESCRIPTION

Build: Goblins have round heads, snout-like snub noses and wide, grimacing mouths. Their feet, oddly enough, lack clearly defined toes and are quite sensitive.

Coloring: Goblins have sickly-looking, greenish-yellow skin.

Endurance: Normal.

Height: Goblins range in height from 3'6"-4'6" tall.

Life Span: Goblins have an average life expectancy of 80 years.

Resistance: Normal.

Special Abilities:

- **Dark Vision:** Goblins can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.
- **Sunlight Vulnerability:** Goblins only emerge from their underground lairs at night because the light of day all but blinds them. They suffer a -75 penalty to all activities in any kind of daylight.

Strengths and Weaknesses: Fighter is the best career choice for Goblins. They have penalties to most attributes, including the key attributes to the spell-using professions.

CULTURE MODIFIERS

Language: *Starting Languages:* Goblins start with their common racial tongue, Goblin (S8/W6). They may also choose Common-speech (S6/W4). *Allowed Adolescent Development:* Common-speech (S8/W6), Goblin (S10/W8) and Orcish (S4/W4).

Prejudices: Goblins are mean and cruel by nature, but they bear no single race particular ill will. They are wanton, not selective in their bloodthirstiness. If they have any racial hatreds, they are inspired by turf conflicts with other Subterranean races.

Religious Attitudes: Goblin religious beliefs and practices do not differ greatly from the norm for Subterranean culture.

Preferred Professions: Goblins favor no particular profession, nor are any closed off to them.

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

Typical Cultures: It is difficult to imagine a circumstance in which Goblins would not use the Subterranean template.

CHARACTER CONCEPTS

All Goblins are bound first and foremost to their tribe, which offers them security in numbers—and Goblin kingdoms can be quite large, offering quite lot of security. Goblins are mechanically inclined, and for some, fascination with technology competes with loyalty to the tribe. They might be hired away as mercenaries for their understanding of the devices of war, lured by money, the desire to learn more about technology through contact with other civilizations, or both.

BACKGROUND OPTIONS

Goblins receive four background options.

Extra Languages: In addition to the tongues listed above: Black-speech (S6/W4) and Orcish (S6/W6).

Extra Money: Gems or nuggets of precious metal.

Coins plundered from surface-dwellers may also be available.

Special Items: Spell adders and spell multipliers are not available. Items of Goblin make are durable and functional, but crudely crafted. Aesthetic sense is not a Goblin strong suit. More stylish looking items may be available as plunder from surface-dwellers, however.

Talents: All are available.



GOBLIN RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•3•2•2
CO	+2	Essence	Arcane PP
ME	-2	0	0•3•2•1•1
RE	0	Mentalism	Channeling PP
SD	-2	0	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	-2	+5	0•3•2•1•1
PR	-2	Disease	Mentalism PP
QU	-2	0	0•3•2•1•1
ST	+2	Psionic	Psionic PP
AP	-60	0	0•3•2•1•1
Soul Departure		Race Type	Recovery X
6		2	1
Languages		Background Options	
1		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
45		Dash/0	
AT (DB)		Size/Crit	Speed MA/AQ
8(30s)		M/-	SL/MD
Attacks		40 Melee/20 Missile	

HOBGOBLINS

Hobgoblins are not so much a separate sub-race as they are a random, relatively common genetic mutation among Goblins. Hobgoblins grow up to be both larger and stronger than Goblins and, as a matter of course, come to dominate the Goblin societies of which they are a part. Hobgoblins capitalize on the natural respect that Goblins show for size, strength and ruthlessness to proclaim themselves leader of their tribe, King of the Goblins. Goblins may resent this, but they acquiesce to it. If possible, they kill Hobgoblins at birth (as infants, they are much larger than typical Goblins) so that they will not have to face them when they are too strong to defeat. Hobgoblins possess another natural advantage over their lesser cousins in that they do not fear daylight; they suffer a penalty when acting in direct sunlight (see Special Abilities, below) but do not fear to take on foes in day or night. If Goblins did not destroy so many so early in life, Hobgoblins could easily form tribes of their own and terrorize other races, including them.

PHYSICAL DESCRIPTION

Build: Hobgoblins are simply oversized Goblins, with the characteristic round heads, snout-like snub noses and wide, grimacing mouths.

Coloring: Hobgoblins have a muddy tint to them.

Endurance: Normal.

Height: Hobgoblins are somewhat taller than Goblins, ranging from 4'-5' in height.

Life Span: Hobgoblins have an average life expectancy of 95 years.

Resistance: Normal.

Special Abilities:

- *Dark Vision:* Hobgoblins can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.
- *Sunlight Vulnerability:* Hobgoblins are unnaturally bold as Goblins go, and they have less difficulty functioning in daylight. They still suffer a –25 penalty, but only in direct sunlight.

Strengths and Weaknesses: Hobgoblins make exceptionally good Fighters, but are no better at the spell-using professions than their Goblin cousins.

CULTURE MODIFIERS

Language: *Starting Languages:* Hobgoblins start with their common racial tongue, Goblin (S8/W6). They may also choose Common-speech (S6/W4). *Allowed Adolescent Development:* Common-speech (S8/W6), Goblin (S10/W8) and Orcish (S4/W4).

Prejudices: Hobgoblins are mean and cruel by nature, but they bear no single race particular ill will. They are wanton, not selective in their bloodthirstiness. If they have any racial hatreds, they are inspired by turf conflicts with other Subterranean races.

Religious Attitudes: Hobgoblin religious beliefs and practices differ not at all from the norm for Goblins in general.

Preferred Professions: Hobgoblins favor no particular profession, nor are any closed off to them.

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

Typical Cultures: A typical Hobgoblin should use the Subterranean or Mining template. Because they suffer less from sunlight vulnerability than do Goblins, it is possible for Hobgoblins to live in any other environment except for Aquatic. For instance, a Hobgoblin who was exiled by his Goblin community at a young age might use a template other than Subterranean.

CHARACTER CONCEPTS

Hobgoblins may find themselves outcast from Goblin society for reasons described above. Alone and without a social network to support them (but with their racial advantages and disadvantages intact), they must make their way in the world by whatever means are available to them. As such, they may become classic PC adventurers—figures who may follow any occupation and are free to join with

HOBGOBLIN RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	+10	0•7•6•5•2
CO	+4	Essence	Arcane PP
ME	-2	0	0•5•4•3•2
RE	0	Mentalism	Channeling PP
SD	-2	0	0•7•6•5•4
EM	-2	Poison	Essence PP
IN	-2	+10	0•5•4•3•2
PR	0	Disease	Mentalism PP
QU	-2	+5	0•3•2•1•1
ST	+6	Psionic	Psionic PP
AP	-50	0	0•3•2•1•1
Soul Departure		Race Type	Recovery X
8		2	0.5
Languages		Background Options	
2		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/40	
AT (DB)		Size/Crit	Speed MA/AQ
15(25s)		M/-	SL/MD
Attacks		50 Melee/30 Missile	

other adventurers of diverse backgrounds, talents and aspirations.

BACKGROUND OPTIONS

Hobgoblins receive three background options.

Extra Languages: In addition to the tongues listed above: Black-speech (S6/W4) and Orcish (S6/W6).

Extra Money: Gems or nuggets of precious metal. Coins plundered from surface-dwellers may also be available.

Special Items: Spell adders and spell multipliers are not available. Items of Goblin make are durable and functional, but crudely crafted. Aesthetic sense is not a Goblin strong suit. More stylish looking items may be available as plunder from surface-dwellers, however.

Talents: All are available.

KOBOLDS

Kobolds are smaller than Goblins, less skillful with arms, and natural born cowards, to boot. They inevitably cave in to bullying by their larger cousins. Because of their weakness and lack of size, Kobolds do not come highly recommended as a PC race, but they are included here because of their relationship to Goblins, and as a point of reference.

PHYSICAL DESCRIPTION

Build: Kobolds share the dominant physical features of other Goblinoid sub-races, except that they are smaller and relatively slight, and have a distinctive pair of horns growing their head.

Coloring: Kobolds have reddish skin.

Endurance: Normal.

Height: Kobolds are shorter than other Goblins, ranging from 3'-4' in height.

Life Span: Kobolds have an average life expectancy of 75 years.

Resistance: Normal.

Special Abilities:

- *Dark Vision:* Kobolds can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.
- *Sunlight Vulnerability:* Like other Goblins, Kobolds only emerge from their underground lairs at night because the light of day all but blinds them. They suffer a -75 penalty to all activities in any kind of daylight.

Strengths and Weaknesses: Kobolds are smaller (and therefore nimbler) and more cunning than their cousins, and they make better Thieves than any other profession.

CULTURE MODIFIERS

Language: *Starting Languages:* Kobolds start with their common racial tongue, Goblin (S8/W6). They may also choose Common-speech (S6/W4). *Allowed Adolescent Development:* Common-speech (S8/W6), Goblin (S10/W8) and Orcish (S4/W4).

Prejudices: Kobolds are mean and cowardly, but they bear no single race particular ill will. They are wanton, not selective in their bloodthirstiness. If they have any racial hatreds, they are inspired by turf conflicts with other Subterranean races.

Religious Attitudes: Kobold religious beliefs and practices do not differ greatly from the norm for Goblins.

Preferred Professions: Kobolds favor no particular profession, nor are any closed off to them.

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

Typical Cultures: Typically, Kobolds should use the Subterranean template.

CHARACTER CONCEPTS

Because of their various weaknesses, Kobolds are not recommended as a PC race. However, because they are the runts of the Goblin racial family, one may imagine them as outcasts from the larger Goblin community, forced to make their own way in the world as adventurers.

KOBOLD RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•5•3•2•1
CO	0	Essence	Arcane PP
ME	-2	-5	0•3•2•1•1
RE	+2	Mentalism	Channeling PP
SD	-2	0	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	-2	0	0•3•2•1•1
PR	-2	Disease	Mentalism PP
QU	+2	-5	0•3•2•1•1
ST	-4	Psionic	Psionic PP
AP	-80	0	0•3•2•1•1
Soul Departure		Race Type	Recovery X
4		2	1.5
Languages		Background Options	
1		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		Spt/0	
AT (DB)		Size/Crit	Speed MA/AQ
9(35s)		M/-	MD/MD
Attacks		20 Melee/40 Missile	

BACKGROUND OPTIONS

Kobolds receive five background options.

Extra Languages: In addition to the tongues listed above: Black-speech (S6/W4) and Orcish (S6/W6).

Extra Money: Gems or nuggets of precious metal. Coins plundered from surface-dwellers may also be available.

Special Items: Spell adders and spell multipliers are not available. Items of Goblin make are durable and functional, but crudely crafted. Aesthetic sense is not a Goblin strong suit. More stylish looking items may be available as plunder from surface-dwellers, however.

Talents: All are available.

MURLOGI

Goblins have an equivalent in the Shadow World—the Murlogi, who are also known as Goblins. Most of them live in large subterranean settlements, but many get to see other parts of Kulthea as mercenaries. Their competence at operating siege engines and other machines of war makes them useful to anyone who can stand the thought of hiring them.

Murlogi live in small groups scattered throughout Kulthea. A substantial portion of their total population, however, congregate in two large underground cities (Nemogûk, in Thuul, and Barbuluk, in Mythens) that they have taken over from other, more advanced, civilizations. Both cities are lorded over by a Mountain Giant and his clan, with the Murlogi population as sullen, but fearful subjects.

PHYSICAL DESCRIPTION

Build: Murlogi have rounded heads with large eyes, tiny noses and thin-lipped mouths. They have large ears and large feet with rudimentary toes.

Coloring: Murlogi have gray eyes and pale gray-yellow skin.

Endurance: Normal.

Height: Murlogi range from 4'-4'8" tall.

Life Span: Goblins have an average life expectancy of 80 years. Hobgoblins have an average life expectancy of 95 years. Kobolds have an average life expectancy of 75 years. In the Shadow World, Murlogi have a rather shorter average life span of 60 years.

Resistance: Normal.

Special Abilities:

- *Dark Vision:* Murlogi can see on a star-lit or moonlit night as if it were full daylight. In conditions darker than that, they need a light source to see, and their vision extends to 50' feet (perfect vision) and 100' (they can see reasonably well). In absolute darkness, however, they can see no better than Men.
- *Sunlight Vulnerability:* Murlogi only emerge from their underground lairs at night because

the light of day all but blinds them. They suffer a –40 penalty in any kind of daylight.

Strengths and Weaknesses: Murlogi do best as Fighters and Rangers—professions that value Constitution, for which they have a substantial bonus. They also find success as Rogues. Since that they suffer penalties to all of the mental and spiritual attributes, they do not spell-using professions congenial.

CULTURE MODIFIERS

Language: *Starting Languages:* Murlogi (S8/W4), native regional language (S8/W4). *Allowed Adolescent Development:* Murlogi (S10/W8), native regional language (S10/W6) and Lugrôki (S2/W2).

Prejudices: Murlogi are mean and cruel by nature and enjoy torturing their enemies, but they bear no single race particular ill will. If they have any racial hatreds, they are inspired by turf conflicts with other Subterranean races.

Religious Attitudes: Murlogi religious beliefs and practices do not differ greatly from the norm for Subterranean culture.

Preferred Professions: Murlogi favor no particular profession, nor are any closed off to them.

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

Typical Cultures: It is difficult to imagine a circumstance in which Goblins would not use the Subterranean template.

MURLOGI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•3•2•1
CO	+4	Essence	Arcane PP
ME	-2	0	0•3•2•1•1
RE	-2	Mentalism	Channeling PP
SD	-2	0	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	-2	+5	0•3•2•1•1
PR	-2	Disease	Mentalism PP
QU	-2	+5	0•3•2•1•1
ST	-2	Psionic	Psionic PP
AP	-60	0	0•3•2•1•1
Soul Departure		Race Type	Recovery X
6		2	0.5
Languages		Background Options	
1		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
1(15)		M/-	MD/MD
Attacks		45 Melee (claw)	

CHARACTER CONCEPTS

Murlogi are mechanically inclined, and for some, fascination with technology competes with loyalty to the tribe. They might be hired away as mercenaries for their understanding of the devices of war, lured by money, the desire to learn more about technology through contact with other civilizations, or both.

BACKGROUND OPTIONS

Murlogi receive six background options.

Extra Languages: In addition to the tongues listed above: (S2/W2), Dwarven (S2/W2), Dyari (S/W4) and Lugrōki (S6/W4).

Extra Money: Gems or nuggets of precious metal. Coins plundered from surface-dwellers may also be available.

Special Items: Spell adders and spell multipliers are not available. Items of Goblin make are durable and functional, but crudely crafted. Aesthetic sense is not a Goblin strong suit. More stylish looking items may be available as plunder from surface-dwellers, however.

Talents: All are available.

GRATAR

Gratar are frog-like humanoids, usually evil in disposition. Like frogs, they are amphibious, but Gratar spend most of their time on dry land. Some even live in underground warrens. There are five sub-races of Gratar, differentiated not by native environment or physical characteristics, but by status in their racial hierarchy: Black Gratar, Green Gratar, Grey Gratar, Red Gratar and Yellow Gratar. Of these, Red Gratar are quite rare and represent a highly unusual genetic mutation more than a genuine sub-race. We discuss the other four at greater length below.

Gratar have no equivalent in the Shadow World.

BLACK GRATAR

Black Gratar are large and strong, and they stand high enough in the Gratar hierarchy that they can bully Green and Yellow Gratar with impunity. Their powerful claws and teeth give them a fearsome appearance, and they defer only to Red Gratar. They treat Grey Gratar with grudging respect.

As warriors, Black Gratar favor chain mail and large, mean-looking weapons, like two-handed swords, battle-axes and falchions.

PHYSICAL DESCRIPTION

Build: Black Gratar are relatively well muscled compared to most Gratar.

Coloring: True to their name, Black Gratar have darker skin than other Gratar.

Endurance: Normal.

Height: Black Gratar range from 5'-5'6" in height.

Life Span: Black Gratar have an average life span of 120 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: Black Gratar are good natural warriors, and they work particularly well as Fighters. They combine bonuses in Constitution and Strength, but have few other strong points.

CULTURE MODIFIERS

Language: *Starting Languages:* Sea-speech (S8/W6), or North-speech (S8/W6) or South-speech (S8/W6). *Allowed Adolescent Development:* Sea-speech (S10/W10) and Common-speech (S6/W6).

Prejudices: Black Gratar have no unusual racial prejudices. They do look down their noses (figuratively) at Green and Yellow Gratar, however.

Religious Attitudes: All Gratar revere the rare Red, or Royal Gratar. Some communities treat the appear-



ance of a Red Gratar in their population pool as a divine event, convinced that that individual has a messianic destiny.

Preferred Professions: Black Gratar may pursue any profession.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Gratar are amphibious, but none of the sub-races spend much time in the water. So Black Gratar should not use the Aquatic template. The Littoral and Subterranean templates works better for them, and you should use whichever suits the environment that the Gratar character comes from.

CHARACTER CONCEPTS

Black Gratar, because of their unusual strength and endurance, are marked out as champions of their tribe from birth. They grow up conscious of their status as (as it were) alpha Gratar, and it is no wonder that they become arrogant bullies as well as exceptional Fighters.

BACKGROUND OPTIONS

Black Gratar receive four background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and Black-speech (S6/W6).

Extra Money: All are available.

Special Items: All are available.

Talents: All are available.

Black Gratar Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	0	0•7•4•2•1
CO	+6	Essence	Arcane PP
ME	0	0	0•5•3•2•2
RE	0	Mentalism	Channeling PP
SD	0	0	0•5•3•2•2
EM	-2	Poison	Essence PP
IN	+2	+10	0•5•3•2•2
PR	0	Disease	Mentalism PP
QU	0	+10	0•5•3•2•2
ST	+6	Psionic	Psionic PP
AP	-20	0	0•5•3•2•2
Soul Departure		Race Type	Recovery X
9		2	1
Languages		Background Options	
2		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		FSpt/5	
AT (DB)		Size/Crit	Speed MA/AQ
14(35s)		M/-	MF/MF
Attacks		100 Melee/100 Missile/60 MBI	

GREEN GRATAR

Green Gratar are the most common of their species and the lowest in the racial hierarchy. Other Gratar pick on them (especially Black Gratar, but Yellow Gratar are also grateful that some else's status is even lowlier than theirs) mercilessly. They are not very smart and they are easily cowed. Green Gratar like to spend at least part of every day in water, although this is not a physical requirement.

Green Gratar almost never wear armor, and go into battle wearing nothing but their clothes (which are not all that impressive to begin with), but they do carry shields. They wield pole arms, scimitars, spears and javelins.

PHYSICAL DESCRIPTION

Build: Like most Gratar, Green Gratar are portly humanoids with bulbous, frog-like heads. They walk hunched over so that their hands seem to touch the ground.

Coloring: Green Gratar have greenish skin, colored very much like that of frogs.

Endurance: Normal.

Height: Green Gratar range from 5'-5'6" in height.

Life Span: Green Gratar have an average life span of 85 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: Inasmuch as any profession suits them, Green Gratar work best as Fighters. They combine bonuses in Constitution and Strength, and have few other strong points.

CULTURE MODIFIERS

Language: *Starting Languages:* Sea-speech (S8/W6), or North-speech (S8/W6) or South-speech (S8/W6). *Allowed Adolescent Development:* Sea-speech (S10/W10) and Common-speech (S6/W6).

Prejudices: Green Gratar have no unusual racial prejudices.

Religious Attitudes: Green Gratar regard Red Gratar with special reverence. When a Red Gratar is born into their community, all Gratar treat it as a divine event. But Green Gratar believe most fervently that this individual has a messianic destiny.

Preferred Professions: Green Gratar are just not smart enough to become spell users, so they cannot pursue those professions. Otherwise, they may pursue any profession.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: The Littoral and Subterranean templates works best for Green Gratar.

CHARACTER CONCEPTS

Green Gratar are the foot soldiers of their society, and rarely distinguish themselves except by a chance act of bravery or strength. They will most probably develop as Fighters who will sacrifice themselves for the sake of the tribe, if the occasion demands it. A character of either sub-race would start out on the assumption that he was not destined for anything special, although, of course, his fate could dictate otherwise.

BACKGROUND OPTIONS

Green Gratar receive five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and Black-speech (S6/W6).

Extra Money: Green Gratar may not have extra money, as Gratar higher up the pecking order would only take it from them.

Special Items: Green Gratar may not choose spell adders or spell multipliers. Otherwise, all are available.

Talents: All are available.

GREEN GRATAR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	-10	0•5•4•2•1
CO	+2	Essence	Arcane PP
ME	-2	-10	0•2•1•1•1
RE	-2	Mentalism	Channeling PP
SD	0	-10	0•2•1•1•1
EM	-2	Poison	Essence PP
IN	-2	0	0•2•1•1•1
PR	-6	Disease	Mentalism PP
QU	0	0	0•2•1•1•1
ST	0	Psionic	Psionic PP
AP	-30	-10	0•2•1•1•1
Soul Departure		Race Type	Recovery X
3		2	1.5
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Spt/0	
AT (DB)		Size/Crit	Speed MA/AQ
1(15s)		M/-	SL/MD
Attacks		30 Melee/20 Missile/20 MBi	

GREY GRATAR

Grey Gratar are loners living by themselves in caves and underground lairs. Lean in body, unlike their cousins, they are also unusually agile for their race. Many of them combine these natural talents with an unscrupulous willingness to do someone else's dirty work for the right price, and they find plenty of work as spies and assassins.

Gray Gratar favor cloaks and dark clothing to help them remain hidden in the shadows. They wear chain or plate mail and use poisoned weapons in their work.

PHYSICAL DESCRIPTION

Build: Unlike their bulbous cousins, Grey Gratar are lean and wiry, even thinner than some Men.

Coloring: True to their name, Grey Gratar have grayish, almost colorless skin.

Endurance: Normal.

Height: Gray Gratar range from 5'-5'6" in height.

Life Span: Gray Gratar have an average life expectancy of 150 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: Gray Gratar function best as Thieves, Rogues or Warrior Monks.

CULTURE MODIFIERS

Language: *Starting Languages:* Sea-speech (S8/W6), or North-speech (S8/W6) or South-speech (S8/W6). *Allowed Adolescent Development:* Sea-speech (S10/W10) and Common-speech (S6/W6).

Prejudices: Grey Gratar have no prejudices in that they are mercenaries who will do anyone's dirty deeds for the right price.

Religious Attitudes: Grey Gratar revere the rare Red, or Royal Gratar, even though they rarely take part in communal religious rites.

Preferred Professions: Grey Gratar may pursue any profession. But they have learned through many generations of experience that they can thrive as hired assassins, so they favor Rogue and Thief.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Among Gratar, Grey Gratar are particularly likely to have a Subterranean background.

CHARACTER CONCEPTS

As discussed elsewhere, Grey Gratar are skilled assassins and cold-blooded mercenaries. They live alone and they like it that way. Whether they are Rogues, Thieves or Warrior Monks, their way of life is the same. Note that Grey Gratar also have the attribute bonuses to suggest that they would make good

Paladins, but they can never bring themselves to derive satisfaction from protecting other beings.

BACKGROUND OPTIONS

Grey Gratar receive four background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and Black-speech (S6/W6).

Extra Money: All are available.

Special Items: All are available. Poison costs Grey Gratar one less background option than normal.

Talents: All are available. In addition, Grey Gratar may select Assassin Training without a flaw for two background options instead of three.

GREY GRATAR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	-10	0•7•4•2•1
CO	0	Essence	Arcane PP
ME	0	-10	0•5•3•2•2
RE	0	Mentalism	Channeling PP
SD	+2	-10	0•5•3•2•2
EM	-4	Poison	Essence PP
IN	+4	0	0•5•3•2•2
PR	0	Disease	Mentalism PP
QU	+4	0	0•6•5•4•3
ST	+2	Psionic	Psionic PP
AP	-30	-10	0•6•5•4•3
Soul Departure	Race Type	Recovery X	
9	2	1	
Languages	Background Options		
3	4		
GM Information			
Base Rate	Max Pace/MN Bonus		
75	Dash/15		
AT (DB)	Size/Crit	Speed MA/AQ	
17(35s)	M/-	FA/FA	
Attacks	130 Melee/130 Missile/50 MBI/Spells		

YELLOW GRATAR

Yellow Gratar rank above Green Gratar in the racial hierarchy, but still below Black Gratar. Accordingly, their behavior alternates between snobbery and obsequiousness, depending on whom they are dealing with.

As warriors, Yellow Gratar use the same common weapons as Green Gratar. Sometimes, they wear leather armor. But just as often, they forego any sort of body protection, lest it obscure their war paint.

PHYSICAL DESCRIPTION

Build: Yellow Gratar are portly humanoids with bulbous, frog-like heads.

Coloring: Yellow Gratar have sickly, yellowish skin. Yellow Gratar warriors, however, paint their bodies to make them look more ferocious.

Endurance: Normal.

Height: All Gratar grow to roughly the same height, between 5'-5'6" tall.

Life Span: Yellow Gratar have an average life span of 100 years.

Resistance: Normal

Special Abilities: None.

Strengths and Weaknesses: Yellow Gratar work best as Fighters. They combine bonuses in Constitution and Strength, and have few other strong points.

CULTURE MODIFIERS

Language: *Starting Languages:* Sea-speech (S8/W6), or North-speech (S8/W6) or South-speech (S8/W6). *Allowed Adolescent Development:* Sea-speech (S10/W10) and Common-speech (S6/W6).

Prejudices: Yellow Gratar have no unusual racial prejudices.

Religious Attitudes: Yellow Gratar revere the rare Red, or Royal Gratar.

Preferred Professions: Yellow Gratar are just not smart enough to become spell users, so they cannot pursue those professions. Otherwise, they may pursue any profession.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Gratar are amphibious, but none of the sub-races spend much time in the water. So they should not use the Aquatic template. The Littoral and Subterranean templates works better for them, and you should use whichever suits the environment that the Gratar character comes from. Gray Gratar are particularly likely to have a Subterranean background.

CHARACTER CONCEPTS

Yellow Gratar are the foot soldiers of their society, and rarely distinguish themselves except by a chance act of bravery or strength. They will most probably develop as Fighters who will sacrifice themselves for the sake of the tribe, if the occasion demands it. A character of either sub-race would start out on the assumption that he was not destined for anything special, although, of course, his fate could dictate otherwise.

BACKGROUND OPTIONS

Yellow Gratar receive five background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8) and Black-speech (S6/W6).

Extra Money: Yellow Gratar may only have coins or semi-precious gems.

Special Items: Yellow Gratar may not choose spell adders or spell multipliers. Otherwise, all are available to all sub-races.

Talents: All are available.

YELLOW GRATAR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•2•1•1•1
RE	0	Mentalism	Channeling PP
SD	0	0	0•2•1•1•1
EM	-2	Poison	Essence PP
IN	0	0	0•2•1•1•1
PR	-2	Disease	Mentalism PP
QU	0	+10	0•2•1•1•1
ST	+2	Psionic	Psionic PP
AP	-20	-5	0•5•3•2•2
Soul Departure		Race Type	Recovery X
5		2	1
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		FSpt/0	
AT (DB)		Size/Crit	Speed MA/AQ
9(25s)		M/-	MD/MD
Attacks		60 Melee/50 Missile/20 MBi	

HALF-ELF

In *RMFRP*, Half-Elves are individuals of mixed ancestry, in which one of their parents is Elven and the other of Mannish kind. In the Shadow World, Half-Elven identity can be a matter of collective identity as well as individual heritage. There are five Half-Elven sub-races, known collectively as the Ta-Lairi, in Kulthea: Eritari, Ky'taari, Punkari, Sulini and Vorloi.

HALF-ELVES

Half-Elves must choose early in life whether they will be of mortal (i.e., Mannish) kind or immortal, of Elvish kind. If they choose immortality, they follow the lifestyle of the Elves. If they choose mortality, they feel more comfortable living among Men than among Elves, particularly among High Men.

PHYSICAL DESCRIPTION

Build: As one might expect, Half-Elves are thinner than Men but stouter than Elves. Males average 190 pounds in weight, while females average 135 pounds.

Coloring: Half-Elves have fair skin and gray eyes. Typically (but not exclusively), they have brown or black hair.

Endurance: Half-Elves have greater stamina than most Men, but not as much as Elves. They need only 4 hours of rest per day. This takes the form of sleep for mortal Half-Elves, while immortals may meditate in the manner of Elves.

Height: Half-Elves are comparable in height to Grey Elves. Half-Elven males average 6'3" tall, while females average 5'11" tall.

Life Span: The natural life expectancy of a Half-Elf who chooses mortality ranges from 250-500 years.

Resistance: Half-Elves are highly resistant to natural illness. They receive a +50 RR bonus versus disease. They are also resistant to extremes of natural cold, and receive +5 DB and RR bonuses versus cold attacks.

Special Abilities: *Dark Vision:* Half-Elves see extremely well in the dark. In moonlight or starlight, they can see perfectly up to 500'. In low-light conditions they see perfectly up to 50' and reasonably well up to 100'.

Strengths and Weaknesses: As you might expect, Half-Elves have strengths and weaknesses similar to those of Elves, but neither are as exaggerated. However, few of the spell-using professions jump out as natural fits for Half-Elves because those professions have one key attribute that does not qualify as a racial strength for them.

CULTURE MODIFIERS

Language: *Starting Languages:* Grey-elvish (S8/W6), Common-speech (S8/W6) and High-elvish (S6/W5). *Allowed Adolescent Development:* Grey-Elvish (S10/W10), Common-speech (S10/W10), High-Elvish (S10/W10), High-speech (S10/W10) and Elvish (S10/W10).

Prejudices: All Half-Elves instinctively hate Orcs, whether or not they themselves have had any bad experience with Orcish kind. Also, it should be noted that all Half-Elves—but particularly those who choose to be of mortal kind—feel a strong affinity for High Men, since it is widely believed that High-Men as an entire sub-race have a touch of Elven blood in them. High Elves who choose mortality almost always live among High Men rather than among Common Men.

Religious Attitudes: Half-Elves resemble Elves in their religious practice. For them, religion is quiet and personal, involving meditation and relatively little collective ritual. Even Half-Elves who choose to live among Men remain relatively aloof from organized religious practices.

Preferred Professions: As a general rule, no single profession is favored by or forbidden to Half-Elves.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: In *RMFRP*, Half-Elves are individuals of mixed ancestry who have certain proclivities based on the fact that they are part Elf and part Man. The term 'Half-Elf' doesn't place them within a given culture in and of itself. Half-Elves may therefore belong to any cultural template that seems credible given their heritage.

CHARACTER CONCEPTS

In *RMFRP*, character concepts for Half-Elves might usefully center on their status as half-castes without a firm racial or tribal identity. No matter whether they identify more closely with their Elven or Mannish blood, they will always be unusual wherever they go, always slightly off-center in their community. Ultimately, it is up to you to decide whether your character feels that this is a blessing or a curse. As to the details of his identity and his motives for taking up a life of adventuring, the culture to which he belongs should also serve as a guide.

BACKGROUND OPTIONS

Half-Elves receive four background options.

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

Extra Money: Coins, gems or jeweled items.

Special Items: All special items are available. Very likely, they will be made out of finely wrought metal (if metal is an appropriate material).

Talents: All are available.

Half Elf Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•7•5•3•1
CO	+2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-3	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	0	0•6•6•4•3
PR	+4	Disease	Mentalism PP
QU	+4	+50	0•7•5•4•3
ST	+2	Psionic	Psionic PP
AP	+10	0	0•6•4•3•1
Soul Departure		Race Type	Recovery X
6		3	1
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
9(30s)		M/-	MD/MD
Attacks		40 Melee/70 Missile	

ERITARI

The Eritari are descended from an intermingling of Elves and Thesians (or perhaps even the ancient Jinteni, the forebears of the Thesians). Their facial features combine the pointed Elven ears with the full lips and brown eyes of the Thesians.

Scattered, semi-independent groups of Eritari live in Rhôn, the region of Falias now controlled only loosely by Loar overlords (see Loari). Their most significant concentration of population, however, is on the continent of Thuul. Here, they inhabit the rainforests of Chaa-chu, as well as the kingdom of Arlandia, which lies nestled between two rivers in a tropical forest. A few Earthwarden ruins lie in the domain of Arlandia, but the local Eritari know little about their history.

PHYSICAL DESCRIPTION

Build: Eritari are tall and lithe, reflecting both sides of their heritage. Males average 190 pounds in weight, while females average 150 pounds.

Coloring: Eritari have brown eyes and brown skin.

Endurance: Eritari have greater stamina than most Men, but not as much as Elves. They need only 4 hours of rest per day. This takes the form of sleep for mortal Half-Elves, while immortals may meditate in the manner of Elves.

Height: Eritari range from 5'10"-6'10" in height.

Life Span: Eritari have an average life expectancy of about 200 years.

Resistance: Eritari receive +5 DR and RR bonuses versus heat attacks.

Special Abilities: *Dark Vision:* Eritari see extremely well in the dark. In moonlight or starlight, they can see perfectly up to 500'. In low-light conditions they see perfectly up to 50' and reasonably well up to 100'.

Strengths and Weaknesses: Like all Half-Elven sub-races, the Eritari are well suited for Thief, given their bonuses to Agility and Quickness. However, few of the spell-using professions jump out as natural fits for them because they have one key attribute that does not qualify as a racial strength. They are relatively weak in Self-Discipline as well as Reasoning, both of which are key attributes for many spell-using professions. However, their Appearance bonus stands them in good stead in social situations, and their resistance to disease and poison makes them durable under circumstances that would cripple most other mortal races.

CULTURE MODIFIERS

Language: *Starting Languages:* Eritari (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Eritari (S10/W8), Thesian (S6/W4) and native regional language (S10/W8).

Prejudices: As one might expect, the Eritari are more favorably disposed to the Thesians than they are to other Mannish races. Otherwise, they have no unusual racial prejudices.

Religious Attitudes: The Eritari follow Thesian religious beliefs and practices, although more casually.

Preferred Professions: The Eritari favor no particular profession, nor are any closed off to them.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Eritari may use Littoral, Rural, or the Woodfolk sub-culture, as appropriate.

CHARACTER CONCEPTS

In an alarming development, some Eritari tribes in the Chaa-chu region of Thuul have gone cannibal, hunting and feeding on the flesh of Thesians. Apparently, some tribal shamans are encouraging the belief that consuming Thesian flesh will extend one's life.

An Eritari PC might well be one who finds himself caught up in this crisis. Does he belong to a cannibal tribe? If so, maybe they employ him as a hunter and task him with finding prey. Or maybe he finds this practice horrid and goes into exile, or tries to steer his tribesmen back to the right path. Or does his tribe watch in shock as other Eritari hunt Thesian victims for food and debate what to do about it, if anything? Does he get caught up in a civil war, in which his tribe, aiding the local Thesian population, decides that they must stop these renegades by any means necessary?

Eritari in Arlandia might find themselves caught

up in exploring (and exploiting) the local Earthwarden ruins, either on his own initiative or in response to prodding by outsiders.

BACKGROUND OPTIONS

Eritari receive five background options.

Extra Languages: Erlini (S6/W6), Loari (S6/W6) and Thesian (S6/W4).

Extra Money: Coins, gems or jeweled items.

Special Items: All special items are available. Very likely, they will be made out of finely wrought metal (if metal is an appropriate material).

Talents: All are available.

KY'TAARI

The Ky'taari bear some physical resemblance to the Iylari Elves, from whom they are no doubt descended. They bear up to extreme cold better than any of the Half-Elven sub-races. However, they are not numerous. Their only homelands are in the Mur Fostisyr of northwest Jaiman and the tundra of Kalitaal north of Mulira.

PHYSICAL DESCRIPTION

Build: Ky'taari are tall and slender, and rather resemble the Iylari Elves in form. Males average 170 pounds in weight, while females average 115 pounds.

Coloring: Ky'taari have fair skin, blonde hair and blue or green eyes.

Endurance: Ky'taari need only 4 hours of rest per day.

Height: Ky'taari range from 5'8"-6'9" in height.

Life Span: Ky'taari have a life expectancy of 150-300 years.

Resistance: Ky'taari are immune to natural cold.

Special Abilities:

- Dark Vision:** Ky'taari see extremely well in the dark. In moonlight or starlight, they can see perfectly up to 500'. In low-light conditions they see perfectly up to 50' and reasonably well up to 100'.
- Solar Renewal:** Ky'taari possess the unusual ability to draw energy from sunlight. They may recover 1 PP per level per full hour that they spend resting in direct sunlight.

Strengths and Weaknesses: Like all Half-Elven sub-races, the Ky'taarii are well suited for Thief, given their bonuses to Agility and Quickness. However, few of the spell-using professions jump out as natural fits for them because they have one key attribute that does not qualify as a racial strength. They are relatively weak in Self-Discipline, a key attribute for some spell-using professions. However, their Appearance bonus stands them in good stead in social situations. Their resistance to disease and poison makes them durable under circumstances that would cripple most other mortal races, and their resistance to natural cold

ERITARI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	0	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	-2	Mentalism	Channeling PP
SD	-1	+10	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	+20	0•6•5•4•3
PR	+4	Disease	Mentalism PP
QU	+4	+60	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	+10	0	0•6•4•3•2
Soul Departure		Race Type	Recovery X
6		3	1
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
1(30s)		M/-	MD/MD
Attacks		60 Melee/70 Missile	

allows them to succeed in arctic climates like no other Kulthean race, save perhaps the Umli.

CULTURE MODIFIERS

Language: *Starting Languages:* Ky'taari (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Ky'taari (S10/W8), Syrkakar (S6/W4), Umli (S6/W4) and native regional language (S10/W8).

Prejudices: Ky'taari do not have any particular prejudices.

Religious Attitudes: As a general rule, Ky'taari follow the religious beliefs and practices characteristic of Arctic culture, although more casually.

Preferred Professions: Ky'taari favor no single profession, nor is any forbidden to them.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Ky'taari should use the Arctic template.

CHARACTER CONCEPTS

As noted above, the Ky'taari are not a numerous race. Nonetheless, recent Syrkakar aggression against the other peoples of the Muir Fostisyr islands puts them in a position rife with possibility. Having overrun many of their neighbors, what do the Syrkakar intend to do next? The Ky'taari cannot resist them alone, if they want to complete their conquest of the islands. A Ky'taari PC could find himself caught up in this present crisis. Does his tribe send him to spy

on the Syrkakar to divine their intentions? Do they send him abroad to seek help? Or on a military raid against the Syrkakar, to disrupt whatever operations they may be planning?

BACKGROUND OPTIONS

Ky'taari receive four background options.

Extra Languages: In addition to the tongues listed above: Dyari (S6/W4), Fustir (S6/W4), Linnaeri (S6/W4), Loari (S6/W4), Syrkakar (S8/W6), Udahir (S6/W4) and Umli (S8/W6).

Extra Money: Coins, gems or jeweled items.

Special Items: All special items are available. Very likely, they will be made out of finely wrought metal (if metal is an appropriate material).

Talents: All are available.

PUNKARI

The Punkari, as best anyone can determine, are the descendants of interbreeding between Erlini or Loari and Y'nari and/or Laan. They originally came from Mulira, but now live in many different parts of Kulthea. They are notoriously anarchic in their temperament, and they seem incapable of maintaining social order in groups larger than small clans. Their most significant concentration of population can be found on Jaiman, in the former Unicorn Kingdom of Urulan. Here, they share the coastal strip with scattered tribes of Erlini and Sulini.

PHYSICAL DESCRIPTION

Build: Punkari are more powerfully built than the other Half-Elven races of Kulthea. Males average 210 pounds in weight, while females average 160 pounds.

Coloring: Punkari have fair skin and, for the most part, brown or amber eyes.

Endurance: Punkarii need only 4 hours of rest per day.

Height: Punkari range from 5'6"-6'8" in height.

Life Span: Punkari have a life expectancy of 200-300 years.

Resistance: Punkari receive +5 DR and RR bonuses versus both heat and cold attacks.

Special Abilities: *Dark Vision:* Punkari see extremely well in the dark. In moonlight or starlight, they can see perfectly up to 500'. In low-light conditions they see perfectly up to 50' and reasonably well up to 100'.

Strengths and Weaknesses: Like all Half-Elven sub-races, the Punkari are well suited for Thief, given their bonuses to Agility and Quickness. However, few of the spell-using professions jump out as natural fits for them because they have one key attribute that does not qualify as a racial strength. They are relatively weak in Self-Discipline, a key attribute for some spell-using professions. However,

KY'TAARI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•7•5•3•1
CO	+2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-1	+10	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	+20	0•6•5•4•3
PR	+4	Disease	Mentalism PP
QU	+4	+80	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	+10	0	0•6•4•3•2
Soul Departure		Race Type	Recovery X
6		3	1
Languages		Background Options	
4		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
1(30)		M/-	MD/MD
Attacks		60 Melee/70 Missile	

their Appearance bonus stands them in good stead in social situations. Their resistance to disease and poison makes them durable under circumstances that would cripple most other mortal races.

