

Chapter Two

Character Races

The following are the normal races available for use as player characters. Do not consider this list exhaustive or exclusive. Interesting suggestions for other player character races will be entertained.

There are no level limits on any race. I also severely cut back on the advantages of the non-human races. Those races that do have clear-cut advantages will have an experience rider. That is it will take more experience to rise in level with these races. The following chart lists the ability score minimums for each race, age of maturity, and the dice rolled for age of death.

Table R1 -- Character Races

Races	Ability Score Minimums					Age of Maturity	Lifespan Roll	
	Str	Con	Dex	Int	Wis			Cha
Elf	3	7	6	8	3	8	20	500+5d100
Dwarf	8	7	6	8	3	3	40	350+3d100
Gnome	3	6	8	6	3	3	20	100+2d20
Half Elf	3	6	6	4	3	3	17	120+3d20
Hobbit	7	10	7	6	3	3	33	90+1d20
Human	3	3	3	3	3	3	14	70+2d20

Senior players^A

Avian	9	12	10	6	3	6	3	100 ^B
Centaur	8	10	4	3	3	3	12	100+2d20
Faun	13	9	11	3	3	12	10	100+1d100
Foxfolk	3	3	11	6	3	3	12	60+2d20
Half Avian	9	6	7	4	3	3	8/12	N/A ^C
Half Centaur	9	11	3	3	3	3	14	70+3d20
Leoman	3	9	11	3	3	9	14	70+1d20
Sauroi	9	9	10	6	3	3	30	200+2d100

A) These races are particular to this campaign. Consult with the DM before trying to play one of these races.

B) Avians rejuvenate in an elemental blast called a cycle. This occurs every one hundred years. Consult the race description for details.

C) Half Avians can have extremely long lives. Roll on the following sub-table:
02-80 200+3d100
08-00 Add 400 and roll again

All rolls are cumulative. Add the results for your absolute age.

Explanation of terms

Ability Score minimums: Just that. The minimum that must be rolled to play that character race.

Age of Maturity: This is the minimum age a character of a given race can be played. This assumes a 1st level general class. Other classes or starting levels above first will add to this figure.

Lifespan Roll: The dice or combination of dice and adds use to generate a character's *age of death*.

It should be noted that the profiles of each of the races listed below follow only what is typical for that race or culture when left to be itself. Variations can and do occur. However, please admit the impossibility of me knowing and listing them all. The profiles are provided for you to form a baseline as to the culture and give you an idea as how to play a given race, whether they are a typical specimen or not.



Elves:

Elves or *Quendi* as they call themselves (a word meaning "speakers" in the Elven tongue, called *Quenya* or "speech") are the first children. They were the first sentient race on the world after the cleansing, and are related to the Fay species by the nature of their creation. They are a long lived and peaceful, by preference, race that prefers its own company, finding short lived people a bit too noisy to suit them. Many elves adventure at least once in their life, but elves are so few in number, and they are so long lived, it doesn't seem that way. There are several variations in the Elven race.

The general viewpoint of the Elf is the long one. Any elf can expect a 800 year life-span on average, and they live and plan accordingly. They consider themselves blessed among the other races, as they are the special creation of the First Father. Religion and history are very much a part of everyday life. Elves boast a one million year recorded history, and do boast about it. The possible down side is that they do have a one million year history that can be read and recited from. The past is inescapable.

Each Elf will bear three or more names, a given name, and his mother's and father's surnames. The order that the surnames are listed is dependent on the social importance of the parents. The most important being used last. An elf who undergoes a life changing experience may change their name to reflect that experience. In extreme instances, they will even create a new surname. In this manner new family lines are founded.

Elven society is based around the family. Larger social/political units are extensions of that family structure. Due to the long life of Elves, a family may have as many as five generations living at once. (The Elven "generation" is considerably longer than the human equivalent. Elves born fifty years apart would be considered of the same generation). The eldest member of the family, still involved in family management, is the Patriarch or Matriarch, either is acceptable, but a preference for a Patriarch is present. There is after all no "First Mother". An Elf is expected to show deference to his elders, that is any family member of a generation older than himself. Brash, or disrespectful behavior before elders is a serious breach of manners in an Elven family.

Elven Life

Elven gestation is nine months, and usually proceeds without difficulty. Single births are the rule, but twins are known. Triples or other multiple births are rare enough to attract notice from the Elven Patriarch. Children are raised by the entire extended family. Mother and Father have little to do, and no responsibility apart from their children. Childhood is not rushed. A child is tenderly disciplined and taught. They are allowed to make their own discoveries. Children are always under the watch of careful eyes. They are precious, and are not allowed to come to harm. The period of childhood is considered to extend until the Twentieth birthday.

Between the 18 and 21st year of age an Elf will come to partial physical maturity. They will reach their full height and adult proportions. Sexually they are capable, but infertile. This period of extended adolescence lasts until the Elf is 50 to 55. Youth is allowed its flings, and no elf is seriously pushed to choose a direction for their life unless they are over 75, and have not taken any interests. This is usually the time when interest in adventure is the strongest.

Most Elven adventurers are between the ages of 25 and 50. This is also where the reputation of elves as flighty and frivolous originates. These "over-aged kids" are the Elves most other races have contact with. Thus the majority opinion about Elves is formed

from association with "teenagers". They truly have no responsibilities, and none is expected of them until they are of age to have children. (DM's note: most Half-elves are the result of romantic unions near the end of the late adolescence. The Elf's has become fertile, and they are unaware of it.)

Elven marriages are neither arranged, nor allowed to simply happen. Elders will subtly encourage young people (under 75) to meet, and arrange social pairings, subtly, that they think will work. Elves do not engage in the practice of political marriages, and resent when the matter is forced on them by non-elves. Any pairing that is not working, is dropped without comment. It might as well not have happened. Spontaneous love matches are not encouraged. While they are not forbidden, the couple is urged to time and caution. Five to ten year betrothals are not uncommon in Elven society.

A betrothal is more than an engagement, less than a marriage. The couple is treated as a couple. They will, after the first few of years, share a house or a suite in the larger family house. In the olden times before the Holocaust, sex and the hopefully resulting children were saved until after marriage. In these later, and troubled times (yes, Elves still regard times as troubled 90,000 years after the event) the marriage will not be formalized until the couple has proved fertility. As a result some Elven couples spend their entire lives in a state of betrothal. This "half-marriage" has come to mean marriage for legal and social purposes. Once the happy event of conception and birth has happened, the marriage is formalized in a religious and social ceremony.

Once the marriage is finalized, the couple begin their married, and hopefully fruitful years. The burden of providing for the family is not placed on these parents, but is born by the older members of the family passed childbearing. The fertile time usually lasts from the age of from 50-55 till age 200 or there about. Little is expected of the parents than to have and raise their children. As this means about one child every ten years or so, for even the most fertile couples, they have plenty of time on their hands to pursue interests picked up during adolescence. These studies will aid them in the next stage of Elven life.

Around the age of 200 to 250 the Elf begins to lost fertility, and by 400 even much of a libido. Their own children will have matured to the point of bearing children, and the Elf begins the productive stage of their life. As two thirds or more of a family are in this stage of life even the poorest Elven family will seem rich to humans. Even if the family does nothing but farm and hunt, and few do, the number working the estates ensures than no one does without.

An Elf recognized for his wisdom may become the Patriarch of the family in his later years. This is not of necessity the oldest member of the family, but will be one of the elder. A new Patriarch seems chosen by whim to outsiders. The truth is that the failing of the old Patriarch is not an unforeseen event. While the Patriarch does not directly choose his successor, his influence, and the discussions of the elders of the family will reach an evident accord by the passing of the old Patriarch. The Patriarch is responsible for management of the family. He will handle disputes within the family,

Elves remain productive as long as they are able. Idleness is a burden to soul and body. They usually remain able up until the last few years of their life. Agarwaien comes swiftly when she comes. She is resented, often fought, and grudgingly accepted. The blood-stained Maiden will usually leave the aged Elf a few years to put in order the affairs of over a half millennium of life. The farewells said, the failing body is left, and the Elf joins the First Father and those that have gone before.

Disabled Elves are not cast out of the household. Whenever

possible, the problem is corrected. In the rare cases when disability cannot be corrected the sense of family duty is so strong that unless the Elf can find productive work with their disabilities they will either leave the family, or lose the will to live.

Elven Politics

Elven politics is the family extended even further. Where several families live in the same area the Patriarchs, or their appointed representatives, will meet to discuss matters of public Interest, and discuss is the operative word. Unless the matter is truly urgent, such as evacuation and defense before an invading army, all sides of an issue will be debated, investigated, and debated some more. The holders of opinions will switch sides, and debate the matter again to see if any new insight can be found. This matter finished to the satisfaction of all, and it will continue until all are satisfied with the debate. A decision is made by the leading Patriarch and implemented. Elves, being long lived, make no decision in haste that can be made at leisure. This manner of deciding things drives more literal minded races, such as dwarves, and fast paced races, such as humans, to total and complete distraction. From this habit comes the saying: "Ask not the Elves for advice, for they will say both yes, and no."

The top end of Elven politics is the Patriarch of the Elves. He is considered a living embodiment of the idea of the First Father. He is not a religious authority as clerics cannot hold a political position. In matters concerning the entire body of the Elven people he has authority to speak, and will often advise on lessor matters when asked. The Patriarch is also not a King in the human definition of the word. His proclamations do not carry the weight of law. Indeed, the only thing that makes anyone listen to him is the Elven respect for the elder. The Patriarch is always of the line that descends directly from the First Born, of the First Father. This is currently of the Elsoria family.

Elves continue this process even when other races claim control over the lands Elves hold. While they will treat with kings of other races, they will bow to no other race but Phoenixes. The Phoenixes where created for the purpose of giving a direction to younger races by the First Father himself. These beings have, if possible, a longer viewpoint than even Elves.

Elven Art & Culture

Elves love beautiful objects, and value the maker of said objects. Few if any Elves do not have some artistic skills.

Elven art tends to natural themes, either in as realistic as possible a representation, or a stylized and/or abstract rendering. There are as many, if not more "schools" of art in Elven culture as in human cultures. All the arts are highly prized, and Elves believe that a useful object should also be beautiful. Little escapes the decorative urge. Music, and writing are also practiced daily. Historical plays can last for days, a concert for as much as a week. Daily necessary tasks done in the morning, and the rest of the day spent at the concert or play.

Games of all kinds are enjoyed. The classic board games are played often with variations that extend the duration of a single game to weeks. Rhetorical debates are also a common game in Elven households.

Elves build to last. A common house is not considered well made unless it will long outlast its maker. Elves commonly use living plants in their construction, and incorporate magic that will extend the life of the tree for millennia. Elven architecture has an almost, accidental,

appearance. It often looks random and frail to those use to human architecture that is based on stacking things. Buildings are designed to blend into the surroundings. To the unknowing, an Elven city teeming with thousands will look like an empty wood.

Elves likewise farm in a manner that has minimal impact on the land. A farm planted in the Elven fashion will not even look planted to the eye use to neat furrows, and orderly rows. A grain field looks like a meadow, a succulent field like ground cover on a forest floor.

Elven Religion

Elven religion is an Inherent but understated part of day to day life. The Elven attitude toward gods is that of adviser and elder. The gods are archtypes, ideals, and inspirations. There is little sense of parental overview. They are regarded as beings willing to instruct those that wish to be instructed, and advise those that will accept advice. Occasionally a bargain for protection or aid in an endeavor will be made. In no case will the gods honor such a bargain if the mortal takes undue risks, or does not do their best.

Honor is given the gods on their days. Sometimes a sacrifice is made when the favor of a god is requested. The Elves never fear their gods.

Elven Races

Since the creation of the Elves the original race has split into five recognizable sub-groups. Each race of elves has its history and peculiarities. All will conform to the above outline unless otherwise noted.

Calaquendi: The "Elves of Light". These are the Elves that most people think of when thinking of Elves. The most common race of elves, and the Elves with the most contact with other races, so called "high Elves". (This appellation bothers other Elves, but they don't tell the humans that.)

Calaquendi stand 6 foot on average, with slender builds and fair complexions. Their hair is light brown to platinum blonde. Their eye color is blue, green, or rarely amber, violet, or brown. *Calaquendi* have infravision to 60 feet. This race of Elves is open to all classes.

Erinquendi: The "Wood Elves" *Erinquendi*, other than an aboral lifestyle are not that different from *Calaquendi*, although they are much shorter on average at 5'4". They have medium builds, and lightly tanned complexions. Hair color ranges from russet, and brown, to the more common blonde and even red. *Erinquendi* excel at feats of manual Dexterity. A *Erinquendi* character takes one point from wisdom and places it in dexterity.

Mithquendi: The "Grey Elves". These Elves are the oldest division in the Elven race. A group of elves that departed from the main body in the first wars some 900,000 years ago. They retreated to high mountains. So great the divine, and lightly populated the world, that they where separated sufficient time to develop a recognizable language different from *Quenya*, called *Sindarin*. This language is recognized as the scholar's tongue among all Elves now.

Mithquendi are an average 5' 10" tall, and if anything even more slight and pale than *Calaquendi*. Their hair is either a light yellow blonde, or more common platinum blonde or even pure white. Their eyes color an ice blue, gray, or rarely, black.

Mithquendi have the usual 60" infravision. As they are frailer, and usually more magic prone than their cousins, *Mithquendi* take two ability points from Constitution, and add it to Intelligence. Intelligence scores above 22 are possible. *Mithquendi* will not lower themselves to learn thieving skills, so the class of thief is not open to them. *Mithquendi* bards use the normal Magician table for spells, and have

no thieving skills.

Mroquendi: The "Drow". These are the "Dark Elves". A term that many humans miss interrupt to mean "black". This race of elves was created when a body of the Elves, lead by the returned *Morchaint Mormiron* in the form of *Loth* made war on the rest of the Elves. This violation of the First Law caused the race as one to rise against them. The lawbreakers where driven into the caves beneath the earth.

Mroquendi culture is a brutalized version of the surface Elves culture. Driven by a religion that emphasized strength, and an environment that is beastly hostile. All family leaders are Matriarchs.

Long years in this dark place, called the "Womb of the Mother" by the *Mroquendi* has altered them more than most. *Mroquendi* average 5' 6" in height. They have larger than normal eyes that see in near total darkness. Their skin, hair, and, eyes have no pigment what so ever.

Mroquendi cannot return unprotected to the surface of the world. While the rent that separated the Elves has been mended, the *Mroquendi* can never again stand in the gaze of the Father. *Mroquendi* have infravision to 240 feet. They cannot remain in the sun for more than an hour without sustaining 1st degree burns. Three hours naked in the midday can kill. They cannot abide a light stronger than starlight, but can see perfectly in that level of light. There are no class restrictions for *Mroquendi*.

Sularquendi: The Elves of "Wind and Fire". These Elves could rightfully be classed as half-elves. They are the result of cross breeding with Phoenixes in the last 7000 years. They have no culture apart from the normal Elven culture, and are distinguished by features and heritage alone.

Sularquendi are tall, averaging 6' 6", and extremely slender. Their complexion is dark, almost swarthy. Their hair is always red, from fire red to a burnished copper. Their eyes are violet, amber, black or even red. Some *Sularquendi* have residue Avian traits. The "Avian eye", and the hand talons are common, as is a resistance to fire.

There are no class restrictions on *Sularquendi*. They have no infravision, and each Avian trait present causes a multiplier on the experience rider chart.