CULTURE MODIFIERS

Language: *Starting Languages:* Punkari (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Erlini (S4/W4), Laan (S4/W4), Punkari (S10/W8), Y'nari (S4/W4) and native regional language (S10/W8).

Prejudices: The Punkari are very xenophobic. They dislike all non-Punkari, sometimes violently.

Religious Attitudes: The Punkari follow the religious beliefs and practices appropriate to their culture template, although more casually.

Preferred Professions: The Punkari favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Although the Punkari as a race trace their origins to Mulira, individuals and small groups of them now live throughout Kulthea. Therefore, there are no major restrictions on the culture template that a Punkari PC may use. It depends on where his tribe lives, if indeed he even grew up with his tribe.

CHARACTER CONCEPTS

In developing a character concept for a Punkari PC, it is probably wise to keep in mind that they are too combative to live with each other in anything larger than a simple clan-sized group, and too xenophobic to mix easily with an assortment of other races. This tic of temperament suits Punkari to the life of a bounty hunter or a hired blade—someone who sells his services like a mercenary, but works alone or in a small group, thus minimizing his chances of conflict with his co-workers. Such a line of work also allows him to reduce all of his relationships to matters of money, with no messy concepts like personal loyalty or racial dislike to clutter them. The fact that Punkari receive bonuses to Agility and Quickness also make them suited to the Thief-like tasks that those who work alone must master.

BACKGROUND OPTIONS

Punkari receive four background options.

Extra Languages: In addition to the tongues listed above: Dyari (S4/W4), Erlini (S6/W6), Laan (S8/W4), Loari (S6/W4) and Y'nari (S8/W4).

Extra Money: Coins, gems or jeweled items.

Special Items: All special items are available. Very likely, they will be made out of finely wrought metal (if metal is an appropriate material).

Talents: All are available.

PUNKARI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	0	0•7•5•3•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-1	+5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	+20	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	+2	+60	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	+10	0	0•6•4•3•2
Soul Departure		Race Type	Recovery X
6		3	1
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
5(30s)		M/-	MD/MD
Attacks		60 Melee/70 Missile	

SULINI

The Sulini are tall and slender, the result of mingling between the Erlini and a fair mortal race, most likely either the Talath or Lydians. Most Sulini live in fishing settlements along the coasts of Mythenis and Jaiman.

PHYSICAL DESCRIPTION

Build: Sulini are slender and graceful. Males average 230 pounds in weight, while females average 160 pounds.

Coloring: Sulini have fair skin, blonde hair and blue or green eyes.

Endurance: Sulini need only 4 hours of rest per day.

Height: Sulini are the tallest Half-Elven sub-race in the Shadow World. They can reach 7'2" in height, with an even 6' being the lower end of the range.

Life Span: Sulini have a life expectancy of 200-300 years.

Resistance: Sulini receive +5 DR and RR bonuses versus both heat and cold attacks.

Special Abilities:

- Dark Vision:* Sulini see extremely well in the dark. In moonlight or starlight, they can see perfectly up to 500'. In low-light conditions they see perfectly up to 50' and reasonably well up to 100'.

Strengths and Weaknesses: Like all Half-Elven sub-races, the Sulini are well suited for Thief, given their bonuses to Agility and Quickness. They are

relatively weak in Self-Discipline and Reasoning, key attributes for some spell-using professions. But they also receive modest bonuses to Empathy and Intuition, which gives them a leg up as Rangers, Dabblers and Animists. Also, their Appearance bonus stands them in good stead in social situations. Their resistance to disease and poison makes them durable under circumstances that would cripple most other mortal races.

CULTURE MODIFIERS

Language: *Starting Languages:* Sulini (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Erlini (S6/W4), Lydian (S4/W4), Sulini (S10/W8), Talath (S4/W4) and native regional language (S10/W8).

Prejudices: The Sulini have no particular prejudices.

Religious Attitudes: The Sulini follow the religious beliefs and practices appropriate to the Littoral culture template, although more casually.

Preferred Professions: The Sulini favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Sulini should use either Arctic or Littoral, unless their individual circumstances make them exceptional.

CHARACTER CONCEPTS

The Sulini are fisher-folk rather than deep-ocean

sailors, so they are not accustomed to adventuring in faraway lands. However, given their nautical skills, it is entirely possible that they might venture to a major port to find a market for their talents. Or that someone in need of skilled sailors would come to a Sulini village to recruit. Either way offers a path to get a Sulini PC into the adventuring life.

BACKGROUND OPTIONS

Sulini receive four background options.

Extra Languages: In addition to the tongues listed above: Erlini (S8/W6), Lennai (S4/W4), Lydian (S6/W6) and Talath (S6/W6).

Extra Money: Coins, gems or jeweled items.

Special Items: All special items are available. Very likely, they will be made out of finely wrought metal (if metal is an appropriate material).

Talents: All are available.

VORLOI

Vorloi, also known as 'Tree Spirits,' are a strange sub-race unique to the Isle of Jade, which is located south of Khûm-kaan. It is presumed that they are Half-Elven because they have long, pointed ears and a life span much longer than a typical mortal race. But the identity of their mortal ancestors has never been determined with any certainty. For the moment, they are generally regarded as Half-Elves—although the sharp fangs and claw-like nails that they present along with their fine features and delicate hands brings that classification into question.

PHYSICAL DESCRIPTION

Build: Like other Half-Elves, Vorloi are lithe and slender. Males average 130 pounds in weight, while females average 90 pounds.

Coloring: Vorloi are quite pale and have eyes to match.

Endurance: Like other Half-Elves, Vorloi need only 4 hours of rest per day.

Height: Vorloi are far and away the shortest Half-Elven race, ranging from only 4'8"-5'6" tall.

Life Span: Vorloi are exceptionally long-lived, with a typical life expectancy of 600 years or more.

Resistance: Vorloi all receive +5 DB and RR bonuses versus both heat and cold attacks.

Special Abilities: *Dark Vision:* Vorloi see extremely well in the dark. In moonlight or starlight, they can see perfectly up to 500'. In low-light conditions they see perfectly up to 50' and reasonably well up to 100'.

Strengths and Weaknesses: Vorloi are exceptionally well suited for Thief based on their strong bonuses to Agility and Quickness, even more so than other Half-Elves. They receive modest

SULINI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	0	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	-2	Mentalism	Channeling PP
SD	-3	+10	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	+2	+20	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	+4	+60	0•7•6•5•4
ST	0	Psionic	Psionic PP
AP	+10	0	0•6•4•3•2
Soul Departure		Race Type	Recovery X
8		3	1
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
1(30s)		M/-	MD/MD
Attacks		60 Melee/70 Missile	

bonuses to Empathy and Intuition, which gives them a leg up as Rangers, Dabblers and Animists.

CULTURE MODIFIERS

Language: *Starting Languages:* Vorloi (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Vorloi (S10/W8) and native regional language (S10/W8).

Prejudices: Vorloi have no particular prejudices.

Religious Attitudes: Vorloi follow animistic religious beliefs and practices along the lines described in the Sylvan culture template. Tribal shamans play an important role in their society, often assuming what passes for political leadership of Vorloi groups, in addition to spiritual leadership. The fact that Vorloi have such sophisticated religious organization in their society sets them apart from other Half-Elves.

Preferred Professions: Animists are particularly common among the Vorloi, no doubt because of their unusually feral lifestyle.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Vorloi always use the Sylvan template.

CHARACTER CONCEPTS

The Vorloi are an insular race, considered strange by most other denizens of Kulthea and confined to the Isle of Jade. A Vorloi who dreams of an adventuring life and seeing the world beyond the Isle of Jade would therefore be unusual among his folk, and would probably feel a degree of alienation among his folk. Because of the strangeness of his appearance, he would probably be something of a loner when he reached the world outside, and might well make his living through solitary occupations with transitory loyalties, such as spying, or mercenary work, treasure-hunting or even thieving. A clever Vorloi might also make his living through trading.

BACKGROUND OPTIONS

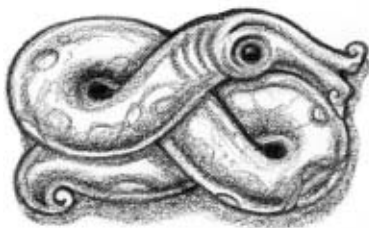
Vorloi receive three background options.

Extra Languages: In addition to the tongues listed above: Centaur (S4/W4), Erlini (S4/W4) and Nymph (S4/W4).

Extra Money: Coins, gems or jeweled items.

Special Items: All are available.

Talents: All are available.



Vorloi Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+6	0	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	-3	0	0•6•5•4•3
EM	+4	Poison	Essence PP
IN	+2	+20	0•6•5•4•3
PR	0	Disease	Mentalism PP
QU	+6	+5	0•7•6•5•4
ST	-2	Psionic	Psionic PP
AP	+5	0	0•6•4•3•2
Soul Departure		Race Type	Recovery X
6		3	1
Languages		Background Options	
3		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
1(30s)		M/-	MD/MD
Attacks		60 Melee/70 Missile	

HALFLINGS

Not even Halflings themselves know for certain how or where they first arose, but it is widely believed that they are a race as old as Men. Indeed, they are physically very similar to Men, except for their height. As their name suggests, Halflings are just over half as tall as a typical Man. They are sometimes called 'Hairfoots' because of thick mats of hair that grow on the tops of their feet.

Halflings have no direct equivalent in Shadow World.

PHYSICAL DESCRIPTION

Build: Halflings tend to be rather stout, by human standards. Both males and females average a bit over 50 pounds in weight. Halflings have large feet matted on top by thick hair.

Coloring: Halflings have light brown skin and hair.

Endurance: They may not look it, but Halflings are rugged folk, almost as tough and resilient in their own way as Dwarves and Orcs. When pushed, they can travel long distances over difficult terrain.

Height: Male Halflings average 3'5" in height, females 3'3".

Life Span: Halflings reach physical maturity at age 30 and live, on average, 90-110 years.

Resistance: Halflings' hands and feet are practically immune to extreme temperatures (that's one reason why they always go about barefoot). Halflings receive +30 DB and RR bonuses versus heat and cold attacks. Also, the simplicity and innocence of their temperament help them resist magical attacks. This is factored into their relatively high racial RR modification.

Special Abilities: Halflings are famously nimble. They have disproportionately long and slender fingers for their size, which helps them when it comes to crafting fine objects. Their high racial Agility stat bonus reflects their innate dexterity.

Strengths and Weaknesses: Their Agility and Quickness bonuses make Halflings eminently well suited to careers as Thieves. A strong Constitution bonus makes them good candidates for Ranger. But their attribute bonuses and penalties do not recommend them for many other professions. Their noticeable penalties to Self-Discipline and Presence hurt them if they try to pursue most any of the spell-using professions.

On the other hand, Halflings receive exceptional RR bonuses against most forms of magic.

CULTURE MODIFIERS

Language: *Starting Languages:* Small-speech (S8/W6), Common-speech (S8/W6). *Allowed Adolescent Development:* Small-speech (S10/W10), Common-speech (S10/W10), High-speech (S8/W8), Grey-elvish (S8/W8).

Prejudices: Halflings get along well with most any race except Orcs, whom they hate with a passion. Because of their size and good humor, most other races cannot bring themselves to find Halflings threatening. Immortal races in general and Elves in particular fascinate Halflings, and they instinctively show deference to anyone who fits that description.

Religious Attitudes: Halflings are rural folk deep at heart, and their religious beliefs and practices reflect thankfulness for Nature's bounty and the blessings of a good harvest. Their rituals, however, are low key and informal.

Preferred Professions: Halflings' innate dexterity makes them particularly well suited to follow careers as Thieves. However, they are not gifted spell-users. The spell-using professions are not closed off to them, but most Halflings know better than to even begin down that path.

Special Skills: *Everyman:* Caving (Halfling-holes), choice of any five skills within the Crafts category, Horticulture. *Restricted:* None.

Typical Cultures: Halflings enjoy the peace and simple pleasures of rural life, and so the Rural culture template fits them best. Only the most adventurous of their race will go and live in a city.

CHARACTER CONCEPTS

Halflings are Rural folk by and large, and the problem with getting them into an adventurer's life is that it's hard to persuade them that leaving home is worth the bother (see the Rural culture template in Part II). Halflings are even more parochial than most Rural folk, and even more inclined to stay put. One way to get them out and adventuring is to play on their prejudices, their likes as well as their dislikes. Perhaps the lure of Elven magic is too much to bear, and your character leaves home determined to see them, or even to receive some sort of favor from them. Or perhaps he leaves home bent on vengeance against Orcs who have attacked his community.

Halfling characters that maximize the race's strong suits are usually Thieves, but don't let the name of the profession fool you. Halflings frown upon stealing, and would give you a good thrashing if they caught you in the act. Whatever else one may say about them, they are guileless and honest. But for purposes of adventuring, their size and natural dexterity allow them to excel at skills that characterize the profession known as Thief. In a sticky situation, they are much better equipped to use stealth, cleverness and nimbleness than brute force or magic to get out of it. In other words, a Halfling Thief doesn't cut purses for a living; he simply knows how to use his natural gifts to survive.

Halfling Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+6	0	0•6•5•4•3
CO	+6	Essence	Arcane PP
ME	0	+50	0•5•4•3•2
RE	0	Mentalism	Channeling PP
SD	-4	+40	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	0	+30	0•2•1•1•1
PR	-6	Disease	Mentalism PP
QU	+4	+15	0•2•1•1•1
ST	-8	Psionic	Psionic PP
AP	-5	0	0•2•1•1•1
Soul Departure		Race Type	Recovery X
18		1	0.5
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		Dash/40	
AT (DB)		Size/Crit	Speed MA/AQ
1(40)		M/-	MD/MF
Attacks		15 Melee/40 Missile	

BACKGROUND OPTIONS

Halflings who leave their comfortable communities in search of adventures are assumed to be extraordinary examples of the race. Therefore, they receive five background options.

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: Coins or semi-precious gems. Halflings rarely encounter anything more valuable than that in their daily lives.

Special Items: Spell adders and items that cast spells are not available. Halflings only have items that help perform a natural, non-magical task, such as a weapon, a saddle, a rope, a lockpick, etc.

Talents: Halflings may not select mystical talents.

HALF-ORCS

Half-Orcs are monsters in the most literal sense, intelligent but hideous offspring of Man and Orc. They are often confused with Greater Orcs, but they are a distinct race unto themselves. Usually, they are the offspring of human women ravished by Orc raiders or taken captive for sport, but instances of love-matches between Man and Orc have been recorded (though with little approval).

Half-Orcs are not numerous, but they are noted and feared wherever they appear. They are almost always treated as outcasts by Mannish society, and also usually by Orc tribes. However, some Orcs hold Half-Orcs in awe because of their human ancestry and elevate Half-Orcs into leadership positions.

Half-Orcs—Half-Lugrôki, more properly—do exist in the Shadow World, as the Lugrôki of Wrangôr

have interbred with slaves and captives to produce half-castes (see Orcs). Because of the wide genetic variation that exists between the Mannish races in the Shadow World, (to say nothing of mortal races in general), it is hard to make truly accurate generalizations about these Half-Lugrôki. However, the guidelines for Half-Orcs presented here may be used as a median representation of what these unfortunate beings are like.

PHYSICAL DESCRIPTION

Build: Half-Orcs look like a cross between Greater Orcs and dark-skinned Common Men. In fact, they might pass for human were it not for their fangs, tusks and large, pointed ears. Males weigh 150 pounds on average. Females average 135 pounds.

Coloring: Half-Orcs have dark skin, black or reddish-brown eyes and black or gray hair.

Endurance: Their Orcish inheritance gives Half-Orcs exceptional stamina. They can travel for two days without sleep, and they receive a +10 bonus to exhaustion points. If they wish to restore Power Points, however, they must sleep more often, just like everyone else

Height: Male Half-Orcs average 5'8" in height. Females average 5'5".

Life Span: Half-Orcs have a natural life expectancy of 250-500 years. Unlike Orcs, they sometimes reach the limits of their natural life expectancy.

Resistance: Half-Orcs are unusually tough physical specimens, as one might expect. They receive +15 DB and RR bonuses versus heat and cold attacks.

Special Abilities: *Dark Vision:* Half-Orcs also receive good night vision as part of their Orcish inheritance. They can see 25' perfectly well in very dim



light, and up to 50' reasonably well. They can see 5' in absolute darkness (non-magical).

Strengths and Weaknesses: In a way, Half-Orcs draw different strengths from the human and Orcish sides of their inheritance. They have a few minor strengths and no glaring weaknesses. Their Orcish blood gives them the ability to function normally with very little sleep, and night vision without any corresponding penalties when in broad daylight. As far as professions go, their slight bonuses to Constitution and Strength make them better than average Fighters. Their slight bonus to Self-Discipline helps them master a variety of spell-using professions, as well as Monk and Warrior Monk. The fact that their attribute bonuses reflect little deviation from statistical norms is a consequence of their inheritance from Common Men.

CULTURE MODIFIERS

Language: *Starting Languages:* Common-speech (S8/W4), Orcish (S8/W4), Black-speech (S4/W3). *Allowed Adolescent Development:* Common-speech (S10/W8), Orcish (S10/W8), Black-speech (S8/W8), Hill-speech (S6/W6).

Prejudices: Half-Orcs make no secret of their distaste for just about every race under the sun (including Orcs). However, they reserve the deepest hatred for Elves and Hill Men.

Religious Attitudes: Half-Orcs instinctively revere the powers of darkness and evil.

Preferred Professions: Theoretically, Half-Orcs are not disqualified from any profession except for Paladin, with which they are temperamentally incompatible. However, in practice, Half-Orcs gravitate toward Fighter.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Highlanders normally supply the human quotient of a Half-Orc's bloodline, so Highlander is the most appropriate culture template for them. However, it is by no means the only appropriate one. Half-Orcs may use any cultural template. They also tend to gravitate toward Barbarian and Militaristic sub-cultural templates.

CHARACTER CONCEPTS

Half-Orcs who try to live among Men are outcasts by their very nature, and that simple (if harsh) fact provides a useful way of conceptualizing a Half-Orc character. Universally hated and feared, a Half-Orc might never achieve a sense of belonging no matter where he goes. As a consequence, he might spend his life constantly on the move, always looking for a way to make money, or to just keep himself amused. He feels no particular loyalty to anyone or any place, and judges all personal relationships based on their immediate, tactical benefits. He might be an assassin

or a bounty hunter who prefers to work alone. Or he might be a mercenary Fighter living off of his booty from the last war while waiting for the next one to break out.

On the other hand, a Half-Orc who chooses to live according to the Orcish side of his nature might aspire to a leadership position at the head of a tribe of Orcs. Indeed, that kind of power and status is probably the only compensation that someone with Mannish blood could find living among Orcs. But he would still be an outsider among pureblooded Orcs, and he would have to prove himself to them in some way before he was accepted as a leader. He might therefore take to the adventuring life to accomplish a great deed (great in the eyes of Orcs, at any rate) that would prove himself truly worthy to reign over an Orcish society.

BACKGROUND OPTIONS

Half-Orcs get five background options.

Extra Languages: In addition to the tongues listed above: North-speech (S8/W8) and Wood-speech (S8/W8).

Extra Money: Coins, semi-precious gems and weapons.

Special Items: All special items are available. It is not out of the question for Half-Orcs to have first-rate gear in their possession, especially if they are mercenaries serving an evil lord.

Talents: All are available.

Half-Orc Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•7•4•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•4•3•2
RE	0	Mentalism	Channeling PP
SD	+2	0	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	+5	0•6•4•3•2
PR	0	Disease	Mentalism PP
QU	0	+5	0•6•4•3•2
ST	+2	Psionic	Psionic PP
AP	-20	0	0•5•3•2•2
Soul Departure		Race Type	Recovery X
1		2	1
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Spt/10	
AT (DB)		Size/Crit	Speed MA/AQ
17(40s)		M/-	MD/MD
Attacks		80 Melee/60 Missile	

HIRA'RAZHIR/HIRAZI

Both *RMFRP* the Shadow World have races that resemble nothing so much as a cross between Men and birds, with distinctly humanoid bodies and long wings that give them the ability to fly. Both races (Hira'razhir in *RMFRP* and Hirazi in the Shadow World) live high up in the mountains, in constant contact with the ceiling of the sky. Although they have physical differences that distinguish them from the other, both share the same role in each setting—to provide intelligent races that can fly, and therefore give you the opportunity to play a PC with the inherent ability to take to the air. Therefore, we consider the Hira'razhir and the Hirazi as equivalent races.

HIRA'RAZHIR

Hira'razhir are a winged race whose skeletons are formed of hollow bones. They live exclusively at high altitudes. They consider the air to be their true element, and they prefer to spend most of their lives gliding with the winds. Deep in their heart of hearts, they scorn the use of their mountain eyries for anything other than minimal use.

Because they love flight above all other things, Hira'razhir are very protective of their wings. They keep them folded back in a flattened configuration to protect them from harm when they are not airborne, and they are constantly watchful lest harm come to them. Needless to say, they do not appreciate anyone touching their wings out of curiosity. In fact, a crippling injury to the wings is such a terrible psychological blow that a Hira'razhir who is so maimed usually commits ritual suicide. The same is true of those who lose use of their wings to disease or the infirmities of age. New-borns with deformed wings are put to death to spare them the misery of life as a less than whole Hira'razhir.

PHYSICAL DESCRIPTION

Build: Hira'razhir are gaunt and rather short, and they do not look terribly imposing until they spread their wings. Their wings, in fact, measure longer than their body when measured tip to tip (see Height, below). To support their wingspan, their shoulders and upper back are incorporated into the wing structure.

Coloring: Hira'razhir have fair

skin, which contrasts against the rich blue of their wing feathers. They have blue or gray eyes and silver or white hair.

Endurance: Living at high altitude gives Hira'razhir unusual stamina, as their lungs have adapted to the thin air. They receive +12 endurance points.

Height: Hira'razhir average just over 5' in height, with a wingspan of 12'.

Life Span: Hira'razhir have an average life expectancy of 75-80 years.

Resistance: Hira'razhir are highly resistant to extreme temperatures. They have +20 DB and RR bonuses against heat and cold attacks.

Special Abilities: None.

Strengths and Weaknesses: Hira'razhir make good Thieves, although their society does not condone stealing. It is simply a reflection of their natural dexterity and quickness. They also do reasonably well at the spell-using professions that rely on Empathy, since they have a slight bonus to that attribute and no penalties to the other key attributes.

Their greatest strengths, of course, are their ability to fly and their resistance to temperature extremes. The one gives them mobility of which



earth-bound races can only dream, and both can come in handy when adventuring in harsh environments.

CULTURE MODIFIERS

Language: *Starting Languages:* Common-speech (S8/W6) and Hill-speech (S6/W6). *Allowed Adolescent Development:* Common-speech (S10/W10), North-speech (S4/W4) and South-speech (S4/W4).

Prejudices: Hira'razhir bear no unusual animosity toward any particular race. But they are inordinately proud of their ability to fly. They know full well that flying distinguishes them from most other intelligent races, and it is hard for them to restrain themselves from looking down (both figuratively and literally) at earthbound races.

Religious Attitudes: Hira'razhir display no religious tendencies that would distinguish them from the norm for Aerial cultures.

Preferred Professions: No single profession is favored by or forbidden to Hira'razhir.

Special Skills: *Everyman:* Flying/Gliding. *Restricted:* None.

Typical Cultures: Hira'razhir always use the Aerial template. Most cannot even conceive of living below the mountain peaks in which they build their eyries.

CHARACTER CONCEPTS

A Hira'razhir who goes adventuring might sell his services as an airborne scout to whoever needs it. Rare is the Hira'razhir who leaves his aerial homeland, and he would feel distinctly uncomfortable in an underground environment such as a dungeon (where his flying ability would be largely negated). But such is his pride in his ability to fly, and his desire to make his fortune by it that he accepts its hardships. He could also sell his services to armies, many of which would pay good money to spy on the enemy from above.

BACKGROUND OPTIONS

Hira'razhir receive six background options.

Extra Languages: In addition to the tongues listed above: High-elvish (S4/W4), High-speech (S6/W4) and Hill-speech (S8/W8).

Extra Money: Coins and gems.

Special Items: All are available.

Talents: All are available. In addition, Hira'razhir may select Strong Lungs as a talent without a flaw for one background option instead of two, and Unnatural Stamina as a talent without a flaw for two background options instead of three. Living at high altitude challenges and strengthens their respiratory system in a way that those who spend their time at lower elevations never experience.

HIRA'RAZHIR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+4	-5	0•6•2•2•1
CO	-2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	-5	0•6•5•4•3
PR	0	Disease	Mentalism PP
QU	+4	-10	0•7•6•5•4
ST	-4	Psionic	Psionic PP
AP	-5	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
3		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
90		Dash/25	
AT (DB)		Size/Crit	Speed MA/AQ
1(30)		M/-	MF/MD
Attacks		20 Melee/50 Missile	

HIRAZI

The Hirazi are much taller and sturdily built than the Hira'razhir, but they also have hollow bones and long wings that enable them to fly gracefully. Hirazi breed infrequently, and they tend to have small families. That, combined with the fact that they do not adapt well to environments outside of their mountain homes, keeps their population small compared to the other races of Kulthea. Many Loremasters suspect that the Hirazi are, in fact, the progeny of a bizarre experiment conducted by the Lords of Essaence in the distant past.

The Hirazi live in small colonies scattered throughout Kulthea, wherever they can site their eyries. The most significant of these are located overlooking the Bay of Sindarah in Falias, and overlooking Dagger-Ridge Bay in Mulira.

PHYSICAL DESCRIPTION

Build: Hirazi are tall and muscular. They have a wingspan equal to exactly twice their height. Despite appearances, however, they are no more durable than the Hira'razhir, as their hollow bones make them physically fragile.

Coloring: Hirazi all have golden brown skin and white or blond hair. Their wings make an impressive sight, covered as they are by plush white feathery hairs that vary in color from blue to white to gold, and often appear in a shimmering combination of all of them.

Endurance: Hirazi have unusual stamina. They receive +12 endurance points.

Height: Hirazi range from 6'4"-7'8" tall. Their wingspan equals exactly twice their height.

Life Span: Hirazi have an average life expectancy of 75-80 years.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses: Hirazi make good Thieves, although their society does not condone stealing. It is simply a reflection of their natural dexterity and quickness. They also do reasonably well at the spell-using professions that rely on Empathy, since they have a slight bonus to that attribute and no penalties to the other key attributes.

Their greatest strengths, of course, are their ability to fly and their resistance to temperature extremes. The one gives them mobility of which earth-bound races can only dream, and both can come in handy when adventuring in harsh environments.

CULTURE MODIFIERS

Language: *Starting Languages:* Hirazi (S8/W4), native regional language (S6/W2). *Allowed Adolescent Development:* Hirazi (S10/W8), native regional language (S8/W4).

Prejudices: The Hirazi bear no unusual animosity toward any particular race. It should be noted, however, that the Hirazi of the Geldsfaal Mountains of Falias have an unusual alliance with the Mermen of the Bay of Sindarah to guard the province of Tazarah-Bushuy by both sea and air. Their purpose is to keep their native area free of intrusions by Mannish races and by Elves as well.

Religious Attitudes: Hirazi display no religious tendencies that would distinguish them from the norm for Aerial cultures.

Preferred Professions: No single profession is favored by or forbidden to Hirazi.

Special Skills: *Everyman:* Flying/Gliding. *Restricted:* None.

Typical Cultures: Hira'razhir always use the Aerial template. Most cannot even conceive of living below the mountain peaks in which they build their eyries.

CHARACTER CONCEPTS

Like Hira'razhir, a Hirazi who goes adventuring might sell his services as an airborne scout to whoever needs it. A Hirazi, regardless of their profession, might also see himself as a warrior whose sole aim is to defend his tribe and its domain. The Hirazi who patrol the skies above the Bay of Sindarah are perfect examples of this.

BACKGROUND OPTIONS

Hirazi receive six background options.

Extra Languages: Native regional language (S10/W8).

Extra Money: Coins and gems.

Special Items: All are available.

Talents: All are available. In addition, Hirazi may select Strong Lungs as a talent without a flaw for one background option instead of two, and Unnatural Stamina as a talent without a flaw for two background options instead of three. Living at high altitude challenges and strengthens their respiratory system in a way that those who spend their time at lower elevations never experience.

HIRAZI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+6	-5	0•6•2•2•1
CO	-4	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	-10	0•6•5•4•3
PR	0	Disease	Mentalism PP
QU	+2	-20	0•7•6•5•4
ST	-2	Psionic	Psionic PP
AP	0	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
12		2	1.2
Languages		Background Options	
3		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
90		Dash/25	
AT (DB)		Size/Crit	Speed MA/AQ
1(30s)		M/-	MF/MD
Attacks		20 Melee/50 Missile/Spells	

IDIVYA

Idivya are powerful, leonine humanoids. A thick mane of light-colored fur surrounds their head like a halo, and fanged teeth reveal their essential nature as predatory carnivores. Their toes anchor short, sharp talons, but their primary natural weapons are the 3" retractable claws that extend from the back of their hands (thus leaving the fingers free at all times). Idivya prefer to use melee or missile weapons, but their claws mean that disarming them makes them scarcely less deadly in combat.

Idivya society is competitive and places a premium on personal honor. It is not unusual for disagreements (particularly between males) to be

settled by ritual combat, with the winner gaining not only satisfaction, but also increased respect in the eyes of his peers. Conversely, the loser (if he survives) suffers disgrace and may be cast out of the tribe.

Particularly serious disputes are settled by duel to the death.

Idivya have no exact equivalent in the Shadow World.

PHYSICAL DESCRIPTION

Build: Idivya have lean, sinewy bodies that make them look both thinner and more muscular than Men.

Coloring: Idivya have brown, suede-like skin that shows only at the face and the extremities. The rest of their body is covered by coffee-colored, gold-tipped fur, which forms a mane around the head. They have green eyes.

Endurance: Normal.

Height: Idivya range in height between 5'8"-6'4".

Life Span: Idivya have an average life expectancy of 70 years.

Resistance: Normal

Special Abilities: *Dark Vision:* On a star-lit or moonlit night, Idivya can see perfectly up to 25' feet and reasonably well up to 100'. In absolute darkness, however, they can see no better than Men.

Strengths and Weaknesses: Idivya make capable Fighters, Rogues and Thieves because of their modest bonuses to the key attributes for those professions. Their claws make them fearsome in close combat even if they are disarmed.

CULTURE MODIFIERS

Language: *Starting Languages:* Common-speech (S6/W6) and Plains-speech. (S8/W6). *Allowed Adolescent Development:* Common-speech (S8/W8), North-speech (S6/W6) and Plains-speech (S10/W10).

Prejudices: Idivya are a proud race and do not suffer insults from outsiders with good grace. They are also concerned about Men encroaching on their lands, and this is especially true of Idivya tribes who live as nomadic hunters. But in general, they harbor no special ill feelings toward any particular race.

Religious Attitudes: Idivya worship gods of the hunt, but that is the only tendency that might separate them from the religious practice described in their cultural template.

Preferred Professions: No professions are closed off to Idivya. Based on their racial strengths and their taste for physical combat, they prefer Rogue and Fighter.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Idivya are most comfortable on the plains and savannahs, where some of them live in nomadic tribes and others in settlements, according to the temperament of their tribe. As a general rule, they should use the Plains template, or the Plains Nomadic sub-culture, as suitable.

It is also possible to find Idivya in the more cosmopolitan cities, where their ferocious appearance is less likely to cause a furor.

CHARACTER CONCEPTS

Idivya use single combat as a way of settling disputes. An Idivya Rogue or Fighter might crave a reputation as a duelist and travel the world in search of matches that would help him forge his legend. The fact that his combat skills come in handy while adventuring is a useful coincidence. Perhaps he was cast out of his community after he defeated someone more popular (or politically prominent) than he and thereby made his position politically untenable. Or perhaps he went into exile after suffering the shame of losing a duel, and looks for a way to redeem his honor.

An Idivya—especially if he is of aristocratic birth—might also be groomed as a champion of his community, someone whose role it is to defend the honor of his folk in single combat. This doesn't necessarily preclude him going on adventures, as it may well be the case that his community may need him to represent it by going abroad. Perhaps they and neighboring tribes need to complete a quest to defeat a common enemy, or find a legendary magic item that will secure their well-being.

BACKGROUND OPTIONS

Idivya receive five background option.

Extra Languages: In addition to the tongues listed above: Common-speech (S10/W10), High-speech

IDIVYA RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•7•4•2•1
CO	0	Essence	Arcane PP
ME	-2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	0	+10	0•6•5•4•3
PR	0	Disease	Mentalism PP
QU	+2	+20	0•6•5•4•3
ST	+4	Psionic	Psionic PP
AP	0	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
12		2	1
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/20	
AT (DB)		Size/Crit	Speed MA/AQ
12(45s)		M/-	MD/MD
Attacks		50 Melee/40 Missile/60 MCI(2x)	

(S6/W4) and North-speech (S8/W8).

Extra Money: Silver coins or hides from various animals of the plains.

Special Items: All are available.

Talents: All are available.

JHORDI

The Jhordi are an unsettling race as far as the other mortal races of Kulthea are concerned, and the Jhordi themselves understand this and even relish it. They are ghostly pale, with exaggerated facial features and they go about dressed in nothing but skirts or shorts made of a shimmering cloth-like material so transparent that they might as well be naked. In cold climates they will concede to the elements and wear coats or cloaks of white ovir fur. Otherwise, they know their appearance shocks many other races, and they seem to enjoy it.

Even more disquieting, however, is that the Jhordi are never heard to speak. They communicate exclusively through mind-speech, and they do so without the usual effort that Mentalists must go through to use telepathy (see Special Abilities, below). This unique ability leads many Loremasters to believe that the Jhordi are in fact an alien race and they arrived on Kulthea from elsewhere, probably no earlier than the end of the First Era. It also inspires their common nickname, 'the blue men of no speech.'

Another strange hallmark of the Jhordi is that outsiders have never seen any of their females. Those who inquire after them are treated with great hostility; the lucky are spat upon and the less fortunate have even had their necks broken. The fact of the matter is that Jhordi females, unlike the females of every other humanoid race on Kulthea, differ dramatically from males in their genetics. They live only half as long as males and are much less intelligent. It seems that they exist only to reproduce the race, and perhaps perform simple, menial tasks within Jhordi society.

The Jhordi live almost exclusively in the corner of Thuul known as Jhordia. Although presently at peace, the realm of Jhordia eyes the onset of hostilities between the Alliance and the Vashaan Domain with great concern, fearing that it will get caught in the middle.

The Jhordi are unique to the Shadow World.

PHYSICAL DESCRIPTION

Build: Jhordi are tall, big-boned and muscular. They have no body hair. Their ears are very large and elongated, but rounded. They average 300 pounds in weight.

Coloring: Jhordi have very pale skin with a bluish tint.

Endurance: Normal.

Height: Jhordi range in height from 6'4"-7' tall.

Life Span: Male Jhordi have a typical life expectancy of 100 years. The average life span of a female Jhordi is only half that.

Resistance: Normal.

Special Abilities: *Telepathy:* Jhordi communicate with each other using mind-speech. All Jhordi may use the Mentalist Base list Mind Speech to the 10th level as an inherent ability. They can use these powers at will, without any expenditure of Essaence power.

Strengths and Weaknesses: Jhordi are uncommonly strong and their perpetual silence also gives them an eerie sort of charisma. They make good Fighters, and they also have the natural gifts to excel as Healers, Lay Healers and Mystics.

CULTURE MODIFIERS

Language: *Starting Languages:* Since the Jhordi communicate with each other through mind-speech, they have no native racial language as such. They express themselves telepathically through abstractions and images and have no need for words. Intelligent as they are, they are therefore not great students of language. *Allowed Adolescent Development:* On the other hand, Jhordi understand the need to come to grips with the existence of spoken and written language, and make an effort to learn them so that they can understand what others are saying to each other. They never speak that language, but they are literate in it, and they can understand it if they hear it spoken. Thuul (S6/W4).

Prejudices: Lending weight to the belief that they are of alien origin, the Jhordi see themselves as a race apart from the other intelligent beings of Kulthea. They do not seek contact with outsiders, and see them all as equally foreign. As mentioned above, however, they take a certain delight in scandalizing modest folk with their skimpy native dress.

Religious Attitudes: It is hard to speak precisely of Jhordian religion, because it has only been communicated from authoritative sources—the Jhordi themselves—in the form of abstractions and images, and translated into the language of whoever has received the telepathic translation. These translations vary wildly and betray more about the assumptions and biases of the translators than about the Jhordi themselves. About the most that can be deduced accurately is that the Jhordi believe in a tribal deity that resides beyond Kulthea, even beyond Charon, and looks out for their welfare. The Jhordi themselves cannot or will not clarify the matter. It only amuses them that others would want to understand their belief system with any degree of accuracy.

Preferred Professions: Jhordi never become Channeling or Essence spell-users. All other professions are open to them. However, a disproportionately large number of Jhordi pursue Mentalism because of their natural gift for it.

Special Skills: *Everyman*: None. *Restricted*: None.

Typical Cultures: The Jhordi have their own realm tucked in a corner of the continent of Thuul. Called Jhordia, it lies just east of the rainforest of Nestakh. It is a self-sufficient domain, and a variety of culture types thrive here. Jhordi who live in the capital of Xarok-Taal should use the Plains Urban sub-cultural templates. Those who farm the outlying areas should use the Rural template. Those who live on the coast of the Guardian Sea should use the Littoral template. And the adventurous Jhordi who try to carve out a section of the rainforest of Nestakh for themselves use the Woodfolk sub-cultural template.

CHARACTER CONCEPTS

The Jhordi have long preferred to remain aloof from the affairs of others, but fear that their realm will get caught in the crossfire between the Alliance and the Vashaan Domain may well compel them to end their isolation. Somewhat paradoxically, Jhordia may need help from the outside if it is to maintain its independence. To that end, the Jhordian government might well send emissaries to the larger, more powerful nations of Kulthea, asking for guarantees of aid in case their sovereignty is threatened. Jhordi Mystics and Healers would probably make the best ambassadors, as their professions stress the importance of using one's Presence. Most likely, they would be drawn from the population of Xarok-Taal.

Jhordia might also send some of their native sons into lands controlled by the Alliance and the Vashaan Domain as spies, to gather information on plans that either combatant might have for the Jhordi. These agents would have to have cover stories, however, to conceal their true purpose, and they must be elaborate enough to explain the extraordinary presence of a Jhordi outside of Jhordia. He might try to disguise himself as a member of another race—a mute, to explain the fact that he cannot speak. This particular ruse would probably strain credulity, but not much more than any other possible explanation.

BACKGROUND OPTIONS

Jhordi receive four background options.

Extra Languages: In addition to the tongues listed above: Thuul (S8/W6), any other regional or racial tongue (S4/W4). They never speak that language, but they are literate in it, and they can understand it if they hear it spoken.

Extra Money: Coins of their own native mintage.

Special Items: All are available.

Talents: Jhordi may not take Battle Cry under any circumstances, since they do not speak. Otherwise, all talents are available. In addition, a Jhordi may select Intense Eyes as a talent without a flaw for one background option instead of two. The Jhordi excel at non-verbal communication, and

understand the importance of using one's gaze to emphasize a point. In fact, they are often amused by how often this little trick of inflecting one's gaze seems to have a strong effect on non-Jhordi.

JHORDI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•7•4•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•4•3•2•1
RE	0	Mentalism	Channeling PP
SD	+2	+20	0•2•1•1•1
EM	-2	Poison	Essence PP
IN	0	0	0•2•1•1•1
PR	+6	Disease	Mentalism PP
QU	0	+10	0•7•6•5•4
ST	+6	Psionic	Psionic PP
AP	+5	+10	0•7•6•5•4
Soul Departure		Race Type	Recovery X
12		2	1
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/20	
AT (DB)		Size/Crit	Speed MA/AQ
1(40s)		M/-	MD/MF
Attacks		60 Melee/30 Missile/Spells	

MEN

Men are the standard measure of all things in *RMFRP*. They are the most numerous race, the dominant population group most anywhere they choose to settle. There are three sub-races of Men: Common Men, High Men and Mixed Men.

As noted in the introduction to this chapter, *SWMA* handles Men rather differently than does *RMFRP*. Here, we provide two sub-entries as a sample of the wide variety of Mannish races that populate the Shadow World. The Laan are one of the most successful and populous of the Mannish races. The Umli are a more marginal people, not nearly as numerous as the Laan and in a state of decline from the height of their power. They are mostly confined to barely habitable land near the North Pole. However, they provide an excellent example of how well Mannish races in general can adapt to life in unforgiving environments.

COMMON MEN

The term Common Men describes the typical run of the Mannish race. Endlessly adaptable, Common Men live in a wide variety of environments and one finds them just about anywhere. They can learn how to live in the frozen wastes near the poles, in suffocat-

ing tropical heat, high in the mountains or deep under ground. Most Common Men, however, live in rural or urban areas in the temperate regions of the world. Common Men can become rulers of great nations, but they also form the bulk of the citizenry of domains ruled by High Men nobles.