Avian Eye: +1. This allows an eight times greater visual acuity at a distance.

Hand Talons: +1. This allows the character to attack twice in a round without weapons causing 1-3 points damage with each strike.

Fire Resistance: +2. This gives the permanent effect of a **potion of fire resistance.**



Dwarves

Dwarves or *Carrul* as they call themselves, "Sons of the stone" are the people of the mountains. Dwarf is the term Humans use to describe them, a term they accept from humans and other races, but never use among themselves. To the Dwarf mind it is better to accept the slightly derogative term, than explain themselves to *scatha*, or "outsiders". This is a typical point of the Dwarven view that they will allow misconceptions about themselves to flourish, even "play along" with them rather than reveal anything about their personal or private lives. A Dwarf never explains himself, never, at least to non-Dwarves. They are typified by a practical, taciturn view point, and a short stature. Most outside races never see real typical dwarves, so never really know them. What is seen of Dwarves is those willing to brave the outside for the benefit of their people at large the taciturn men with few women and a lusty appetite for drink and song.

Dwarves are a people from the outside. Their ancestors fled a dying world in the legendary "Ship of Stone". About 500,000 years ago that ship came to Thindacairull. At first the survivors tunneled into rocks of the new world, and had no interest in what was outside the world. What minerals and what caverns they could find were all that concerned them.

In time the outside came to them. The first reaction of the Dwarves was to push back these strange tall and slender people. For a short time, war was the usual state of meeting for Dwarves and the surface races.

Moradin Silverhand, later called the Soul-forged was the first Dwarf to consider that all things outside the caverns were not hostile. With his aid, peace was made, and peace has remained the way between the Elves and Dwarves since.

Dwarves are as a race, agoraphobic. Open spaces scare them. They much prefer to be in a tunnel whose sides are almost touching them. The average Dwarf will never venture to the surface of the world, and other races never see average Dwarves unless they travel to the places that dwarves dwell.

Dwarven Life

There are two Dwarven "Ways of life". What is described is the more typically seen "Hill Dwarf" or *Garscalla* "those that deal with strangers", the more commonly seen, but lesser in numbers, of the two *Edor*, or major castes of dwarf. The other *Edor* is the seldom seen but far more numerous *Sarufend*.

A dwarf is born after a 14 month gestation. Childbirth is usually hard on the woman and is attended with diligence by midwives and priests. A birth is rare, and important in the community. Dwarves are born singly. So rare are multiple births of any kind that every case of twins where both lived has been recorded in the Great Tome.

Dwarves usually regard the birth of twins as an ill omen. Their religion holds that all things are balanced, and from mercy the Soul-Forged holds back the evil part of a man from being born. This explains the difficulty of birth, as the evil and good fight within the womb of the woman for control. Twins means a draw, and one of the pair is destined for destruction, but no man can know which. In cases of a child that grows up a wastrel, a criminal, or a burden to the family it is said; "He bettered his skill brother." Meaning that the evil half was born, not the good.

Dwarven childhood lasts 40 years. The child requires that full time to reach physical maturity. Childhood is the only care free time in the life of a dwarf. Children, are seldom supervised, but lightly watched by the entire clan.

At 40 years a dwarf comes of age. It is a time for a woman to marry, and a man to take his Father's trade. All dwarves belong to a *Searu*, or caste literally a "Craft". Each male child is expected to follow in his Father's craft, and clan and community pressure ensure that in all but the rarest cases they do. There are only two socially acceptable alternatives to this, the Clergy, or the Magicians. One can seek position in either, the former is easier to get into than the later.

The third choice, adventuring is not socially acceptable. Those dwarves that take up the profession are considered outcaste by their families and clans. This is not to say they can never return home, but they are forever marked as strange and unacceptable. They can return with wealth (admittedly valued) and fame (worthless), but are forever marked by their journeys under the open sky. Ironically these dwarves by their very outcaste nature are sought by Dwarven Kings to represent their people among the outsiders. While the method of gaining knowledge of the outside is unacceptable, the knowledge is valued for the power that it is. Those dwarves that have proved willing to face the stony disapproval of their elders and peers and are successful in spite of it, gain influence and power. However, it is always in the courts of other races, but never at home.

The female dwarf has little choice other than marriage, and her Mother will wheedle and deal and buy the best marriage she can. However, the woman is not bound by the limits of *Searu* or *Edor* as is the man. She can marry as well as her Mother can arrange. As deeper is better, few brides are left for the men of the *Garscalla*, and fewer still come willingly out of the Mountains.

A woman's only choice outside marriage is the clergy. Those women that break, and seek adventure themselves are a scandal, and need not come home.

By the age of 60 a man is settled into his trade, and rising fast, by the age of 100 he will be considered fit to marry, and can seek a bride. For this he must go to his Mother, who will bargain for him with the mothers of the brides, if he has no Mother an Aunt or Grandmother. Baring all other choices, the Clan Mother will speak for him. Never, *never* does the man approach a prospective bride's Mother, or even worse, the bride herself, himself. Marriage is an arranged institution for the propagation and protection of the *Carrul*. Love, is a reward for later, if you work for a good marriage. It has no consideration in the selection process.

The reward for tireless labor, and success seeking is a good family and children. It is the dwarf's goal in life. If he grows in wisdom, and prospers in wealth (if you are not wise enough to get wealthy, you're not wise), he may be elected to a position on the clan Council. If he serves the clan well, he may become Clan Father, or even King.

Old age sneaks up on the typical dwarf. The Crone comes slowly, and creeps into the bones, dims the eyes and ears. Reason does not fail unless other problems cause it, but the body's pain increases. An old dwarf is forgiven if he indulges overly in drink, or other intoxicants. Life is long and hard, and he has earned it. When the Crone comes at last in person, she is usually welcomed with open arms. The body is failing, the pain often and great. If the Dwarf has lived well, the passing will be mourned for years, even recorded in the Great Tome. The funeral feasts are finished. The body is laid to rest in the comforting stone. His life was good. His name will be passed on.

Dwarven Politics:

The foundation of the Dwarven community is the clan. A single clan may consist of from 6 to 6000 families. A community may consist of a single clan, or a dozen or more in the larger cities.

The family is considered the married couple and their children, but this is only one structure within the clan. All members of a clan are related, by blood or by marriage. An unmarried Dwarf is considered part of his or her Father's family even if they are 600 years old, and dad has been dead for years. In cases where the Father of a family is deceased, the Mother will speak for the family. In the cases where unmarried children remain after both parents are gone, the Clan mother speaks for them.

Clan Fathers are elected with each family in the clan having one vote. It is the responsibility of the Clan Father to see to the defense of the community, and deal with other communities. If a particular profession is needed in the town, he and the other Clan Fathers (if present) will see that someone is recruited to fill it. The Clan Father Judges civil disputes that do not involve domestic matters and with the Clan Mother judges criminal disputes. When a matter crosses clans, the leaders of both clans will judge, with a Priest brought in to mediate and settle disputes between the Clan leaders.

Clan Mothers are also elected, but by all the married women in the clan. She oversees all matters of marriage and domestic tranquillity. She also sits as half the panel at criminal trials with equal voice in the proceedings. She acts a surrogate female relative to all unmarried men that would otherwise have no voice in the community. Getting on the bad side of the Clan Mother is not a good idea.

Decisions by either Clan Father or Clan Mother are made with all due process. Both sides will be listened to, and once the principals have said their peace a decision is forth coming, always within three days.

Communities where more than one clan is numbered among the population will have a "King". This elder dwarf must be skilled at war, and not the head of any one clan. By accepting the title of King he removes himself from his clan. He speaks only for the community at large, and not for any one part of it. His responsibility is to defend the community if necessary, and to deal with other communities and outsiders in the name of the community. He can appoint ambassadors and generals, and call up the militia. In times of war he has absolute rule of Law.

The King is chosen by the clan Council that consists of both Clan Fathers and Clan Mothers. A King can be removed by the council if he proves incompetent. The title is not hereditary.

In the cases where many communities are close together either physically or economically a "Great King" may be elected to deal with the affairs of all the localities that elect him.

The clergy is also not numbered among the clans. The children of priests do not become priests. They remain within the clan, with the Clan Mother speaking for them. A priest is considered above the politics of clans, and representative of the gods. Most priests do attempt to adhere to this ideal, but there are failings. The more obvious ones will find themselves removed to far places by church superiors.

Dwarven Art & Culture

Dwarven art comes in two flavors, decorative, and religious. Decorative arts are generally of a geometric nature. Good examples would be the rectilinear forms of Art Nouveau, or Art Deco. Dwarves find beauty in function. The more functional an item is, the more beautiful it is. Living creatures, either animal or sentient are seldom

seen in any Dwarven decorative art. Religious art is the opposite in nature. Living creatures are the primary subjects. Inanimate objects take a secondary role, if any at all. Religious art depicts scenes from legend, from myth, and stories of moral lessons. Figures are usually in relief (full form sculpture is rare), and form follows strict rules of composition and meaning.

Dwarven music is always vocal. The low bass chanting that carries through the caverns and tunnels for miles, accompanied only by drums. String instruments have found a place in some Dwarven communities that have constant contact with the surface. The rare wooden objects are considered a sign of wealth. The soft tones are appreciated, and harps and lutes are working their way into the culture. To the surprise of many, brasses have no place in Dwarven music. The strident tone of the wind instruments is ill-suited to the echoing chambers where music is performed.

Dwarven Religion

All Dwarven gods were once heroes of the people. The average Dwarf stands in awe of the accomplishments of his gods, while still understanding that if he puts forth the effort and sacrifice, he could do the same. The gods are attainable goals, improbable, almost impossible goals. Still if one is willing to be the equal of the gods in word and deed, one has a chance to sit at their side as equals in respect and power.

Under no circumstance was the road taken by heroes become gods an easy one. A Dwarf holds these beings in awe for the depth of the dedication that they had to cause and deed. He seeks their approval and some times their aid, and attempts to hue to the harsh and difficult example they demonstrate.

Dwarven Races

There are two "races" of dwarves, the two *Edor* as they are known.

Garscalla: literally, a "spear against outsiders". This is the *Edor* of dwarves that most other races see. They are sometimes called "Hill Dwarves".

Garscalla run from 3' 6" to 4'6" tall and are massively build compared to humans. It is said that most are as wide as they are tall, and it can be literally true. Body density is such to offset any combat minus due to height. Their skin runs from a nut brown to a rusty brown in color, hair is black, or brown, rarely red and readily turns gray or white as the dwarf ages. Only males have beards. The legend of female beards comes from the habit of women disguising themselves as men when outside. Eye color is gray, black or brown, rarely green.

Garscalla are highly immune to disease and poison, they have a bonus for all saves vs. poisons or disease checks based on their Constitution. They have infravision to 60 feet. It is said that "all dwarves are miners", in the sense that all dwarves live in the stone, and understand its properties, this is true. A dwarf will know if underground passages are sloping, and in which direction. They can judge the age (within a few centuries) of stone construction. (Unless a given dwarf has spent all their life outside, they will over estimate the age of outside stone construction vastly, on the order of centuries per decade.) And can measure the soundness of stone construction. They will know Dwarven work when they see it. They will recognize a given style of construction once it is encountered, but will know nothing of the builders unless a study has been made of that culture.

All player character classes are available for *Garscalla*.

Sarufend: literally skill strong. The far more common dwarf that seldom, if ever, sees the light of the sun. *Sarufend* have a much higher female to male ratio than the *Garscalla*, on the order of 56% female. Appearance is the main difference between the two "races". Mountain Dwarves, as they are sometimes called, run from 3' 0" to 4'0" tall and are massively build compared to humans. It is said that most are as wide as they are tall, and it can be literally true. Body density is such to offset any combat minus due to height. Their skin runs from a light gray to a red gray in color, hair is black, or brown and readily turns gray or white as the dwarf ages. Only males have beards. Eye color is gray, black or brown. They have the same racial abilities as the *Garscalla*. Infravision is to 250 feet. *Sarufend* are very sensitive to bright light. They suffer a -1 penalty to all attack and dexterity based saves when in daylight. In addition to the *Garscalla* abilities, *Sarufend* can judge depth below ground and judge the soundness of natural formations and caverns.

All player character classes are available for *Sarufend*.

Table R2 -- Constitution Saving Throw Bonuses

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-19	+5



Gnomes

Gnomes are another of the imported races. They arrived from other worlds in the days before the suns drifted apart and rendered magical travel impossible. Gnomes surprisingly call themselves Gnomes. It seems that apart from "big noses" there was little to typify them. Gnomes are noticeably smaller than Dwarves, and claim there is no relation.. Gnomes, as they proudly maintain, are also less rotund than Dwarves. Their noses, however, are significantly larger.

Gnomes have lively and sly senses of humor, especially for practical jokes. They have a great love of living things and finely wrought items, particularly gems and jewelry. Gnomes love all sorts of precious stones and are masters of gem polishing and cutting.

A Gnome is not happy in idleness. Indeed, it is doubted whether they can sit still. Busy and happy about it is the Gnome way. A dozen Gnomes at work can drive a Human to distraction. Are scurrying about and talking all at once. Yet the job seems to get done in a swift and efficient manner.

Gnomes prefer to live in areas of rolling, rocky hills that are well wooded. Their diminutive stature has not made them shy. Gnomes freely integrate with other races, although family habits tend to form natural neighborhoods of Gnomes even when they share a town with other races. Dwelling by preference in mines and burrows, they are sympathetic to Dwarves, but find the Dwarvish aversion to the open sky foolish.

Gnome Life

A Gnome comes into the world after a 9 month gestation. The Gnomish family is a chaotic place. Mother, Father, Sister, Cousins, Aunts, and Uncles abound. This extended family may well number as many as 50 individuals or even more. Even in human style villages (what Gnomes call "stick towns") the family will take dwellings as close together as possible.

A Gnome child has many watchful eyes, and many ears listening. Advice and instruction comes from all quarters. Indeed, it would be a rare child that managed to avoid instruction from its elders.

Adolescents comes at about age 15 and lasts till age 20. Long before this time the elders will be sounding out the child for what trade they are interested in. While it is not imperative that a Gnome follow his father's, or even Mother's trade, a trade they must have. Indeed, even if the Gnome elects the family trade, they will not train at home, but be apprenticed out. Gnome girls are expected to know a trade as the boys are to be familiar with domestic duties. "A Gnome," they will be told, "can and should do everything."

At the end of apprenticeship it is expected that a Gnome will "go and see the world". This might mean as little as a trip to the next town, or a true vocation in adventure. Some experience outside of the local area is a must for the well rounded Gnome. They cannot call themselves wise if they have never see the other side of the hills. Girls are usually excused this duty, but are not discouraged from taking a trip if they want to.

Once the world is seen the Gnome can settle down (if that can be said of a Gnome) marry and raise a family. While the Gnome is expected to find his own mate, they will not lack for advice from every quarter. Not every Gnome finds the time for romance, and bachelor hood is not an unusual state. It will be commented on, and possible mates pushed at the reluctant suitor, but even that after a time will stop (except for the most determined aunties). The Gnome's choice of the single life will be accepted.

The life of the family Gnome is one of happy chaos. Children underfoot, relatives everywhere, coworkers (many Gnomes do enter the family trade), in-laws, and even visitors. This cacophony and bustle are music and dance to the Gnome.

As old age approaches a Gnome tends to get cranky. Physical limits, be they caused by age or disabilities, are not handled well. The Gnome wants to be active. Any limits on this desire are perceived as an affront to his dignity. Few Gnomes age gracefully unless that aging is not accompanied by disability or a decrease in capacity.