PHYSICAL DESCRIPTION

Build: In a sense, it is useless to describe the body shape of a Common Man, because it is the baseline to which the shape of all other races and creatures are compared. All other reference points relate to the typical range of body types for Common Men, so to use those other reference points to try to define Common Men would create a circular description. For instance:

How would you describe a Dwarf?

Dwarves are shorter and stockier than Common Men.

How would you describe a Common Man, then?

A Common Man is taller and thinner than a Dwarf.

RMFRP describes the build of a typical Common Man as “medium,” which is another way of saying that it provides the single point of comparison for all other racial body types. Typically, male Common Men weigh 160 pounds, and females weigh 125 pounds.

Coloring: The skin tone of Common Men ranges from fair to tan or olive, depending on the warmth of their native climate and how much sunlight they receive in a typical year. Their hair color ranges from pale blonde, to red, to brown, to jet-black. Eye color varies from pale gray to black.

Endurance: By definition, Common Men have average endurance. As with build, their typical stamina forms the baseline by which all other races are judged.

Height: Common Men males average 5'10" in height. Females average 5'4".



Life Span: Common Men typically live 60-80 years.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses: Their unique position as the baseline race in *Rolemaster* means that, by their very nature, Common Men have no unusual strengths or glaring weaknesses relative to other races. Common Man is not a bad choice if you aren't entirely sure at the time of character creation about the direction that you want to follow in terms of his development, because no path is pre-ordained. Their slight bonuses in Self-Discipline and Strength, however, give them a bit of an edge as Fighters, Monks, Paladins or Lay Healers.

CULTURE MODIFIERS

Language: *Starting Languages:* Common-speech (S8/W6). *Allowed Adolescent Development:* High-speech (S6/W6), Common-speech (S10/W10) and Small-speech (S6/W6).

Prejudices: As a general rule, Common Men hate no race in particular except for Orcs, who have a long history of warring on everybody and make enemies of everyone.

However, the prejudices of all Men, their affections and disaffections, are always subject to local circumstance. Every Mannish community may

conceive a general dislike for its

unfriendly neighbors.

Religious Attitudes: Mannish religious practice generally conforms to the norms for their particular cultural template.

Preferred Professions: All professions are open to Common Men.

Special Skills: *Everyman*: None. *Restricted*: None.

Typical Cultures: A full range of culture options is available to Common Men. There are no restrictions. The culture template that you use depends to the greatest extent on the terrain in which your character grew up.

CHARACTER CONCEPTS

Men are everywhere; they exist in just about every cultural niche, every profession, every situation in which in an intelligent being can find himself. Take any character concept that you can imagine, and it will fit some manner of Man in some way.

However, here is a suggestion to consider if you are pondering character concepts for Men. In every society where High Men and Common Men mix together, Common Men inevitably occupy the lower rungs of the social order. It is an unspoken law of nature that High Men are natural aristocrats who rule over Common Men by right. Most Common Men accept this, and treat High Men with due deference. But what of Common Men who do not? They may be cutthroats and outlaws who refuse to concede anything to any form of lawful authority. But some honest folk might also question why any should rule simply by fact of their race or birth. They may be Laymen who work at a trade or craft, religious idealists (Clerics or Monks), or soldiers (Fighters) who have seen Common Men fight just as bravely as High Men. What they share is a willingness to challenge the accepted hierarchy of sub-races.

COMMON MEN RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•4•2•1
CO	0	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	+2	0	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	0	0•6•5•4•3
PR	0	Disease	Mentalism PP
QU	0	0	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	0	0	0•7•6•5•4
Soul Departure		Race Type	Recovery X
12		2	1
Languages		Background Options	
2		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
1(30s)		M/-	MD/MD
Attacks		40 Melee/25 Missile	

BACKGROUND OPTIONS

Common Men receive six background options.

Extra Languages: In addition to the tongues listed above: High-speech (S8/W8), Small-speech (S8/W8) and Hill-speech (S8/W8).

Extra Money: Coins, gems, jeweled objects or any type of trade goods appropriate to the culture.

Special Items: All are available.

Talents: All are available.

HIGH MEN

High Men are taller and more long-lived than Common Men. It is widely believed that they are descended from a long-ago commingling of Elves and Men, and that this touch of Elvish blood explains their physical and cultural elevation above the common run of Men. High Men are exceptional warriors and builders of civilizations, and many Common Men find them proud and haughty. Although they are most at home in the great cities that they build, High Men are just as adaptable as Common Men, and they may be found in a wide variety of environments and circumstances.

PHYSICAL DESCRIPTION

Build: High Men are taller and more sturdily built than their Common cousins. They are broader and more square in the shoulders and thicker in the limbs. A male High Man typically weighs 225 pounds, and a female weighs 150 pounds.

Coloring: High Men have fair skin, brown or black hair and gray, hazel, blue or green eyes.

Endurance: High Men are hardier than Common Men and possess greater stamina.

Height: Male High Men average 6'5" in height, while females average 5'10".

Life Span: High Men have a natural life span of 100-300 years.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses: High Men make poor Thieves, as their penalties to Agility and Quickness set them at an immediate disadvantage. However, their strong Constitution and Strength bonuses make them good Fighters and give them a leg up as Rangers. Their Presence bonus also gives them an advantage as Bards, but keep in mind that a High Man Bard keeps the tone of his entertainments dignified and elevated.

CULTURE MODIFIERS

Language: *Starting Languages:* High-speech (S8/W6), Common-speech (S8/W6), Grey-elvish (S6/W6) and High-Elvish (S2/W2). *Allowed Adolescent*

Development: High-speed (S10/W10), Common-speech (S10/W10), Grey-Elvish (S8/W8), High-elvish (S6/W6), Hill-speech (S6/W6), Sea-speech (S8/W8), Small-speech (S6/W6) and Plains-speech (S6/W6).

Prejudices: High Men hate Orcs and regard with a certain distaste Highlanders, who traditionally resist the efforts of High Men to expand their domains and churlishly refuse to swear fealty to High Men kings. However, the prejudices of all Men, their affections and disaffections, are always subject to local circumstance. Every Mannish community may conceive a general dislike for its unfriendly neighbors.

Religious Attitudes: Mannish religious practice generally conforms to the norms for their particular cultural template. High Men generally practice more elaborate rituals than do Common Men, especially when it comes to burial of the dead.

Preferred Professions: All professions are open to Men. High Men are more likely to become spell-users than Common Men, however.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: High Men and Mixed Men may not use Subterranean, Sylvan or any Barbarian sub-culture.

CHARACTER CONCEPTS

High Men are the aristocrats, the noble families, who are born with the assumption that they have both the right

and obligation to lead the community. Haughtiness stamps itself on one side of the coin, but a deep sense of personal responsibility to the larger society presses itself into the other. Military leaders (Fighters) might tend to let their pride get the best of them, especially with a victory or two under the belt. Religious leaders (Clerics, Mystics and Healers) tend to let their sense of obligation guide them.

BACKGROUND OPTIONS

High Men receive four background options.

Extra Languages: In addition to the tongues listed above: High-elvish (S8/W8), Hill-speech (S8/W8), Plains-speech (S8/W8), North-speech (S8/W8), Wood-speech (S8/W8).

Extra Money: Coins, gems, jeweled objects or any type of trade goods appropriate to the culture.

Special Items: All are available.

Talents: All are available.

MIXED MEN

In addition, it is possible to speak of the offspring of unions between Common Men and High Men as a third sub-race—so-called Mixed Men. Mixed Men have slightly different racial stats than Common Men or High Men, so in this sense it is logical to treat them as a separate sub-race. As a general rule, they represent a splitting of the differences between the two, and when it comes to most cultural modifiers, you should feel free to incline towards one or the other, as you feel is appropriate, when creating a character.

PHYSICAL DESCRIPTION

Build: In terms of weight and build, Mixed Men fall somewhere in between Common Men and High Men. Typically, it is difficult to identify a Mixed Man by sight. Usually, subtle clues in their bearing and behavior give it away rather than obvious physical characteristics. You are more likely to spot a Mixed Man by the accent with which he speaks High-speed than by analyzing his height and body shape.

Coloring: Mixed Men may have darker skin than High Men, depending on the particulars of their ancestry and the environment in which they grew up.

Endurance: Normal.

Height: As with build, Mixed Men generally split the difference between Common Men and High Men.

Life Span: The average life expectancy for Mixed Men is 100-150 years.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses: Mixed Men, true to their lineage, benefit from a range of modest Attribute bonuses, which makes them moderately well suited for a variety of professions, but not exceptionally gifted at any.

High Men Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	-5	0•7•5•3•1
CO	+4	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	0	0•6•5•4•3
PR	+4	Disease	Mentalism PP
QU	-2	0	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	+5	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	0.7
Languages		Background Options	
3		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
9(30s)		M/-	MD/MD
Attacks		70 Melee/25 Missile	

CULTURE MODIFIERS

Language: *Starting Languages:* High-speech (S6/W6) and Common-speech (S8/W6). *Allowed Adolescent Development:* High-speech (S8/W8), Common-speech (S10/W10), Grey-Elvish (S4/W4), High-Elvish (S2/W2), Hill-speech (S6/W6), Sea-speech (S6/W6), Small-speech (S6/W6) and Plains-speech (S6/W6).

Prejudices: Mixed Men share the general tendencies of Common Men.

Religious Attitudes: Mannish religious practice generally conforms to the norms for their particular cultural template. High Men generally practice more elaborate rituals than do Common Men, especially when it comes to burial of the dead.

Preferred Professions: All professions are open to Mixed Men.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Mixed Men may not use Subterranean or any Barbarian sub-culture.

CHARACTER CONCEPTS

By nature, Mixed Men are products of integrated communities. Also, by their very nature, they are half-castes who must find their own place in the world. A Mixed Man might find that High Men reject him as too lowly for their company, while Common Men might assume that he thinks himself too good for them. Left to carve out his own destiny, he would find

Mixed Men Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	-5	0•6•5•2•1
CO	+2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	+2	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	0	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	0	0	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	0	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	0.8
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
1(30s)		M/-	MD/MD
Attacks		40 Melee/25 Missile	

that his best option is to leave home and win his fortune through a life of adventure. Perhaps his long-term goal is to return to his native community and show off his wealth and record of great deeds.

BACKGROUND OPTIONS

Mixed Men receive five background options.

Extra Languages: In addition to the tongues listed above: High-Elvish (S4/W4), Hill-speech (S8/W8), Plains-speech (S8/W8), North-speech (S8/W8), Wood-speech (S8/W8).

Extra Money: Coins, gems, jeweled objects or any type of trade goods appropriate to the culture.

Special Items: All are available.

Talents: All are available.

LAAN

The Laan are one of the more prominent mortal races in Kulthea. Great warriors, leaders and empire-builders, they are proud and ambitious. Many Laan live on the continent of Emer, and they dominate the powerful city-state of Kataine. However, they also populate and control the most powerful political entity on Jaiman, the Kingdom of Rhakhaan. On Jaiman, they are known as the Zori.

It has been speculated that the Laan are descended from the Worim, one of Kulthea's extinct intelligent races.

Laan are more or less unique to the Shadow World, and have no real equivalent in *RMFRP* (see remarks on Men and the Shadow World in the introduction to Part II).

PHYSICAL DESCRIPTION

Build: Laan are tall and slender, so that in some ways they resemble Elves. However, they have larger bones than Elves and strong, sinewy upper bodies. They average 220 pounds in weight.

Coloring: Laan have fair skin, although some are quite pale in complexion. They have dark brown or black hair, but very little grows on their face or body. Their eyes are blue, gray or hazel.

Endurance: Normal.

Height: Laan range from 5'8"-6'10" in height.

Life Span: Laan have an average life expectancy of 200 years.

Resistance: Laan have a better than average ability to withstand cold. They receive +5 DB and RR bonuses versus cold attacks.

Special Abilities: None.

Strengths and Weaknesses: Laan receive modest bonuses across a wide range of attributes, giving them the natural gifts to successfully pursue many different professions. Their lack of Quickness makes Thief a relatively disadvantageous profession for them, but professions that emphasize Strength and

LAAN RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•7•4•2•1
CO	+2	Essence	Arcane PP
ME	+2	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	+2	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	0	+10	0•6•5•4•3
PR	+4	Disease	Mentalism PP
QU	-2	+50	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	+10	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
8		3	1.5
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/15	
AT (DB)		Size/Crit	Speed MA/AQ
18(35s)		M/-	MD/MD
Attacks		80 Melee/40 Missile	

Presence, such as Fighter and Bard, stand them in particularly good stead. In short, they are one of the most versatile races in the Shadow World.

CULTURE MODIFIERS

Language: *Starting Languages:* Laan (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Laan (S10/W8), Emer or other appropriate native regional language (S10/W8) and racial tongue of any mortal race (S4/W4).

Prejudices: The Laan are used to being the dominant group in most of the lands to which they are native, and so they treat other races with an easy-going self-confidence. Accustomed to thinking of themselves as natural leaders, they feel that they have nothing to resent. However, they treat any forceful show of disrespect as a deadly insult, and in some instances an offense committed by one member of a certain race becomes a prejudice against all members of that race.

Religious Attitudes: Religious belief and practice among the Laan

generally conforms to whichever cultural template they belong to, although it should be noted that they seem to treat any mention of the Worim and their long-lost culture with instinctive reverence.

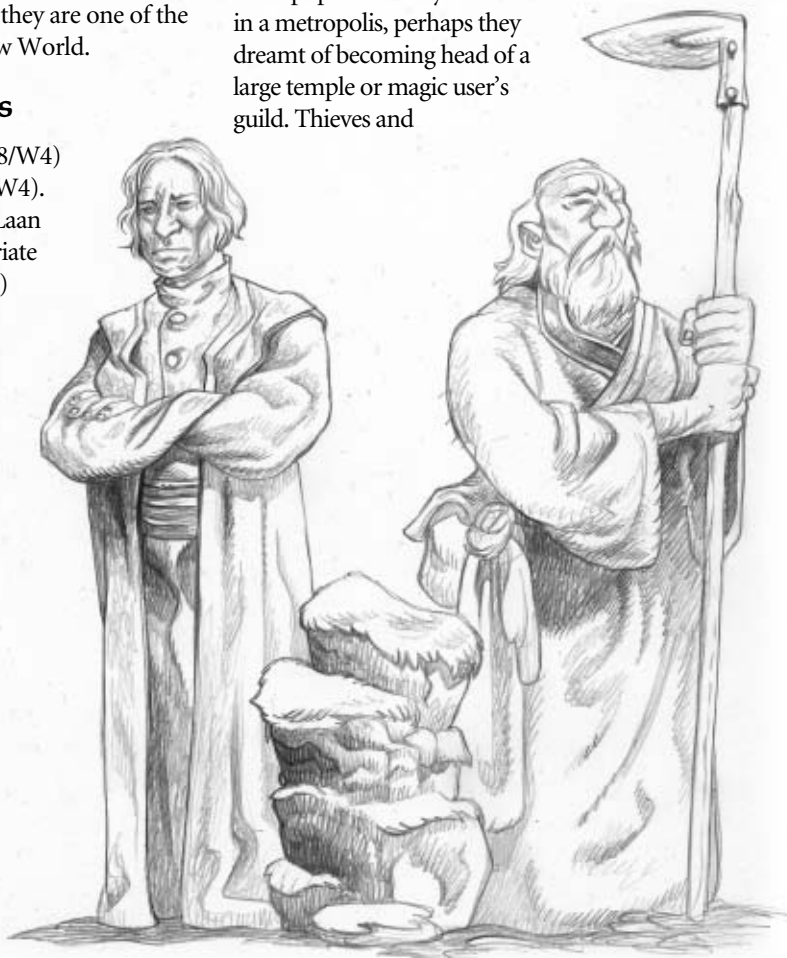
Preferred Professions: No professions are prohibited to Laan, and none are favored.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Laan are an advanced and sophisticated race, ambitious and civilized. Those who live in Kaitaine or thereabouts should use either the Urban template or the Rural template, depending on how close they live to the great city-state. Those who live in the hills of Haestra are most likely to use the Rural template.

CHARACTER CONCEPTS

As a general rule, the Laan are proud of their status as one of the most prominent mortal races on Kulthea. They regard themselves as a race of nation-builders, and they do not suffer lightly insults to the legacy of their civilization. Laan Fighters likely have some sort of military service in their background, and may take to adventuring as a change of pace after having done their service to king and country. Spell-users, if they grew up outside major cities, probably had their eye on becoming the chief cleric of their locality, or perhaps a political leader, trusting that their ability to use magic to help people would make them popular. If they were raised in a metropolis, perhaps they dreamt of becoming head of a large temple or magic user's guild. Thieves and



Rogues would probably be truly marginal folk, trying to cobble together a living on the edges of society.

BACKGROUND OPTIONS

Laan receive five background options.

Extra Languages: Aldari (S4/W4), Jinteni (S4/W4), Punkari (S4/W4), Worim (S4/W4) and racial tongue of any mortal race (S8/W4).

Extra Money: Coins of local mintage, gems or jeweled objects.

Special Items: All are available.

Talents: All are available.

UMLI

The Umli are the masters of the frozen North of Kulthea. No mortal race in the Shadow World can endure bitter cold as well as they, and this hardiness has helped them keep the extinction of their race at bay for the foreseeable future. Unfortunately, the Umli have only a fraction of the ancient homelands left to them. In the past, they used to range farther south, but various enemies drove them out, forcing them further and further north. Now, all that is left to them is tundra and polar ice, which are so forbidding that no one would bother to take that land from them anyway. And yet, despite the constant and bitter hostility of that environment, the Umli endure, accepting that with which fate has provided them.

The Umli are unique to the Shadow World.

PHYSICAL DESCRIPTION

Build: Umli are characterized by their thick, stocky bodies, but otherwise they do not deviate from the norm for mortal, humanoid races. They average 160 pounds in weight.

Coloring: Umli have fair skin, pale eyes and either silver-white or raven-black hair.

Endurance: Normal.

Height: Umli range in height from 5'-5'9".

Life Span: Umli have an average life expectancy of 70 years.

Resistance: Umli can endure bitter cold like no other race on Kulthea, not even powerful immortals. They receive +30 DB and RR bonuses against cold attacks.

Special Abilities: None.

Strengths and Weaknesses: Umli receive bonuses in enough different attributes to stand them in good stead in a number of different professions. They are best suited to Fighter and Ranger on account of their strong Constitution bonus. But they also benefit from unusually strong Self-Discipline if they choose to pursue any of the spell-using professions for which that is a key attribute. Lack of Quickness is their only weakness. This

means that Thief is, at best, an indifferent career path for them. Their penalty to Quickness also tends to offset their bonus to Self-Discipline as Warrior Monks.

CULTURE MODIFIERS

Language: *Starting Languages:* Umli (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Umlii (S10/W8) and native regional language (S10/W8).

Prejudices: Umli bear no particular racial hatreds, but they carry about them a general sense that the world is set against them. They have a strong collective memory of being driven out of more fertile lands by invaders, so that all that is left to them is the frozen north. In short, they hate no race in particular, but they feel at some level that everyone else hates them.

Religious Attitudes: Umli religious beliefs and practices do not differ substantially from the norm described in the Arctic template.

Preferred Professions: No professions are prohibited to Umli, and none are favored.

Special Skills: *Everyman:* Driving, Herding, Horticulture, Hunting. *Restricted:* None.

Typical Cultures: Umli are the masters of the north of Kulthea. Those who live the closest to the pole should use the Arctic template. Those who live closer to the sub-polar band make their living by herding animals native to the tundra, and they should use the Nomadic template mixed with Arctic.

CHARACTER CONCEPTS

Although they have adapted well to life in the frozen North of Kulthea, the Umli still resent that their ancient homelands have been taken from them by force. An Umli PC might be motivated by a desire to lead his race back to the glory that was once theirs, or at least to contribute in some way to that cause. Perhaps he has heard his elders tell tales of their history, or perhaps he met with outsiders who shamed him with taunts about what the Umli have lost. It really doesn't matter what profession he follows; what matters is his ultimate goal. Perhaps he intends to do great deeds and win fame, thereby persuading other Umli to flock to his banner. Or perhaps he intends to gain a vast fortune, enough to hire an army and acquire a realm with which to support it. Either way, the difference lies in his means, not in his end goal. It is a risky pursuit, to be sure, but one worthy of a hero.

BACKGROUND OPTIONS

Umli receive four background options.

Extra Languages: In addition to the languages listed above: Ky'taari (S6/W4), Jameri (S6/W6) and Lydian (S4/W4).

Extra Money: Coins obtained from traders. But for the most part, Umli express extra wealth through furs, blubber and other trade goods.

Special Items: All are available.

Talents: All are available. In addition, an Umli may take Geographic Awareness as a talent without flaw for one background option instead of two. Living in an environment that is often featureless, and which sometimes inflicts snowblind conditions upon them, Umli must learn to navigate by instinct instead of relying in landmarks. They may also take Unnatural Stamina as a talent without flaw for two background options instead of three.

UMLI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•5•2•1
CO	+6	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	+2	Mentalism	Channeling PP
SD	+4	0	0•6•5•4•3
EM	0	Poison	Essence PP
IN	+2	+10	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	-2	+20	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	+5	0	0•7•6•5•4
Soul Departure		Race Type	Recovery X
12		2	1.5
Languages		Background Options	
2		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
7(25)		M/-	MD/MD
Attacks		40 Melee/25 Missile	

MERMEN

Mermen are amphibious humanoids who use their large fish-like tail for locomotion instead of legs. So although they can survive on land (they have uniquely designed lungs that can breathe in either air or water), in practice they are not very comfortable out of the water because it is much more difficult for them to move about. Some Mermen have a shapechanging ability that allows them to transform their tail into legs for a limited period of time, allowing them to walk (see Special Abilities, below).

Nonetheless, Mermen are an advanced race. They build great houses and palaces in shallows, out of the gloomy ocean depths, so that they can bask in the sunlight whenever the mood strikes them. They ride seahorses and nators as steeds, and often keep fish as

pets. They are capable of sophisticated social organization and few races can match their military skill as underwater strategists and tacticians.

Mermen in the Shadow World are practically identical to Mermen in *RMFRP*, so we make no distinction between them here.

Mermen settlements can be found scattered across Kulthea, in shallows and other coastal areas that are favorable to their way of life. Ironically, the most significant of these is also the most obscure. The kingdom of Kah'hai'ree dominates the southwestern shallows of the Kelp Sea, off the south coast of Agyra. But no one on the surface knows of its existence, except for rumors and legends, and that is how the Mermen of Kah'hai'ree like it. The shallows and the thick forests of kelp not only provide them with food, but also with absolute concealment, for prudent sailors avoid the Bay of Kelp lest the plants entangle their ships. Even shallow draft vessels tend to avoid that corner of the bay.

PHYSICAL DESCRIPTION

Build: It may be objectively demonstrated that Mermen are more slender than Men. But the fact that their bodies taper off into fish-like tails makes them look even more so.

Coloring: Mermen have fair, hairless skin that blends into their tail at the waist. The coloration of their tail is so light that it fairly shimmers.

Endurance: Normal.

Height: Mermen range anywhere from 6'6"-7'6" long from head to tail. For Kulthean Mermen, the upper end of that range is 8'.

Life Span: They typical life span for a Merman ranges from 80-100 years.

Resistance: Normal

Special Abilities:

- **Temporary Legs:** Mermen avoid dry land for the simple reason that basic locomotion becomes painfully difficult for them unless they are in the water. However, some Mermen have the ability to shapechange their tail into a pair of legs for a limited period of time each day. These temporary legs are scaly like a fish's skin, but they work well enough for a Merman to function on land without penalty.

These Mermen may transform themselves into land-walkers for a total of 4 hours + 1 hour/level per day. They must concentrate for 1 minute without interruption in order to transform themselves into land-walking beings, but they may end the transformation without any effort (it's a matter of working up one's concentration versus simply letting it go). While transformed, Mermen have a natural AT 3 because of the resiliency of their skin and scales.

- **Dry Land Penalties:** Even if they have the ability to transform and grant themselves the

freedom to move on land, Mermen must still return to their watery element on a daily basis or face serious consequences. A Merman who does not totally immerse himself in water suffers a –10 penalty to all activities for each missed day. He should use a substantial body of water—the ocean, a mighty river, or at least a large lake. If he tries to do it on the cheap, by perching under a waterfall or submerging himself in a bath, he suffers a –5 penalty per missed day. When this penalty reaches –80, he slips into a coma and becomes completely incapacitated. When it reaches –100, he dies.

Strengths and Weaknesses: Mermen's most obvious weakness is their inability to function on dry land. Even if a Merman has the temporary legs ability, he must still return to the water on a daily basis or face severe consequences (see Special Abilities, above). Adventuring in a landlocked environment would put him at a terrible disadvantage.

On the other hand, Mermen receive enough attribute bonuses to make them a modestly versatile race. Their strongest professional suits are Fighter, Bard and Magent, since they possess slight bonuses to both key attributes for those professions.

CULTURE MODIFIERS

Language: *Starting Languages:*

Sea-speech (S8/W6) and Common-speech (S6/W6).

Allowed Adolescent Development:

Sea-speech (S10/W10), Grey-Elven (S6/W6) and High-speech (S4/W4).

Shadow World: *Starting Languages:* Mermen (S8/W4),

Undersea (S8/W4). *Allowed Adolescent Development:*

Mermen (S10/W8), Shuluri (S4/W4), Undersea (S10/W8), native regional language (S6/W4).

Prejudices: Mermen regard all land-based races with suspicion—which means that they don't much enjoy associating with other intelligent races, as a general rule.

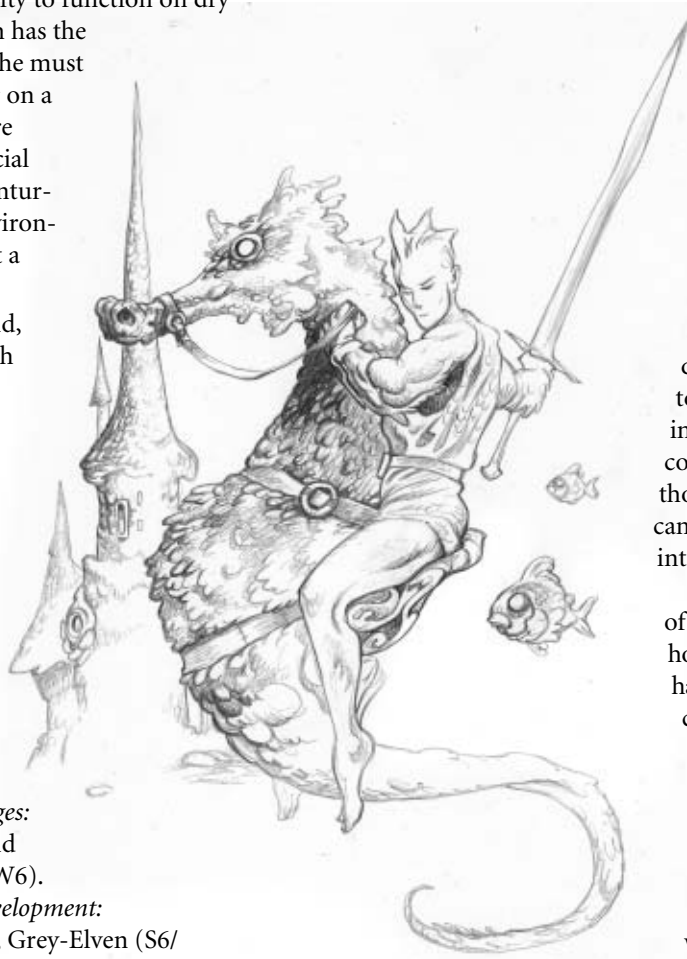
In the Shadow World, Mermen enjoy a relatively friendly relationship with the Shuluri, the aquatic Elves. The two races sometimes cooperate and even live together in underwater cities.

Religious Attitudes: Merfolk religious attitudes and practices generally follow those typical of Aquatic cultures.

Preferred Professions: Mermen favor no single profession, nor are any prohibited to them. Whatever it is that any given profession does, Mermen can find a way to do it in the water.

Special Skills: *Everyman:* Swimming. *Restricted:* All skills that are used exclusively on land and have no application to aquatic life.

Typical Cultures: For self-evident reasons, the Aquatic template is the only one that makes sense for Mermen.



CHARACTER CONCEPTS

It is painfully difficult to imagine Mermen pursuing adventure in a landlocked setting for any reason short of the worst kind of desperation. It's just too risky and too impractical to contemplate, even for those Mermen who can transform their tail into legs.

In or on the fringes of large bodies of water, however, Mermen have a broad range of character options available to them.

Fighters (perhaps riding a seahorse steed) may escort ships piloted by land-based folk who want protection from pirates or aquatic marauders like

Shuikmar or Sea Trolls. Rangers, Thieves or Rogues might make similar careers by hiring themselves out as guides or scouts for land-based mariners.

Just as likely, though, Mermen would find professional purpose in safeguarding their realm from outsiders. Mermen communities would train their Fighters and Rangers to patrol the waters around their domain, wary of land-based races and aquatic enemies alike. Spell-users might engage in study to prepare themselves for leadership positions in their communities, whether secular or religious. As seekers of knowledge, Mermen spell-users might cast a covetous

eye on the great libraries of their aquatic foes, the Shuikmar. Why should the terrible Sharkmen have access to the wisdom of the ages, and not the Mermen? A Mermen spell-user might make it his life's ambition to steal into a Shuikmar city and peruse (or pilfer) books from their archives and universities.

BACKGROUND OPTIONS

Mermen receive six background options.

Extra Languages: In addition to the tongues listed above: Common-speech (S8/W8), Grey-Elven (S8/W8) and High-speech (S6/W6).

Shadow World: Saurkur (S4/W4), Shuluri (S8/W6) and native regional language (S8/W4).

Extra Money: Gems, nuggets of precious metal, some coins.

Special Items: All are available, except for those that might be damaged by immersion in water. In addition, a Merman may choose a seahorse or nator as Loyal Unusual Creature without flaw for two background options instead of three. If a Merman wishes to choose Loyal Domesticated Animal as a special item, it must be a fish.

Talents: All are available, as long as they do not depend on the ability to walk or run.

MERMEN RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•7•3•2•1
CO	+2	Essence	Arcane PP
ME	+2	0	0•6•5•4•3
RE	+2	Mentalism	Channeling PP
SD	0	0	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	0	0	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	0	0	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	+15	0	0•7•6•5•4
Soul Departure	Race Type	Recovery X	
12	2	1	
Languages	Background Options		
2	6		
GM Information			
Base Rate	Max Pace/MN Bonus		
60	Dash/10		
AT (DB)	Size/Crit	Speed MA/AQ	
1(35s)	M/-	MD/MD	
Attacks	60 Melee/30 Missile		

ORCS

Orcs are a grotesque and thoroughly warlike race that exists for no other apparent purpose than to fight, kill and die. Their origins are wrapped in mystery, but the terrible hatred that they and Elves bear for each other suggests that they share a common origin and that their despise is, in fact, fratricidal.

If these speculations about common origins are true, though, then the Orcs must exist as a mockery of the Elves, because Orcs are anything but fair. They have slanting eyes, a flattened snout and large, irregular teeth that jut from the mouth like fangs.

There are two basic sub-races of Orc: Common Orcs and Greater Orcs.

Orcs also have an equivalent race in the Shadow World, the Lugrōki, who are also divided into Greater and Lesser of their type. There are enough differences between Orcs and Lugrōki, however, to justify breaking them out into separate sub-entries.

Lugrōki are descended from unfortunate Men and Elves whom the sorceress Kadaena and her lieutenants interbred with demons of the Pale ages ago. Kadaena's purpose was to create a warrior race more fearsome and ruthless than any that existed on Kulthea, and indeed, LUGRŌKI have always found plenty of work from a variety of employers as mercenary soldiers. They are grotesque creatures, with slanting eyes, a flattened snout-like nose and large, irregular teeth.

Lugrōki were hunted down after the Wars of Dominion. But they found refuge from their persecutors in underground caves and warrens, and their population has seen a resurgence of late. At present, they are most easily found in the realm of Wrangōr, which dominates the southeast corner of Thuul. The LUGRŌKI here acknowledge the overlordship of a Dyar noble known only as the Dark Master, but they dominate the general population, both in the countryside and the main city of Vashtak.

COMMON ORC

Common Orcs live in caverns or underground warrens, organized into warbands. They are cruel and know no other form of subsistence other than raiding the settlements of other races for plunder. They fear the sun (although they are not particularly vulnerable to sunlight) and prefer to go abroad from their lairs at night.

PHYSICAL DESCRIPTION

Build: Common Orcs are short and heavily built, with short legs and disproportionately long, thin arms. They average 65 pounds in weight.

Coloring: Common Orcs have dark gray or black hides, black or reddish-brown eyes and black or gray hair. Some of that hair grows on their faces, but in odd-looking random clumps.

Endurance: Even Common Orcs have truly exceptional stamina that allows them to pursue their foes

without letup. They can travel for two days without sleep, and they receive a +20 bonus to exhaustion points.

Height: Common Orcs average 4' in height.

Life Span: The natural life span of a Common Orc has never been reliably measured. Because of his way of life, an Orc is practically guaranteed a violent death. On average, this happens around the age of 50, with significant variation possible on either side. It is generally assumed that an Orc, left to the course of nature, could live considerably longer than that, perhaps for hundreds of years. Half-Orcs have been known to live as long as 500 years, so this is not an absurd idea by any means.

Resistance: Common Orcs receive +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: *Dark Vision:* Common Orcs possess an unusual ability to see in the dark, about as good as that of Dwarves. They can see 10' in absolute darkness (non-magical), and up to 50' perfectly and up to 100' reasonably well in very dim light.

Strengths and Weaknesses: Orcs make good Fighters and because of their Dark Vision ability, they can operate in dark, underground environments better than most other races (certainly better than any race that lives above ground), but that's about all they possess in terms of advantages. Furthermore, their severe penalties to Appearance make them quite unfit for social interaction.

CULTURE MODIFIERS

Language: Common Orcs: *Starting Languages:* Orcish (S8/W3), Common-speech (S5/W2). *Allowed Adolescent Development:* Orcish (S10/W10), Common-speech (S6/W6) and Black-speech (S6/W6).

Prejudices: Orcs hate all other races, and Common Orcs will even pick feuds with other tribes of Orcs for no reason other than sheer malice. They reserve their most ferocious hatred for Elves, however.

Religious Attitudes: Orcs worship dark gods and value nothing so much as power and dominion over others.

Preferred Professions: Common Orcs stick to the non-spell using professions: Fighter, Rogue, Thief. They are not intelligent enough to make good spell users and they never bother to try.

Special Skills: *Everyman:* Athletic Games (Brawn), Power-striking, Power-throwing, all skills within one of the following categories: Weapon • 2-Handed or Weapon • Polearm, Weight-lifting. *Restricted:* Public Speaking, Seduction, Trading.

Typical Cultures: The Subterranean culture template best suits Common Orcs, especially the Militaristic sub-culture.

CHARACTER CONCEPTS

Orcs are living, breathing, fighting machines. They exist for no other purpose than to do violence, and war and mayhem are all they ever really think about. Character concepts for Orcs should always keep that in mind. Even spell-users gear their professional development to support the activities of their tribe, whether it be fighting or raiding. An Orc who abandons his tribe to go adventuring must have some good reason for leaving the security of his group. Perhaps he has a special skill that makes it an attractive prospect to hire him individually as a mercenary. Or perhaps his tribe was exterminated, leaving him to make his way on his own (and perhaps seek revenge on those who killed his kin).

BACKGROUND OPTIONS

Common Orcs get five background options.

Extra Languages: In addition to the languages listed above, Common Orcs speak: Wood-speech (S5/W5), Black-speech (S8/W8) and Common-speech (S8/W8).

Extra Money: Common Orcs may have extra coins that they took as battle plunder, or stole from their tribal hoard.

Special Items: Common Orcs may not have daily spell items or spell adders. All Orcs may have weapons and tools made from iron, steel, hide or sinew. They are not terribly pretty in form, as Orcs don't care much about aesthetics, but they are serviceable.

Talents: An Orc may not select Elvish Training under any circumstances. Otherwise, all are available.

COMMON ORC RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•3•2•1
CO	+2	Essence	Arcane PP
ME	-4	0	0•2•1•1•1
RE	-2	Mentalism	Channeling PP
SD	-4	0	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	-4	0	0•4•3•2•1
PR	-2	Disease	Mentalism PP
QU	0	+5	0•4•3•2•1
ST	+2	Psionic	Psionic PP
AP	-80	-5	0•2•1•1•1
Soul Departure		Race Type	Recovery X
1		2	0.5
Languages		Background Options	
1		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		FSpt/0	
AT (DB)		Size/Crit	Speed MA/AQ
8(30s)		M/-	MD/MD
Attacks		40 Melee/40 Missile	

GREATER ORCS

Greater Orcs are more intelligent, though no less vicious than their Common cousins, and they are more suited to the formation of large social groups. They also possess skill as smiths, but show little interest in forging anything other than implements of war.

PHYSICAL DESCRIPTION

Build: Greater Orcs resemble Men more closely than do Common Orcs, not only in their height, but also in the proportions of their bodies. They average 145 pounds in weight.

Coloring: Greater Orcs have dark gray or black hides, black or reddish-brown eyes and black or gray hair.

Endurance: Greater Orcs have truly exceptional stamina that allows them to pursue their foes without letup. They can travel for two days without sleep, and they receive a +30 bonus to exhaustion points.

Height: Greater Orcs average 5'6" in height.

Life Span: As with Common Orcs, the natural life span of a Greater Orc has never been reliably measured. Like Common Orcs, Greater Orcs usually meet a violent death at an average age of 50. But given an atypically peaceful life, they could theoretically live much longer than that.

Resistance: Greater Orcs receive +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: *Dark Vision:* Greater Orcs possess an unusual ability to see in the dark, about as good as that of Dwarves. They can see 10' in absolute darkness (non-magical). In dim light, Greater Orcs can see 30' perfectly and 75' reasonably well.

Strengths and Weaknesses: As with Common Orcs, Greater Orcs make good Fighters and they are very comfortable in underground environments better than most other races.

CULTURE MODIFIERS

Language: *Starting Languages:* Black-speech (S8/W2), Orcish (S8/W2), Common-speech (S4/W0). *Allowed Adolescent Development:* Black-speech (S10/W10), Orcish (S10/W10), Common (S8/W8) Wood-speech (S6/W3) and Hill-speech (S6/W3).

Prejudices: Greater Orcs hate all other races, but they reserve their most ferocious hatred for Elves.

Religious Attitudes: Orcs worship dark gods and value nothing so much as power and dominion over others.

Preferred Professions: Common Orcs stick to the non-spell using professions: Fighter, Rogue, Thief. They are not intelligent enough to make good spell users and they never bother to try. Greater Orcs are marginally smarter than their low-bred cousins and can master some spell-professions, but the

secrets of Essence and Mentalism are beyond them. Like Common Orcs, they prefer to stick to non-spell using professions.

Special Skills: *Everyman:* All skills within one of the following categories: Weapon • 2-Handed or Weapon • Polearm. *Restricted:* None.

Typical Cultures: Greater Orcs have a much broader range of culture templates available to them than what is characteristic of Common Orcs, as they are more intelligent and adaptable. However, Greater Orcs may never use the Sylvan template.

CHARACTER CONCEPTS

As with Common Orcs, Greater Orcs exist for no other purpose than to do violence, and war and mayhem are all they ever really think about. Character concepts for them should therefore always keep that in mind. Even spell-users gear their professional development to support the activities of their tribe, whether it be fighting or raiding. An Orc who abandons his tribe to go adventuring must have some good reason for leaving the security of his group. Perhaps he has a special skill that makes it an attractive prospect to hire him individually as a mercenary. Or perhaps his tribe was exterminated, leaving him to make his way on his own (and perhaps seek revenge on those who killed his kin). In addition, it is also possible that a young Greater Orc may go abroad in search of adventure as a rite of passage, a test meant to prepare him for a position of leadership within the tribe. This test may also, in true Orcish fashion, determine that he was not fit for leadership in the first place if he fails to come back alive.

GREATER ORC RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•7•3•2•1
CO	+4	Essence	Arcane PP
ME	-2	0	0•2•1•1•1
RE	-2	Mentalism	Channeling PP
SD	-2	0	0•2•1•1•1
EM	-2	Poison	Essence PP
IN	-2	+5	0•2•1•1•1
PR	-2	Disease	Mentalism PP
QU	0	+10	0•2•1•1•1
ST	+4	Psionic	Psionic PP
AP	-80	0	0•2•1•1•1
Soul Departure		Race Type	Recovery X
1		2	0.5
Languages		Background Options	
1		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		Spt/0	
AT (DB)		Size/Crit	Speed MA/AQ
17(40s)		M/-	MD/MD
Attacks		50 Melee/60 Missile	

BACKGROUND OPTIONS

Greater Orcs get four background options.