Death when it at last arrives is either welcome or repulsed depending on the physical state of the Gnome. Those laid low are likely to see an end to the suffering of inactivity, those still capable are more likely to busy to die, and resent the disruption of their schedule.

Gnome Politics

Gnomes handle politics in the same manner they do everything else, with an in your face manner and seeming lack of structure. Gnomes regard the career politician as lazy and useless, the lowest form of life. Anyone that does not practice a trade that makes something is thought of as less than someone that does. (Because of this Gnome magicians will always be producing small magic items to justify their existence. Gnome run temples have plenty of holy water and small religious charms for sale). As a result all Gnome political figures are also master craftsmen. Having proved they can craft, they can enter politics respectfully.

Gnome communities are thus run by the guilds. There is no equivalent to "civil" authority in all gnome communities. A Council of guilds sits over all matters of community interests, with the guild masters each representing the interests of their crafters. Those that, for some awful reason, are not in guilds are out of luck. In mixed towns and cities, where most Gnomes live, the Gnomes will freely mingle with the crafters of other races, and seldom bother with politics at all outside their guild.

What kind of system Gnomes would devise if presented with an entire country is unknown. Gnomes have not controlled a nation state in the written history of the Elves.

Criminal matters are likewise handled by guildmasters in those communities that have no formal justice system. Not surprisingly the Gnomish body of common law regards damage that prevents the victim from producing as the highest crime, quickly followed theft of goods or skills. Outright killing someone is considered less of a crime.

Gnome Art & Culture

Gnomes are famous for their art. Indeed, they are hailed as the best gemcutters and jewelers on the world. This skill extends into any metal decoration. Gnomes are master of malleability and ductility. They can carve the most intricate details into the least workable metals.

This is not to say they have no skill at other forms of craft. Leather wood, bone, what ever the material you will find a Gnome that works it, and works it well. Even a Gnomish shoemaker will be the best shoemaker he can.

Left to their own devices Gnomes prefer busy art. The styles of Rococo and Baroque would be good examples of Gnome preference. However, they are not limited to this. A good Gnome craftsman can make what you want the way to want it. They have an excellent ability to copy other styles given either a drawing or a sample.

Parties are the prime Gnome recreation. They have little patience with passive entertainment such as plays or concerts. They prefer singing in mass, or just social interaction. The Gnome imperative to *do* shines through.

Gnome Religion

Gnomes have few gods and usually honor them more in the breach than practice. Religion produces little of value, and therefore is little valued by Gnomes. They will attend a priest for healing, or to marry, or bury the dead. Beyond these simple matters Gnomes trust that the gods will favor those that are diligent in their labors. They have little use for those gods that would not want them working but spending idle time in temples and ceremonies.



Gnome Races

There is only one "race" of Gnome. Regional variations will occur. Gnomes have dark tan to nut brown skin. Their hair is always white. Eye color is brown or black, rarely green.

A Gnome character has a high manual dexterity. All Gnomes take one point from Constitution and one from Wisdom and place them in Dexterity.

Gnomes have a natural affinity with devices. Any mechanical device a Gnome tinkers with he is likely to learn something from. A Gnome can figure out any simple mechanical device on a d20 roll against Intelligence -3. More complex devices or broken devices will have additional penalties. All Gnomes have a basic ability to do this. Practice or a profession may improve it.



Half Elf

Half Elves are the result of matings between humans and elves. They are the most common of the cross species "races" that you will find. Others are possible as just about anything can breed with anything.

Half Elves have no culture independent of other races. 80% of Half Elves are the result of accidental fertility. That is the Elven parent at least didn't know it was loaded. The other 20% are the result of an unlikely love match between an Elf and a Human.

A Half Elf takes about 17 years to reach physical maturity. Most will experience a period of delayed fertility like the Elven parent. This seldom lasts more than a decade.

Half Elves are the result of the culture they are raised in. Those that grow up in Human society will reflect this, those that grow up in Elven culture will be more Elven. This can vary from calm and loving acceptance to the infant cast out on the street. Half Elves are seldom the result of deliberate and welcome child-making in the confines of a stable marriage. Their personality will reflect the degree of acceptance they have enjoyed.

The Half Elven life span is usually longer than that enjoyed by Humans, but never anywhere near the length of the Elven parent. "Hybrid vigor" seems to apply to them however, and they seldom suffer from the ills of age common to either Elves or Humans. Most Half Elves are vigorous and active their entire lives.

Half Elves can vary in appearance from almost purely Elven, to slightly Fay looking Human. Their build can run from slight to heavy. Half Elven hair and eye colors span the full Elven and Human range.

Half Elves have a limited infravision similar to Elves. They can distinguish detail only out to 30 feet. All classes are open to Half Elves.

Hobbits

Hobbits are short, generally plump people, very much like small humans. Their faces are round and broad and often quite florid. Their hair is typically curly and the tops of their feet are covered with coarse hair. They prefer not to wear shoes whenever possible.

Where Hobbits came from is a subject for much debate, and has raised tempers at more than one sage's gathering. Elven histories do not record them coming from outside, and no record exists of their creation. It is as if they simply appeared underfoot, enjoying the lifestyle they have even today. It is generally accepted that their origin lies in matings between humans and the lesser Fay creatures.

Hobbits are sturdy and industrious, generally quiet and peaceful. Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun stories. They can be a trifle boring at times. Hobbits are not forward, but they are observant and conversational if in friendly company. Hobbits see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard working when there is need.

Hobbit Life

A hobbit is born after an eight month gestation. Multiple births are unknown among the Hobbits, but large families are not. A typical family will have from 4 to 8 children of less than adult age in the house at any one time. Hobbit childhood is easy and left simple. A young Hobbit is typically blessed with cheerful and loving parents. While great wealth is not common among Hobbits, neither is poverty. The outlook is one of health wealth and comfort. Hobbits develop slowly. A long childhood is followed by an extended adolescence. Adulthood is considered to begin with the 33rd birthday.

Long before this time a trade will have been learned, and the young man set into it. Indeed, by his 33rd year a Hobbit male should be finished, or near finished with his journeyman's days, or have earned enough money for land if he is a farmer. A young woman is trained by her mother in domestic arts.

While either gender may enter into the clergy, these duties are treated as any other trade, and the priest is not set apart from the community. They will marry and engage in family and community life as will anyone else.

Once the all important coming of age is passed both genders go looking for mates. Marriage is an important event. An engagement is reason for many parties between the two families. It is a time to look over the prospective in-laws, and exchange gossip. The marriage itself will involve the entire village. The Groom's family usually provides the new couple with a house, the Bride's family fills it.

Those young men, and rarer young women that engage in an adventuring life are marked forever by it. Even if they settle down in later years to a quiet normal life, they are never quite "respectable". Their tales are enjoyed, and the village may bask a bit in the notoriety, but the adventurer himself is never seen as a "proper" Hobbit thereafter.

Now is the time of building the family and making as little mark on the world as possible. The Family Man is the foundation of Hobbit society. Much time will be spend with other men, and more than a few of the women at the local watering hole to discuss the affairs that concern all. Children come and are cheerfully raised. The work is accomplished, harvests brought in and many a feast is put beneath the belt.

Family continues to be the focus of the Hobbit's life as age

advances. Grandchildren and even great-grandchildren will be bounced on knees, stories told and quiet pipes enjoyed by the fire. Politics is not the Hobbit way, and such acrimonious affairs are the business of the young.

Death usually comes quietly when it comes. Peace is the Hobbit way, and even this is peacefully accepted.

Hobbit Politics

Hobbit politics is close to being an oxymoron. Ask any Hobbit if they engage in politics, and the flat out answer is no. Ask about some matter of local concern, and you will get an earful of opinion.

Hobbits have no King, and deal reluctantly with Lords. They do not willingly involve themselves in any political unit larger than a village.

Local politics is handled on an ad hoc basis. The village "leader" is usually anyone inclined to do the work, and maintain a profession as well. The position is never paid. As long as the "Mayor" does a decent job and does not take (to much) advantage of the position he remains in office. Matters of law are seldom an issue, but when necessary they are dealt with. The worst a Hobbit village will do is exile a member. Hobbits as a people have no taste for blood.

Hobbit "Shires", an association of several villages within a few days of each other, will often jointly hire a "sheriff". This officer's duties primarily deal with removing wild beasts that threaten farm stock, and keeping on the watch for bandits or monsters. He will deputize as he requires, and he also maintains the local armory, and trains the militia.

Hobbits do have a militia. When they love a peaceful life, they have no illusions to the nature of other creatures. Even the most sheltered and protected village will have its stores of arms and armor. History has not always been kind, and the Hobbits have not forgotten. The legendary prowess with sling and bow is true. While no Hobbit is much threat with a sword, they are deadly with missiles.

(Note: The Hobbits have developed a special weapon called the "Lever Bow". This curious bow with its attached wheels and extra strings has caused much humor in the ranks of non-Hobbit archers. Laughter that stops when the devices are demonstrated. While the bow allows an archer skilled in its use only a single arrow per round, the accuracy and punch of the bow cannot be argued with. The mechanical advantage provided by the wheels and cables allows an archer to draw, and aim a bow, that the archer would not normally be able to handle. The effect is as a strength bow two points higher than the archer's actual strength. In addition, any archer proficient in the lever bow that takes an additional 5 segments to aim at a still target can take a called shot without penalty if within medium range or shorter. A called shot can be made at long range with only a -2 penalty. Lever bows are never unstrung. The cutting of a string will result in an explosion of cables and other parts. Repair requires a kit of tools and a bowyer skilled in maintaining lever bows. Any arrows of the proper size can be used.



Hobbit Art

Hobbits are not an original people where art is concerned. What ever passes for current style in the major city near them will pass well among them. However, they are skilled with their hands, and enjoy fine work. Music is always welcome and bards of any race will find the food in plenty and drink in abundance when passing among Hobbits.

The one skill they seem to possess and treasure above all other is a love for songs and stories. Rigmaroles, the songs that build in complexity with each verse are a passion with them. Recursive stories are a uniquely Hobbit invention. A story that builds back to its origin, and can be told, with minor variations endlessly in one telling.

Hobbit Races

There are no significant variations in the Hobbit race. While some populations may be shorter, some taller, some stockier than the average they all fall within the accepted range for their race.

Hobbits are from between 2' 6" and 3' 4" tall, the average being 3 foot. Hair color is brown or black, red is uncommon, and blondes are truly rare. Eye color is green, blue, or violet, rarely brown or black. Complexion tends to the swarthy side of fair. A Hobbit's trade will have a good deal to do with skin tone as they tan readily. Most Hobbits are from 10% to 20% overweight.

All Hobbits have a +1 to hit with any missile weapon, whether thrown by hand or with a device of some kind. All Hobbit characters take one point from Intelligence and add it to Dexterity.

Hobbits can be of any character class, and have a unique variation of the thief. This is detailed in the classes section of the book.



Human

Humans make up the majority of the world population. Although humans are treated as a single race, they come in all the varieties we know on Earth and a few we don't. A human player character can have whatever racial characteristics the player and DM can agree on.

I do not have the room to list and print all the possible variations for Humans within my game. Any character concept can be accommodated, and any number of cultures, either existing already, or yet to be created can be accommodated. Please do not think that the shortness of this entry as a lack of Interest in humans. It is more a case of too many choices. Art & Culture, religion, family life, politics all of these have no "typical" examples for humans because humans run the full range of the possible.

Senior Player Races

You will see that there are several nonstandard races on the race list. They are available after you have a chance to get use to the quirks in my game. I do not recommend these races for the player starting out or learning the game. They involve even more detail than the standard races listed above. Most have experience riders due to the advantages the race confers.

Avian

The term Avian describes several related races of highly magical nature. All are 7 foot plus bird like humanoids. They have both wings and hands, the wings being three times as long as the Avian is tall. The head is that of a large bird of prey, with a hooked black beak and large round eyes. The whole body is feathered except the hands and taloned feet. Color varies from race to race. The known races of the Avian kind are the Auroran, Aviard, Darklin, Glacian, and Phoenix (sometimes called the Greater Phoenix). Others are assumed or suggested, but none are confirmed.

The Avians were created by *Silalata Tommie* to protect the First Children. He created the Avians now known as the Three Brothers, the first of their kind. The original creation was of the Aviard, Glacian, and Phoenix only. The other races were created by additional magic or cross breeding. It is also held that the shame of the race, bloodlust and the taste for human meat where the work of *Morchaint Mormiron*, the dark twin of the Lord of Light. He was jealous of his brother's creation and corrupted them before they were finished. Both Elven and Avian lore hold that this act, called "The Third Shame" was the cause of the battle that took both gods out of the picture for almost a million years.

Avians are friendly with any people that are friendly with them. They favor Elves, and have special relationship with Pegasi. No Avian, no matter how hungry will eat a Pegasus, and they will go out of their way to aid the creatures. Likewise, a Pegasus will not attack an Avian, and will aid them as mounts if asked. Orcs are the one exception to Avian tolerance. Any Orcs found by an Avian will be driven out of hovel and home, and killed as quickly as possible. They will not be eaten.

All varieties of Avian have a connection to one of the elemental planes, as well as the positive material plane. This connection is responsible for the "cycle" the Avian's name for the regenerative process. Killing an Avian is not an end to the creature. As legend suggests, the Avian is able to regenerate itself from the state of death. An Avian killed by mundane means will burst into a display of the element it is connected to with explosive force. The older the Avian the greater the radius of the burst (10'/cycle) and the damage sustained by those in its area (1d6/cycle). The result of this elemental burst is an 8" diameter translucent gold ball, commonly called an egg. The Avian will emerge whole and unharmed from this "egg" at the next dawn. A number of attack forms will keep an Avian from "cycling". If an Avian is killed by death magic (*Death Spell*, *Power Word Kill*, *Cause Death*, etc.) they will not form an egg. A *Raise Dead* or *Resurrection* spell will allow the dead Avian to cycle, provided a saving throw vs. PPD is made. Should the saving throw fail, nothing can raise them. An Avian can not abide its elemental weakness. If killed by its bane they will not cycle. However, they can be revived with spells, provided the saving throw is made. If the soul of an Avian is *Magic Jarred*, the body will not cycle if killed. In this case there is no way to raise them short of a *Wish*. If an Avian in the egg form is trapped in an environment inhospitable to life, the bottom of a lake, buried in rocks, etc., that the force of exit will not

clear, they will go dormant. They will remain in the egg until conditions change. The danger in this is the mind remains aware. While they will not go insane in their own egg, they can lose interest in living. Should this happen the Avian will not revive but the result of the cycle, when it comes, will be ashes. In this case no power in mortal hands can recover them.

The Avians also have a form of immolation, each according to its element. This can be used for protection from their bane, or offensively against enemies.

Avian Life

An Avian is born live after a three month gestation, with one to four young per birth. They weigh one to two pounds at birth, and are little more than down-covered appetites. These darling, cute critters must be taught what is food, and assume that everything not beaked and feathered is. Young children are not introduced to society that isn't Avian itself. It's not nice to eat your guests.

Children receive special care in the Avian society. Children under three years of age do not have the elemental connection, and cannot cycle as can adults. However, they do possess all the weakness of the adults. Avian parents are very protective of their little ones.

At the age of three years a young Avian has reached physical maturity. They are possessed of adult plumage, height and sexual maturity. The last hurdle is the process known as Maturity Crisis. At this time the connection to the Elemental Plane is completed, and the Avian can immolate and cycle. Only one thing keeps this from being a time looked forward to. Nearly a fourth of the young do not survive crisis. Once passed the crisis it is said that if not killed in the first hundred years, they could live forever.