Extra Languages: In addition to the languages listed above: Plains-speech (S8/W6), Wood-speech (S5/W5), Black-speech (S8/W8) and Common-speech (S8/W8).

Extra Money: Extra coins that they took as battle plunder, or stole from their tribal hoard.

Special Items: Greater Orcs may have weapons and tools made from iron, steel, hide or sinew. They are not terribly pretty in form, as Orcs don't care much about aesthetics, but they are serviceable.

Talents: Greater Orcs may not select Elvish Training under any circumstances. Otherwise, all are available.

LESSER LUGRŌKI

Lesser Lugrōki are born to live, fight and die in the darkness. Like Common Orcs, they hate the sun. But unlike Common Orcs, it's not so much that they function unusually well in the dark, but that daylight hobbles them (see Special Abilities, below).

PHYSICAL DESCRIPTION

Build: Lugrōki have hulking, heavily muscled bodies and thick limbs. Lesser Lugrōki average 180 pounds in weight.

Coloring: Like Orcs, Lesser Lugrōki have dark gray or black hides, black or reddish-brown eyes and black or gray hair.

Endurance: Normal.

Height: Lugrōki are taller than Orcs. Lesser Lugrōki range from 5'4"-6' in height.

Life Span: Unlike Orcs, it is universally assumed that Lugrōki have a finite life span. There is no proof, despite their distant Elvish and demonic origins, that they are immortal by their essential nature. Factoring out the likelihood that any given Lugrōki will meet a violent, premature end, Lesser Lugrōki have an average life expectancy of 60 years.

Resistance: Lugrōki receive +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: *Daylight Penalties:* Lugrōki suffer noteworthy disadvantages when they expose themselves to the light of day. Lesser Lugrōki suffer -20 DB and RR penalties in daylight and -50 DB and RR penalties when in full sunlight.

Strengths and Weaknesses: Lesser Lugrōki make good Fighters because of their modest bonuses to Strength and Constitution. They are also unusually resistant to extremes of temperature, making them durable in hot or cold climates. But that's about all they possess in terms of advantages. Their sensitivity to sunlight makes it hard for them to function above ground during the day.

CULTURE MODIFIERS

Language: Lesser Lugrōki: *Starting Languages:* Lugrōki (S8/W3) and native regional language (S8/W3). *Allowed Adolescent Development:* Lugrōki (S10/W6) and native regional language (S10/W6).

Prejudices: Lugrōki are a race bred for war and no other purpose. They hate no race in particular, but will wage war with utter hatred and depravity against whomever they are commanded to fight.

Religious Attitudes: Lugrōki worship dark gods and the demons of the Pale who are their distant ancestors. They respect nothing so much as power and dominion over others.

Preferred Professions: Lesser Lugrōki stick to the non-spell using professions: Fighter, Rogue, Thief. They are not intelligent enough to make good spell users and they almost never bother to try.

Special Skills: Lesser Lugrōki: *Everyman:* Athletic Games (Brawn), Power-striking, Power-throwing, all skills within one of the following categories: Weapon • 2-Handed or Weapon • Polearm, Weight-lifting. *Restricted:* Public Speaking, Seduction, Trading.

Typical Cultures: As a general rule, Lesser Lugrōki should use the Subterranean Militaristic sub-culture template.

CHARACTER CONCEPTS

Because Lugrōki are so frequently employed as mercenaries, a Lugrōki PC who is characteristic of his race

LESSER LUGRŌKI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•3•2•1
CO	+2	Essence	Arcane PP
ME	-4	0	0•2•1•1•1
RE	-2	Mentalism	Channeling PP
SD	-4	0	0•2•1•1•1
EM	-2	Poison	Essence PP
IN	-4	0	0•2•1•1•1
PR	-2	Disease	Mentalism PP
QU	0	+5	0•2•1•1•1
ST	+2	Psionic	Psionic PP
AP	-80	-5	0•2•1•1•1
Soul Departure		Race Type	Recovery X
1		2	0.5
Languages		Background Options	
1		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		FSpt/0	
AT (DB)		Size/Crit	Speed MA/AQ
8(30s)		M/-	MD/MD
Attacks		40 Melee/40 Missile	

should have some form of soldiering in his background. If he has joined up with a mixed adventuring group, perhaps his intent is to get in a little independent adventuring in between missions with his tribe or company.

BACKGROUND OPTIONS

Lesser Lugrôki receive six background options.

Extra Languages: Lesser Lugrôki may take the racial tongue of any race (S4/W4) that has employed their tribe as a mercenary as an extra language.

Extra Money: Extra coins that they took as battle plunder, or stole from their tribal hoard.

Special Items: Lesser Lugrôki may not have daily spell items or spell adders, but they may have weapons and tools made from iron, steel, hide or sinew.

Talents: All are available.

GREATER LUGRÔKI

Greater Lugrôki are larger, smarter and tougher than their Common cousins, and often rise to become leaders of Lugrôki tribes or mercenary bands. They are more capable of operating in daylight, and they have greater powers of reasoning and persuasion.

PHYSICAL DESCRIPTION

Build: Lugrôki have hulking, heavily muscled bodies and thick limbs. Greater Lugrôki average 220 pounds in weight.

Coloring: Like Orcs, Lesser Lugrôki have dark gray or black hides, black or reddish-brown eyes and black or gray hair.

Endurance: Normal.

Height: Lugrôki are taller than Orcs. Greater Lugrôki range from 5'10"-6'6" in height.

Life Span: Unlike Orcs, it is universally assumed that Lugrôki have a finite life span. There is no proof, despite their distant Elvish and demonic origins, that they are immortal by their essential nature. Factoring out the likelihood that any given Lugrôki will meet a violent, premature end, Lesser Lugrôki have an average life expectancy of 60 years.

Resistance: Lugrôki receive +30 DB and RR bonuses versus heat and cold attacks.

Special Abilities: *Daylight Penalties:* Lugrôki suffer a modest disadvantage when they expose themselves to the light of day. Greater Lugrôki suffer –20 DB and RR penalties in full, direct sunlight.

Strengths and Weaknesses: Greater Lugrôki make good Fighters and have stronger bonuses to Strength and Constitution than their Common cousins. They also suffer less from exposure to daylight, making them more versatile, and they can also use magic more easily.

CULTURE MODIFIERS

Language: *Starting Languages:* Lugrôki (S8/W3) and native regional language (S8/W3). *Allowed Adolescent Development:* Lugrôki (S10/W6) and native regional language (S10/W6).

Prejudices: Greater Lugrôki are more capable than their Common cousins of making subtle distinctions between individual members of a race, and in that sense they are less prejudiced. They are less likely to treat individuals based solely on blanket categories like ‘Elf’ or ‘man,’ ‘friend’ or ‘foe.’ But they still wage war with utter hatred and depravity against whomever they are commanded to fight.

Religious Attitudes: Lugrôki worship dark gods and the demons of the Pale who are their distant ancestors. They respect nothing so much as power and dominion over others.

Preferred Professions: Greater Lugrôki can master some spell-professions, but they generally stick to non-spell using professions.

Special Skills: Greater Lugrôki: *Everyman:* All skills within one of the following categories: Weapon • 2-Handed or Weapon • Polearm. *Restricted:* None.

Typical Cultures: As a general rule, Greater Lugrôki should use some the Subterranean Militaristic sub-culture template.

GREATER LUGRŌKI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•6•5•2•1
CO	+4	Essence	Arcane PP
ME	-2	0	0•5•3•2•2
RE	-2	Mentalism	Channeling PP
SD	-2	0	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	-2	+5	0•5•3•2•2
PR	-2	Disease	Mentalism PP
QU	0	+10	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-80	-5	0•4•3•2•1
Soul Departure		Race Type	Recovery X
1		2	0.5
Languages		Background Options	
1		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		Spt/0	
AT (DB)		Size/Crit	Speed MA/AQ
17(40s)		M/-	MD/MD
Attacks		80 Melee/60 Missile	

CHARACTER CONCEPTS

Because Lugrôki are so frequently employed as mercenaries, a Lugrôki PC who is characteristic of his race should have some form of soldiering in his background. A Greater Lugrôki, if he is not already a leader or a subaltern, is probably being groomed for a position of responsibility in which he will have to command other Lugrôki. If he has joined up with a mixed adventuring group, perhaps his intent is to get in a little independent adventuring in between missions with his tribe or company.

BACKGROUND OPTIONS

Lesser Lugrôki receive six background options.

Extra Languages: Greater Lugrôki may take the racial tongue of any race (S8/W6) that has employed their tribe as a mercenary as an extra language.

Extra Money: Extra coins that they took as battle plunder, or stole from their tribal hoard.

Special Items: Weapons and tools made from iron, steel, hide or sinew.

Talents: All are available.

QUISHADI

Quishadi have a most unusual origin, if only in the fact that its full story is well known and even recorded in history for the most part. The Urlocs, who have a long history of engineering life forms for their own dubious purposes, created them in mockery of Men to be the most powerful of their enchanted servants. The Quishadi, however, wearied of their circumscribed lives as mere tools of the chaotic and difficult Urloc. Centuries ago, they rebelled against their creators and fought great wars against them for their independence.

These struggles unleashed destructive powers of magic rarely seen before or since, laying waste to entire realms. Both sides summoned powerful demons to aid them, which only added to the bitterness and violence of the contest. In the end, the Urlocs gave up trying to subdue their wayward creations. The Quishadi were finally an independent race, although as a matter of practicality, many of them continued to live on the ruins of the Urloc civilizations against which they had fought.

The Quishadi are a formidable race. Spawned by the Urlocs' most powerful magic, they are both magical and immortal. Their stamina rivals that of the Elves, and each individual has at least a little spell-using ability (see Special Abilities, below).

Quishadi are capable craftsmen and can forge sophisticated weapons and armor. In battle, they favor plate armor and the wavy-bladed scimitar known as the kris.

Quishadi are unique to *RMFRP*. They have no equivalent in the Shadow World.

PHYSICAL DESCRIPTION

Build: The Urlocs created the Quishadi in mockery of Men, and so they resemble Men in overall shape. Their skin is drawn back tightly across their skeletons, however, so that they appear less substantial than Men. In fact, it's easy to mistake them for Undead. They average 190 pounds in weight.

Coloring: Quishadi have black skin dotted with yellow splotches and long black hair. This also makes it easy to mistake them for Undead.

Endurance: Quishadi have better than average stamina. They can endure 16-20 hours of travel per day without unusual fatigue. Also, they do not need sleep. Instead, they rest by meditating in a trance-like state. Typically, they require two hours of this meditation per day, and it restores Power Points as per a normal night's sleep. In a pinch, however, they can function for many days with little or no relief (however, they still need to meditate for two hours per night to recover Power Points).

Height: Quishadi vary relatively little in height, ranging from 5'11"-6'3".

Life Span: Quishadi are an immortal race. They cannot die of natural causes, only from violence.

Resistance: Normal

Special Abilities: *Innate Spell Use:* Quishadi have some inherent magical ability, so that they can cast at least some spells even if they don't belong to a spell-using profession. Regardless of profession, all Quishadi have 10 PP and may cast spells from 1-3 open Mentalism or Essence lists.

Strengths and Weaknesses: The Quishadi's innate spell-using ability is an obvious strength, making them useful for adventures in which magic will play a substantial role. Other than that, they receive modest bonuses to a variety of attributes, making them reasonably well suited for all of the professions that they prefer to follow (see Preferred Professions, below).

CULTURE MODIFIERS

Language: *Starting Languages:* As much as they hate their former masters, the Quishadi have little alternative but to speak the racial language that they inherited from them, Urloc (S8/W6). They may also choose Common-speech (S6/W6) as a starting language. *Allowed Adolescent Development:* Black-speech (S4/W4), Common-speech (S8/W8) and Sea-speech (S10/W10). Though they are not water-going folk by nature, the Quishadi live in coastal areas, so they may add Sea-speech (S6/W6) by virtue of their proximity.

Prejudices: Except for the Urloc, for whom they will always bear a special hatred, Quishadi do not hold an animus against any particular race. However, they exist only to destroy anyone whom they

regard as an enemy. As the Urlocs discovered much to their chagrin, the Quishadi are implacable foes when roused. In this sense, then, they have the potential to hate anyone and everyone.

Religious Attitudes: Quishadi do not worship any deities. They were created and then oppressed by another race that demanded fealty as if they were gods, and the experience put the Quishadi off of religion all together. Relative to other races, they are agnostic. They do not question the religious beliefs of others, but they consider that they did not fight their terrible war against their Urloc masters to enthrall themselves to someone else, not even a deity.

Preferred Professions: All professions are open to Quishadi. However, they are most frequently Dabblers, Fighters, Magents, Mystics, Mentalists, Magicians or Animists.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Quishadi live in coastal areas, but have no talent for boating or seagoing. Therefore, they should not use the Littoral template. Instead, it makes the most sense to use the Highland template (perhaps the Highland Militaristic sub-culture) or the Plains Nomadic sub-cultural template.

CHARACTER CONCEPTS

A Quishadi with a long memory might well smolder with resentment against the Urloc for the long ages in which they held his race in thrall. Even now, he might

Quishadi Racial Information			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	+2	-5	0•6•5•2•1
CO	0	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	+2	Mentalism	Channeling PP
SD	-2	-5	0•6•5•4•3
EM	+2	Poison	Essence PP
IN	+2	+10	0•7•6•5•4
PR	+2	Disease	Mentalism PP
QU	-2	+100	0•6•5•4•3
ST	+4	Psionic	Psionic PP
AP	-20	-5	0•3•2•1•1
Soul Departure		Race Type	Recovery X
2		4	1
Languages		Background Options	
2		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Spt/20	
AT (DB)		Size/Crit	Speed MA/AQ
18(30s)		M/-	FA/FA
Attacks		80 Melee/80 Missile/Spells	

consider the Quishadi victory to emancipate themselves incomplete, for the Urlocs still live, and (so he fears) may yet try to reassert their mastery. He considers it his duty to continue to fight against the Urlocs however he can, and wherever he may find them.

BACKGROUND OPTIONS

Quishadi receive three background options.

Extra Languages: In addition to the tongues listed above: Black-speech (S8/W6), Common-speech (S10/W10) and High-speech (S4/W4).

Extra Money: Coins of Urloc mintage and semi-precious gems.

Special Items: All are available. In addition, they may choose spell adders or spell multipliers at a 20% discount to the cost in background options.

Talents: All are available. In addition, a Quishadi may select Innate Magician as a talent without flaw for one background option instead of two. This facility with magic is a legacy of their Urloc creators, and one that they are glad to have in spite of their problematic relationship with the Urlocs.

SHUIKMAR (SHARKMEN)

The Shuikmar are an aquatic humanoid race. The fact that they are commonly known as Sharkmen tells you all that you need to know about their physical appearance. They do, in fact, look very much like a cross between sharks and Men.

Regardless of their appearance, the Shuikmar are an ancient and advanced race, even more venerable than Men. They build great, fortified cities for themselves on the bottom of the sea, and maintain within them universities and libraries filled with knowledge both useful and obscure.

Shuikmar are more or less amphibious, but they generally choose not to come to the surface unless absolutely necessary. Unlike Mermen, they have no need to feel sunlight and breathe air once in a while. However, they will surface to raid coastal settlements and plunder vessels. They will even attack Mermen cities for loot, food and slaves. In fact, Shuikmar are merciless raiders and have the cold, relentless hunting instincts of sharks.

Shuikmar favor tridents, spears and other thrusting weapons, which they use in conjunction with nets, their favorite tactic being to immobilize their opponent from a distance and finish him off quickly. They also ride sharks as battle mounts, and keep them as pets, as well.

Shuikmar have no real equivalent in the Shadow World.

PHYSICAL DESCRIPTION

Build: Shuikmar have a thick upper body, a dorsal fin-like crest on the back of the head and a shark-like tail. They also have webbed hands and feet. They average 200 pounds in weight.

Coloring: Shuikmar have thick gray, shark-like skin and small black eyes. They have no hair anywhere on their bodies.

Endurance: Normal.

Height: Shuikmar range from 5'7"-6'8" in height.

Life Span: The average life expectancy for Shuikmar is 90 years.

Resistance: Normal

Special Abilities: *Dry Land Penalties:* Shuikmar have feet and can move on land, but they must still return to their watery element on a daily basis or face serious consequences. A Shuikmar who does not totally immerse himself in salt water suffers a -10 penalty to all activities for each missed day. He should use a substantial body of water—the ocean, a mighty river, or at least a large lake. If he tries to do it on the cheap—say, by submerging himself in a salt-water bath—he suffers a -5 penalty per missed day. When this penalty reaches -80, he slips into a coma and becomes completely incapacitated. When it reaches -100, he dies.

STRENGTHS AND WEAKNESSES

Although they are predatory race, the combat-oriented professions don't necessarily play to the Shuikmar's strength. They make capable Fighters, but their bonuses to Memory, Reasoning and Intuition enable them to do just as well at spell-using professions, most notably Magician and Illusionist.

CULTURE MODIFIERS

Language: *Starting Languages:* Sea-speech (S8/W8) and Common-speech (S6/W6).

Allowed Adolescent Development: Common-speech (S8/W8), High-speech (S6/W6) and Sea-speech (S10/W10).

Prejudices: Among themselves, Shuikmar are cultured and civilized to a degree that puts most other mortal races to shame. To all non-Shuikmar—even Mermen, with whom they often dwell cheek-by-jowl—they are relentless and remorseless killers.

Religious Attitudes: All Shuikmar communities worship a deity that takes the form of a shark. Whether they view it as a tribal god whose role is to protect their tribe, or as a universal god whose message is applicable across race and geography varies from place to place. Otherwise, the religious aspects of Aquatic culture apply to them.

Preferred Professions: Shuikmar favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Swimming. *Restricted:* All skills that are used exclusively on land and have no application to aquatic life.

Typical Cultures: Shuikmar always use the Aquatic template.

CHARACTER CONCEPTS

Shuikmar are a paradoxical race—merciless brigands on the one hand, and great scholars who value learning on the other. Character concepts for them could emphasize one, the other, or try to encompass both. A Shuikmar Fighter might be ferocious tribal warrior devoted to the defense of his community, eager to take on Mermen, Sea Trolls or any other aquatic enemy. Or he could be a brutal pirate intent on plundering hapless ships that wander into his territory.

On the other hand, a Shuikmar Magician might be a scholar who loves nothing so much as cloistering himself in one of his race's underwater libraries or centers of learning, poring over ancient knowledge. He has never raised a weapon in anger himself to now, and remains only vaguely aware (or



perhaps entirely unaware) of the fear with which other races regard the Sharkmen. He is educated, cultured, refined—not at all the face of the Shuikmar that defeated nations or plundered sailors see.

Or, a Shuikmar character of any profession might have two very different sides to his nature. He might be a brutal pirate or soldier who lives for killing and looting. But perhaps he also has a genuinely appreciative eye for beautiful objects and understands well the history behind famous artifacts. Perhaps he is a devoted scholar of magic, and reveres magic items simply for their own sake, rather than any power they can bring him. Imagine him as one who robs others for their rare or valuable objects, but values them as would the most enthusiastic collector or scholar.

BACKGROUND OPTIONS

Shuikmar receive five background options.

Extra Languages: In addition to the tongues listed above:

Common-speech (S10/W10), Grey-elvish (S8/W8), High-elvish (S6/W6) and High-speech (S8/W8).

Extra Money: Coins, gems and jeweled objects taken as plunder.

Special Items: All available, as long as they do not degrade with exposure to water. In addition, a Shuikmar may choose a shark as Loyal Unusual Creature without flaw for two background options instead of three.

Talents: All are available.

SHUIKMAR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	0	0•7•5•3•1
CO	0	Essence	Arcane PP
ME	+2	0	0•7•6•5•4
RE	+4	Mentalism	Channeling PP
SD	0	0	0•6•5•4•3
EM	0	Poison	Essence PP
IN	+4	+5	0•7•6•5•4
PR	-2	Disease	Mentalism PP
QU	0	+5	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-20	0	0•5•3•2•1
Soul Departure		Race Type	Recovery X
12		2	1
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Spt/10	
AT (DB)		Size/Crit	Speed MA/AQ
4(30s)		M/-	MF/MF
Attacks		60 Melee/40 Missile/Spells	

SOHLEUGIR (LIZARDMEN)/

SAURKUR

Both *RMFRP* the Shadow World have races that resemble a cross between Men and lizards. The Sohleugir (or Lizardmen) of *RMFRP* and the Saurkur of the Shadow World both have distinctly humanoid shapes and scaly reptilian skin. Both have identical attribute modifiers, and both are intelligent and skillful. But while the Sohleugir can be adapted to many different purposes within the world of *Rolemaster*, the Saurkur, as an alien race, play a unique and specific role within the cultural ecology of Kulthea. The story of their origins (as much as it has been pieced together) makes them a distinctive presence in the Shadow World.

SOHLEUGIR

Sohleugir are widely known as Lizardmen based on their decidedly reptilian appearance. They are, in spite of appearances, an intelligent and skillful race. They build elaborate cities of stone, coral and shells on rocky seashores. There, they cultivate the tide pools and shallows like farmers tilling the soil and harvesting crops, growing seaweed and gathering shellfish for food. They are truly amphibious, equally comfortable in and out of water. Yet, they choose to live exclusively on the land, keeping briny immersion pools in their dwellings for those moments when they feel like taking a dip.

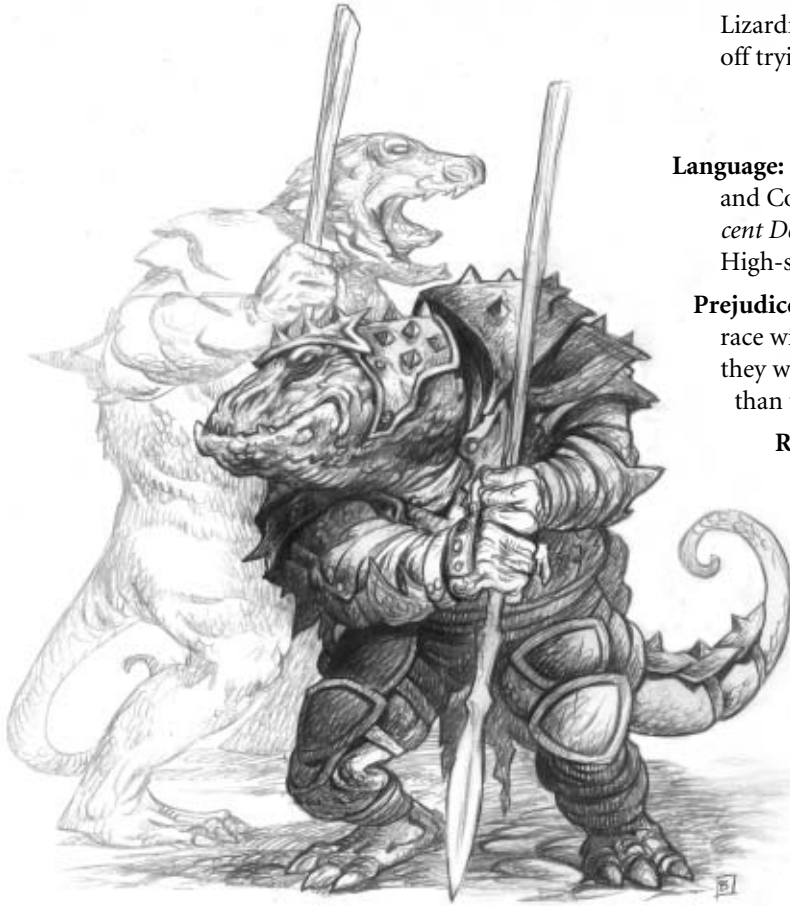
Sohleugir know how to handle themselves in a fight and never back down from one. They favor the trident as a primary weapon, but dispense with wearing armor. Their scales offer such good protection that they rarely see the need to wear any. A Sohleugir encased in anything other than his own natural armor is likely just wearing it as a demonstration of wealth and status—showing off, in other words.

In fact, Sohleugir scales have been made into excellent suits of armor. However, few armorers will admit that this is so, because if word got out that one was willing to craft such a suit, he might find himself on the receiving end of some pre-emptive vengeance from angry Lizardmen.

PHYSICAL DESCRIPTION

Build: Sohleugir look like bipedal lizards, although their upper bodies resemble that of a solidly built Man. They have textured, jade-colored scales and fin-like ridges that rise along the spine. These jagged spikes march from the tip of their 3 foot-long tail to the crown of their draconic, snouted head. Their fingers and toes end in claw-like nails.

Saurkur are thinner and their bodies do not look as human. Because Saurkur tend to be taller than Sohleugir as well as thinner, typical weight for both averages out to 300 pounds for the males 250 pounds for the females.



Lizardman wants to steal something, he's better off trying to take it by force.

CULTURE MODIFIERS

Language: *Starting Languages:* Sea-speech (S8/W8) and Common-speech (S6/W6). *Allowed Adolescent Development:* Common-speech (S8/W8), High-speech (S4/W4) and Sea-speech (S10/W10).

Prejudices: Sohleugir don't regard any particular race with special animus. When they go to war, they worry more about proving their own courage than they are about destroying any given foe.

Religious Attitudes: Sohleugir religious practices do not differ significantly from those of most Littoral cultures.

Preferred Professions: Sohleugir favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Sohleugir live next to bodies of water and almost always use the Littoral template. Though they are amphibious in theory, in practice they much prefer living on land, so the Aquatic template is not really appropriate for them.

The cities that the Sohleugir sometimes build from stone, coral and shells should be considered either Littoral or Aquatic cities, depending on whether

Coloring: Sohleugir have yellow eyes, and any color scheme appropriate to lizards tints their hide and scales.

Endurance: Normal.

Height: Sohleugir range in height from 5'8"-6'6" tall.

Life Span: The average life expectancy of Sohleugir is 95 years.

Resistance: Normal

Special Abilities:

- *Amphibious:* Sohleugir can breathe in water or air equally well. They suffer no penalties when functioning in either element.
- *Natural Attack:* Sohleugir may use their tail to make an unarmed attack as a Medium Bash attack.

Strengths and Weaknesses: Sohleugir are an exceptionally strong and durable race, which makes Fighter their strongest profession by far. However, their more modest bonuses to Empathy and Intuition give them a bit of an advantage in many spell-using professions, as well as Monk and Warrior Monk. Sohleugir have relatively few weaknesses, but lack of Agility is definitely their most prominent one. Only the nimblest of the race can make an effective Thief, and most Sohleugir wouldn't even think of trying. If a

SOHLEUGIR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-4	0	0•8•6•4•2
CO	+4	Essence	Arcane PP
ME	0	0	0•5•3•2•2
RE	0	Mentalism	Channeling PP
SD	0	0	0•5•3•2•2
EM	+2	Poison	Essence PP
IN	+2	+10	0•5•3•2•2
PR	0	Disease	Mentalism PP
QU	0	+50	0•5•3•2•2
ST	+8	Psionic	Psionic PP
AP	-20	0	0•7•6•5•4
Soul Departure		Race Type	Recovery X
9		2	1
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		FSpt/10	
AT (DB)		Size/Crit	Speed MA/AQ
11(25s)		M/-	SL/MD
Attacks		65 Melee/50 Missile/60 MBa(tail)	

they are above or below the water's surface.

CHARACTER CONCEPTS

A Sohleugir Fighter could make a good living by hiring himself out as a guard—a defensive mercenary, really, whose role it is to protect things and folk. He has to know how to fight, but being a Sohleugir, his sheer physical bulk and the reptilian glint in his eye could well be enough to scare off thugs. In a coastal area with robust trading activity, merchant vessels would be eager to hire him to protect them against pirates.

BACKGROUND OPTIONS

Sohleugir receive five background picks.

Extra Languages: In addition to the tongues listed above: Common-speech (S10/W10), Gray-elven (S4/W4) and High-speech (S6/W6).

Extra Money: Coins, gems and jeweled objects.

Special Items: All are available.

Talents: All are available.

SAURKUR

Saurkur are similar enough to Sohleugir so that it warrants discussing them as an equivalent race. Both are amphibious reptilian humanoids that live in coastal areas. The Saurkur, however, are an alien race to Kulthea. The Loremasters agree almost universally that the Saurkur are descended from a space-faring race that crash-landed on the Abarquan Islands in the distant past. Their population is still confined to the Abarquans, which are located 700 miles south of Kelestia. They still have some collective memory of receiving and using “Gifts from the Sky”—that is, technology that they recovered from their space transport vessel—but by now it is faded and much altered with time.

PHYSICAL DESCRIPTION

Build: Saurkur are thinner than Sohleugir and their bodies do not look as human. Because Saurkur tend to be taller than Sohleugir as well as thinner, typical weight for both averages out to 300 pounds for the males 250 pounds for the females.

Coloring: Saurkur are usually dark green to brown in color with light underbellies. The hide on their backs is mottled brown and yellow.

Endurance: Normal.

Height: The shortest Saurkur are 5'8", and they can grow as high as 7'.

Life Span: Saurkur live rather longer than Sohleugir. Their average life expectancy is 150–200 years.

Resistance: Normal

Special Abilities:

- *Amphibious:* Sohleugir can breathe in water or air equally well. They suffer no penalties when functioning in either element.

- *Natural Attack:* Sohleugir may use their tail to make an unarmed attack as a *Medium Bash* attack.

Strengths and Weaknesses: Saurkur have the same attribute bonuses and penalties as Sohleugir, so their racial strengths and weaknesses are more or less the same. Saurkur can be counted upon to make excellent Fighters, and their physical prowess should give pause to anyone who would intrude upon their sanctuary in the Abarquans.

CULTURE MODIFIERS

Language: *Starting Languages:* Saurkur (S8/W4), Abarquan Islands (S8/W4). Since Saurkur are native to the Abarquan Islands and no other place, the language unique to that place is their geographical tongue by default. *Allowed Adolescent Development:* Saurkur (S10/W8), Abarquan Islands (S10/W8) and Undersea (S4/W4).

Prejudices: Saurkur have no outstanding racial prejudices. Distinctly aware that they are alien to Kulthea, they regard all native races with mild suspicion.

Religious Attitudes: The Saurkur have a quirk related to their history on Kulthea that ought to be noted. Because their myths tell them that they descended from an extraterrestrial race, the Saurkur have always had a collective memory of their alien origin. These myths tell of how their ancestors relied heavily on wondrous ‘Gifts from the Sky’ to survive on this new world. If these myths do in fact reflect historical reality, they tell of how the first Saurkur on Kulthea scavenged technology from their crashed colony ship, making them one of the most highly advanced races on the planet from the moment of their arrival. These memories have faded over the generations, however, and whatever advanced technology they once possessed no longer exists—worn out or lost, along with the knowledge of how to repair or replace it. They exist now as fantastical tales of lost glory, but if functioning artifacts of their distant history were to turn up somehow, the Saurkur would revere them as divine.

Preferred Professions: Sohleugir favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Saurkur are more or less confined to the Abarquan Islands, so the it makes the most sense for them to use the Littoral template.

CHARACTER CONCEPTS

A Saurkur who is fascinated by the “Gifts From the Sky” that his folk once valued might make an interesting character. It would distinguish him from other Saurkur, who now regard such curiosity as odd, a rather eccentric antiquarian interest. But it would provide an impetus for sending him on adventures, not just within the Abarquan Islands, but elsewhere in Kulthea, looking for historical records that might

preserve what the Saurkur themselves have forgotten. Such a character might be a Monk or a Warrior Monk, a member of a minority religious order whose interests make them unusual within Saurkur society.

BACKGROUND OPTIONS

Sohleugir receive five background picks.

Extra Languages: Saurkur (Shadow World): Jinteni (S4/W4), Mermen (S6/W6), Shuluri (S4/W4) and Undersea (S8/W6).

Extra Money: Coins, gems and jeweled objects.

Special Items: All are available.

Talents: All are available.

SAURKUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-4	0	0•8•6•4•2
CO	+4	Essence	Arcane PP
ME	0	0	0•5•3•2•2
RE	0	Mentalism	Channeling PP
SD	0	0	0•5•3•2•2
EM	+2	Poison	Essence PP
IN	+2	+10	0•5•3•2•2
PR	0	Disease	Mentalism PP
QU	0	+50	0•5•3•2•2
ST	+8	Psionic	Psionic PP
AP	-20	0	0•7•6•5•4
Soul Departure		Race Type	Recovery X
9		2	1
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		FSpt/10	
AT (DB)		Size/Crit	Speed MA/AQ
11(25s)		M/-	SL/MD
Attacks		65 Melee/50 Missile/60 MBa(tail)	

TROGLODYTES/TROGLI

Troglodytes are an Orc-like race that live underground or in dark caves and shun the light of day. They have the habit of skinning those whom they slay in combat, creating crude garments from the hides and keeping claws, tails and mummified heads as ornaments and battle trophies. Because they keep to the subterranean world, Troglodytes' fashion is dominated by Goblin hides, but Men or Elves who wander underground only to run afoul of them will do just as well.

In the Shadow World, Trogli bear a strong similarity to Troglodytes and should be considered an equivalent race. Trogli vary widely from one community to the other in their technological and social sophistication. Some Trogli are little more than beasts who have figured

out how to scavenge weapons and armor from defeated enemies, and use crude clubs and throw stones when nothing else is available. Others are intelligent and technologically advanced, albeit no less cruel. These present a greater danger to their neighbors, because they have figured out how to stage raids on surface dwellers, of whom they are hatefully jealous. They know how to steel themselves against their hatred of sunlight, and may even possess the ambition to take political control over surface realms. Whatever the case, all Trogli relish the taste of the flesh of other intelligent races and may attack a village simply to stock up on a delicacy.

Some Loremasters believe that the Trogli are descended from those Worim who chose to hide underground at the end of the Interregnum. Trogli live in warrens scattered throughout the Ash Lairs and elsewhere beneath the surface of Kulthea. Two of their most significant concentrations of population may be found in the Caves of Ulgon, which stretch under the Spine of Emer, and a large complex of warrens beneath the Clythul Mountains on Thuul. The latter group are primitive and barbaric even by Trogli standards, and they skirmish constantly with the large Murlogi settlement to the south.

Where Troglodytes differ significantly from Trogli, the following entries will so note. If no differences are noted, consider that information that applies to one also applies to the other.

PHYSICAL DESCRIPTION

Build: Troglodytes have thick, well-muscled bodies. They have sloping foreheads and massive jaws that dominate the contours of their oversized heads. Although short, they average a good 180 pounds in weight.

Coloring: Troglodytes have sickly-looking, bluish-white skin and long, stringy black hair that grows from the back of the scalp. Trogli have the same color skin, but white hair instead of black.

Endurance: Normal.

Height: Troglodytes range from 4'6"-5'6" in height.

In the Shadow World, Trogli are somewhat taller, ranging from 4'8"-6' tall.

Life Span: Troglodytes live for 50 years, on average. Trogli have an average life span of 80 years.

Resistance: Normal

Special Abilities:

- **Contortionist:** Troglodytes also have unusually supple joints that give them a surprising nimbleness in spite of their muscular build. They receive a +10 bonus to all thrown weapon attacks, as well as to static maneuvers involving the hands (such locks, repair/construction, etc.) or feet (Balance). They also gain a +20 bonus to Contortions.
- **Dark Vision:** Living underground has accustomed Troglodytes to seeing in the dark. They have night vision that allows them

to see on a starlit or moonlit night as well as in broad daylight. They can see up to 30' perfectly even in pitch dark.

- **Sunlight Vulnerability:** Troglodytes fear daylight and instinctively shrink from it. But unlike some other underground races, they suffer no penalties or disabilities when operating in it.

Strengths and Weaknesses: Troglodytes make good Fighters and they can operate in dark, underground environments better than most other races (certainly better than any race that lives aboveground), but that's about all they possess in terms of advantages. They suffer modest penalties to most attributes, meaning that whatever other profession they choose, they will suffer a slight disadvantage where at least one of their key attributes is concerned. Furthermore, their severe penalty to Appearance make them almost as unfit as Orcs for social interaction.

CULTURE MODIFIERS

Language: Troglodyte: *Starting Languages:* Orcish (S8/W6) and Common-speech (S6/W4). *Allowed Adolescent Development:* Black-speech (S4/W4), Common-speech (S8/W6) and Orcish (S10/W8).

Trogli *Starting Languages:* Trogli (S8/W4), native regional language (S8/W4). *Allowed Adolescent Development:* Trogli (S10/W8), Worim (S4/W4), native regional language (S10/W8).

Prejudices: Troglodytes hate anyone from the above ground world, and they reserve particular loathing for Elves and Men. But even among the races that commonly live beneath the earth, they have their enemies. Troglodytes have a long history of warring with both Orcs and Goblins and regard them with, at best, severe distrust.

Religious Attitudes: Troglodytes have an odd obsession with the connection between the image of a thing and the thing itself, as if drawing something can make it real or give them a spiritual connection to it. Their lairs are covered with crude (in spite of their obsession, they are poor technical artists) images of things and beings that they both covet and hate.

Preferred Professions: Troglodytes favor no single profession, nor are any prohibited to them.

Special Skills: *Everyman:* Caving, Scaling, Direction Sense, Survival (Underground), any One-Handed • Concussion Weapon skill. *Restricted:* All Scientific/Analytic skills.

Typical Cultures: Troglodytes are very much an underground race; they hate and fear the light of day. Subterranean is the only culture template that makes sense for them.

CHARACTER CONCEPTS

To Troglodytes, the world outside the immediate orbit of their tribe is hostile, and one must always be on guard against it. The surface world, frightening as it

is, is bad enough, but enemies abound beneath the earth as well. Troglodytes must devote themselves to the protection of their race, no matter what their profession. It is rare that a Troglodyte would consent to leave home, but it is possible that he would do so on an errand to help his community, or if offered a suitable reward to serve as a guide.

In the Shadow World, there is much speculation that the Trogli actually have a venerable history, that they are descended from the Worim, an ancient race now extinct. An unusually intelligent Trogli might have picked up this notion (from contact with outsiders, perhaps) and taken an interest in it. His driving ambition would be to find some evidence to support this contention, and establish for himself (if not his tribe) a connection with a past more glorious than the lowly estate in which the Trogli now find themselves.

BACKGROUND OPTIONS

Troglodytes receive six background options.

Extra Languages: Troglodyte: In addition to the tongues mentioned above: Black-speech (S8/W6), Dwarvish (S4/W4) and Hill-speech (S4/W4).

Trogli (Shadow World): Dwarven (S4/W4), Dyari (S4/W4), Murlogi (S6/W4) and Worim (S6/W6).

Extra Money: Coins and gems looted from fallen foes.

Special Items: Trogli may not take spell adders or spell multipliers. Otherwise, anything that might have been looted from a slain enemy is available to them.

Talents: All are available.

TROGLODYTE RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	+20	0•7•4•2•1
CO	+4	Essence	Arcane PP
ME	-2	+10	0•3•2•1•1
RE	-2	Mentalism	Channeling PP
SD	-2	+20	0•6•5•4•3
EM	-2	Poison	Essence PP
IN	-2	+10	0•3•2•1•1
PR	-2	Disease	Mentalism PP
QU	0	+10	0•3•2•1•1
ST	+4	Psionic	Psionic PP
AP	-70	+10	0•7•6•5•4
Soul Departure		Race Type	Recovery X
12		2	0.5
Languages		Background Options	
1		6	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		FSpt/10	
AT (DB)		Size/Crit	Speed MA/AQ
1(30)		M/-	MD/MD
Attacks		50 Melee/10 Missile	

Urlocs

Urlocs are a magical humanoid race, and a venerable one, too—they have existed for eons longer than Men. They are cruel and exceedingly arrogant. They believe that their immortality and their magical gifts elevate them above all other races and justifies any act of heartlessness on their part, any indifference to the well-being of others.

Nonetheless, it is indisputable that the Urlocs are talented. They are known for building extravagant cities along the seacoasts, and beautiful ocean-going ships. They craft magical items of exceptional power, and use them as totems of status within their own society. The more powerful the items in one's possession, the more respect one may cultivate among other Urlocs. Many legendary magical artifacts are, in fact, Urloc creations.

The Urlocs' magical skill extends even to creating enchanted life forms. They do not hesitate to create artificial beings such as constructs, golems and viles to serve them. They have no ethical qualms about bringing new life forms into being simply to do their bidding. But these heroic exertions of magical power do not always serve them well. The Quishadi race was a creation of theirs, conjured into being for no purpose other than to carry out the the Urlocs' orders. But the Quishadi, as intelligent beings, revolted against their masters for their ill treatment and fought a long and exceptionally destructive war against them. Urloc civilization as a whole has never quite recovered from this blow—psychologically, if nothing else. However, the Urlocs still remain a force to be reckoned with by anyone who gets in the way of their collective ambitions.

Urlocs wear ornate robes and rarely use weapons or armor. They rely so heavily on their mastery of magic that they have dispensed almost entirely with the force of arms, relying instead on their servant races and, occasionally, mercenaries to exercise brute force. They rely exclusively on the power of magic in another important area also—procreation. They reproduce themselves entirely by magical means, which makes them both odd and awesomely powerful in the eyes of other races.

Urlocs do not exist in the Shadow World and have no equivalent there.

PHYSICAL DESCRIPTION

Build: Urlocs have large, thickly set bodies and wide mouths. They are heavy for humanoids of their height; males weigh an average of 220 pounds and females weigh an average of 180 pounds.

Coloring: Urlocs have grayish-blue skin that strikes most Men as sickly looking and yellow eyes that have no pupils.

Endurance: Like Elves, Urlocs do not need to sleep. Unlike Elves, they do not need any overnight rest at

all to recover their spent PPs. Instead, they simply replenish their PPs at midnight every night.

Height: Urlocs range from 5'6"-6' in height.

Life Span: Urlocs are an immortal race. They only die through mischance or violence.

Resistance: Normal.

Special Abilities: None.

Strengths and Weaknesses: Urlocs are not especially strong or quick, and they do not excel at the physical skill-based professions. As a result, they rarely pursue them. Instead, they excel as spell users, especially Magicians, Illusionists and Clerics.

CULTURE MODIFIERS

Language: *Starting Languages:* Urlocs have their own racial language, an ancient and elaborate tongue that no other race has been able to master, except for the servant races of their creation. Urloc (S8/W8). They may also take Common-speech (S8/W6) as a starting language. *Allowed Adolescent Development:* Common-speech (S10/W10), Sea-speech (S8/W8) and Urloc (S10/W10).

Prejudices: Urlocs regard all other races as inferior, and they harbor no special ill will against anyone in that regard. Their progeny and former underlings the Quishadi are the only exception to this rule. Even though ages of the world have passed since the Quishadi have freed themselves, the very mention of them is still enough to stir outrage in the breast of an Urloc. They will never forgive their former servants for having the sheer gall to free themselves from their creators, their rightful masters.

Religious Attitudes: Urlocs have gods who represent in material form the abstract power of magic. However, religion for them is simply a way of expressing their view of their own superiority. Magic is their special talent; therefore, it is worth their veneration. In truth, Urlocs view themselves as something like demi-gods. They themselves are immortal, and they have assumed for themselves the power of creating life, a power that belongs only to divine beings. If they act like they think of themselves as gods, it's because they do think of themselves like that, more or less. Urlocs also worship the abstract concept of chaos.

Ambitious Men (whose hearts are usually less than pure) have been known to try to learn the secrets of Urloc magic. The Urlocs view them skeptically, but if these Men can earn the amused tolerance of their would-be masters they may learn their philosophies and some of the secrets behind their crafting of artifacts. It is exceedingly rigorous training, and not all mortals who undergo it survive it. Those who do and complete their education earn a polite measure of respect from the Urlocs and a designation that translates into Common-speech as Wizard-Priest of the Omniscient Eye.

Preferred Professions: In theory, Urlocs may pursue any profession they want. In practice, though, their strong connection to the practice of magic means that they never seriously consider any profession that does not involve spell use. They almost never become Fighters, leaving that business to their created proxies.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: Urlocs live in coastal areas and are widely reckoned as excellent seamen. The Littoral template fits them quite well, therefore.

CHARACTER CONCEPTS

Urlocs tend to think that they know it all, but an exceptional Urloc spell user might understand the value of traveling abroad to learn anything that could advance his knowledge of constructed beings. The Quishadi experiment did not turn out well, to be sure. Might the Urlocs benefit from the learning of other advanced civilizations in determining how to prevent such mistakes in the future? Most Urlocs would scoff at the notion, but your character might think differently.

BACKGROUND OPTIONS

Urlocs receive three background options.

Extra Languages: In addition to the tongues listed above: Black-speech (S6/W6), High-elven (S6/W6), High-speech (S6/W6) and Sea-speech (S10/W10).

URLOC RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	-5	0•5•3•2•1
CO	0	Essence	Arcane PP
ME	+6	-5	0•7•6•5•4
RE	+6	Mentalism	Channeling PP
SD	-2	-5	0•7•6•5•4
EM	+2	Poison	Essence PP
IN	+2	+10	0•7•6•5•4
PR	+2	Disease	Mentalism PP
QU	-2	+100	0•7•6•5•4
ST	-4	Psionic	Psionic PP
AP	-30	0	0•3•2•1•1
Soul Departure		Race Type	Recovery X
6		4	2
Languages		Background Options	
4		3	
GM Information			
Base Rate		Max Pace/MN Bonus	
65		Spt/10	
AT (DB)		Size/Crit	Speed MA/AQ
3(20)		M/-	MF/MF
Attacks		50 Melee/40 Missile/Spells	

Extra Money: Coins or gems. Urlocs also express extra wealth through magical special items. If an extra money roll indicates that jeweled objects, roll on the special items table to determine the degree of bonus item that the Urloc receives instead of a jeweled object. Then roll to determine the category of bonus item. If a result other than a bonus item turns up, then re-roll.

Special Items: All are available. In addition, they may choose spell adders or spell multipliers at a 20% discount to the cost in background options.

Talents: All are available. In addition, an Urloc may take any Lesser Mystical talent without flaw for one background option instead of two. He may take Innate Magician without flaw for two background options instead of three. He may take Archmage Abilities (Major) without flaw for three background options instead of four. And he may take Archmage Abilities (Greater) without flaw for four background options instead of five.

VULFEN (WOLFEN)

Vulfen are an intelligent, but bloodthirsty race of humanoid predators. They are also known as Wolfmen for their fur-covered bodies and pointed ears. Vulfen hunt in packs, killing and devouring everyone and everything in their path until exhausted or satiated. At that point, they rest (usually for a period of several days) to digest their prey and recover their strength. They generally hunt at night and sleep by day. This is simply a habit that gives them the benefit of stealth, as Vulfen are not vulnerable to sunlight.

Their claws and fangs make for dangerous natural weapons, but Vulfen also use weapons looted from slain enemies.

Because of their similar appearance, and because they are both nocturnal beings, Vulfen and Werewolves are often mistaken for each other. Such is the fear and loathing with which Vulfen are generally regarded that this usually winds up being a worse deal for the Werewolves.

Vulfen have no real equivalent in the Shadow World.

PHYSICAL DESCRIPTION

Build: Strip away their fur and their wolf-like facial features, and Vulfen would look very much like Men with muscular upper bodies. That is why Werewolves are so frequently mistaken for Vulfen. They average 220 pounds in weight.

Coloring: Vulfen are covered from head to foot in brown or gray fur, and they have yellow or amber colored eyes.

Endurance: Normal.

Height: Vulfen range from 5'10"-6'8" in height.

Life Span: Vulfen lead violent, relatively short lives. Their average life expectancy is 40 years.

Resistance: None.

Special Abilities: *Natural Attack:* Vulfen may rake with their claws, making unarmed attacks as *Medium Claw* attacks.

Strengths and Weaknesses: Vulfen make capable Fighters and can also succeed as Thieves. But their penalties to Empathy and Presence set them at a disadvantage when it comes to many of the spell-using professions.

CULTURE MODIFIERS

Language: *Starting Languages:* Common-speech (S8/W6) and either Plains-speech (S6/W6) or Wood-speech (S6/W6), depending on native environment. *Allowed Adolescent Development:* Common-speech (S10/W8), either North-speech (S6/W6) or South-speech (S6/W6), and either Plains-speech (S8/W8) or Wood-speech (S8/W8), depending on native environment.

Prejudices: Vulfen are ferociously indiscriminate predators. For this reason alone, one could say that they have no racial prejudices. They will hunt and kill just about anyone.

Religious Attitudes: As one might expect, Vulfen worship dark and bloodthirsty gods. Their religious rituals involve howling and dancing to whip themselves into a frenzied state that simulates the furious ecstasy of their hunts.

Preferred Professions: No professions are closed off to Vulfen, nor do they favor any. However, Vulfen PCs should strongly consider taking the Berserker training package, regardless of profession.

Special Skills: *Everyman:* None. *Restricted:* None.

Typical Cultures: The Rural or Sylvan templates most accurately depict the sparsely populated, semi-wild areas in which Vulfen generally live. Because they generally move in hunting packs, consider using the Rural Nomadic or Sylvan Nomadic sub-cultural templates, to be specific. Their wild-eyed predatory tendencies make Vulfen decidedly unfit for city life.

CHARACTER CONCEPTS

Other races fear Vulfen because once they begin killing, they find it difficult to stop at will. However, a Vulfen Fighter might be useful to adventuring parties as a designated combat specialist, especially if a lot of physical combat against a more numerous foe is in the offing. A Vulfen Fighter might well make a career out of hiring himself out as a mercenary, using the berserk fury that marks his race as a selling point.

BACKGROUND OPTIONS

Vulfen receive five background options.

Extra Languages: In addition to the tongues listed above: Either North-speech (S8/W8) or South-speech (S8/W8), Black-speech (S4/W4) and Orcish (S4/W4).

Extra Money: Coins and gems looted from prey.

Special Items: Anything that might have been looted from a slain enemy.

Talents: All are available.

VULFEN RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	0	0•7•5•3•1
CO	+2	Essence	Arcane PP
ME	0	0	0•7•6•5•4
RE	0	Mentalism	Channeling PP
SD	-2	0	0•6•5•4•3
EM	-4	Poison	Essence PP
IN	0	0	0•7•6•5•4
PR	-2	Disease	Mentalism PP
QU	+2	+10	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-20	0	0•5•3•2•1
Soul Departure		Race Type	Recovery X
9		2	1
Languages		Background Options	
2		4	
GM Information			
Base Rate		Max Pace/MN Bonus	
70		Dash/10	
AT (DB)		Size/Crit	Speed MA/AQ
3(35s)		M/-	MD/MD
Attacks		60 Melee/40 Missile/50 MCI(2x)	

PART II: CULTURES



This section profiles 11 different base culture templates for use in both *RMFRP* and the *Shadow World*. Almost all of them are based on the type of physical environment in which a social group lives, whether it is farm country, the deep woods, a warren of caves or the top of a mountain. They assume that physical environment plays an important role in shaping a player character up until the time he begins his life as an adventurer. For instance, a Half-Elf who grew up in a metropolis would have just as much in common with a city-bred Dwarf than he would with a Half-Elf who spent his formative years in the forests among the Wood Elves and the Fey.

Within each of these templates are at least one and as many as a half-dozen variations on the cultural mainstream, called sub-cultures. Each sub-culture differs from the mainstream in terms of their way of life. These differences express themselves primarily through available Hobby skills and preferred professions, but all such variations are noted.

A NOTE ON CITIES

While the urban terrain of cities and large towns might at first seem to qualify as a type of physical environment all its own, we have decided to address different types of cities by the characteristics of the

surrounding countryside. Does your character hail from a city on the Plains, a coastal port, or an underground metropolis? It makes a difference, and under some of the culture templates described in Part I, you will find sub-culture templates that lay out how having an urban background makes you different from those who grew up outside the city. Nonetheless, it's useful to keep the following distinctive characteristics of cities when creating and playing your character:

Cultural Aspirations: The accumulation of wealth and power drives the collective consciousness of a great city at all social levels, whether the individuals who are caught up in it realize it or not. Cities offer their residents so many options in terms of the occupation they pursue and the lifestyle that they choose to lead, and so many ways to make a fortune that social mobility is a very real possibility. Given this, most city residents, in some corner of their being, dream of something more than what they have now: more money, more material possessions, higher professional rank or social status.

Collective Fears: The only unusual anxiety that besets urban culture is that of poverty and downward social mobility. But many city dwellers have little left to fear on that score because they are already poor, or scratch out marginal existences.

Mating and Marriage Patterns: Social fluidity characterizes urban life. Cities also bring their residents in contact with a wide variety of other residents, as well as visitors. Marriage patterns are therefore less stable and predictable than in other cultures. Social convention treats life-long monogamy as an ideal, but in fact, marriages may dissolve and spouses may betray each other as more enticing options present themselves.

Prejudices: City dwellers like to think of themselves as open-minded. After all, they receive visitors from all over, and some of those visitors stay, become permanent residents and inject their foreign ways into the city's cultural life, thereby enriching it. Certainly, they are less isolated than their country cousins.

But awareness of their own cosmopolitanism can breed snobbery in the dark heart of city dwellers. They cherish a sense of superiority to their country cousins that bases itself solely on the depth and variety of experience to which their daily lives exposes them. In their view, life is so much more exciting in the city than in the country; entertainments are more sophisticated, the food is better, folk are more worldly and refined. They can even extend this prejudice to other cities, as well.

Religious Beliefs: Cities are cultural magnets by their very nature, and they can accommodate a variety of religious beliefs and practices. In large cities, it is by no means uncommon to find temples to more than one god (or set of gods) standing cheek-by-jowl and co-existing as happily as their creeds allow. This is especially true in racially diverse cities, as they have to make room for the worship of various racial deities.

However, a city may also have a patron deity (or an entire pantheon) of its own. Such a god is charged with looking out for the prosperity and well being of the city's residents. Economic boom times and victory in war are taken as signs of the god's favor, while economic depression, plague, fire or defeat in war are all interpreted as indications of divine wrath.

Preferred Professions: None. It takes all types to make a city. Even Rangers, for whom the urban setting is an alien environment, cannot avoid them altogether. They have to visit from time to time, to buy supplies or for social purposes, or just to pass through.

At the same time, it may be said that spell users tend to congregate in cities. There, they can find others of their profession with whom to study their craft and share tricks of the trade. Also, it is often the case that the largest cities play host to the best hoards of spell scrolls and libraries of tomes containing arcane knowledge. Bards, too, find cities to be an environment useful to their profession, for any place with a large and diverse population squeezed into a small area (so that it's easy to meet and overhear many of them) generally yields a good crop of tales, songs and lore. A Bard who needs to refresh his repertoire could do worse than to visit a big city with a lot of public houses, in which he could pick up new material.

AERIAL

Despite what the name might seem to indicate, the ability to fly is not a prerequisite for belonging to an Aerial society. Races that resemble a cross between birds and Men, like the Hira'razhir and the Hirazi, almost always use the Aerial template, but that is actually beside the point. Rather, the term 'Aerial' refers to their lofty perch, close to the ceiling of the world. Aerial folk live high up in the mountains, where the air is thin and cold but clear and bracing, and where they sometimes get the sense that they are closer to the sky than to the surface of the earth below them.

Of course, high up on a tall mountain is not the easiest place in which to live. You can't grow crops in cold rock, so agriculture of any significance is impossible. Aerial folk must live by hunting and gathering, and there isn't all that much edible vegetation to gather. In addition, most Aerial folk are reluctant for religious reasons to hunt the great birds that live in mountain eyries, which further limits their food choices. And then there is the weather, which is crisp even at its warmest, and can change from merely inhospitable to lethal in an instant when winter blizzards blow up. Aerial societies are also hidden away from the rest of the world for the most part, so that years or even decades may pass before they have contact with another civilization. Some Aerial groups are so small and so isolated that everyone has quite literally forgotten about their existence.

And yet, outsiders that have encountered Aerial cultures report more often than not that the folk that they met seem content with their lot—quite unwilling, in fact, to consider any other way of life. They enjoy their isolation from the rest of the world, sometimes to the point of being entirely uninterested in anyone else's affairs. They embrace the physical challenge of living in such a forbidding environment and feel that it makes them stronger, both physically and mentally. And they feel that living so high up in the mountains actually gives them greater physical proximity to their gods.

The Aerial template does not supplant any culture previously described in *RMFRP* or *ChL*. Nor does it replace any of the cultures described in *SMWA*.

LOCATIONS

Aerial folk live high up in the mountains, among the rugged crags and crevasses. Usually, they find permanent shelter in caves, but sometimes they live out in the open. Somewhat incongruously, the more isolated and forbidding the place, the more likely it is that you will find an Aerial society living there.

There are places in the Shadow World where Aerial culture takes hold. One such is the Stonetooth Mountains of Mulira, which overlook Dagger-Ridge Bay. Here, a large clan of Hirzai lives high up in a network of caves. The Hirazi also inhabit the Geldsfaal

Mountains of Falias, and in the Tazarah-Bushuy region, they have formed an interesting alliance with the Mermen of the Bay of Sindarah to guard that realm by both sea and air.

CLOTHING AND DECORATION

Clothing in Aerial cultures is simple and unostentatious, as decoration and status don't mean much to Aerial folk. Shirts, tunic and pants of warm and rugged wool are common, and they are usually not dyed. Fur cloaks or robes keep them warm when the weather turns hostile.

Aerial folk wear simple decorations crafted from precious metal—charms, pendants, amulets and the like. Otherwise, they don't go much for display, preferring a simple appearance in keeping with their relatively simple lives.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Aerial cultures relish their feeling of direct contact with the sublime, whether it takes the form of the open air above them or the great mountains in whose shadows they live. Some Aerial folk dream of flight, if they do not already belong to race that can fly. Others look down on the earth spread out before them and meditate on their remoteness, the sense that the rest of the world lives very far away. This sense that they are closer to the austere, elemental presence of nature than they are to other intelligent races informs the way that they look at the world and themselves. This may or may not make them more spiritual than others, but it does mean that they look inward or outward at the impersonal force of nature rather than to meddle in the affairs of others.

Collective Fears: Aerial folk fear nothing so much as destruction of or displacement from their native environment. And while it is hard to imagine a mountain peak being destroyed, even so, stranger things have happened. And it is still more conceivable that an enemy would want to take their homes from them, or destroy them out of sheer malice. Aerial cultures are bound so closely to the particulars of their physical environment that it is impossible for them to survive either environmental or geographical displacement.

Mating and Marriage Patterns: Aerial cultures tend to be monogamous and their members mate for life. Family units are small and closely-knit, as it is difficult to sustain a large clan in such rugged conditions.

Prejudices: Aerial culture has a deep, elemental distrust of Subterranean races and

groups. It is not based on reason or longstanding historical grudges, but on a simple inability to come to grips with anyone that prefers a deep, dark cave to the majesty of the open sky. For similar reasons, Aerial folk feel an affinity with Sylvan folk, whom they view as woodland cousins whether they share any racial similarity or not.

Aerial culture also harbors a mild suspicion of urban folk. It usually doesn't manifest itself as outright hostility. Instead, it lingers as a feeling in the back of the mind that little good will come of dealing with them.

Religious Beliefs: Religion in Aerial cultures finds its gods in the elemental—in the towering solidity of a great mountain, in the high ceiling of the vast sky, in the terrifying power of a blizzard. Aerial civilizations entrust their priests with the task of establishing a harmonious relationship with these gods. They attempt to do so through ritual



chanting, prayer and meditative trances that, in their view, allow them to communicate directly with the deities. The priests may decide to make ritual sacrifices to the god of the blizzard, but this happens only rarely, and not all groups do so.

Some Aerial cultures also worship great birds of prey, like great eagles, that make their nests among mountain crags as gods.

Preferred Professions: Aerial culture does not favor or prohibit any particular profession.

Hobbies: Acrobatics, any Armor • Light skills, Body Development, Camouflage, Climbing, Distance Running, Fauna Lore, Foraging, Observation, Rappelling, Rope Mastery, Scaling, Singing, Survival (Mountainous), Tightrope-walking, any Weapon except Missile Artillery, Weather Watching.

Background Languages: Common-speech (S8/W8), High-speech (S6/W6), Hill-speech (S6/W6).

Shadow World: Giant (S4/W4), Titan (S4/W4).

CHARACTER CONCEPTS

Aerial culture generally treasures its isolation from the rest of the world, so it would take very strong motivation to tug someone from an Aerial community into an adventure. This is probably the key stumbling block in creating a character concept from Aerial culture. Once you solve that, the rest of the character concept should flow more easily.

One possibility is that your character's community is under threat—perhaps it is at war, or frequently menaced by marauders—and requires help from outside to defend itself. Perhaps a natural (or magically created) catastrophe looms. In any event, the community must send someone into the world below the mountain peaks to seek help. Perhaps your character is a Layman—someone without specialized skills, and whom the community could therefore spare in a time of crisis. Or perhaps your character was chosen precisely because he has certain skills—a Thief's elusiveness, spell using ability, or a Fighter's combat savvy—that are deemed helpful to the task.

Another possibility is that an Aerial society, looking down from its lofty peak, has decided to intervene in the affairs of the rest of the world—a war, perhaps. In response, it sends your character out as an emissary or a spy, counting that your charisma as a Bard or your guile as a Thief or Rogue will stand you in good stead away from home. Or perhaps, as a strapping young Fighter or Magent or Paladin, your mission is to lend your sword arm to allies who need your community's help.

Yet another possibility is that your character is simply a renegade of some sort. Perhaps he is tired of living in these refined, but isolated circumstances and longs for knowledge of the world below the mountains. He leaves of his own volition (and, no doubt,

against the will of his elders) to seek his fortune outside of his familiar confines.

OUTFITTING OPTIONS

Armor: Aerial folk favor light or no armor because they live in difficult terrain that rewards nimbleness. Chain mail is flexible enough for them to use, but it is sufficiently rare and expensive that only tribal leaders wear it. Plate mail is entirely impractical. For the most part, they wear leather armor or none at all.

Money: 2 gp in uncut gemstones, or nuggets of precious metal.

Weapons: For the most part, Aerial culture doesn't bother much with rare or sophisticated military weapons, preferring to stay with simple, but practical and effective staples: Club, broadsword, cutlass, handaxe, short sword, battle axe, woodsman axe, sling, short bow, composite bow, javelin.

SUB-CULTURE: AERIAL BARBARIAN

Use this sub-culture template to account for Aerial societies that exist at an unusually low level of technological development. These folk feel an even stronger sense of connection to their physical environment, which makes up for their lack of experience with technologies (such as sophisticated weapons). They differ from mainstream Aerial societies in the following ways:

Hobbies: Acrobatics, Body Development, Camouflage, Climbing, Distance Running, Fauna Lore, Foraging, Observation, Scaling, Singing, Survival (Mountainous), Tightrope-walking, any Weapon except crossbows, Missile Artillery and Pole Arms, Weather Watching.

Background Languages: Common-speech (S8/W4), High-speech (S2/W0), Hill-speech (S6/W2).

Shadow World: Giant (S4/W0).

Training Packages: May purchase Animal Friend, Hunter and Scout training packages at 3/4 the normal cost (rounded up) in development points.

AQUATIC

There is intelligent life beneath the surface of the waters. Races such as Mermen and Shuikmar spend most of their time beneath the waves, as do Aquatic sub-races of Giants, Trolls and Elves (the Shuluri, of the Shadow World). They live in small communities and in great cities, close to shore and at the bottom of the ocean.

In some ways, life is not so different for these submarine races as it is for folk who live on dry land. Aquatic societies must harvest and gather food, breed and raise families to perpetuate themselves. In the cities folk gather to scheme over power, wealth and knowledge. Nations form and sometimes dissolve. Civilizations go to war with other over territory, wealth and, sometimes, nothing more than pure hatred.

But on the other hand, it simply will not do to just transplant land-based culture templates and impose them on Aquatic societies. Aquatic races are different from land-based races in terms of their physiology, which in turn affects the skills that they practice during adolescence. It affects the races with which they frequently come in contact and the neighbors with whom they must learn to get along (and therefore the languages that they know as a matter of course). And the fact that they live immersed in water affects the clothing that they wear, the gear that they carry and the weapons that they use. The Aquatic template takes these differences into account.

The Aquatic template does not supplant any culture previously described in *RMFRP* or *ChL*. Nor does it replace any of the cultures described in *SMWA*.

LOCATIONS

Aquatic cultures are found in the oceans and large lakes, wherever underwater races can find enough room to spread out. Most Aquatic communities take hold on the continental shelf, relatively close to a major land mass. But some civilizations live on the seabed in the deep ocean.

The Shadow World has its share of Aquatic habitats. The southwestern shallows of the Kelp Sea, just east of Thuul, plays host to Kah'hai'ree, a large Mermen realm. Another Mermen realm, the kingdom of Sul-zuah, lies just south of Chaal-chu and The Jan.

CLOTHING AND DECORATION

Aquatic folk scarcely bother with clothes, as land-based beings know them. Most plant fibers, as well as all wool, furs and animal hides simply degrade too easily when constantly soaked in water (especially seawater). And besides, those garments become dead weight when saturated. Many Aquatic folk don't bother with clothes at all. When they do, they dress in simple garments woven from seaweed fibers. Sometimes they are nothing more than loincloths worn out of modesty.

The wealthier Aquatic civilizations have just as much jeweled finery as their land-based counterparts, however, and do not hesitate to wear it as a demonstration of wealth and social status.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Aquatic cultures mirror their land-based counterparts in some of the ways in which they view their place in the world. Some Aquatic folk are content to live small settlements, harvesting underwater plants, hunting fish and gathering shellfish to feed themselves. Others—Mermen and Shuikmar in particular—build great cities and nations and fancy themselves conquerors as mighty as any land-based realm.

Collective Fears: All Aquatic cultures have lurking in the back of the mind a primal fear of being stranded in the air.

For most Aquatic beings—even many of those that are truly amphibious—spending too much time out of the water is unnerving, if not fatal. As sailors fear death by drowning, Aquatic folk fear death on land.

Mating and Marriage Patterns:

Marriage patterns in

Aquatic communities tend to mirror those of their land-based equivalents. Small communities tend to be monogamous and pair bond for life. In great underwater cities, matters tend to be more fluid (as it were), and relationships dissolve and reform with greater frequency.

Prejudices: Aquatic folk are, as a general rule, suspicious of all land-based creatures and races. They feel more comfortable around other water-based races, and they feel this elemental bond even with their underwater enemies. This doesn't mean that Aquatic races never associate with or accept help from land-based beings, but it does reflect the fact that almost all Aquatic races have great difficulty functioning in land-based environments.

Religious Beliefs: Aquatic groups worship tribal gods who will protect them from harm, whether it is



destruction of their Aquatic habitat or attack by their neighbors. This deity usually takes a physical form that resembles the race that it is supposed to protect. In some instances, however, it may take an elemental or non-corporeal form. The patron god may appear in the form of a disturbance in the water, such as a tidal wave or a whirlpool.

Preferred Professions: Aquatic culture does not favor or prohibit any particular profession.

Hobbies: Animal Handling (any Aquatic creature), Animal Mastery (any Aquatic creature), Animal Training (any Aquatic creature), Body Development, Diving, First Aid, Fauna Lore (Aquatic), Flora Lore (Aquatic), Foraging, History (own region), Region Lore (own region), Riding (Any appropriate Aquatic creature), Surfing, Survival (Aquatic), Swimming, any Weapon • Polearm skill.

Background Languages: Common-speech (S8/W8), North-speech (S6/W4) or South-speech (S6/W4) and Sea-speech (S10/W10).

Shadow World: Mermen (S10/W10), Shuluri (S8/W8) and any regional or racial tongue spoken in an adjacent land area (S8/W8).

CHARACTER CONCEPTS

When it comes to character concepts, characters with an Aquatic background mirror land-based cultures to some extent. The complex dynamics of city life are not so different beneath the waves from how they are on land. Similarly, Rural and Nomadic groups live similarly enough beneath the water's surface to those who live above it so that you may borrow character concepts from those templates as well.

OUTFITTING OPTIONS

Armor: Aquatic folk do not wear armor, as a general rule, for the same reason that they don't bother with clothes. The materials will decay or rust easily if soaked in seawater for an extended period of time. Magic armor that defies corruption is the only exception.

Money: Gems and coins or nuggets of precious metal worth 20 sp.

Weapons: Aquatic warriors favor long pole-type weapons: harpoon, polearm, spear, trident. For close-in fighting, they use short, chopping weapons like handaxe and tomahawk. They don't use missile weapons or thrown weapons very much, because those tend to lose their velocity under water. But some Aquatic races do use light and heavy crossbow.

SUB-CULTURE: AQUATIC NOMADIC

Some Aquatic societies live like schools of fish, migrating from feeding area to feeding area in a bloc and staying only as long as they can find enough food there to sustain themselves.

Hobbies: Acrobatics, Animal Handling (Any Aquatic creature), Animal Mastery (Any Aquatic creature), Animal Training (Any Aquatic creature), Body Development, Contortions, Diving, Fauna Lore (Aquatic), Flora Lore (Aquatic), Foraging, Riding (Any appropriate Aquatic creature), Surfing, Survival (Aquatic), Swimming, Tumbling, any Weapon • Polearm skill.

SUB-CULTURE: AQUATIC MILITARISTIC

Use this template to account for Aquatic societies that are more warlike than the norm. Shuikmar or Shuikmar-dominated communities provide excellent candidates for this template.

Preferred Professions: Aquatic Militaristic societies favor Fighter, but no professions are prohibited.

Hobbies: Animal Handling (Any Aquatic creature), Animal Mastery (any Aquatic creature), Animal Training (Any Aquatic creature), any Armor • Light skills, Body Development, Diving, Foraging, Leadership, Riding (any appropriate Aquatic creature), Surfing, Swimming, Weapon • Missile (Light Crossbow), Weapon • Missile (Heavy Crossbow), any Weapon • Polearm skill.

Training Packages: May purchase Mercenary and Soldier training packages at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: AQUATIC URBAN (UPPER CLASS)

The nobles, governors and plutocrats of an Aquatic city express themselves through their physical appearance, just as do the elite of any other sort of city. But still, they do not favor what land-based folk would recognize as clothes. They favor gems and jewelry made from precious metals because they don't dissolve or easily tarnish.

Hobbies: Animal Handling (any Aquatic creature), any Armor • Light skills, Body Development, Diplomacy, Diving, Gambling, Heraldry (own society), History (own region), Languages, Leadership, Public Speaking, Region Lore (own region), Riding (any appropriate Aquatic creature), Surfing, Swimming, any Weapon • Polearm skill.

Training Packages: May purchase Diplomat training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: AQUATIC URBAN (MIDDLE CLASS)

These are the traders, professionals and skilled craftsmen of an underwater city.

Hobbies: Administration, Appraisal, Body Development, Bribery, Contacting, Diving, First Aid, History (own region), Languages, Mingling, Region Lore (own region), Riding (any Aquatic

creature), Surfing, Swimming, Tactical Games, Trading, any Weapon • Polearm skill.

SUB-CULTURE: AQUATIC URBAN (UNDERCLASS)

The lower social orders in an underwater city usually do not wear any sort of body covering or jewelry. They are, for the most part, unskilled or marginally skilled laborers, servants, criminals and the otherwise down-and-out.

Hobbies: Animal Handling (Any Aquatic creature), Begging, Body Development, Diving, Driving, First Aid, Foraging, Gambling, Region Lore (own region), Scrounging, Streetwise, Surfing, Survival (Aquatic), Swimming, Trickery, any Weapon • Polearm skill.

Money: Coins worth 20 sp, no gems or jewelry.

ARCTIC

Arctic folk live quite literally at the ends of the earth, in the frozen wastes of the far North and far South of the world. They may be herders who criss-cross the tundra in search of grazing for their animals. Or they may be even sturdier folk who live amidst snow and ice and sustain themselves by fishing and hunting. They may be tribesmen who supplement the marginal living that their environment affords them by raiding comfortable folk who live in more temperate areas. In any case, they share the need to adapt themselves to the harshness of living in circumstances that, by all logic, shouldn't support them.

Surviving in the Arctic means developing considerable skill at hunting and fishing or herding. The terrain simply doesn't support any kind of farming. Gathering what plants there are would usually mean competing for food with your own livestock (if you're a herder), so there is little advantage to it. Long-term survival in the Arctic also means making good use of the animals that you hunt. The larger native animals provide plenty of meat, which will not rot in the perpetual Arctic cold. But also, all Arctic folk know how to exploit animal hides and furs to make warm clothing, how to use oil from large marine mammals for fuel, and how to use bone and sinew to make durable tools and even art objects.

The ingenuity of Arctic folk extends to building shelters, as well. Some Arctic areas are forested and can be exploited for lumber. But Nomadic herders who live in these lands know how to erect secure shelters from animal skins and furs and light wooden poles. Others have learned that small structures built from snow and ice are surprisingly effective at keeping out the cold.

For all their cleverness and physical toughness, Arctic folk benefit substantially from any trading contacts that they can make with folk from more temperate climates. In exchange for preserved fish and

goods unique to their environment, such as ivory and furs, they receive food items to balance out their diet, sophisticated tools and weapons, and luxury goods. Arctic folk don't mine very much, but they occasionally find meteorites made of iron or other industrial metals that they can dangle as trade bait.

The Arctic template does not supplant any culture previously described in *RMFRP* or *ChL*. Nor does it replace any of the cultures described in *SMWA*.

LOCATIONS

Arctic cultures are found in the polar regions, both north and south. They make their home in the tundra, or they may even live cheek-by-jowl with the ice and snow of the pole itself.

Both the far North and far South of Kulthea are inhabited, so one finds Arctic cultures in the Shadow World. The Arctic wastes are only sparsely populated, but a variety of races live there. The Umlu of Ulak-shy live close to the North Pole, subsisting on fish and local fauna. In the North, the northern tundra of Kelestia supports Quaidu hunters and Anzeti herders. The southern Arctic zone is more temperate and offers fewer Arctic habitats, but a population of Frost Giants resides close to the South Pole.

CLOTHING AND DECORATION

Arctic folk dress to survive the climate in which they live. They wear heavy undergarments made of animal skins or thick cloth and wrap furs around themselves. They wear large fur hats or cloaks with hoods. To protect their feet, they wear heavy boots lined with fur and use skis or snowshoes to move about in the snow. Hard experience has taught them to cover as much of their bodies as much as they possibly can when the temperature drops below freezing, or when they expect to be out of doors for any length of time.

Arctic folk possess little in the way of jewelry. Precious metals are scarce in their native environment, though not entirely unknown. What they have, they acquire from traders who come from temperate regions in search of ivory and furs. Arctic folk create personal ornaments from ivory and bone, and are quite expert in carving aesthetically pleasing objects from them.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: There is no terrain more forbidding than that in which Arctic folk live. They are tough and hardy, but their lives involve so much struggle with the elements that they focus their hopes and dreams on simple long-term (sometimes even short-term survival).

Some Arctic folk dream of warmer climes and the world outside the frozen North or South after they meet foreign traders and hear their tales. In rare cases, this inspires them to leave their homelands as migrants—or as conquerors.

Collective Fears: Arctic culture fears predation (where predators large enough to threaten them exist) and starvation above all else. Some Arctic groups worship the animals they hunt for food as a good that periodically sacrifices itself to enable their survival (see Religious Beliefs, below).

Mating and Marriage Patterns: Arctic cultures tend to be monogamous. Family units, like the larger communities of which they are a part, are small and closely-knit. It is simply too difficult to maintain much population density in such a difficult environment.

Prejudices: Arctic folk have relatively few collective prejudices. Living in such a forbidding environment, they usually face little competition for land or resources because no one else wants to go to the bother of taking what they have. It is rare that Orcs or other marauding races will come so far north or south as to give them any trouble. The outsiders whom Arctic folk encounter are usually traders, from whom they derive considerable benefit.

Religious Beliefs: Arctic societies worship tribal gods who protect them from misfortune and the hazards of their environment. Sometimes, their deities take the form of animals that they hunt for food, and they believe that the god manifests itself through a particular creature that offers itself so that the tribe may survive. In other instances, the deity is a god of fire and warmth, the elemental embodiment of that which preserves life in a frozen climate. Arctic groups have a tribal priest, through whom all interactions with the god are channeled.

The vernal equinox is an especially important occasion in Arctic cultures because it marks the beginning of the brief period of the year in which they can experience the warmth of the sun with any regularity. Most Arctic groups mark it with a major religious ceremony.

Preferred Professions: Arctic culture does not favor or prohibit any particular professions.

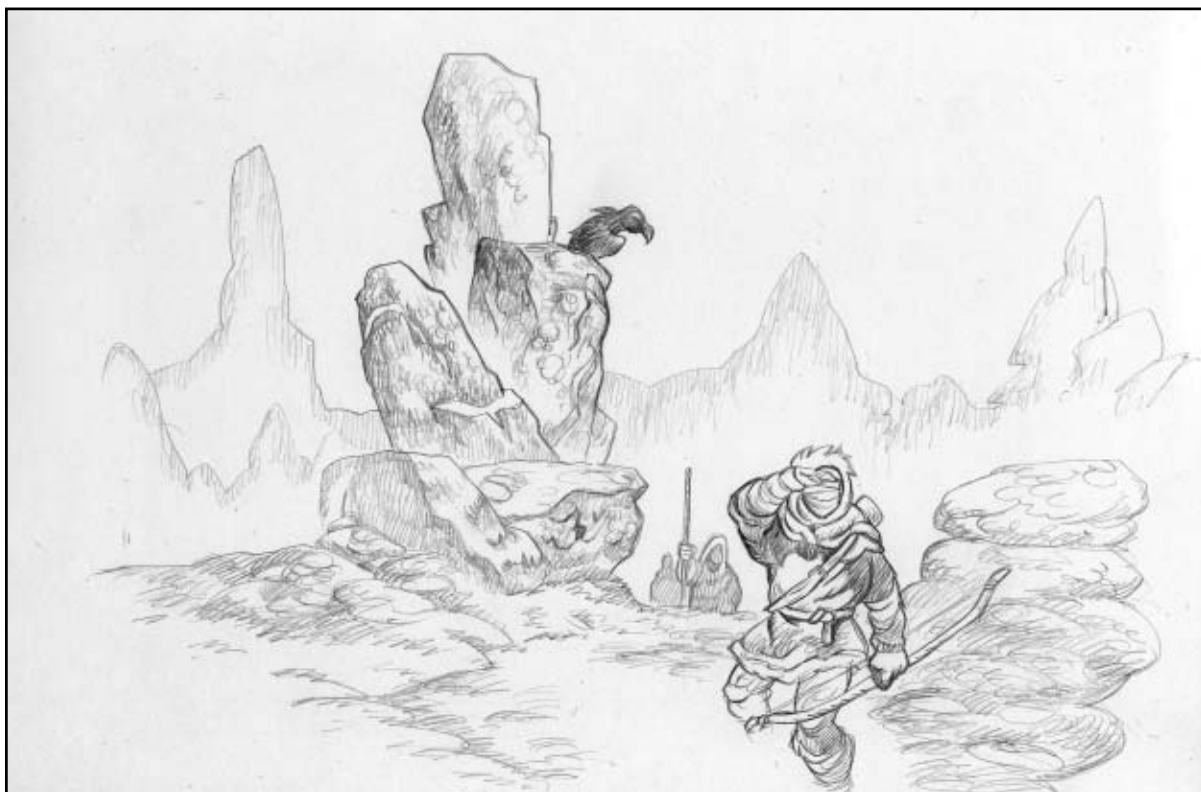
Hobbies: Animal Handling, any Armor skills, Body Development, Camouflage, Caving, Direction Sense, Fauna Lore (Arctic), First Aid, Hunting, Leather-crafting, Metal-craft, Observation, Region Lore (own region), Rowing, any Sense Awareness, Skating, Skiing, Star-gazing, Survival (Arctic), Tale Telling, Tracking, Trading, Trap Building, any Weapons skills except Missile Artillery, Wood-crafts.

Background Languages: Common-speech (S8/W8), North-speech (S10/W10) or South-speech (S10/W10) and Sea-speech (S6/W6).

Shadow World: Giant (S4/W4), Troll (S4/W4), Umli (S6/W4) and racial language of any other mortal race, as long as they live in or neighboring native region (S6/W6).

CHARACTER CONCEPTS

When creating an adventuring character from an Arctic culture, you might focus on two activities that can take Arctic folk away from home and bring them into contact with the outside world: hunting and trading. A hunter in this setting would most likely have the professional skills of a Fighter (of course), a Ranger or even a Rogue or a Magent. His occupation would



inure him to the rigors of adventuring. As to his motivation, perhaps he needs to find a new food source for his community, or wishes to crown himself with the glory of hunting a legendary beast.

A trader would leave his community in search of a buyer or a seller. In either case, he would carry with him goods for sale or barter, such as bone carvings, ivory or furs. The benefits of trade are strong motivation in and of themselves, but you could also add some emphasis by factoring in the needs of the community—perhaps they have fallen on hard times and desperately need to trade what little they have for food, or some other form of aid. A trader, who by nature is used to dealing with outsiders, is also an excellent candidate to quest after a magic item that his community might need. He may be of any profession that stresses Communication Skills and related attributes, such as Bard, Magician, Illusionist or Magent. The ability to master Urban Skills (rare as they are in Arctic culture) is also helpful.

If your party has two characters with Arctic backgrounds, one could be a trader traveling in search of a market for his goods, and the other could be a hunter who serves as his bodyguard.

Alternately, trade could provide your character's initial impulse to go adventuring by bringing the outside world into the community. Contact with outsiders could bring news of either crisis or opportunity that would motivate Arctic folk to leave the familiar confines of their lives and do something extraordinary.

Or, the outsiders themselves may be on a quest of some kind, and may need someone from the Arctic community to serve as a guide.