While their mental progress is faster in early years than humans, they are by no means adults in learning or temperament at this age. A three year old Avian has the mentation of an 8 year old Human. The young Avian, while the physical equal to their parents in height and appearance is not an adult in the mind. Indeed, training of the mind is only beginning. Most Avian children do not get much education beyond basic survival skills before the third year. It is a pragmatic approach perhaps, but practicable and common.

Avians are also capable of having children from the third year, but Avian fertility has to be thought about. Unlike other races an Avian is infertile unless they willingly desire to be fertile. Even then it takes days of willful desire for the body to come up to speed, for the female to become receptive to pregnancy and the male to produce sperm. "Accidental children" are an impossibility. Both males and females share this trait, so both partners have to be in accord with the desire for children for Avians to happen. Sexual desire is not tied to a fertile state and Avians enjoy an active libido. Sexual exploration is not discouraged, even among siblings.

Children commonly stay with their parent for two to three decades. They learn what they can, or even a profession before setting out to explore what life and the world have to offer.

The Avian family typically consists of a single male and female, and the current brood of children, if any. In areas where game is plentiful more than one couple may share living spaces to assure the safety of the young. Being long lived creatures that are fertile for centuries the Avian does not recognize the generations that shorter lived races do. The only term for relatives, outside of the nuclear family, that the Avian language has is "*Chia*", a term meaning everyone in your greater family except parents and siblings. Mates do not typically join for life. A marriage may last for centuries, or only as long as it takes to raise a single brood. Such marriages are

also not exclusive. Avians show little if any jealousy in the matter of personal relationships. Multiple spouse groupings form naturally when game will support it, and break up without rancor when it will not.

What the Avian does, and where they go after they leave home is entirely up to them. The Avian people are widely spread, only in cities where food is brought in, and one does not have to depend on hunting will you find more than a few. There are never enough to form a true community. What an Avian does with their life is often driven by what kind of Avian they are, the created imperatives will rule all of them to one degree or another. None need practice any profession. Shelter can be found in the rocks, food in the wild. They can, if they choose, live comfortably as hunters, and many do.

As a rule Avians are a tolerant and patient lot. An Avian is willing to get along with just about anyone, until crossed. Type A personalities are less common than type B. Due to their long life expectancy Avians make plans that will not mature for decades or even centuries. They are amused but tolerant of the foibles and hurry of less long lived races, conversely when promptness is necessary they waste no time. A young Avian will be as brash and naively confident of themselves as any young person. Older Avians are more certain of themselves they waste little if any energy on unnecessary movement. A youngster will bounce about even when resting. When an old Avian sits still, they are still. This is often the only way to tell a youth from their more mature *Chia*.

Encounters between Avians of different races can be anything from a greeting of old friends to combat for hunting territory, an old grudge, or simply to see who is the better flyer. Avians are seemingly fearless in combat with each other. Immolation attacks are not used in these fights, so the worse that can happen is the loser gets pranged, and waits out the night in egg form.

The two exceptions to this policy and culture of tolerance are the Avian shames, Bloodlust, and "the taste". All Avians have a breaking point. A point beyond which temper is not the proper word. All they see is red, and all they want is to kill. Avians call this "Bloodlust", and are not willing to discuss the matter much with non-avians. Exhaustion or death are the only two means of stopping this rage. The second is "the taste". Built into every Avian of the blood is a preference for Human flesh. They like it, if given a chance they will eat it, in preference to other meat. The attraction is like catnip to the cat, but without the drunken antics. This born addiction is fought with varying levels of success in every Avian. It is a shame to them, and again, not a matter discussed with non-avians.

An Avian will Cycle every one hundred years. This is a complete renewal of the mental and physical being. As they approach their 95th year, signs of age begin to show. The Avian slows down, loses interest in mates, or any projects they might be working on. Near the end of their 99th year they lose their appetite, and refuse to eat. Within seven days of this the Avian will cycle. The process is much like that of death renewal, but is brought on by age rather than damage. The Avian will remain within the egg for three days, rising on the dawn of the third day. The Avian will rise with his spirit and body renewed, rejuvenated, yet remembering everything from past cycles.

In rare cases an Avian does not recover from the cycle. They are beyond tired in spirit, or feel they have seen all life has to offer. In these cases the outward cycle will leave only a pile of ash. While comrades and acquaintances might mourn, it is accepted, because it is always a willing choice.

Due to the explosive nature of the cycle, Avians build special

structures to hold their eggs. Commonly call "Egg Holds" the building will be secure, and capable of venting the elemental blast that accompanies the cycle. They are usually round and bowl shaped on the inside, with louvers in the roof.

Avian Politics

An Avian's involvement in politics will always involve other races. There are not enough Avians to form political groups larger than a family, and generally the families are too far apart for "political" interaction. A feud over hunting territory would be the extent of it. This is not to say that Avians are apolitical. However, each reacts and behaves according to created imperatives.

Auroran: This Avian race was not one of the original created. As a result they have no "created imperative". They are about as apolitical as an Avian gets.

Aviard: The Aviards were created to be guardians and protectors. They are followers rather than leaders. An Aviard will maintain his own council in most matters. They are not forward with their opinions. Make no mistake however, they do have them. If asked, or pushed by what they consider foolishness, they will speak their mind. They are loyal to the extreme. Once you have won the trust, of an Aviard, you have a friend for life. Break that trust, and they will eat you. They take the long view, as would any race that can live for millennia.

Darklin: Like the Aurorans the Darklin is a new type of Avian without a created political agenda.

Glacians: Glacians are the most retiring of the original Avian races. They much prefer the company of their own kind, or of those that share their interest in preserving history. Once you have found one however, they are not private in their opinions. They are more than willing to dredge through countless millennia of experiences, their own and others, to advise you on what course of action to take. They will tell you why what you are doing is wrong, or what you can do to improve a right idea.

Phoenix: Phoenixes have the imperative to rule humans or other races. They have a need to act as a guide to such races. They were created to properly channel the creative urges of Humans and their kin. A Phoenix will want to take the role of leader in any group. Those with wisdom will defer to greater ability, as long as their voice will be heard. Even if they are not paramount in a group a Phoenix will seek to influence others toward the longer view. Many Phoenixes serve as rulers in various countries, or as major players within the rule of an other Phoenix.

Avian Art

Avians are not great producers of art or even of culture. While there have been Avian artists of note, even of fame, producing art is not an Avian imperative.

An Avian will more likely be found as a patron of art or of an artist. Race has little to do with who will be supported, or what art form will be patronized. Personal taste is all that will matter.

Avian Religion

An Avian is respectful of the Elven races, or any person of Fey nature. Avians also hold reverent the memory of the Three Brothers, the prototypes of the original Avian races. The elders of the race are likewise held up for worship and respect. These include Abba Eecreeana, Tesral, Ivan, and Kiree to name the principal gods.

Avian Races

Players wishing to run an Avian character must meet the minimum ability scores for the race, as well as minimum scores for the class they wish to play. Avian characters may play any class. It is recommended that thieves not be played. An Avian thief will be at considerable disadvantage in many primary thief skills.

The Following list applies to all races of Avian

Avians have the following advantages:

- The Avian has a natural attack.
- They are immune to their personal element in any form.
- They can cast their form of immolation for 1d6 hit points of damage per five levels. This can be done as many times per day as the Avian has Constitution points.
- They can immolate to a maximum of 2-20 hit points damage within a 10' radius.
- They have an AC of 0
- An Avian can fly.
- They will cycle into egg form when brought to 0 hit points and rise undamaged at the next dawn.
- Avian Spellcasters will gain 1.5 times the normal effect from any spell dealing with their personal element.