OUTFITTING OPTIONS

Armor: Leather armor is quite common among Arctic cultures, as they have plenty of experience in working with thick animal skins. One also finds chain mail used, though it is not as common. Plate mail is extremely rare. Arctic folk only acquire them through trade, and rarely at that.

Money: Skins and furs worth 20 sp.

Weapons: With time and patience (and a good stock of skins and furs for trade), Arctic folk can acquire most any weapon they need from traders. However, the most commonly used are: Club, mace, dagger, handaxe, cudgel, composite bow, short bow, sling, javelin, spear.

SUB-CULTURE: ARCTIC MILITARISTIC

Societies that emerge in hostile environments may turn to raiding or conquest in order to improve their lot. Use this sub-cultural template to account for Arctic societies that eye their more prosperous neighbors in more temperate lands and try to force them into sharing their wealth. Alternately, Arctic societies may turn militaristic as a response to having

been forced out of more comfortable lands themselves. The Umli of Kulthea, although they are not necessarily militaristic by outlook, are an example of an Arctic people who have been driven out of more temperate areas by their enemies.

Hobbies: Animal Handling, any Armor skills, Body Development, Camouflage, Direction Sense, First Aid, Hunting, Leather-crafting, Metal-craft, Observation, Region Lore (Arctic regions), any Sense Awareness, Skating, Skiing, Star-gazing, Survival (Arctic), Tracking, Trap Building, any Weapons skill, Wood-crafts.

Training Packages: May purchase Mercenary and Soldier training packages at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: ARCTIC NOMADIC

This sub-culture covers the herders who rely on masses of livestock for their living. They roam the tundra, driving their herds in constant search of fresh grazing lands.

Hobbies: Animal Handling, any Armor skills, Body Development, Camouflage, Direction Sense, Fauna Lore, First Aid, Hunting, Leather-crafting, Metal-craft, Observation, Region Lore (Arctic regions), any Sense Awareness, Skiing, Star-gazing, Survival (Arctic), Tale Telling, Tracking, Trading, Trap Building, any Weapons skills except Missile Artillery, Wood-crafts.

Training Packages: May purchase Scout and Shaman Priest training packages at 3/4 the normal cost (rounded up) in development points.

DESERT

*“when a man love the Desert
he loves it
as he loves a woman
at first in spite of
her imperfections
and later because of them”
—Richard Shelton,
“Dry Season”*

Caught between the endless planes of sky overhead and parched earth underfoot, Desert folk somehow find a way to live in some of the most inhospitable lands anywhere in the world. The lucky ones find large oases—watering holes of a size that can sustain an entire community—around which they can settle. The really lucky ones find a major river that creates a slender, precious greenbelt cutting through otherwise barren land. For them, heat and dust are ever-present sources of discomfort and drought a perpetual threat, but the Desert itself is an entity that exists beyond the immediate circle of their daily activities. Less fortunate Desert dwellers must try their fortitude and luck out in the Desert itself. Lack of ground water and arable land keeps them moving

from place to place, as the supply of water and grazing for their animals dries up. But no matter whether they can find a place in which to put down roots, or whether they must keep on the move, the harshness of the environment bonds all Desert folk together.

To live in or on the edge of the Desert means that you must learn to cope with the basic physical facts of your existence or perish, for the facts are invariably unpleasant. Hot, arid days alternate with nights marked by dry cold that feels like it could suck the marrow from your bones. Such remarkable absence of water in the ground or from the sky means that growing crops from year to year requires luck and skill, and even traveling a few days without taking enough to see you to your destination is to risk your life. Trading is also an important adaptation to cope with the physical environment. All Desert folk understand the importance of trade, as they are keenly aware that their environment doesn't provide them with everything that they need. Desert folk become shrewd traders and skillful negotiators by benefit of much practice; they watch their own backs and constantly look for a way around someone else's.

In war as in trade, Desert folk accustom themselves to the benefits of mobility. The terrain in which they live offers little against which to secure an army's flanks, so it's important to be able to maneuver quickly. Desert civilizations make good military use of chariots and emphasize the development of good cavalry. This is true of both settled and Nomadic groups. Desert nomads make excellent raiders; since they are used to living on the move in unpleasant conditions, they make excellent time on the march and can strike quickly at will.

The Desert template borrows a few elements from the Nomads template in *ChL*, but it is much more terrain-specific and it otherwise has no equivalent in *RMFRP*.

LOCATIONS

Desert culture takes hold in barren, forbidding places where few living things grow due to the dry climate. They can be great stretches of sandy Desert dominated by huge dunes and riddled by sandstorms. Or they may be tracts of parched earth pitted with rocks and relatively untroubled by plant life.

The Shadow World includes Desert areas that are large enough to shape the culture of an entire population group. The Joru Desert on Thuul is such a place, as is the Uj Desert on Emer. In the Shadow World, the Synshari are better adapted for life in these arid wastes than any other race. The rocky Arul Desert on Emer also qualifies as Desert terrain for these purposes, but it is largely uninhabited.

CLOTHING AND DECORATION

Desert folk favor lightweight clothes that keep them comfortable in hot, dry weather. They wear robes, togas or shirts and billowy pants made of thin cotton or loosely woven wool. When traveling, they

also wear cloth wraps around the head and neck to shield them from the sun and keep out sand and debris. These clothes are usually bleached white to reflect daytime heat, although Desert folk also enjoy wearing bright colors. They keep wool cloaks to protect themselves against the cold of the Desert night.

Desert folk who can afford it enjoy wearing jewelry. They are skilled smiths themselves, and if they cannot find precious metals and gems in their native environments they can trade for them.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Desert cultures tend to possess one of two generic collective dreams. Some desire above all a more comfortable life, one that spares them the hardships of the Desert and brings them wealth and pleasure. Other cultures are more austere and desire above all union with their god (see Religious Beliefs, below), which they may achieve through practicing religious rituals, living a righteous life, and/or evangelism. In the latter case, union with one's deity is usually understood in terms of life after death, in which death of the physical self actually leads to close proximity to the god (or gods). It should also be noted that some Desert cultures embrace both aspirations at the same time and do not see any conflict between them. Or they embrace both aspirations and will settle for whichever form of fulfillment is closest at hand.

Collective Fears: The one fate that every Desert folk fears is death by exposure to the elements, meeting doom alone in the depths of the pitiless wastes. It is not an irrational fear, as it can happen so easily and explains all the measures that they have developed over the generations to shield themselves from the sun and to conserve water, both in the external environment and within themselves. Also, it is not so much fear for what could happen to their tribe so much as it is an anxiety that takes hold deep in the minds of every individual about what could happen to them if they are careless, if they displease their god, or if they are just unlucky. In those Desert cultures that are particularly religious, the fear of dying by exposure is compounded by the possibility that such a death signifies abandonment by one's god.

Mating and Marriage Patterns: Desert cultures are patriarchal and polygamous. Line of descent is traced through the father, and number of wives serves as an expression of social status.

Prejudices: Desert cultures are generally suspicious of outsiders, although trading relationships reduce the level of suspicion over time. The closest relationships that Desert folk have outside of their own tribe are inevitably trading relationships—although, shrewd as they are, Desert folk always watch their own backs in their mercantile dealings.

If they have any particular cultural prejudice, Desert folk take pride in their hardiness, forged by the difficult environment in which they live. They look down their noses at folk who live in opulence and comfort, and who have plenty of fresh water at their disposal.

Religious Beliefs: Desert cultures worship their own tribal god. This deity takes on the roles of the tribe's divine protector and law-giver. In many cases, it's a double-edged role, as far as the tribe itself is concerned. Their deity presents itself as an angry and jealous father who expects his tribe to worship him exclusively and adhere without fail to his ideas of virtue and justice. Only then will protect them from foes and harm, and if his tribe fails him or disobeys him, he may exact a terrible punishment from them.

Other Desert groups worship the disk of the sun as a god, and attribute to it any quality that they wish. It may serve as a figure of benevolence, a bringer of light and life, or as a harsh god that inflicts punishment, drought and death to the unwary.

Some Desert groups believe that their deity is a universal god, and they take upon themselves the mission of spreading their religion to other groups, whether by the sword or by peaceful evangelism.

Preferred Professions: Desert culture does not favor or prohibit any particular profession.

Hobbies: Animal Handling, Animal Mastery, Armor • Light skills, Body Development, Direction Sense, Distance Running, Foraging, History (own region), Leather-crafting, Metal-craft, Mounted Combat, Reading Tracks, Region Lore (own region), Riding, Signaling, Star-gazing, Survival (Desert or wasteland), Time Sense, Tracking, Trading, any Weapons skills except Missile Artillery.

Background Languages: Common-speech (S8/W8), North-speech (S8/W8) or South-speech (S8/W8), Plains-speech (S8/W8).

Shadow World: Racial language of any mortal race in or neighboring native region (S6/W6).

CHARACTER CONCEPTS

Desert culture bears some similarity to Arctic culture, and not just in the fact that they both describe intelligent beings learning how to adapt to demanding physical circumstances. When creating a character from a Desert culture, you must reckon with his motivation for leaving his community, which offers security through mutual support from the hazards of the environment.

As with Arctic cultures, trade offers a contact point between the Desert and the outside world. A trader would leave his community in search of a buyer or a seller. In either case, he would carry with him

goods for sale or barter. The benefits of trade are strong motivation in and of themselves, but you could also add some emphasis by factoring in the needs of the community—

perhaps they have fallen on hard times and desperately need to trade what little they have for food, or some other form of aid. A Nomadic Desert tribe may be running so short of water that even a scrap of knowledge about where to find a new source is worth a large quantity of money or goods to them. A trader, who by nature is used to dealing with outsiders, is also an excellent candidate to quest after a magic item that his community might need. He may be of any profession that stresses

Communication Skills and related attributes, such as Bard,

Magician, Illusionist or Magent. The ability to master Urban Skills is also helpful

Alternately, trade could provide your character's initial impulse to go adventuring by bringing the outside world into the community. Contact with outsiders could bring news of either crisis or opportunity that would motivate Desert folk to leave the familiar confines of their lives and do something extraordinary.

Also, Clerics from Desert communities may go abroad to proselytize for their god, if they belong to a



tribe that worships a deity they believe to be universal (see Religious Beliefs, above). In such cases, they use their spells as demonstrations of their god's power. Spell use becomes for them a form of rhetoric, of persuasive theater, as well as a way of achieving practical effects. These activities could, of course, inspire hostility from the local population, who may feel threatened by this perceived challenge to their native religion. Your character will have to find a way to cope with it.

OUTFITTING OPTIONS

Armor: Wearing heavy armor is impractical in a Desert climate; it's just too uncomfortable. Chain mail offers a measure of ventilation along with protection, and it is favored by Desert folk who can afford it. Leather armor is even more affordable, of course, but it, too, can prove uncomfortable to wear in the Desert heat. Desert folk prefer to wear no armor at all. Large shields, both wooden and metal, serve as popular forms of protection.

Money: 20 sp in coins.

Weapons: Desert folk prefer slashing and missile weapons that they can use to strike quickly, while on the run: Cutlass, saber, scimitar, two-handed sword, battle axe, sling, short bow, long bow, composite bow. They also use: whip, flail, mace, lance, javelin and spear.

SUB-CULTURE: DESERT BRIGAND

Life in such an unforgiving environment hardens some Desert folk to the point where they see nothing wrong with taking what they want from those who live more prosperous, more comfortable existences. They make their living by raiding and robbery, using their riding skills to sweep down on fertile lands that border the Desert, or on travelers who brave the wastelands. Simple plunder interests them more than the complexities of conquest.

Preferred Professions: The Desert Brigand sub-culture tends to favor Rogue and Thief. It prohibits Paladin.

Hobbies: Animal Handling, Armor • Light skills, Body Development, Direction Sense, Distance Running, Foraging, History (own region), Leather-crafting, Metal-craft, Mounted Combat, Reading Tracks, Region Lore (own region), Riding, Signaling, Star-gazing, Survival (Desert or wasteland), Tracking, any Weapons skills except Missile Artillery.

Training Packages: May purchase Highwayman training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: DESERT MILITARISTIC

Some Desert societies cope with the harshness of their environment by setting out to conquer more comfortable lands, or by going to war with their neighbors over the Desert's scarce resources. Such

peoples are formidable opponents in war. But ironically, success and the prosperity that comes with it tend to soften their edges and dilute their ferocity and sense of purpose.

Other Desert Militaristic societies use conquest as a way of spreading their religious beliefs (see Religious Beliefs, above).

Preferred Professions: Desert Militaristic culture favors Fighter, but does not prohibit any particular profession.

Hobbies: Animal Handling, Animal Mastery, Armor • Light skills, Body Development, Distance Running, Foraging, History (own region), Leather-crafting, Metal-craft, Mounted Combat, Region Lore (own region), Riding, Signaling, Star-gazing, Survival (Desert or wasteland), Trading, any Weapons skills except Missile Artillery.

Training Packages: May purchase Mercenary, Soldier, Weapon Master and Zealot training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: DESERT URBAN (UPPER CLASS)

Large oases and river valleys that cut a narrow path through the parched countryside provide enough fresh water for a city to spring up in the middle of the Desert. The urban upper class in such cities consists largely of traditional nobility, as well as merchants and political leaders who control access to the two most important commodities in such an environment—food and fresh water. They express their wealth through elaborate jewelry made of the most expensive materials, rather than through clothing. They may wear gaudy make-up or body paints that denote their rank in society.

Hobbies: Acting, Animal Handling, Appraisal, any Armor skills, Body Development, Diplomacy, Direction Sense, Distance Running, First Aid, Gambling, Heraldry (own society), History (own region), Languages, Leadership, Mounted Combat, Observation, Painting, Play Instrument, Public Speaking, Read Runes, Region Lore (own region), Riding, Sculpting, Singing, any Weapons skills except Missile Artillery.

Training Packages: May purchase Diplomat training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: DESERT URBAN (MIDDLE CLASS)

Modestly well-to-do merchants and traders make up the middle class of Desert cities, as well as professionals and skilled tradesmen (mostly smiths and leather-crafters). They wear simple clothing and such jewelry as they can afford. Middle class merchants run small trading caravans or shops. They often dream of having access to food and fresh water so that they might become as wealthy and powerful as their better-off peers.

Hobbies: Animal Handling, Armor • Light skills, Body Development, Bribery, Contacts, Direction Sense, History (own region), Languages, Leather-crafting, Metal-craft, Mounted Combat, Region Lore (own region), Riding, Star-gazing, Stone-crafting, Survival (Desert or wasteland), Tactical Games, Time Sense, Trading, any Weapons skills except Missile Artillery.

Training Packages: May purchase Crafter and Merchant training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: DESERT URBAN (UNDERCLASS)

Unskilled laborers, servants, caravan drivers, animal handlers and the criminal element make up the underclass of a Desert city. They wear plain clothes and usually cannot afford any jewelry at all.

Hobbies: Animal Handling, Animal Mastery, Armor • Light skills, Begging, Body Development, Bribery, Cooking, Direction Sense, Distance Running, Foraging, First Aid, Gambling, Hiding, Juggling, Leather-crafting, Metal-crafting, Mingling, Observation, Picking Locks, Play Instrument, Region Lore (Desert and wastelands), Scrounging, Seduction, Sewing, Singing, Stalking, Stone-crafting, Streetwise, Survival (Desert or wasteland), Tracking, Trickery, any Weapons skills, Wood-crafting.

HIGHLAND

Not every hillside is lush, and not every mountain vale offers richly fertile soil. And yet life takes hold in such difficult places. The folk who live there work small, subsistence-level farms known as crofts, or keep herds of sheep or goats, striving to sustain them on such modest grazing as they can find, or hunt such wild game as their environment provides. Great civilizations rarely arise out of circumstances like these, but they get by, and the Highland cultural template describes how they live.

In order to survive (much less thrive) in Highland societies, you have to be tough and rugged. Highland groups live in varying degrees of isolation from the rest of the world, and from each other. If they run into collective trouble, there aren't many neighbors around to help them. But Highlanders turn necessity into a cultural trait. They value their independence and self-sufficiency. They have no patience with outsiders who try to push them around. They value the honor of their clan and tribe, and will defend it against all comers, even other Highland groups. Highlanders don't shrink from a fight, and they are used to settling disputes by force, whether by single combat, tit-for-tat raiding, or all-out war.

At the same time, many Highlanders have a strong theatrical streak. This trait can make you into an effective political or military leader in Highland society. But it also means that, even though they are

pugnacious and warlike, Highlanders also produce more than their share of bards, singers, musicians and poets. Oral storytelling is a highly respected skill in Highland culture, even in those groups that have a high degree of literacy and can presumably write everything down.

The Highland template replaces the Hillmen entry in *ChL*. While the concept of Hillmen brings to life the culture of folk who scratch out a relatively marginal living among rugged hillsides, it is also racially exclusive. It assumes that all Hillmen are Men. And while most Highlanders are of the mannish race, it is worthwhile to give players the option of creating PCs of other races who pursue this way of life.

The Highland template more or less replaces the description of Highland culture in *SWMA*.

LOCATIONS

Highland culture prevails in rugged, hilly areas and isolated mountain vales in sub-Arctic and sub-tropical regions. In the tropics, the hillsides on which Highlanders live are usually heavily forested, and folk who would otherwise hew to that way of life share more with the Sylvan template than with the Highland template.

The Shadow World has its share of Highland societies. The Laan and Jameri who live in the foothills outside the Rhakhaan Empire capital of Haalkitain live the Highland way of life. Also, the Y'nari who populate the windswept hills and gloomy moors of the Orbis region of Kelestia are very much Highlanders, and their land offers a picture-book example of the sort of terrain in which this culture takes hold.

CLOTHING AND DECORATION

Highlanders wear crude garments made from hide or rough wool. Their basic dress consists of tunics and leggings. They also wear over-coats, short cloaks and fur hats to keep out the cold winds that so often blow through their native lands. Common Men Highland tribes dye their wool garments in bright plaids, with each clan having its own distinctive pattern. These plaid patterns express clan pride and also allow clan members to distinguish themselves in battle.

Highlanders have very little in the way of gold jewelry. Silver jewelry and ornaments made of brass and bronze are not uncommon, however. Uncut or roughly cut gemstones may serve as decoration for jewelry and weapons alike.

Many Highland tribes engage in ritual tattooing for a variety of purposes: to mark coming of age, celebrate family or tribal identity, or as a badge of rank.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Highlanders have modest material ambitions. They know they cannot expect to receive much from the marginal lands in which they live. Defending the honor and status of their clan within their tribe, and the independence of their tribe within the larger world (if indeed they have any

contact with the larger world) is for them the most important purpose of their existence.

Collective Fears: Highlanders live in isolated and forbidding places, where life maintains a tenuous foothold. They tend to be superstitious, and if they fear anything, it is darkness. They believe that at night, spirits of the earth come forth with evil intentions at heart, and these spirits will gladly kill anyone careless enough to fall into their clutches.

Mating and Marriage Patterns: Highlanders are monogamous. They trace lineage through the female, so that in marriages between clans, the husband joins the wife's clan. Political marriages meant to cement alliances between clans are quite common.

Prejudices: All Highlanders are fiercely parochial and deeply suspicious of outsiders. Highlanders of different races compete with each other for the scarce resources that their land provides, and so the rivalries between them are particularly strong.



Religious Beliefs: Each Highland tribe has its own mythology, which generally centers around a pantheon of petty tribal gods, whose motives and behavior makes them seem more like ignoble mortals than deities. These gods generally represent forces of nature, or particular emotions or fields of endeavor, like love or war. This mythology is preserved and transmitted through oral story telling, and the older the tribe, the longer and more involved are the tales that tell their myths. Highland religious practice usually involves ritual sacrifice of animals.

Preferred Professions: Highland culture neither favors nor prohibits any particular profession.

Hobbies: Acrobatics, Acting, Ambush, Animal Handling, any Armor • Light skills, Attunement, Body Development, Painting (body painting), Brawling, Caving, Climbing, Foraging, Hiding, History (own clan), Jumping, Leather-crafting, Metal-crafting, Observation, Play Instrument, Poetic Improvisation, Public Speaking, Region Lore (own region), Riding, Scaling, Singing, Spell Lists, Sprinting, Stalking, Star-gazing, Swimming, Tale Telling, Tattooing [Craft], Tracking, any Weapon skills, Weather-watching.

Background Languages: Common-speech (S8/W8), Hill-speech (S10/W10), North-speech or South-speech (S8/W8).

Shadow World: Dwarven (S6/W4), Giant (S4/W4), Murlogi (S6/W4).

CHARACTER CONCEPTS

A Fighter in Highland society is one who must stand ready to defend the honor of his clan or tribe at a moment's notice. He owes his clan or tribal chief absolute loyalty, and will follow him through proverbial hell or high water. Rogues, Thieves and Magents can prove their worth to the tribe by stealthier means, raiding rival tribes and stealing their livestock or inflicting other sorts of damage. The general state of constant bickering between Highland tribes means that there is usually plenty of work for all who follow these professions. Spell-users usually attach themselves to a particular god in the tribe's pantheon (rarely more than two). They devote their careers to serving that deity and advancing the agenda ascribed to it by the tribe's mythology.

As to what could give a Highlander impetus to leave home and sever the ties that bind him to his community, you might consider the possibility that his tribe was badly defeated in war, and either scattered or largely eliminated. With those bonds dissolved, he would have to find his own way in the world. No doubt, being a Highlander, he would also seek vengeance against his tribe's oppressors at whatever cost. Perhaps his clan has been enslaved by conquerors, and your character aims to free them by whatever means he can muster.

Also, lowland realms sometimes try to recruit Highlanders as mercenaries to make use of their notorious ferocity. They make such deals with clan chieftains, knowing full well that a chief's followers will do his bidding without question. Your character might go abroad when his clan is hired to fight in someone else's war. Or his chief might hire him out because of his particular professional skills (and keep a suitable cut of the fee for himself, of course).

OUTFITTING OPTIONS

Armor: Although they have knowledge of metal-working, Highlanders favor light or no armor because they live in difficult terrain that favors nimbleness. As a general rule, they wear leather armor or none at all. In some tribes, the most elite warriors fight naked, as it is part of their ethos of battle that they should express faith in their own invincibility.

Money: Highland tribes have barter economies, and cash and coin are foreign curiosities to them. A Highlander's wealth is bound up in goods, usually in the form of skins, pelts or fabrics, acquired from herd animals or from hunting. A Highlander might start out in the world with 10 worked deerskins worth 2 sp each; 5 skunk pelts worth 4 sp each; 4 fox pelts worth 5 sp each; or a bale of carded wool worth 20 sp.

Weapons: Highlanders favor simple weapons: Broadsword, club, dagger, handaxe, javelin, short bow, spear, cudgel, baw, cabis. As noted in the discussion of clothes and decoration, however, the more carefully wrought weapons (like broadswords and bows) serve as expressions of prestige in Highland culture and can rise to the level of decorative art. A

sword with a decorated hilt may therefore be a family heirloom or a symbol of rank as well as a weapon, in which case its wielder would treat it with great care and respect.

SUB-CULTURE: HIGHLAND BARBARIAN

Not all Highland communities exist at the same level of cultural or technological development. The Highland Barbarian template covers those who are especially backward compared to their neighbors.

Hobbies: Acrobatics, Body Development, Camouflage, Climbing, Fauna Lore, Foraging, Jumping, Observation, Scaling, Singing, Survival (Highland), Tracking, any Weapon except crossbows, Missile Artillery and Pole Arms, Weather-watching.

Background Languages: Common-speech (S8/W4), Hill-speech (S8/W4), North-speech or South-speech (S6/W2).

Shadow World: Dwarven (S4/W0), Murlogi (S4/W0).

Training Packages: May purchase Animal Friend, Hunter and Scout training packages at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: HIGHLAND MILITARISTIC

Some Highland tribes embrace warfare as a way of gaining the upper hand on their neighbors. Others become unusually warlike after generations of feuding with their neighbors or repelling raids by Orcs, Goblins and the like.

Hobbies: Ambush, Animal Handling, any Armor skills, Body Development, Painting (body painting), Brawling, Climbing, Directed Spells, Foraging, History (own clan), Jumping, Leather-crafting,



Metal-crafting, Observation, Public Speaking, Region Lore (own region), Riding, Singing, Spell Lists, Sprinting, Stalking, Star-gazing, Tactics, Tale Telling, Tattooing [Craft], Tracking, any Weapon skills, Weather-watching.

Training Packages: May purchase Mercenary, Soldier and Weapon Master training package at 3/4 the normal cost (rounded up) in development points.

LITTORAL

"They that go down to the sea in ships, that do business in great waters, these see the works of the Lord and his wonders in the deep."

—Psalms 107: 23-24

Those who live on and by the seas and great rivers of the world lead truly unique lives. Whether they dwell in a bustling sea port, or a coastal fishing village, or a trading center on the banks of a major river, their access



to the oceans and major waterways gives them a sense of mobility of which landlocked folk can only dream. They can sail to faraway places, even to the farthest corners of the globe, and come back with exotic goods and exciting tales to tell of the wonders they have seen.

Littoral folk have a taste for adventure and an easy confidence in the sailing skills they learn so early in life that they eventually become second nature. But at the same time, they recognize the hazards of their way of life. Sea monsters and the wrath of the ocean haunt the backs of their minds. They know deep in the well of their souls that not even consummate skill will save them if the gods, the dreadful elements, bad luck—call it what you will—deems that their time has come. And if these anxieties lurk in the minds of the sailors themselves, they redouble themselves among the loved ones whom the sailors leave behind when they go on an extended journey. Even coastal fishermen, who don't go out all that far in their boats, pray to the gods of the waters to keep them safe once they have cast off from shore.

Littoral folk, particularly ocean-going sailors, work hard and play hard. Their jobs are physically demanding and keeping their unique skills sharp requires constant practice—and the bigger the ship, the more practice the crew needs to keep them working together efficiently. When ashore, they are notoriously high-spirited and fond of drink, and it is common wisdom in port taverns that you should never turn your back on a drunken sailor. They relish the freedom that comes with casting away from dry land, but, free-spirited as they are, they know how to work with each other as part of an efficient, well-drilled team, for it is only through such close cooperation that a ship can survive in the open water.

The Littoral template more or less replaces the Mariners entry in *ChL*. That description of Mariners captures a limited sense of what it means to rely on the waters for your livelihood, and indeed it is very restrictive in terms of race. The Mariners are themselves a sub-culture of a sub-race, the descendants of renegade High Men. The Littoral template provides a more open-ended guide to envisioning coastal and riverside cultures, especially when it comes to race. If you wish to entertain the possibility that races other than High Men and Grey-elves could ply the waters of your campaign setting, then separating Littoral culture from considerations of race is a useful thing to do. Indeed, since R&C describes coastal dwelling races such as Sohleugir, it is a necessary thing to do.

The Littoral template also replaces the descriptions of Sailor culture and the Fisherfolk economy in *SWMA*.

LOCATIONS

Littoral culture describes coastal villages, as well as settlements on the banks of a major river that rely on that river for their livelihood. It also appears in major port cities, where there are enough sailors and

folk who support them to influence the character of the place.

The Shadow World is dotted with inhabited islands and most of Kulthea's major continents have at least one major port city, so Littoral culture flourishes there. The city-state of Kataine and the Port of Izar, both on Emer, are important port cities and centers of intercontinental trade. Also, islands like the Mur Fostisyr chain just north of Jaiman, though less densely populated, host thriving communities who live by fishing and coastal trade.

CLOTHING AND DECORATION

Littoral folk, whether they are sailors or fishermen, favor loose, simple clothing (like shirts or tunics made from inexpensive cotton) that won't get in their way when they're working. Hats and bandannas serve to keep the sun and sweat out of their eyes. These clothes function well enough when they're on land, too. Littoral folk may wear jewelry, but these, too are modest in size and value. Above all, their personal decorations shouldn't get in the way of operating a boat or a ship. An earring or a small pendant around the neck won't cause problems, but a ring on the finger might slip off and fall overboard.

On the other hand, ocean-going sailors may return from their voyages with all sorts of exotic garments and ornaments from foreign lands. When they do, they are eager to show them off. In this case, imagining what Littoral folk might wear is limited only by logical considerations of how they might have gotten it. Did they buy it? Trade for it? Plunder or steal it?

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Littoral folk who live on riverbanks, or who rely on fishing or harvesting shellfish rather than trade for their livelihoods, resemble agricultural communities in that they are content to make a living from gathering what the land will provide them. Their ambitions are modest, their view of the world circumscribed by local geography.

Ocean-going sailors have a different point of view. They relish the adventure of sailing to distant places and the sense of freedom that sailing the seas gives them. This sense of freedom is something of an illusion, of course, since they can only gain it by confining themselves inside a vessel for weeks or months at a stretch. But it does release them from the rules and obligations that society places on them when they are on land.

Collective Fears: This may seem strange for folk who rely upon the waters for their livelihoods, but death by water is far and away the greatest fear in Littoral cultures. Fear of drowning and shipwreck haunts the dark corners of their minds.

Mating and Marriage Patterns: Littoral cultures are monogamous. In fact, ocean-going Littoral cultures place unusual stress on the virtues of marital fidelity. They do so in response to the strain

that sea voyages place on marriages by separating spouses for long periods of time. Some couples try to cope with the stress by serving on the same crew, but child rearing at sea is all but impossible.

Prejudices: Littoral folk, especially ocean-going Littoral folk, are adventurous and unusually open to foreign influences. However, they do have one universal prejudice—landlubbers. It may take the form of good-natured snobbery, or outright contempt. But one way or another, they take pride in their nautical skill and look down their noses at those who lack it.

Religious Beliefs: Religious practice in Littoral cultures focuses around one or another patron deity, or sometimes around both at once. The exact face of these gods may vary between individual communities, but they reflect anxieties common to all. One of these archetypal deities is a god of the waters who finds physical expression in the ocean or in a major river upon which the community relies. He is a god of power and wrath, who can whip up deadly storms if he is not kept calm. Large and dangerous sea creatures, like whales or sharks, are said to be his servants and agents of his anger. He demands sacrifice of animals or goods as his price for clear sailing.

The other patron deity is a goddess of mercy whose purpose is to intervene directly whenever one of the community is in distress. Sailors pray to her to keep them safe when storms or other misfortunes threaten them, as do the families whom they have left behind. She demands no sacrifice from her worshippers. Instead, those who have been helped by the goddess are expected to show their gratitude by donating money or goods to her Clerics.

Littoral cultures may worship both deities, viewing them as complementary expressions of the forces that shape their collective life. In these cases, it is not uncommon that they should function as parental creator gods—the god of the waters plays the stern, demanding father, while the goddess of mercy plays the forgiving, nurturing mother.

Preferred Professions: Littoral cultures favor no particular profession, although every Littoral community has at least one Cleric to intercede with the god of the waters or the goddess of mercy on its behalf. Crews that make a lot of long ocean-going voyages may insist on having a Cleric on board ship, for reassurance if nothing else.

Hobbies: Key nautical skills such as Acrobatics, Boat Piloting, Climbing, Jumping, Navigation, Observation, Rappelling, Rope Mastery, Stargazing, Swimming, Weather-watching and Wood-crafting are very important in Littoral culture. Other popular skills are: Acting, Ambush, Appraisal, any Armor skills, Body Development, Cultural Lore, Dance, Embroidery [Craft], First Aid, Hiding, History, Leadership, Metal-crafting, Painting, Public Speaking, Region Lore, Sculpt-

ing, Signaling, Spell Lists, Sprinting, Stalking, Tracking, Trading, any Weapon skills.

Background Languages: Common-speech (S8/W8), Grey-elvish (S4/W4), North-speech (S8/W8) or South-speech (S8/W8), Sea-speech (S10/W10).

Shadow World: Mermen (S6/W6), Shuluri (S6/W4), Undersea (S8/W6), racial language of any other mortal race (S4/W4).

CHARACTER CONCEPTS

Unlike many other cultural backgrounds, an adventurous life is practically ingrained into Littoral culture. This is especially true of seaports, since the journeys to and from them are relatively long and their destinations seem particularly exotic to those in the originating port. Littoral folk don't need much of an excuse to go on an adventure that requires traversing the waters; it's what they do for a living. Their profession doesn't much matter; a sea voyage requires that a ship's crew have a variety of skills, some of which will only be needed in an emergency or on land. A Fighter may be brought on board to defend against pirate attack. A Ranger might serve as a guide or a scout after the ship makes landfall. And so on.

The same holds largely true for Littoral communities that rely on a river instead of an ocean. Life on the water represents for them a kind of freedom from the restrictions of life on land, and a way of living that is well worth the toil and risk involved. A city 100 miles up or down river may not seem as exotic as a kingdom thousands of miles across the sea, but the process of getting there is just as liberating in its own way. Someone from a riverside community would not hesitate to pursue adventure up or down the river, because everyone he knows is at least peripherally involved in water-based travel, and because it has always seemed to him an experience well worth the trouble.

Of course, if someone from a Littoral community decides to pursue his life of adventure in landlocked country, well, then you have a story that requires some explaining. Such a one might have a dark secret in his past related to a mistake made or a foul deed committed at sea. Perhaps he was exiled by his community, or fled in an attempt to put his disgrace behind him. Even so, he cannot forget the skills and influences that his upbringing bestowed upon him, so that he remains of Littoral culture even though he no longer belongs to a Littoral community. His profession does not matter; it could be one that he pursued at the time of the cause of his disgrace, or it could be one that he chose while in exile.

OUTFITTING OPTIONS

Armor: Littoral folk spend a lot of time on ships or boats, where their duties preclude wearing anything heavier than leather armor (heavy armor would make them too clumsy to operate a sailing vessel). However, vessels may also carry armed guards whose sole purpose is to keep ship and crew safe from trouble (warships and merchant-

men worried about pirates fit this description). They may wear chain or plate armor.

Money: 20 sp in sailor's wages.

Weapons: Littoral folk carry small weapons that can be kept without interfering with tasks like climbing, swimming, or hauling rope, and which can be wielded effectively at close quarters: Dagger, scimitar, short sword, mace, quarterstaff, armored fist, cutlass, main gauche, or saber. Tools of the sailors trade also double as weapons: Whip, flail, cat o' nine tails (used for disciplining crew), boar spear, harpoon, net. Guards and officers also carry: Broadsword, morning star, bola, composite bow, long bow, short bow, two-handed sword, spear, bastard sword, falchion, or pole arm.

SUB-CULTURE:

LITTORAL BRIGAND (PIRATE)

Pirates who menace the high seas or major waterways are such a blatantly disruptive force that they create a subculture all their own within Littoral culture. They share common skills and talents with law-abiding Littoral folk, but are very different in their outlook and way of life. Since they make their living by robbing, kidnapping and extorting, they are outlaws by their very nature and cannot live out in the open, unless in corrupt cities or in secluded (or at least defensible) places, like an island of their own. They live in bands just large enough to crew one to several ships. The larger pirate communities may include women and children.

The Jaaderi pirates that inhabit the shores of the Doomstraits Isles off the coast of Thuul are good example of a Littoral Brigand subculture.

Cultural Aspirations: Pirates disdain honest work. Most dream of capturing that one big prize that will provide them with enough riches to retire from their life of brigandage. Some pirates, however, genuinely enjoy making others suffer.

Still others take up this life because they really don't fit into the social mainstream. They feel like outcasts and have given up any hope of being accepted. They may be ostracized because of racial animosity, because they (or their family) committed an offense that the community refuses to forgive, or because they have failed at lawful occupations.

Collective Fears: As outlaws, pirates may fear confinement in gaol more than they fear death by water.

Mating and Marriage Patterns: A pirate's lifestyle doesn't lend itself to stable marriage and family life. Relationships form on the fly and dissolve easily. Children can provide cheap labor, but they also inhibit a brigand's mobility and his ability to conceal himself. So they are a mixed blessing at best.

Where pirates have been successful enough to establish a settled community—on an island of their own, for example—marriage and mating patterns more closely resemble those of lawful society.

Religious Beliefs: Not all pirates abide by conventional religious beliefs for Littoral culture. The most vicious among them often swear fealty to evil deities, relishing their own malice and the suffering they inflict. Yet others worship gods of luck and hope that their patron deity will keep them safe from capture, or lead them to that one big bundle of loot that will make their fortune. Still others follow gods of armed might, noting that it's a lot easier to make things go your way when you brandish a strong fist.

Preferred Professions: Paladins cannot become pirates. Otherwise, this sub-culture may embrace all other professions.

Hobbies: Nautical skills such as Acrobatics, Boat Piloting, Brawling, Climbing, Jumping, Navigation, Observation, Rappelling, Rope Mastery, Star-gazing, Swimming, Weather-watching. Also: Ambush, Appraisal, any Armor skills, Body Development, Counterfeiting, Cultural Lore, Dance, Disguise, First Aid, Hiding, History, Leadership, Metal-crafting, Public Speaking, Region Lore, Signaling, Sprinting, Stalking, Swashbuckling, Tactics, Tracking, Trading, any Weapon skills.

SUB-CULTURE: LITTORAL URBAN (UPPER CLASS)

The upper class of a port city is dominated by nobility and local political leaders, but also by merchants who have made themselves quite wealthy through trade. In fact, it is not at all unusual for the most successful merchants in major ports to, essentially, buy their way into government and the social elite. Members of the upper class often make ostentatious shows of their wealth, wearing the finest clothes and jewelry, building elaborate residences for themselves, and displaying treasures and curiosities from faraway lands.

Hobbies: Appraisal, any Armor skills, Boat Piloting, Cultural Lore, Dancing, Diplomacy, First Aid, Gambling, History, Languages, Leadership, Navigation, Painting, Public Speaking, Read Runes, Region Lore, Sculpting, Signaling, Singing, Spell Lists, Star-gazing, Swimming, Tactical Games, Trading, any Weapon skills, Weather-Watching.

SUB-CULTURE: LITTORAL URBAN (MIDDLE CLASS)

The middle class of a port city comprehends a wide variety of careers. Besides the usual assortment of merchants, artisans and professionals, you will also find the skilled seamen on whom so much of the city's economic life relies: ship's captains, navigators and

other officers.

Hobbies: Appraisal, any Armor skills, Boat Piloting, Body Development, Bribery, Climbing, Contacting, Cultural Lore, Embroidery [Craft], First Aid, Gambling, History, Jumping, Languages, Leadership, Leather-crafting, Metal-crafting, Navigation, Observation, Painting, Read Runes, Region Lore, Rope Mastery, Signaling, Spell Lists, Star-gazing, Stone-crafting, Swimming, Tactical Games, Trading, any Weapon skills, Weather-watching, Wood-crafting.

SUB-CULTURE: LITTORAL URBAN (UNDERCLASS)

In addition to the usual assortment of unskilled laborers, servants and cutpurses, you will also find common sailors, fishermen and dockhands among the underclass in a port city. Sailors are particularly notorious for their love of drink, and seedy taverns near the docks cater to their desires. Unfortunately for them, so do criminals who know that a drunken mark is an easy mark.

Hobbies: Acrobatics, Ambush, Appraisal, Armor • Light skills, Body Development, Brawling, Bribery, Climbing, Cooking, Cultural Lore, Dance, Disarming Traps, First Aid, Gambling, History, Jumping, Mingling, Observation, Rappelling, Region Lore, Rope Mastery, Scrounging, Sewing, Signaling, Singing, Stalking, Star-gazing, Streetwise, Swimming, Trickery, any Weapon skills, Weather-watching.

MINING

Someone must wrest from the earth's embrace the mundane metals from which tools, armor and weapons are forged, the precious metals of which coins are minted, and the precious stones that decorate the wealthy and dazzle everyone else. It is the lot of those who live in Mining communities to do this grinding, hazardous but potentially lucrative work. They toil in the shadow of mountains or burrow into hillsides—digging into the ground wherever veins of valuable metal ore have been found, or might be found.

It's not an easy life. For Dwarves, many of whom are miners, it is a way of life that connects them so intimately with their forbears that it has become an integral part of their collective identity. For others, it is a way to get rich by finding gold or platinum or diamonds right at the source. For yet others, it is simply another way to earn a living, physically demanding, but no different from farming the land or herding livestock. But whatever the case, Mining culture breeds folk who are tough and tenacious, for only those traits will keep you hacking away at solid rock day after day, no matter what the reward. You learn something about the value and qualities of metals and gemstones, how to work with them and appraise them. You understand how to survive in a

Subterranean environment, which is not nearly as easy as it may seem. All of these characteristics will come in handy should you choose one day to leave the mines for a life of adventure.

The Mining template replaces, to a certain extent, the Dwarf entry in *RMFRP*. Although that entry is a description of race, it also establishes many of the hallmarks (such as suspicion of outsiders, self-seclusion and enjoyment of simple pleasures) of a rugged industrial culture that makes its living from the treasures of the earth. It's a race template and a culture template fused into one. Treating Mining culture as a pure culture template

opens the possibility that other races may choose to live in a manner similar to the Dwarves in that they make their living through similar pursuits, and are thereby influenced by what they do and the environment in which they do it. It is also worth noting that in Kulthea, not all Dwarves pursue the same way of life. In Burdok-Rhu, on Falias, the Dwarves have built a great city for themselves, and they also farm extensively. The Mining template does not replace any of the cultures described in *SWMA*.

LOCATIONS

Mining communities spring up on hillsides and mountainsides where veins of ore have been found and tapped. The Mining template also applies to those who quarry stone.

In the Shadow World, the kingdom of Thynar, at the northern end of the Clythul Mountains on Thuul, is an example of a center of Mining activity.

CLOTHING AND DECORATION

Miners favor rugged clothes that can stand up to a lot of wear—thick cloth shirts and pants and leather

jerkens and leggings. However, miners who work in shafts that run deep into the earth will strip down to the essentials (or even work naked) because of the heat.

Mining folk wear surprisingly little jewelry, considering how much precious metal and gems pass through their hands. But they are sober, hardworking folk who would rather have their wealth in a fungible asset like coin of the realm rather than show it off as finery. This is not to say that they would refuse to keep jewelry and gems as personal treasure, only that they don't wear such ornaments as much as one might think.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Mining is demanding and hazardous work, but things of great value are its reward: gemstones and precious metals.

And even if they don't find diamonds or rubies, gold or platinum, miners know that they can still make a good living by Mining industrial metals (iron, copper, tin), because demand for them runs stronger than the supply in many parts of the world.

The dream of wealth (and in some cases, an appreciation of beauty) drives them on to brave the dangers and hardships of the miner's life.

Collective Fears: More than anything else, Mining folk fear death in the bowels of the earth. They worry about mineshafts collapsing on them, or rock falls trapping them. They worry that digging into the guts of the earth will disturb some terrible power or beast that lurks within, waiting to slay whoever disturbs them. Perhaps there lurks in the backs of their minds the understanding that they are slicing open the earth to take the riches that lie within, and these anxieties reflect fear of what the earth will do to them in return.



Mating and Marriage Patterns: Mining cultures are monogamous. Nuclear families are usually larger than the racial average and family members work side-by-side. Inheritance may be traced through either the male or the female.

Prejudices: Mining folk fear Dragons and hate evil Subterranean beings such as Goblins, Troglydites and Orcs, as both are constant hazards to their communities. Miners who follow a vein and break in on a Dragon's lair count themselves lucky if they live to tell of it. Goblins, Troglydites and Orcs prey on Mining communities for plunder, territory, or sheer amusement. But miners don't fear them as they do Dragons, because they know that they at least have a fighting chance against them.

Religious Beliefs: Mining cultures worship tribal or elemental gods, or deities that combine aspects of both. Their tribal gods offer them collective protection from the hazards of their way of life, ensure their prosperity and/or shield them from their enemies. Elemental gods also appeal to them, although the mysteries and perils of the Subterranean realm do not consume them as much as they do to Subterranean cultures. Even so, they have enough contact with the elemental powers that lurk deep in the earth to fear them and understand that they must be propitiated. Mining cultures may have pantheons that reflect both of these impulses, having a tribal deity who is "on their side" and intercedes for them against the dark gods who dwell beneath the surface of the earth.

To interact with their deities, Mining communities have warrior-priests who perform rituals and who channel their power when the need for heroic action arises. These rituals do not include blood sacrifice of intelligent beings, however. Food or valuable objects are offered instead.

Preferred Professions: Daily life in Mining cultures favors physical strength and wielding tools that resemble weapons. To that extent, Fighter is a favored profession. Mining culture does not prohibit any profession.

Hobbies: Appraisal, any Armor skills, Attunement, Body Development, Caving, Climbing, Contortions, Disarming Traps, First Aid, History (own region), Leather-crafting, Metal-crafting, Picking Locks, Region Lore (own region), Riding (bears and wolves), Tactics, Trap Building [Sub. • Stealth], any Weapons skills except Missile Artillery, Wood-crafting.

Background Languages: Black-speech (S6/W6), Common-speech (S8/W8), Hill-speech (S10/W10).

Shadow World: Dwarven (S4/W4), Murlogi (S6/W4).

CHARACTER CONCEPTS

Mining communities generally have plenty of contact points with the outside world, because their way of life involves gathering and processing a valuable commodity. Consequently, contact with outsiders should provide a rich source of impetus for sending your Mining folk character on an adventure. He may be charged with delivering a precious item, like a sword commissioned by a king, to its buyer far away. This would be a good task for a Fighter or a Paladin, who would be expected to defend the item with his life, since the honor of the community is riding on its safe delivery. If your character is a Dwarf, perhaps the item is a consignment of mithril sold (after much sober deliberation, of course) to a famous craftsman. Or perhaps your character is a trader who must go to faraway cities and sell the product of your community's labor for the best possible price. Or perhaps your community needs you to track down bandits that have targeted its shipments (this would be a good task to assign a Ranger or a Rogue).

In the Shadow World, a Mining community might have a long-standing trade relationship with the Loari or the Dyari, whose love of technology requires dependable access to industrial metals, as well as rare and exotic metals for experimentation. Murlogi communities that cannot find enough of a certain kind of metal to meet their needs might also have to trade to get it. Maintaining these relationships over distance and making sure that shipments reach their destination on time are also serious matters that could be entrusted to a player character.

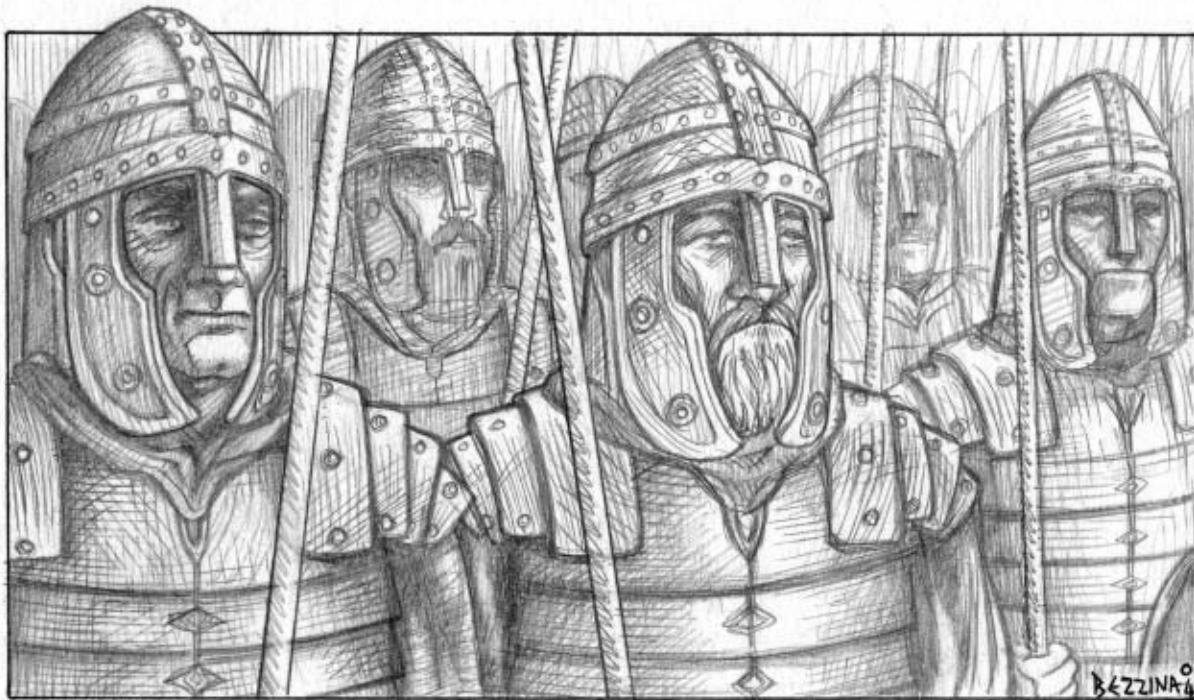
Mining communities also find themselves in turf battles against marauding Subterranean races all too often. A player character might take it upon himself to strike a blow against a tribal foe—spying on hostile Orcs or sabotaging the war machines of a Goblin horde. If the situation becomes dire, he might have to flee and find help from outside the community.

OUTFITTING OPTIONS

Armor: All types of armor are available to Mining communities. The raw material of heavy armor is plentiful, and expertise in working metal is quite common. Chain mail is relatively easily had in Mining communities.

Money: 2 gp or a gem of comparable value.

Weapons: Dagger, short sword, crossbow, spear, light crossbow, heavy crossbow, pole arm. Miner also favor heavy chopping weapons or bludgeon weapons, such as: handaxe, club, war hammer, mace, battle axe, war mattock.



SUB-CULTURE: MINING MILITARISTIC

This sub-culture describes those Mining societies that have made a habit out of warfare. Some become Militaristic out of necessity, having to fight off those who would deprive them of their access to a precious commodity. Others develop warlike habits after translating their access to metals into skill with forging and using weapons.

Hobbies: Appraisal, any Armor skills, Body Development, Caving, First Aid, History (own region), Leather-crafting, Metal-crafting, Region Lore (own region), Riding (bears and wolves), Tactics, any Weapons skills, Wood-crafting.

Training Packages: May purchase Mercenary, Soldier and Weapon Master training package at 3/4 the normal cost (rounded up) in development points.

PLAINS

The land from which Plains folk draw their livelihood is not as fertile as the lush fields of Rural folk, but neither is it as hostile as the Desert. Flat as far as the eye can see and only semi-arid, it at least supports small farms that provide enough food to feed the families that tend them, and perhaps provide a little extra to sell. Others prefer roaming to farming, and drive herds of animals from place to place. But a sub-culture template (see below) describes these nomads, who are often warlike in their nature. Mainstream Plains culture describes a life dominated by agricultural work.

Plains folk are stoical by temperament, practical-minded and self-sufficient. Plains farmers generally

live on plots of land isolated from one another, and their closest neighbors may live too far away for them to step next door to borrow the proverbial cup of sugar. They quickly get used to the idea that whatever happens, their best bet is to make do with who and what they have at hand.

Cities in this environment usually originate as waystations, places to stop on the road to somewhere else. Sometimes they prosper from overland trade or gain fame as centers of learning or professional activity, but their prosperity rests on a fragile foundation. Drought literally dries up their supply of food, and shifts in travel routes can pull the foundation of their economy out from under them.

LOCATIONS

Plains culture takes hold on broad savannahs and semi-arid Plains, as well as steppe regions north or south of the tundra. The common character that all such places share is that they are flat and receive just enough rainfall to support modest agriculture.

Places in the Shadow World where Plains culture prevails include the great savannah of the Kalanda-nor Plateau and the central Plains of Kadru on Thuul, as well as Kyknan Plains on Mythens.

CLOTHING AND DECORATION

Plains folk wear simple, practical clothes made of wool or cloth. Even the wealthy among them forego fancy dress in favor of simple garb, although they may add an item of jewelry here and there. Anyone who tries to liven up his or her appearance is generally regarded as a snob, someone who is putting on airs.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Those who live on the Plains are generally modest folk whose ambitions extend to caring for and preserving their modest plot of land, and not much further. Those who live in the cities may dream of getting rich off of this or that, but such is the nature of life in cities everywhere.

Collective Fears: Plains folk fear the ravages of weather more than anything else. The climate of the Plains is semi-arid, and drought is a major concern. Not every year brings enough rain to make the crops grow as they should. On the other hand, severe thunder and windstorms can also sweep the land with very little notice, leaving terrible wreckage in its wake.

Mating and Marriage Patterns: The nature of life on the Plains encourages monogamy and tightly integrated families, since contact with folk from outside the household may not occur very often.

Prejudices: Plains folk tend to be suspicious of strangers of any stripe. Living on farms separated from their neighbors, they find it hard to gauge with certainty the intentions of anyone they don't know. They find it especially difficult to trust folk of a different race without getting to know them first.

Religious Beliefs: Most commonly, Plains folk worship gods that represent the sky or the weather, or some aspect of agriculture. Animal sacrifices meant to placate their gods are common, although offerings can also take the form of material goods or a fraction of the harvest.

Preferred Professions: Plains culture neither favors nor prohibits any particular profession.

Hobbies: Animal Handling, Armor • Light skills, Cooking, Distance Running, Driving, History (own region), Hunting, Leather-crafting, Observation, Reading Tracks, Region Lore (own region), Riding, Rope Mastery, Stalking, Stargazing, Survival (Plains), Tracking, any Weapons skills (other than Missile Artillery skills), Weather-watching, Wood-crafting.

Background Languages: Common-speech (S8/W8), High-speech (S6/W6), Plains-speech (S8/W8), North-speech (S6/W6) or South-speech (S6/W6).

Shadow World: Racial language of any other mortal race, as long as they live in or neighboring native region (S6/W6).

CHARACTER CONCEPTS

An adventuring character from mainstream Plains culture faces the same conceptual dilemma as one who comes from Rural culture: How and why does he leave a place to which his way of life ties him so firmly? How do you get him off of the farm? The answers are not so different, except that Plains farmers are, if anything, more vulnerable to natural calamity

than their peers who till more fertile grasslands. They are all but helpless in the face of tornadoes and other forms of severe weather that could destroy their crops and wreck their homes. The semi-arid climate also makes them more prone to severe drought, which in turn could lead to dust storms that would literally drive them from their land. Or perhaps marauding nomads wrecked the family farm. All of these things could force a farmer of the Plains to turn to an adventurer's life.

A nomad of the Plains might be an outrider for his tribe, one who was sent to search for new grazing land. Perhaps he got distracted by searching for wealth (his equivalent of the fabulous magic beans), and now he must find some way to redeem himself before he returns to his people. Or he might be a spy sent into neighboring lands by a tribe bent on plunder or conquest.

OUTFITTING OPTIONS

Armor: Except for the rich folk in the cities, few Plains folk can afford heavy armor. Inasmuch as they feel the need to wear armor, they use light armor, usually leather.

Money: Cash and coin are common enough on the Plains. But wealth also takes the form of livestock. A milk cow is worth 20 sp, sheep are worth 10 sp each, goats are worth 5 sp each, and geese are worth 2 sp each. Plains characters may start with any combination of cash and livestock, as long as it totals 20 sp in value.

Weapons: Plains folk use simple weapons, some of which double as farming implements: Dagger, handaxe, club, throwing dagger, sling, quarterstaff, pitchfork (treat as -5 trident), scythe. The better off among them can also afford military weapons: Broadsword, battle axe, bows, crossbows.

SUB-CULTURE: PLAINS NOMADIC

The Plains also provide a home to those who would rather hunt and herd on the move rather than live a settled life. These nomads keep animals for draft, transportation and as livestock, but move from place to place as the grazing in one spot dries up. They also relocate whenever they can no longer find game. They live simply in dwellings that they can assemble and reassemble and carry with them.

Many of these societies are quite warlike by nature. Continual warfare against each other, or against settled folk, forges their collective temperament. Disputes over access to particularly useful bits of land are usually the cause. However, such societies also develop strong senses of personal and tribal honor, and perceived offenses against them can also set off conflict.

Hobbies: Acrobatics, Ambush, Animal Handling, Attunement, Body Development, Painting (body painting), Bone-carving [Crafts], Contortions, Crewelwork [Crafts], Directed Spells, Fauna Lore, Fletching, Foraging, Hiding, Leather-crafting,



Military Organization, Observation, Riding, Signaling, Stalking, Star-gazing, Tactics, Tale Telling, Tracking, any Weapons skills except Missile Artillery, Weather-watching.

SUB-CULTURE: PLAINS URBAN (UPPER CLASS)

The upper ranks of Plains cities are dominated by traditional aristocrats who owe their station to land ownership or military service. But one also finds those who have made considerable fortunes through commercial activities such as livestock trading and moneylending.

Hobbies: Armor • Light skills, Armor • Medium skills, Diplomacy, Distance Running, Heraldry (own society), History (own region), Hunting, Leather-crafting, Leadership, Mounted Combat, Observation, Painting, Play Instrument, Public Speaking, Region Lore (own region), Riding, Rope Mastery, Singing, Star-gazing, Survival (Plains), any Weapons skills except Missile Artillery, Weather-

watching.

Training Packages: May purchase Diplomat training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: PLAINS URBAN (MIDDLE CLASS)

Merchants who serve or are supplied by passing trade caravans fill the middle class of Plains cities, as do professionals and artisans.

Hobbies: Animal Handling, Animal Mastery, Armor • Light skills, Bribery, Contacting, Cooking, Distance Running, First Aid, Hunting, Leather-crafting, Metal-crafting, Observation, Regional Lore (own region), Riding, Rope Mastery, Star-gazing, Stone-crafting, Survival (Plains), Trading, any Weapons skills except Missile Artillery, Weather-watching, Wood-crafting.

SUB-CULTURE: PLAINS URBAN (UNDERCLASS)

Unskilled laborers, teamsters, servants, and the criminal element make up the underclass of a Plains city. They wear plain clothes and usually cannot afford any jewelry at all.

Hobbies: Animal Handling, Armor • Light skills, Cooking, Distance Running, Driving, Hunting, Leather-crafting, Mingling, Observation, Picking Locks, Regional Lore (own region), Riding, Rope Mastery, Scrounging, Streetwise, Survival (Plains), Tracking, Trickery, any Weapons skills (other than Missile Artillery skills), Weather-watching, Wood-crafting.

RURAL

The Rural template covers pretty much all aspects of agricultural life. Folk who pursue the Rural life keep farms, raise crops and raise livestock. Some of them they live on isolated homesteads far from their neighbors, others gather in villages and hamlets where they can find tradesmen and merchants to help them out as need arises. Their way of life flourishes on fertile flatlands, among verdant hills and dales, and in lush mountain valleys.

Rural folk are simple folk who lead simple lives. They work hard and toil close to the land, and have little leisure time. Unless plagued by natural disasters like drought or pestilence, they can sustain themselves because two of the bare necessities of existence—food and a place to live—come easily to them. But they probably won't ever get rich, and they don't expect it to happen. They learn to make do with modest pleasures and modest expectations.

Most Rural folk will never leave the place in which they are born unless they make a conscious effort to do so. Their lives of physical labor keep them closely tied to a particular plot of land, and wherever

they are, it generally takes a long time to get to any place worth going to, anyway. Some farmers and herders get to visit big cities on a regular basis when they bring their goods to market, but their isolation and consequent lack of sophistication marks them as culturally inferior, even ridiculous, to city folk.

Even so, it is important to note that a small minority of Rural folk are harder to dismiss as mere bumpkins. Many Rural areas have a caste system headed by large land owners who rent living space to farmers. In exchange, the farmers work the lands and pay a percentage (sometimes quite substantial) of their crops and/or livestock. These Rural landed gentry can sustain themselves in fine style based on the rent that they collect. They usually aren't as wealthy as the nobles who live in great cities, but they do well enough and thrive on the deference of their social inferiors. In exchange for that deference, however, the gentry are expected to exercise judicious political leadership, resolving disputes between their tenants and protecting them from external threats.

The Rural template replaces, to a certain extent, the entry for Common Men in *RMFRP*. Although Common Men is a racial template in *RMFRP*, it is also an excellent example of how *Rolemaster* previously intertwined race and culture, because it assumes that practically all Common Men are simple farmers or herders and portrays them accordingly. The Rural culture template removes race as a consideration to allow for the possibility that other races might pursue the rustic way of life. Halflings, for instance, pursue a way of life that is most assuredly Rural.

The Rural template more or less replaces the description of Lowlander culture in *SWMA*.

LOCATIONS

Rural culture takes root in fertile agricultural lands outside towns and cities. These may include the large estates of wealthy nobles. Rural settlements take the form of hamlets and farming villages.

In the Shadow World, many parts of Kulthea contain the sort of rich agricultural land in which various mortal races pursue the Rural way of life. Northern Argyra and the dales of Bodlea on Emer are two such regions. Also, it is worth noting that the Dwarves of Burdok-Rhu on Falias, although they mainly live underground, maintain farms on the surface, utilizing the fertile land to grow crops.

CLOTHING AND DECORATION

In Rural cultures, common folk wear plain, practical clothes made of wool or linen. Their work tends to dirty up their clothes, so there's no point in wearing anything too fancy. Rural folk in warm climates wear tunics, while those in sub-Arctic regions favor shirts belted over pants or skirts. In all cases, they prefer tall, heavy boots to leggings because they do a better job of keeping out muck.

Even Rural gentry prefer simple clothes rather than the finery that marks urban aristocrats; it's just they can buy nicer simple clothes and replace them more frequently than the peasants. Most of their wealth is bound up in ownership of land rather than in cash and coin, and some country squires couldn't afford fancy clothes and jewelry even if it interested them. But even so, their daily routines require them to handle animals and tend to other tasks could easily ruin clothes made from expensive fabrics.



ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Rural communities are interested in sustaining themselves through farming and raising livestock. Their wants are modest and rarely extend beyond the preservation of family and community. Even the gentry who occupy the highest possible rung on the social ladder confine their ambitions to preserving a pleasant and peaceful status quo. They see themselves as custodians of a way of life, charged with the duty of seeing to it that the eternal cycle of planting and harvesting goes on uninterrupted.

Collective Fears: Rural culture fears famine more than anything else. This anxiety reaches beyond the absence of food to the root causes of famine: drought, plague, pestilence, fire, wars that spill over into their community, catastrophic weather—all of them disasters over which Rural folk have no direct control.

Mating and Marriage Patterns: Rural culture stresses monogamy and the importance of family integrity. Children inherit their parents' land, so violations of the social norm like illegitimate children and broken families can threaten the stability of the larger community if they make matters of property ownership less clear. This is true up and down the social ladder, although the gentry can (and do) get away with indiscretion more easily than common folk. Rural culture also celebrates large families. Every child who can help with chores around the farm means one less farm hand who has to be hired and paid for his work, so there is a real advantage to having a large family.

Prejudices: The Rural lifestyle insures that Rural folk don't get to see much of the wider world, except for farmers and herders who go to the city to sell their crops and animals. And even they hardly get around. Rural folk are therefore very parochial in their outlook. They treat outsiders with suspicion or awe, depending on how said foreigners look and carry themselves.

They are outright hostile to anyone who might represent a threat to their lives and livelihoods. They view Orcs as marauders and hate them with a vengeance. Anyone who seems unusually comfortable with wild animals (such as an Animist or a Ranger) comes in for a fair amount of suspicion as well, especially among herders who have lost livestock to predators.

Religious Beliefs: Rural communities worship gods that represent the bounty of the harvest, or the abstract idea of plenty. They stage communal rituals that celebrate the spring and fall solstices (marking the time of sowing and harvesting, respectively), as well as religious ceremonies that ask their patron deity to bestow the blessing of a good harvest and keep them safe from catastrophe.

Preferred Professions: Rural culture neither favors nor prohibits any particular profession.

Hobbies: Acrobatics, Animal Handling, Armor • Light skills, Caving, Climbing, Cooking, Dancing, Foraging, Hiding, History (own region), Leather-crafting, Observation, Regional Lore (own region), Rope Mastery, Scaling, Stalking, Star-gazing, Swimming, Tracking, any Weapons skills except Missile Artillery, Weather-watching, Wood-crafting.

Background Languages: Common-speech (S8/W8), High-speech (S6/W6), North-speech (S8/W8) or South-speech (S8 or W8), Small-speech (S8/W8).

Shadow World: Racial language of any other mortal race, as long as they live in or neighboring native region (S6/W6).

CHARACTER CONCEPTS

Rural folk lead lives that attach them closely to a particular geographical location, even a particular patch of 40 acres that they and their family farm for generations. Such folk don't go off on adventures unless something dramatic calls them away, or severs their ties to their native place. If you want to create a character from a Rural background, consider why he wants to become an adventurer instead of pursuing a relatively safe and steady living. Is he simply bored with farm life? Does he look at the horizon that has defined his world to this point and dream of what lies beyond it? Does he feel deep in his soul that he has a talent (for mastering magic, or wielding a sword) that will go unfulfilled if he continues to lead such a mundane existence?

Or perhaps some calamity has forced his hand. Disasters on the order of severe drought, pestilence or war can deprive farmers of their ability to make a living all together. Perhaps marauders like Orcs or Trolls destroyed his farm or herd of livestock. Forced to relocate and consider an entirely new way of living, he must look deep into himself and find a natural gift that will enable him to get by in the world. If he can sing or play or tell stories, then he could become a Bard. If he has a gift for scholarship, he can become a spell-user. And so on. Or perhaps desperation forces him to take up a practical, hard-handed profession, like Fighter or Rogue.

Farther up the social hierarchy, an adventurer from a Rural background might be a daughter or a younger son of the local gentry who knows that she or he will not inherit the family estate and will have to make another way in life. In many cases, the family will chart that course, through arranging a marriage with another prominent family, or sending the child into military service or a religious order. But a child of aristocracy just might take to an adventurer's life, choosing an appropriate profession and finding his or her own path.

OUTFITTING OPTIONS

Armor: Heavy armor is very rare indeed in Rural cultures, except among the gentry, who have the resources to

get almost anything they want. The vast majority of Rural folk wear nothing heavier than leather armor.

Money: Cash and coin are common enough in Rural cultures, as farmers who take their goods to market in towns and cities return with money in hand. But wealth also takes the form of livestock. A milk cow is worth 20 sp, sheep are worth 10 sp each, goats are worth 5 sp each, and geese are worth 2 sp each. Rural characters may start with any combination of cash and livestock, as long as it totals 20 sp in value.

Weapons: Rural folk use simple weapons, some of which double as farming implements: Dagger, handaxe, club, throwing dagger, sling, quarterstaff, fishing spear (treat as -5 javelin), pitchfork (treat as -5 trident), scythe. Rural gentry use weapons more commonly associated with nobility: Broadsword, bastard sword, battle axe, lance.

SUB-CULTURE: RURAL MILITARISTIC

Rural societies that feel threatened—whether physically, economically or politically—by neighboring communities, they may embrace the art of war with particular fervor and adopt it as part of their collective character. These threats may be marauding Orcs or nomads who want their land for grazing. Or they may be other Rural societies who seem like potential rivals.

Hobbies: Animal Handling, any Armor skills, Cooking, Foraging, History (own region), Leather-crafting, Observation, Region Lore (own region), Riding, Rope Mastery, Stalking, Star-gazing, Tracking, any Weapons skills, Weather-watching, Wood-crafting.

Training Packages: May purchase Mercenary, Soldier and Weapon Master training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: RURAL NOMADIC

The fertile lands that give rise to Rural culture may also sustain peoples who herd for a living and eschew settled agriculture completely. These societies are Nomadic by their nature, moving their herds whenever the animals graze out a pasture. These nomads come into conflict with mainstream Rural societies whenever they meet.

Rural Nomadic societies tend to be patriarchal and polygamous in nature, with the number of wives and children a male can maintain serving as a sign of status.

Hobbies: Animal Handling, Animal Mastery, Armor • Light skills, Cooking, Dancing, Foraging, Hiding, Leather-crafting, Observation, Reading Tracks, Region Lore (own), Riding, Rope Mastery, Scaling, Stalking, Star-gazing, Tracking, any Weapons skills except Missile Artillery, Weather-watching, Wood-crafting.

SUBTERRANEAN

And then there are those who hide from the face of the sun and make their homes (such as they are) in caves and underground lairs. The Subterranean template describes such folk and how they live, whether they inhabit dank mountain caves or splendid underground cities, whether their grasp of technology is advanced or primitive, whether they are warlike and baleful or peaceful and reclusive. The simple fact of living out of the light, enclosed by the solidity of the earth, gives all such groups common characteristics.

Although advanced Subterranean civilizations may build impressive cities beneath the earth or in the heart of the mountains, this way of life is not for the faint of heart. You must accept being confined by walls of earth on all sides, and that even if you live in a fine city below the ground, you will not see the open sky when you look up. Of course, if you were born into a race for which the Subterranean life is the norm, such as Goblins or Troglodytes, this suits you just fine. Races that suffer penalties for performing actions in full daylight even find it advantageous to remain underground.

The Subterranean template does not supplant any culture previously described in *RMFRP* or *ChL*. It borrows some elements from the descriptions of Common and Greater Orcs in *ChL*, but encompasses any race for which such an existence would not be entirely out of character. Although the Subterranean template fits Orcs, Goblins, Troglodytes and the like best, it's also possible that perverse tribes of Men would choose to live out of the light. Nor does the Subterranean template replace any of the cultures described in *SMWA*, although several races in the Shadow World rely heavily on using it.

LOCATIONS

Subterranean culture takes hold in cavern complexes and underground warrens, wherever a large population group can find sufficient living space out of the light of the sun. Subterranean folk have also been known to take over artificial structures, like catacombs and underground burial chambers that have been abandoned by their builders.

The Shadow World features many places where Subterranean culture takes hold. Most notable by far among them are the Ash Lairs, the vast network of tunnels and cavern complexes that run both undersea as well as deep underground. The Ash Lairs, also known as the Deeps and the Caverns of Fire, connect just about all of Kulthea's major continents. They encompass vast magma grottoes, grand caverns and endlessly twisting tunnels of glassy obsidian. Most likely, the Ash Lairs were shaped by the Lords of Essaence from the product of natural volcanic forces, and no one knows their true extent. The Ash Lairs contain a complex ecosystem of their own, including fearsome creatures as well as intelligent races. There are also portals to the Pales here, which allow Demons

access to Kulthea.

A lesser, but still quite prominent site of Subterranean culture in the Shadow World is the sprawling Murlogi city of Nemoguk, located under the Clythul Mountains, at the southern tip of Thuul. North of Nemoguk, farther up the Clythul range, a large population of primitive (even by their standards) Trogli lives in a vast complex of warrens.

CLOTHING AND DECORATION

Subterranean folk wear garments fashioned from animal hide or fur. Clothes made of cloth or wool are relatively rare within Subterranean cultures. They cannot grow cotton plants or keep sheep in their underground homes, so they lack the raw material for weaving. If they acquire fabric through trade with or plunder from above ground cultures, they regard it as a curiosity.

In fact, jewelry made from precious metals and decorated with gems is just as common as cloth fabric. Metal ores and gemstones lie close at hand for cultures that are advanced enough to recognize and process them, as well as craft metal.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Subterranean cultures live in a circumscribed world, one closed off by cavern walls and the very depths of the earth itself. Hence, their collective aspirations rarely go beyond daily survival, preserving the integrity of their group, and appeasing their gods.

However, the more intelligent and capable Subterranean civilizations may possess ambitions as grand as that of any above ground culture. If they have enough space at their disposal, they may try to build great underground cities. If they possess strength of arms, they may try to conquer their neighbors and expand the territory they control. They may even make war on above ground civilizations, raiding them to gain wealth, slaves or victims for religious sacrifice, or just out of sheer malice. In the Shadow World, the Ash Lairs offer a vast parallel world for conquest by any civilization sufficiently powerful and daring to try.

Collective Fears: Subterranean folk who seldom or never leave their secluded habitat to venture above ground fear light above all else. It is in part a primal fear of that which is alien, but light also causes them physical discomfort. They associate light with sudden pain and blindness, and that is cause enough to dread it (see also Religious Beliefs, below). Even Subterranean races that don't suffer penalties for daylight blindness hate the light.

On the other hand, some Subterranean cultures fear the dark and destructive powers of the earth more than they fear light. This attitude is most prevalent among groups with a catastrophe caused by earthquake or volcanic activity in their history.

They tremble at the wrath of their own gods and fear it more than they fear the enmity of alien deities.

Mating and Marriage Patterns: Marital and family arrangements are haphazard and relatively informal in most Subterranean communities. Pair bonding for life and solidly integrated families are not unknown, but they are not the norm by any means, nor are they ideals to which members of the society aspire. Courtship, likewise, is a rough-and-ready affair. Matters of inheritance and succession are usually settled in favor of the strongest and most aggressive party to the dispute.

Prejudices: Subterranean cultures instinctively dislike Elves, Fey and Sylvan cultures in general (Grem-lins are the lone exception to this rule, as they are Subterranean Fey). It's a deeply held, elemental prejudice that has nothing to do with reason, or even ancient grudges. Sylvan cultures live in the light, among trees and other growing things, while Subterranean folk dwell in the dark in environments where little, if anything, grows.

Individual groups may also harbor grudges against other Subterranean groups with which they compete for living space and resources.

Religious Beliefs: Subterranean cultures worship elemental gods associated with the earth and, sometimes, fire. Their deities represent strength that they draw from the depths of the earth, and the power of these gods sometimes expresses itself as volcanic explosions or earth tremors. Each Subterranean group has at least one spell caster whose duty it is to communicate with these gods and channel their power. Their religious rituals sometimes involve sacrificing animals or even intelligent beings to the deities. In the latter case, members of above ground races are considered the most valuable sacrificial victims, and groups will stage raids just to take prisoners.

The religion of some Subterranean cultures also describes light as a hostile deity who constantly threatens the existence of the group. In this formulation, above ground races are servants of that hostile god, especially Sylvan folk. Any Cleric from above ground who serves the god of the sun is also hated and feared.

Preferred Professions: Subterranean culture does not prohibit or favor any particular profession.

Hobbies: Adrenal Toughness, Alertness, Ambush, Appraisal, Armor • Light skills, Caving, Direction Sense, Dowsing, Hiding Items, Locate Hidden, Metal-craft, Region Lore (own), Sense Awareness, Spatial Location Awareness, Stone-craft, Surveillance, Survival (Subterranean), Tightrope-walking, Time Sense, Tumbling, any Weapons skills except Missile Artillery.

Background Languages: Black-speech (S8/W8), Common-speech (S8/W8), Orcish (S8/W8).

Shadow World: Dyari (S4/W4), Lugroki (S6/W6), Murlogi (S6/W6).

CHARACTER CONCEPTS

The realm in which Subterranean races live is a circumscribed one. Not only are they confined by walls of earth, but by a ceiling as well. Psychologically conditioned by such circumstances, they hate and dread the surface world, a place of openness and light. Biology discourages them from leaving the underground realm, too, since many Subterranean beings have aversive reactions to sunlight. A concept for a Subterranean character must therefore weigh the extent to which he will have to function in the surface world, and if so, what would motivate him to leave.

One possibility is that he is one of the few (if not the last) survivors of a community that was wiped out by another Subterranean society. After all, Subterranean races war against each other almost as much as they fight against above ground races, and such close quarter fights can go to the death if unchecked. With no place left to call home and no one left to whom he can attach himself, such a character might well brave the surface world (or wander beneath the earth, for that matter), looking for a way to rebuild his life.

Another possibility is that your character has been given a religious quest by the high priest or shaman of his tribe. It could involve appeasing the gods of the powers of the earth, or confronting the hostile deities of light and their minions in the surface world. In either case, the quest would involve leaving what is familiar to him and confronting the unknown.

A Subterranean character could also attach himself to a mixed party of adventurers by serving as a guide if the adventure is to take place in an underground setting. There, he is in his element, and even if others in the party have night vision, he has local knowledge that they lack. This is especially true if your character is a Ranger or an Animist.

OUTFITTING OPTIONS

Armor: Subterranean cultures generally have fairly easy access to metals, so scarcity of materials is no obstacle to them possessing medium or heavy armor. In practice, however, wearing plate armor deep underground, where the air can be hot and stifling, can be quite uncomfortable. Even the most warlike underground races prefer chain mail. Light armor is also popular.

Money: Uncut gemstones worth 2 gp.

Weapons: There is little or no restriction on the weapons that are available to Subterranean folk. They can always scavenge enough wood to make a spear-shaft or a bow, and (as is the case with

armor) they have no problem finding enough metal from which to craft even large weapons, like polearms or 2-handed swords.

SUB-CULTURE: SUBTERRANEAN DEEPS

Those who live deep under ground feel a particularly close connection to the sublime elemental powers of the earth. They have no willing contact at all with the surface world, not even to plunder. The world of light is not even an enemy to them; it is entirely alien and has no meaning at all. Instead, these folk live closed-off existences, relishing nothing but their contact with their elemental gods.

Hobbies: Adrenal Toughness, Alertness, Armor • Light skills, Caving, Direction Sense, Dowsing, Hiding Items, Locate Hidden, Metal-craft, Region Lore (own), Ritual Magic, Sense Awareness, Spatial Location Awareness, Stone-craft, Survival (Subterranean), Tightrope-walking, Time Sense, Tumbling, any Weapons skills except Missile Artillery.

Training Packages: May purchase Shaman Priest, and Zealot training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE:

SUBTERRANEAN MILITARISTIC

Very few Subterranean societies are truly pacifistic, but some are more ready for a fight than others. Such groups may be aggressive by temperament, or they may have such a long history of warring with their neighbors that experience has hardened them.

Hobbies: Adrenal Toughness, Alertness, Ambush, any Armor skills, Caving, Direction Sense, Metal-craft, Region Lore (own), Sense Awareness, Spatial Location Awareness, Stone-craft, Surveillance, Survival (Subterranean), Tightrope-walking, Time Sense, any Weapons skills except Missile Artillery.

Training Packages: May purchase Mercenary, Soldier and Weapon Master training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: SUBTERRANEAN URBAN (UPPER CLASS)

Military and religious authority dominates the upper ranks of society in a typical Subterranean city. If you have a prominent position, chances are that you gained it by exercising force, or by skill at channeling the power of the gods. Trade and commerce don't generate as much wealth in these places as in above ground cities, seeing as how they are generally cut off from the rest of the world.

The largest cities in huge Subterranean settings like the Ash Lairs of Kulthea constitute an exception to this rule, as do cities that maintain uncommonly

friendly relations with the surface world. Here, external trade contacts may be extensive enough to generate a truly wealthy merchant class.

Hobbies: Alertness, Ambush, Appraisal, any Armor skills, Caving, Direction Sense, History (own region), Leadership, Magic Ritual, Metal-craft, Public Speaking, Sense Awareness, Spatial Location Awareness, Stone-craft, Surveillance, Survival (Subterranean), Time Sense, any Weapons skills except Missile Artillery.

Background Languages: Black-speech (S8/W8), Common-speech (S8/W8), Orcish (S8/W8), any one other language (S6/W6).

Shadow World: Dyari (S4/W4), Lugroki (S6/W6), Murlogi (S6/W6), any one other language (S6/W6).

SUB-CULTURE: SUBTERRANEAN URBAN (MIDDLE CLASS)

Artisans, professionals, merchants and mid-level military and religious officials make up the middle class of a Subterranean city.

Hobbies: Alertness, Ambush, Appraisal, any Armor skills, Bribery, Caving, Contacting, Direction Sense, Hiding Items, Leather-craft, Locate Hidden, Metal-craft, Region Lore (own region), Sense Awareness, Spatial Location Awareness, Stone-craft, Surveillance, Survival (Subterranean), Time Sense, Trading, any Weapons skills except Missile Artillery.

SUB-CULTURE: SUBTERRANEAN URBAN (UNDERCLASS)

Unskilled laborers, servants and slaves occupy the lowest rung of society in a Subterranean city. They wear ragged clothing (if any at all) and their lives generally have little to recommend them. Of the last group, many have been taken in slaving raids on the surface world. They are most commonly used for menial labor, bearing cargo, and as battle fodder.

Hobbies: Alertness, Ambush, Armor • Light skills, Caving, Direction Sense, Dowsing, Gambling, Hiding Items, Locate Hidden, Mingling, Picking Locks, Scrounging, Sense Awareness, Spatial Location Awareness, Stone-craft, Streetwise, Surveillance, Survival (Subterranean), Tightrope-walking, Time Sense, Tumbling, any Weapons skills except Missile Artillery.

SYLVAN

Deep in the woods and forests live folk who relish tranquility more than bustle, intimacy with nature to the benefits of civilization. They find their quiet corners of the world in sub-Arctic and sub-tropical regions wherever the trees are thick enough on the ground to filter the sunlight, and also in the jungles and rainforests of the tropics, where



civilized folk rarely tread for fear that the wilderness will swallow them whole.

Living in a Sylvan community means leading a cloistered, isolated life, but if you are truly of Sylvan culture, that's how you like it. The ways of the city and the affairs of its folk do not interest you; perhaps they even seem corrupt to you. You much prefer the simplicity and—dare one say it—the spirituality of life in the deep woods. You pass your time in quiet contemplation, or mastering the arts of music, dance and storytelling. Instead of cutting down the forest to clear room for houses or mansions, you are content to live in simple shelters that you build among or even in the branches of the trees. And if you never meet anyone except your own folk or someone from another Sylvan community, that's fine by you, even if you're of an immortal race and reasonably expect to live forever. For you, time is not a linear progression or a forward march of progress, but a series of eternal cycles marked by the passing of seasons, if not the passage day into night and night back into day.

The Sylvan template replaces, to a certain extent, the Wood-Elf entry in *RMFRP*. Although that entry is a description of race, it also establishes many of the hallmarks (such as suspicion of outsiders, self-seclusion and enjoyment of simple pleasures) of a forest-based culture that does not rely on clearing and hunting in order to perpetuate itself. It's a race template and a culture template fused into one. Here, however, the Sylvan template must be made open to other races, if only to cope with the presence of Fey and Rural Spirits as PC races. Treating Sylvan as a pure cultural template also opens the possibility that free-spirited Men may forsake more civilized lives to live in perpetual communion with the woods. It also creates a way of accounting for cultures native to rainforests

and other tropical area with dense foliage.

The Sylvan template more or less replaces the Forest Dweller culture in *SWMA*. The Woodfolk sub-culture (see below) also replaces most aspects of the Forest Dweller template.

LOCATIONS

Sylvan cultures are found in the deepest parts of forests and woods, the parts least disturbed by the outside world. They are also found in jungles and rainforests. They need not be completely hidden away from the eyes of outsiders, but Sylvan folk would instinctively shy away from any spot that was well traveled by non-Sylvan folk.

The Shadow World harbors many good places for Sylvan culture to take hold. The Elven homelands of Lys on Emer and the forest of Remiraith on Jaiman are two such places. So are the lowlands of the Gorma'al Basin on Agyra and Quon on Emer (the vast rainforest dominated by the Kuluku), as well as other tropical forested areas.

CLOTHING AND DECORATION

Sylvan folk care little about impressing others with their clothes, yet they tend to dress themselves in a manner that most other races find aesthetically pleasing. They wear simple, yet graceful garments of fine cloth. If the fabric is dyed, the hues are muted; green (as one might expect), yellow and brown are popular colors. Many fey wear fabric garments so fine that they look like they are made of gossamer.

ATTITUDES AND DISPOSITIONS

Cultural Aspirations: Sylvan cultures desire above all that they should be left in peace to enjoy their beloved forest. They are not terribly ambitious,



and have little interest in leaving the forest for lands outside. They see themselves not as conquerors, but as conservators and defenders of an unchanging way of life. Even aggressive Sylvan races like Forest Trolls give no thought to extending their influence beyond the confines of the forest.

Collective Fears: Sylvan folk fear destruction of their forest habitat above all, with forced removal from the forest running close behind. Such is their emotional attachment to their habitat that they cannot imagine living without it. This also means that they will fight ferociously to defend it. Even Forest Trolls and similarly aggressive races are so attached to their native woods that they would feel completely disoriented without them.

Mating and Marriage Patterns: Few, if any, Sylvan cultures stress the importance of formal marriage arrangements or proper courtship. That is not to say, however, that these relations are chaotic. Sylvan cultures tend to be monogamous, with couples pair bonding for life, even among immortal races. But these relationships don't necessarily express themselves through legal institutions recognized by the society as a whole.

Prejudices: Sylvan folk instinctively dislike races that are Subterranean in origin or disposition. They are also suspicious of the motives of Dwarves, who take wealth from the earth. Sylvan folk feel more comfortable among other Sylvan folk than they do around outsiders, even if they are mixing with fellow forest-dwellers of a different race. Even aggressive and predatory Sylvan races offer the comfort of familiarity—better the hazards that one knows rather than the hazards one doesn't know.

Religious Beliefs: Religion in Sylvan cultures finds expression in Sylvan folk's elemental connection with the woods and forests in which they live. All of them view their physical environment as in some way sacred. Some Sylvan cultures view the forest as a god, while others regard wondrous creatures such as treebeards as manifestations of a deity. These communities always have at least one spell user on hand who acts as a conduit between its members and their gods. In the case of the Lennai, the so-called 'Forest People' of Kulthea, all of their communities of any size are headed by a divine being, a Dryad. The worship of nature deities is an almost universal feature of Sylvan cultures native to jungles and tropical forests.

Not all Sylvan cultures see religion as a collective experience, however. Elves are famously low-key in their relationship to the divine, favoring solitary meditation to group rituals. Fey and Rural Spirits are also irreligious in the sense that they don't really see much point

in worshipping a deity; they prefer to live their lives as a continuous celebration of the beauty of their existence. However, all of these Sylvan races still feel a profound connection to their environment that runs so much deeper than what one typically finds in other cultures that it seems very much like a spiritual relationship.

Preferred Professions: The Sylvan lifestyle lends itself to producing Rangers and Animists. There are no prohibited professions in Sylvan culture.

Hobbies: Acrobatics, Alertness, Animal Handling, Animal Healing, Camouflage, Climbing, Fauna Lore, Faerie Lore, Flora Lore, Foraging, Herb Lore, Hiding, History (own region), Hunting, Preparing Herbs, Rappelling, Reality Awareness, Region Lore (own region), Singing, Star-gazing, Stilt-walking, Survival (forest), Tightrope-walking, Tracking, Trickery, Tumbling, Tumbling Evasion, Using Prepared Herbs, any Weapon • Thrown skills, Weather-watching.

Background Languages: Elvish (S8/W8), High-elvish (S6/W6), Wood-speech (S10/W10).

Shadow World: Erlini (S6/W6), Faun (S6/W6), Linnaeri (S6/W6), Nymph (S4/W4).

CHARACTER CONCEPTS

Sylvan communities cast a wary eye on outsiders who would intrude upon their domain. A Fighter from a Sylvan setting might well be employed by his community as a border guard, with standing orders to track suspicious characters and confront them with force, if necessary. Rangers, Rogues and Thieves would also be qualified for such a task.

Sylvan spell-users (ones who are regarded as particularly talented and promising, at any rate) might be preparing themselves for leadership positions within their community, whether secular or spiritual. Even if they are Bards and their talents have to do with entertainment, they would still grow into esteemed figures within their communities if they have enough natural talent and were sufficiently diligent about developing their abilities. Of course, some Bards might feel that remaining within the confines of the Sylvan realm would actually stunt their development as artists. In this case, they could choose to defy the norms of their society and go abroad in search of new influences that would invigorate their art (or so they hope).

The strained relationship between mainstream Sylvan folk and the Woodfolk with whom they sometimes have to share the forest offers further possibilities for conceptualizing characters. These neighbors are not always on the best of terms. If news came to your character's community that a nearby community of Mannish Woodfolk was endangered, how would he react? Is he more favorably disposed toward Woodfolk than are his kin, and would he rush

to their aid? If they're under attack from a predatory race, a Fighter's sword arm would prove helpful.

Conversely, if your Sylvan character's community is in trouble, could they bring themselves to ask Woodfolk for aid, overlooking past differences? Is your character the best representative from the community to send as an ambassador? Or is it the case that your character has no great love for Woodfolk, but your community has no choice but to send you? This would be a plausible situation if your character was a Layman, and everyone with more specialized professional was needed to contain the crisis at hand until help arrived.

OUTFITTING OPTIONS

Armor: Sylvan folk rarely wear heavy armor. Few wear chain mail—only High-elven nobles, professional soldiers, or Elves who are intent on leaving the forest for a life of adventure. Heavy armor is never found among natives of the rainforest, where it is far too hot and humid to wear such things comfortably. Light armor is most popular, and even that may prove uncomfortable in tropical areas.

Money: 20 sp. Personal wealth may take the form of medicinal herbs and semi-precious gems.

Weapons: Sylvan folk favor missile weapons and weapons that favor speed more than brute strength: Dagger, cutlass, short sword, quarterstaff, blow gun, long bow, short bow, javelin, spear. Some Sylvan folk use woodsman axes acquired from Woodfolk.

SUB-CULTURE: SYLVAN BARBARIAN

Use this sub-cultural template to account for Sylvan societies that exist at an unusually low level of technological or cultural development. Such groups usually live deep in the forest or jungle, profoundly isolated from other societies. This isolation accounts for their primitive state, for it is very rare that contact with the outside world introduces them to new ideas. In some cases, however, they have been driven deep into the forest because neighboring societies have made war on them or otherwise persecuted them.

Hobbies: Acrobatics, Alertness, Animal Handling, Animal Healing, Camouflage, Climbing, Fauna Lore, Flora Lore, Foraging, Hiding, Hunting, Reality Awareness, Region Lore (own region), Star-gazing, Survival (forest), Tightrope-walking, Tracking, Tumbling, Tumbling Evasion, any Weapon • Thrown, Weather-watching.

Background Languages: Wood-elvish (S4/W0), High-Elvish (S4/W0), Wood-speech (S10/W4).

Shadow World: Erlini (S6/W2), Faun (S6/W0), Linnaeri (S6/W2), Nymph (S4/W0).

Training Packages: May purchase Scout and Shaman Priest training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: SYLVAN NOMADIC

Some Sylvan communities live as pure hunters, roaming the forests in search of game and never settling in one spot for very long. They live simple lives and have few material possessions. They generally keep their level of technological and cultural development lower than that of more settled folk. Unlike Barbarians, however, they do so by choice instead of by ignorance. They do not hesitate to use advanced technology or create a sophisticated culture for themselves when it suits their purposes.

Hobbies: Acrobatics, Alertness, any Armor • Light skills, Camouflage, Climbing, Fauna Lore, Flora Lore, Foraging, Hiding, Hunting, Reality Awareness, Region Lore (own region), Star-gazing, Survival (forest), Tightrope-walking, Tracking, Tumbling, Tumbling Evasion, any Weapon except Missile Artillery, Weather-watching.

Training Packages: May purchase Highwayman and Scout training package at 3/4 the normal cost (rounded up) in development points.

SUB-CULTURE: WOODFOLK

Woodfolk live in the wilds and forests, taking what they need to thrive through hunting and gathering. They love life in the woods, but usually settle closer to its edges than its deep heart. They find that the closer they get to the deepest and darkest parts of the woods (or jungles and rain forests, for that matter) the harder it is to clear enough space for them to build their dwellings, both because of the density of plant growth and the hazard of attack by creatures (or intelligent beings) who don't appreciate their presence.

In other words, the Woodfolk template applies to those who live in the woods but still retain some modest trappings of civilized life. In terms of character creation, it applies to PCs who spent their formative years in Woodfolk society. It means that you most likely live in a modest cabin or shack in a clearing in the forest or jungle. You hunt wild game or gather native plants for food. You understand the ways of the wilderness and know how to track, and how to recognize plants that can be put to good use. You also understand the hazards of life in the deep woods, and watch out for the dark, predatory things that can emerge from the darkness without warning. You live in the forest and understand and respect its ways, but you are not quite of the forest.

Depending on the climate, Woodfolk wear woolen clothes and furs, or loose cotton garments.

In either case, their clothes resemble crude versions of city dress overlaid with cloaks or capes. Woodfolk society consists of well-defined family units living together under the same roof or in a small community.

Woodfolk don't always get along with mainstream Sylvan cultures, mostly because Sylvan folk suspect Woodfolk of wanting to destroy the forest, not just live in it. Woodfolk for their part respect Sylvan cultures, and try to treat them with reverence. But that isn't always enough to prevent tragic misunderstandings.

Hobbies: Acrobatics, Ambush, Armor • Light skills, Body Development, Climbing, Crewelworks

[Crafts], Dancing, Fauna Lore, First Aid, Fletching, Flora Lore, Foraging, Hiding, Leathercrafting, Observation, Rappelling, Read Runes, Region Lore (own region), Rope Mastery, Signaling, Stalking, Swim, Tale Telling, Tight-rope-walking, Tracking, any Weapons skills except Missile Artillery, Wood-crafting.

Background Languages: Common-speech (S8/W8), Elvish (S6/W6) and Wood-speech (S8/W8).

Shadow World: Centaur (S4/W4), Erlini (S6/W6), Faun (S4/W4), Linnaeri (S6/W6), and Nymph (S4/W4).



Adolescent Skill Ranks By Culture											
	Aerial	Aquatic	Arctic	Desert	Highland	Littoral	Mining	Plains	Rural	Subterranean	Sylvan
Armor • Light skill category	1	0	2	1	1	1	2	1	1	2	0
Soft Leather skill	1	0	2	0	1	0	0	0	1	2	0
Rigid Leather skill	0	0	1	0	1	1	2	0	1	2	0
Armor • Medium skill category	0	0	0	0	0	0	2	0	0	1	0
Chain skill	0	0	0	0	0	0	2	0	0	1	0
Athletic • Brawn skill category	0	1	0	1	2	1	1	1	1	1	1
Athletic • Endurance skill category	2	1	2	3	1	1	1	1	1	1	1
Swimming skill	1	5	1	0	1	5	0	0	1	0	3
Athletic • Gymnastics skill category	2	1	0	1	1	1	1	1	1	1	1
Climbing skill	5	0	0	0	4	1	1	0	0	1	2
Awareness • Perceptions skill category	2	0	1	1	0	0	0	0	0	0	0
Alertness skill	2	2	1	1	2	2	4	2	2	2	6
Awareness • Searching skill category	1	1	0	0	1	1	1	1	1	2	1
Body Development skill	0	3	1	2	2	2	3	2	2	1	1
Communication skill category	3	1	1	1	1	1	1	1	1	1	2
Language skills	8	8	4	4	4	2	8	6	8	4	10
Lore • General skill category	3	3	3	3	3	3	3	3	3	2	3
“Own” Region Lore skill	3	3	3	3	3	3	3	3	3	3	3
“Own” Culture Lore skill	3	3	3	3	3	3	3	3	3	3	3
Outdoor • Animal skill category	1	1	2	5	0	0	0	3	1	0	1
Riding skill (usually horses)	0	1	0	5	0	0	0	3	1	0	1
Outdoor • Environment skill category	2	4	3	3	4	1	2	3	2	2	5
Power Awareness skill category	0	0	1	0	0	0	0	0	0	0	1
Scientific/Analytical • Basic skill category	0	0	0	0	0	1	1	0	0	0	1
Spells • Own Realm Open Lists (one list)	0	0	0	0	0	1	0	0	0	0	2
Subterfuge • Stealth skill category	1	0	0	0	2	0	0	0	1	1	4
Hiding skill	1	0	1	0	2	0	0	0	1	1	4
Stalking skill	1	0	1	0	2	0	0	0	1	1	4
Tech/Trade • General skill category	1	1	1	1	1	1	1	1	1	1	1
Urban skill category	0	0	0	0	0	2	0	0	0	0	0
Weapon • 1-H Conc. skill category	1	0	1	0	1	0	4	0	0	2	0
1 Weapon Based on Culture	1	0	1	0	1	0	4	0	0	2	0
Weapon • 1-H Edged skill category	1	0	0	1	0	2	0	1	1	0	1
1 Weapon Based on Culture	1	0	0	1	0	2	0	1	1	0	1
Weapon • 2-Handed skill category	0	0	0	0	0	0	0	0	0	0	0
1 Weapon Based on Culture	0	0	0	0	0	0	0	0	0	0	0
Weapon • Missile skill category	1	0	2	2	1	1	0	2	1	1	3
1 Weapon Based on Culture	1	0	2	2	1	1	0	2	1	1	3
Weapon • Pole Arms skill category	0	2	0	0	2	0	0	2	1	0	0
1 Weapon Based on Culture	0	2	0	0	2	0	0	2	1	0	0
Weapon • Thrown skill category	1	1	2	1	2	1	1	1	1	1	0
1 Weapon Based on Culture	1	1	2	1	2	1	1	1	1	1	0
Hobby Ranks	12	12	10	12	12	12	12	12	12	10	10

Part III: Creating Characters



Now that you have all of this information on races and cultures, how to make use of it? This section of *R&C* walks you through the character creation process with an emphasis on explaining how to blend in these new templates for race and culture.

Example 1

A Priest of the Sun on the Rise

The initial stage of character construction in *Rolemaster* involves making decisions about race, profession and general character concept. These decisions need not be made in any particular order, although *RMFRP* suggests one. Let's say you want to create a High Man Cleric and you give him the name Jerom of Vath. As part of his character concept, you decide that he hails from Vath, a metropolis that bestrides several trade routes that cross the central

plains. You decide that he is the second son of an aristocratic family. As a second son, he will not inherit his father's title, so his family sent him into the priesthood of the Sun God. Jerom is young and ambitious. After completing his novice training in the Temple of the Sun, he resolves that he will rise through the church hierarchy by winning fame and doing great deeds in the name of his god, not by the patient bureaucratic maneuvering favored by most of his fellow priests.

After generating his stats (assuming a pool of 650 points) and factoring in racial and professional bonuses, his character sheet looks like this:

Character Name	Jerom of Vath
Race	High Man
Profession	Cleric
Realm of Power	Channeling

Stat	Temp	Pot	Basic Bonus	Racial Bonus
Agility	60	82	0	-2
Constitution	60	82	0	+4
Memory	90	96	+5	0
Reasoning	60	82	0	0
Self Discipline	55	77	0	0
Empathy	65	82	0	0
Intuition	90	96	+5	0
Presence	65	82	0	+4
Quickness	50	78	0	-2
Strength	55	77	0	+4

Next comes Jerom's adolescent skill development, and here is where the separation of race and culture described in this book becomes relevant. Since Jerom is a High Man who was raised in a large city on the plains, he uses the High Man racial template and the Plains Urban (Upper Class) sub-culture template in completing his character. In picking his hobby ranks, refer to the Plains column of the Adolescent Rank Table at the end of Part II for the number of ranks available in each listed skill category. Refer to the list of hobby skills in the Plains Urban (Upper Class) sub-culture template for more detailed information about available individual skills. Based on that information, you choose the following:

Skill/Category	Ranks
Armor • Light skill category	1
Rigid Leather skill	2
Singing skill	1
Diplomacy skill	2
Public Speaking skill	2
Riding skill	2
Broadsword skill	1
Light Crossbow skill	1

As a High Man, Jerom starts with High-speech (S8/W6), Common-speech (S8/W6), Grey-Elvish (S6/W6), and High-Elvish (S2/W2) as his starting languages. He adds adolescent language skill ranks to obtain the following: High-speech (S10/W10).

As a High Man, Jerom receives four background options. Since he comes from a wealthy family, you devote two options to extra money. He receives 200 gp for this. Consulting the background options section of the High Men racial template, we see that he may take this extra lucre in the form of coins, gems, jeweled objects or any type of trade goods appropriate to his culture. As he is the son of an aristocratic family, you give him a gold ring with his family crest engraved in

it, worth 50 gp, and 150 gp in coin. One background option goes to extra languages. The Plains template (of which the Plains Urban sub-cultures are a part) tells us that you may select from among the following: Common-speech (S8/W8), High-speech (S6/W6), Plains-speech (S8/W8), North-speech (S6/W6) or South-speech (S6/W6). You choose to devote 6 ranks to Common-speech (S10/W10) to bring his skill in the *lingua franca* of *Rolemaster* up to scratch. The remaining 14 ranks go to Plains-speech (S7/W7). His last background option goes to a randomly determined special item.

At the conclusion of this part of the process, these additions have been made to Jerom's list of skill categories and skills, and it looks like this:

Skill Category	Ranks
Armor • Light	2
Athletic • Brawn	1
Athletic • Endurance	1
Athletic • Gymnastics	1
Awareness • Searching	1
Communications	1
Lore • General	3
Outdoor • Animal	3
Outdoor • Environment	3
Technical/Trade • General	1
Weapon • 1-H Edged	1
Weapon • Missile	2
Weapon • Polearms	2
Weapon • Thrown	2



Skill	Ranks
Rigid Leather	2
Alertness	2
Singing	1
Body Development	2
High-speech, spoken	10
High-speech, written	10
Common-speech, spoken	10
Common-speech, written	10
Grey-Elvish, spoken	6
Grey-Elvish, written	6
High-Elvish, spoken	2
High-Elvish, written	2
Plains-speech, spoken	7
Plains-speech, written	7
Diplomacy	2
Public Speaking	2
Lore • Region (City of Vath)	3
Lore • Culture (High Men of Vath)	3
Riding	5
Broadsword	3
Quarterstaff	2
Light Crossbow	2
Throwing Dagger	2

Jerom's apprenticeship skill development comes next. He receives 66 DPs based on his relevant attribute stats ($60 + 60 + 90 + 60 + 60 / 5$). 29 DPs go toward giving him the Crusading Academic training package. This makes sense in terms of his character concept—his novice training involved much book learning acquired in quiet, cloistered rooms, and his ambition has an evangelical dimension since it involves proving his devotion to his church and his god. From this, he receives a token/sigil recognized by scholars (for the sake of argument, let's say it's a talisman identifying him as a priest of the Sun God) and the following additions to his lists of skill categories and skills:

Skill Categories	Ranks
Influence	2
Communications	5
Lore • General	4
Lore • Technical	2
Weapon/Attack	1
Outdoor • Environmental	1

Skills	Ranks
Public Speaking	2
High-Elvish, spoken	3
High-Elvish, written	3
Lore • Culture (Rural areas surrounding Vath)	2
Lore • Technical (Poison)	1
Lore • Technical (Trading)	1
Broadsword	1
Weather Watching	1

16 DPs go to gaining two extra stat gain rolls, one for Memory and one for Intuition. Let's say that each roll yields a gain of 3 points (a modest assumption). That leaves 21 DPs for additional skill ranks, which you dedicate thusly:

Skills	Ranks	DPs Spent
Divination (occupational)	3	2
Read Runes	1	2
Meditation (everyman)	2	5
Spells (Protections)	2	6
Spells (Summons)	2	6

After completing apprenticeship skill development, Jerom's list of skill categories and skills looks like this:

Skill Category	Ranks
Armor • Light	2
Athletic • Brawn	1
Athletic • Endurance	1
Athletic • Gymnastics	1
Awareness • Searching	1
Communications	6
Influence	2
Lore • General	7
Lore • Technical	2
Outdoor • Animal	3
Outdoor • Environment	4
Technical/Trade • General	1
Weapon • 1-H Edged	2
Weapon • Missile	2
Weapon • Polearms	2
Weapon • Thrown	2



Skill	Ranks
Rigid Leather	2
Alertness	2
Singing	1
Body Development	2
High-speech, spoken	10
High-speech, written	10
Common-speech, spoken	10
Common-speech, written	10
Grey-Elvish, spoken	6
Grey-Elvish, written	6
High-Elvish, spoken	5
High-Elvish, written	4
Plains-speech, spoken	7
Plains-speech, written	7
Diplomacy	2
Public Speaking	4
Lore • Region (City of Vath)	3
Lore • Culture (High Men of Vath)	3
Lore • Culture (Rural areas surrounding Vath)	2
Lore • Technical (Poison)	1
Lore • Technical (Trading)	1
Riding	5
Weather-watching	1
Divination (occupational)	3
Read Runes	1
Meditation (everyman)	2
Spells (Protections)	2
Spells (Summons)	2
Broadsword	4
Quarterstaff	2
Light Crossbow	2
Throwing Dagger	2

Of the remaining parts of the character creation process, only determining physical appearance, outfitting and calculating RRs are influenced by data from the race or culture templates. Assuming a 5d10 roll of 25, Jerom has a Potential Appearance of 82, based on his Potential Presence of 82 ($82 - 25 + 25$). Consulting the racial template for High Men, you determine that it is appropriate for him to have fair skin, brown hair and hazel eyes. He has an average height and weight for a High Man, 6'5" and 225 lbs., respectively.

You consult the Plains template to complete Jerom's outfitting. Consulting the appropriate entries, you determine that he carries a broadsword and a light crossbow as his weapons, and wears a suit of rigid leather as his armor (any weapons and armor are available in the big city). He also carries on him 20 sp in coin. From the description of clothing and decoration in the Plains template, you determine that, based on his social standing, Jerom is entitled to wear new and well-cut, but modest clothes (in this case, simple traveling clothes made of fine cotton).

Consulting the High Man template determines Jerom's RR bonuses. He suffers -5 penalties vs. Channeling, Essence and Mentalism on account of his race.



Resistance Rolls			
Type	Race Bonus	Stat Bonus	Total Bonus
Channeling	-5	+5 (3 x In)	+10
Essence	-5	0 (3 x Em)	-5
Mentalism	-5	0 (3 x Pr)	-5
Poison/Disease	0	0 (3 x Co)	0
Fear	0	0 (3 x SD)	0

Example 2: S'sta the Lizardman Pirate

To take another example, let's create a character rather different from the adventurous evangelist Jerom of Vath: a Sohleugir pirate by trade. His name is S'sta, and he lives in a coastal village where for generation the strongest and most capable warriors have haunted the nearby waters, plundering unsuspecting merchant ships. He never questions the legacy of piracy that his forbears have handed down to him and he intends to follow in their footsteps—perhaps becoming leader of the band before his active career ends. As such, you use the Sohleugir racial template

and the Littoral Brigand (Pirate) sub-culture template. True to his racial strengths, you decide to create S'sta as a Fighter.

After generating his stats (assuming a pool of 650 points), factoring in racial and professional bonuses and choosing Mentalist as his realm, his character sheet looks like this:

Character Name	S'sta
Race	Sohleugir
Profession	Fighter
Realm of Power	Mentalist

Stat	Temp	Pot	Basic Bonus	Racial Bonus
Agility	65	82	0	-4
Constitution	90	96	+5	+4
Memory	55	77	0	0
Reasoning	55	77	0	0
Self Discipline	60	82	0	0
Empathy	50	78	0	+2
Intuition	60	82	0	+2
Presence	60	82	0	0
Quickness	65	82	0	0
Strength	90	96	+5	+8

S'ta's adolescent skill development comes next. In picking his hobby ranks, refer to the Littoral column of the Adolescent Rank Table. Select 12 hobby ranks based on the list in the Littoral Brigand (Pirate) sub-culture template. Based on that information, you choose the following:

Rappelling skill	2
Rope Mastery skill	2
Acrobatics skill	2
Observation skill	2
Weather-watching skill	2
Signaling skill	2

As a Sohleugir, S'ta starts with Sea-speech (S8/W8) and Common-speech (S6/W6) as his starting languages. He receives two adolescent language skill ranks and you use them to increase his facility with Common-speech to (S8/W6).

As a Sohleugir, S'ta receives five background options. You consult the racial template for Sohleugir and decide to use one to give him extra languages that active mariners would pick up just in the course of sailing the seas (Grey-Elven S4/W4) and in the course of plundering enough ships carrying well-born passengers (High-speech S6/W6). You use one more to give him a +10 special bonus to his Swimming skill. You use another to give him a +5 special bonus to his Athletic Gymnastics category skill, and still another to give him a +10 special bonus to his Cutlass skill. His last background option goes to giving him a randomly determined special item.

At the conclusion of this part of the process, these additions have been made to S'ta's character sheet, and it looks like this:

Skill Category	Ranks	Special Bonus
Armor • Light	1	0
Athletic • Brawn	1	0
Athletic • Endurance	1	0
Athletic • Gymnastics	1	+5
Awareness • Searching	1	0
Communications	1	0
Lore • General	3	0
Outdoor Environmental	4	0
Subterfuge • Stealth	2	0
Technical/Trade • General	1	0
Weapon • 1-H Edged	3	0
Weapon • Missile	1	0
Weapon • Thrown	1	0

Skill	Ranks	Special Bonus
Rigid Leather	1	0
Swimming	5	+10
Acrobatics	2	0
Climbing	1	0
Rappelling	2	0
Alertness	1	0
Observation	2	0
Body Development	2	0
Sea-speech, spoken	8	0
Sea-speech, written	8	0
Common-speech, spoken	8	0
Common-speech, written	6	0
Grey-elven, spoken	4	0
Grey-elven, written	4	0
High-speech, spoken	6	0
High-speech, written	6	0
Signaling	2	0
Rope Mastery	2	0
Lore ('Own' region)	3	0
Lore (Sohleugir pirate culture)	3	0
Weather-watching	2	0
Cutlass	3	+10
Short Bow	1	0
Harpoon	1	0

S'ta's apprenticeship skill development comes next. He receives 65 DPs based on his relevant attribute stats (65 + 90 + 55 + 55 + 60 / 5). 20 DPs go toward giving him the Sailor training package. This makes sense in terms of his character concept. As a pirate, he would learn sailing skills routinely, as part of his trade. From this, he receives 50 sp in (plundered) trade goods and the following skill categories and skills:

Skill Category	Ranks
Athletic Endurance	2
Athletic Gymnastics	1
Lore • General	2
Outdoor Environmental	1
Technical/Trade General	1

Skill	Ranks
Swimming	2
Climbing	1
Rope Mastery	1
Lore (Major body of water)	1
Lore (A different body of water)	1
Star-gazing	1
Orienteering	1

Another 19 DPs goes toward giving the Highwayman training package (permissible since Sailor is a lifestyle and Highwayman is a vocation). A Pirate doesn't strictly fit the description of a Highwayman, but when you come down to it, both use the threat of force to separate folk from their worldly goods. From this, he receives a +5 Cutlass (non-magical) and the following skill categories and skills:

Skill Category	Ranks
Weapon • Thrown	1
Lore • General	3
Outdoor Environment	4

Skill	Ranks
Harpoon	1
Alertness	1
Body Development	1
Lore ('Own' region)	3
Star-gazing	2
Weather-watching	2

16 DPs go to gaining two extra stat gain rolls to improve his key attributes, Constitution and Strength. Let's say that each roll yields a gain of 3 points (a modest assumption). That leaves 10 DPs for additional skill ranks. You spend them on gaining 1 rank each in Rappelling, Hiding and each of his three weapon skills. As Lizardmen eschew wearing armor, you see no need to allocate DPs to S'ta's armor skills.

Skills	Ranks	DPs Spent
Rappelling	1	2
Hiding	1	2
Cutlass	1	2
Short Bow	1	2
Harpoon	1	2

After completing apprenticeship skill development, Jerom's list of skill categories and skills looks like this:

Skill Category	Ranks	Special Bonus
Armor • Light	1	0
Athletic • Brawn	1	0
Athletic • Endurance	3	0
Athletic • Gymnastics	2	+5
Awareness • Searching	1	0
Communications	1	0
Lore • General	8	0
Outdoor Environmental	9	0
Subterfuge • Stealth	2	0
Technical/Trade • General	2	0
Weapon • 1-H Edged	2	0
Weapon • Missile	1	0
Weapon • Thrown	2	0

Skill	Ranks	Special Bonus
Rigid Leather	1	0
Swimming	7	+10
Acrobatics	2	0
Climbing	2	0
Rappelling	3	0
Alertness	2	0
Observation	2	0
Body Development	3	0
Sea-speech, spoken	8	0
Sea-speech, written	8	0
Common-speech, spoken	8	0
Common-speech, written	6	0
Grey-Elven, spoken	4	0
Grey-Elven, written	4	0
High-speech, spoken	6	0
High-speech, written	6	0
Signaling	2	0
Rope Mastery	3	0
Lore ('Own' region)	6	0
Lore (Major body of water)	1	0
Lore (A different body of water)	1	0
Lore (Sohleugir pirate culture)	3	0
Star-gazing	3	0
Weather-watching	4	0
Hiding	2	0
Orienteering	1	0
Cutlass	3	+10
Short Bow	1	0
Harpoon	2	0

Then you come at last to determining physical appearance, outfitting and calculating RRs. Assuming a 5d10 roll of 25, S'sta has a Potential Appearance of 82, based on his Potential Presence of 82 (82 – 25 + 25). Consulting the racial template for Sohleugir, you determine that it is appropriate for him to have a brown hide and yellow eyes. He has an average height and weight for a Sohleugir, 6'1" and 300 lbs., respectively.

You consult the Littoral template to complete S'sta's outfitting. Looking up the appropriate entry, you determine that he carries a cutlass and a harpoon as his weapons. From his racial template, you know that Sohleugir don't wear armor, so he has none. The

Littoral template tells you that he can carry 20 sp in coin (reflecting sailor's wages, although in this case the coin could just as easily reflect his share of plunder from past raids). You decide to take it all in coin.

As for clothing and decoration, the Littoral template tells you that Littoral folk wear loose, functional clothing that allows them freedom of movement. Sohleugir don't wear as much clothing as Men, having excellent natural armor, but you decide it seems appropriate for S'sta to wear at least pantaloons and a loose shirt when it gets a bit windy.

Consulting the Sohleugir template determines S'sta's RR bonuses. He suffers –5 penalties vs. Channeling, Essence and Mentalism.

Resistance Rolls			
Type	Race Bonus	Stat Bonus	Total Bonus
Channeling	0	+5 (3 x In)	+10
Essence	0	0 (3 x Em)	-5
Mentalism	0	0 (3 x Pr)	-5
Poison/Disease	+10/+50	0 (3 x Co)	0
Fear	0	0 (3 x SD)	0

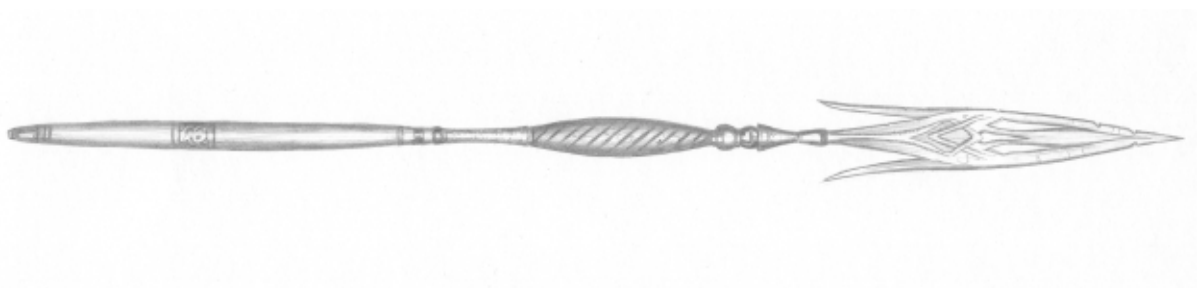
Filling in the Context

Both the race and culture templates offer contextual information that we have not mentioned in this discussion: information about religious beliefs, attitudes towards other races and cultures, marriage patterns, and so on. None of this factors into the mechanics of character creation; it won't affect their skill ranks or their stats. Instead, they are meant to give you guidelines for roleplaying your character.

For instance, you already know the ambition that drives Jerom of Vath. He aims to become the head priest of the Vath's Temple of the God of the Sun, the largest for many hundreds of miles around. This is in keeping with the description of the urban setting at the beginning of Part II, which tells you that folk from big cities, such as Jerom, are ambitious and status conscious. But what about his prejudices, if any? The note on cities also tells you that urban folk are cosmopolitan, and they are used to being around different races and cultures, but that they tend to look down their noses at folk who lead rustic

lives. But the High Men template tells you that High Men hate Orcs and don't get along well with Highlanders. Combining this information, you determine that when Jerom leaves Vath for the surrounding countryside, he needs to keep his big city snobbery in check if he wants to evangelize among country folk, and that he may have some reservations about trying to win converts in highland areas. On the other hand, he would jump at the chance to defend anyone against depredations by Orcs.

To take another example, let's say you want some clue as to S'sta's religious beliefs. The Sohleugir template tells you that the Lizardmen conform to the mainstream for Littoral cultures. The Littoral Brigand template tells you, however, that pirates worship dark gods of power, or gods of luck. You combine that with information from the Littoral template and determine that his tribe worships a wrathful god of the sea who also brings luck and good hunting if propitiated. You decide that, as painful as it is, S'sta tithes from his plunder as a sacrifice to his tribal god, throwing it overboard to keep him happy.



INDEX

A

A Note on Cities	83
Aerial	84
Sub-culture: Aerial Barbarian	86
Aquatic	86
Sub-culture: Aquatic Militaristic	88
Sub-culture: Aquatic Nomadic	88
Sub-culture: Aquatic Urban (Middle Class) ..	88
Sub-culture: Aquatic Urban (Underclass) ..	89
Sub-culture: Aquatic Urban (Upper Class) ..	88
Arctic	89
Sub-culture: Arctic Militaristic	91
Sub-culture: Arctic Nomadic	91

B

Black Gratar	39
--------------------	----

C

Centaurs	7
Horse Centaur	8
Lion Centaur	9
Lizard Centaur	10
Common Men	58
Common Orc	67

D

Desert	91
Sub-culture: Desert Brigand	94
Sub-culture: Desert Militaristic	94
Sub-culture: Desert Urban (Middle Class) ..	94
Sub-culture: Desert Urban (Underclass)	95
Sub-culture: Desert Urban (Upper Class) .	94
Droloi	11
Dwarves	12
Nomari	13
Dwelfs	26
Dyari	19

E

Elves	15
Dyari	19
Erlini	20
Grey Elves	17
High Elves	18
Linaeri	22
Loari	23
Shuluri	24
Wood Elves	15
Eritari	44
Erlini	20
Example 1: A Priest of the Sun on the Rise ...	118
Example 2: S'sta the Lizardman Pirate	121

F

Fey	26
Dwelfs	26
Lennai	29
Satyrs	27
Tylweth Teg.....	28
Filling in the Context	124

G

Garks	31
Gnomes	32
Goblinoids	34
Goblins	34
Hobgoblins	36
Kobolds	37
Murlogi	38
Gratar	39
Black Gratar	39
Green Gratar	40
Grey Gratar	41
Yellow Gratar	42
Greater Lugrôki	71
Greater Orcs	69
Green Gratar	40
Grey Elves	17
Grey Gratar	41

H

Half-Elf	43
Half-Elves	43
Eritari.....	44
Ly'taori.....	45
Punkari	46
Sulini	47
Vorloi	48
Half-Orcs	51
Halflings	49
High Elves	18
High Men	60
Highland	95
Sub-culture: Highland Barbarian	97
Sub-culture: Highland Militaristic	97
Hira'razhir	53
Hira'razhir/Hirazi	53
Hirazi	54
Hobgoblins	36
Horse Centaur	8

I

Idivya	55
Introduction	4

J	
Jhordi	57
K	
Kobolds	37
Ky'taari	45
L	
Laan	62
Languages in Shadow World	6
Lennai	29
Lesser Lugrôki	70
Linaeri	22
Lion Centaur	9
Littoral	98
Sub-culture: Littoral Brigand (Pirate)	100
Sub-culture: Littoral Urban (Middle Class) ..	101
Sub-culture: Littoral Urban (Underclass)	101
Sub-culture: Littoral Urban (Upper Class) ...	101
Lizard Centaur	10
Loari	23
M	
Men	58
Common Men	58
High Men	60
Laan	62
Mixed Men	61
Umli	64
Men in Shadow World	7
Mermen	65
Mining	104
Sub-culture: Mining Militaristic	104
Mixed Men	61
Murlogi	38
N	
Nomari	13
O	
Orcs	67
Common Orc	67
Greater Orcs	69
Greater Lugrôki	71
Lesser Lugrôki	70
P	
Part I: Races	6
Part II: Cultures	83
Part III: Creating Characters	118
Plains	104
Sub-culture: Plains Nomadic	105
Sub-culture: Plains Urban (Middle Class) ..	106
Sub-culture: Plains Urban (Underclass) ...	106

Sub-culture: Plains Urban (Upper Class) .	106
Punkari	46
Q	
Quishadi	72
R	
Rural	106
Sub-culture: Rural Militaristic	109
Sub-culture: Rural Nomadic	109
S	
Satyrs (Fauns)	27
Saurkur	77
Shuikmar (Sharkmen)	73
Shuluri	24
Sohleugir	75
Sohleugir (Lizardmen)/Saurkur	75
Saurkur	77
Sohleugir	75
Subterranean	109
Sub-culture: Subterranean Deeps	111
Sub-culture: Subterranean Militaristic	111
Sub-culture: Subterranean Urban	
(Middle Class)	112
Sub-culture: Subterranean Urban	
(Underclass)	112
Sub-culture: Subterranean Urban	
(Upper Class)	111
Sulini	47
Sylvan	112
Sub-culture: Sylvan Barbarian	115
Sub-culture: Sylvan Nomadic	115
Sub-culture: Woodfolk	115
T	
Troglodytes/Trogli	78
Tylweth Teg (Peries)	28
U	
Umli	64
Urlocs	80
V	
Vorloi	48
Vulfen (Wolfmen)	81
W	
What is Race and What is Culture?	4
What's New About This Book	4
Wood Elves	15
Y	
Yellow Gratar	42

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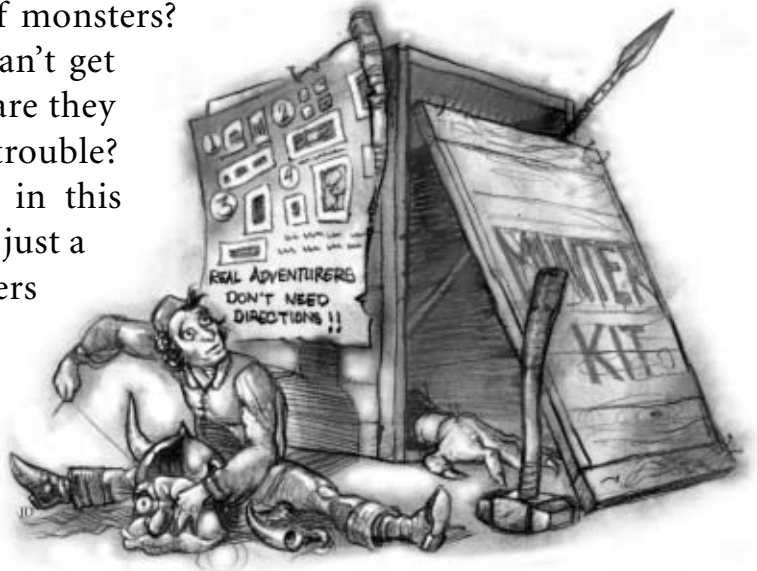
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