Disadvantages are as follows:

- The Avian's bane element will damage them.
- Damage by the bane element or death magic will prevent cycle.
- An Avian is fragile and will take double damage from blunt weapons.
- An Avian cannot wear any kind of armor or magical clothing.
- Avian spellcasters can not use any spell that incorporates their bane element as a target of the spell or an effect of the spell.
- An Avian needs 10 to 15 pound of fresh meat a day to remain healthy and active.
- All Avians like human meat, the attraction is like catnip, but they don't get drunk.
- Avians suffer from bloodlust. Each Player Character Avian must choose a frustration factor. Any time this factor comes into play they must save vs. Wisdom to prevent bloodlust. The DM will determine the number of dice depending on prevailing factors, not less than 4d6 not greater than 6d6. Failure means that they will kill anything and everything, (starting with the object of frustration it any) in their path until exhausted (this takes 5 to 10 hours) or they fall in combat.

Due to the advantages given an Avian as a Player Character they have an experience rider to advance levels. This experience is added to the requirement for the character's class to render a new chart that the character follows for level advancement.

Table R3 -- Avian XP Rider

Level	Extra Experience
2	1450
3	2,900
4	5,800
5	14,500
6	29,000
7	58,000
8	108,750
9	203,000
10+	217,500

Auroran: Aurorans are the first new race of Avians to appear since the creation of the three brothers. They are a result of the seeming impossible mating of a Phoenix and a Glacian. The Auroran's colors are all the hues of the rainbow, with highlights in any metallic. As is the case with every Avian color and pattern vary from individual to

individual so that a person can be identified by feather pattern alone.

Aurorans, as one of the two new Avian races, do not have a created purpose. They will generally conform to the habits and preferred society of one of their parents. Two Aurorans mating will breed true.

Aurorans are the high spirits of the Avian races. They love a good time and seek adventure. When it comes to getting their interest, you either get all of it, or none at all. Having no created imperatives they will seek to place their boundless energy into some constructive purpose. They are fond of friends and make attachment to other races easily. It has also been noted that they are harder to offend than other Avians.

The element of the Auroran is light. They can project an intense beam of light that will do 1d6/5 HD hit points damage to everything it strikes. They can use it once per day for every Constitution point they have. A successful attack requires a to hit roll. They can also "immolate" creating an aura of intense light around their persons. This can be controlled at one of two levels. Full immolation is an area 10 foot in radius around the Auroran. Any being entering the 10 foot radius will suffer 2-20 hit points damage per round. The light itself extends to a radius of 120 feet, but only the inner area is damaging. Anyone that looks directly at the Auroran while they are at full immolation, must save vs. PPD to avoid being blinded. This blindness will last for 1-4 days. A roll of a 1 on the saving throw means the blindness is permanent. Any creature not looking directly at the Auroran, is -2 to hit them. The second is a personal aura equivalent to a *Continual Light* spell. This mode can be maintained at will. No light based attack or bright light, no matter how bright can harm a Auroran.

An Auroran killed by normal means will cycle in an explosion of light. An Auroran's weakness is Darkness. Normal darkness is uncomfortable to an Auroran. Magical darkness is damaging. A *Darkness* spell will drain an Auroran of 1d6 hit points for each level of the caster. The spell is then dispelled. An Auroran killed by darkness will not cycle. Level draining creatures that strike an Auroran will also take damage, each according to their weakness to sunlight. Aurorans do not like darkness of any kind, they will remain indoors during the night, and will always have some manner of illumination, even if it is themselves.

Aviard: The Aviard's colors are warm browns, grays, and white. Highlights can be in silver, copper and gold. Aviard patterns most closely follow the markings of mundane hawks, but bold patterns are possible.

Aviards prefer to serve in keeping order when among other races. However, they will not bow to lesser creatures. They take orders from Phoenixes better than other races, with Elves their next preference. They will not serve as domestics or perform menial duties. They are elite warriors, and know it.

An Aviard's element is the air. They can call upon an elemental wind. An Aviard can hurl a whirlwind that will do 1d6/5 HD hit points damage to everything in its path, once per day for every Constitution point they have. Flying creatures will require a dexterity check to remain flying or be knocked out of the air. They may also cause the wind to circle themselves with great force. Any being entering the 10 foot radius around the Aviard will suffer 2-20 hit points damage per round. Normal missiles will be deflected by the barrier of wind. However, the wind will not affect the Aviard's flight. No attack employing air can harm a Aviard.

Attacks from Earth are the bane of the Aviard. All earth based creatures, elementals, Zorn, Jan, etc do double damage to an Aviard and death from this damage or from burial alive will prevent cycle.

An Aviard that is burned to death, or drowned will also not cycle. They do not take extra damage from these attacks. Aviards avoid water and fire when possible, they do not have an overt fear, such as the Phoenix or Glacian, but they are aware that these elements can do them irreparable damage.

Darklin: Darklins are the second new race of Avians to appear since the creation of the three brothers. It is believed that the Darklin is a result of an "occurrence" at Abba Sanctuary. The Darklin's colors are black and dark blues, with highlights in any metallic.

Darklins are the youngest of the Avian races. They do not have a created purpose. They are also the fewest in number, and do not seem to mix well with the other Avians. Two Darklins mating will breed true. Darklins do not like light of any kind. They prefer to remain indoors during the day.

Darklins are the subdued members of the Avian races. Because of their preference for the night, they are seldom seen in the company of fellow Avians. While not known for dark habits, the few Darklins that exist are shy of the company of other races, thus seldom seen. It is a rare Darklin indeed that will embark on a career of adventure.

The elemental attack of the Darklin is darkness. They can project an intense beam of darkness that will do 1d6/5 HD hit points damage to everything it strikes, the attack feels like an intense cold that withers on touch. They can do this once per day for every Constitution point they have. A successful attack requires a to hit roll. They can also "immolate" creating an aura of intense darkness around their persons. This can be controlled at one of two levels. Full immolation is an area 10 foot in radius around the Darklin. Any being entering the 10 foot radius will suffer 2-20 hit points damage per round. Any creature within the area of darkness will suffer all the penalties of being blind, unless they can see in magical darkness. The Darklin can see in any darkness. The second form is a personal aura. When using this form of darkness the Darklin appears as a shadow without features. Any creature that touches the Darklin in this state will take 1-4 hit point damage. This mode can be maintained at will. No darkness based attack or negative plane attack can harm a Darklin and their personal darkness will dispel or douse any light.

A Darklin's weakness is light. Normal daylight is uncomfortable to an Darklin. Magical light will damage them. A *Light* spell will drain an Darklin of 1d6 hit points for each level of the caster. The spell is then dispelled. A Darklin killed by light will not cycle.

Glacian: The Glacian's colors are the cool blues and greens of ice and the white and silver of snow.

Glacians are reluctant to live where the temperatures might rise into, what for them is, the danger zone. As a result they prefer the high mountains or polar regions.

Glacians were created as the keepers of history. They regard the least mundania as worthy of recording. They seldom travel, and can be found in their high mountain retreats, among the books they love.

Glacians avoid any heat or fire. Their homes are not heated, even if local temperatures drop into sub-zero readings. They have a morbid fear of fire, and will not approach it under any circumstances. They never cook their meat, and their homes seldom have covered windows or doors.

The elemental attack of the Glacian is cold. They can project a cold of cold that will do 1d6/5 HD hit points damage to everything in its path. They can do this once per day for every Constitution point they have. They can also "immolate" creating an area of immense cold around their persons. This can be controlled at one of two

levels. Full immolation is an area 10 foot in radius around the Glacian. Any being entering the 10 foot radius will suffer 2-20 hit points damage per round. The second is a personal zone of cold around their bodies. Anyone touching the Glacian will suffer 1-8 hit points damage from the terrible cold. No cold based attack or cold conditions, no matter how severe, can harm a Glacian.

A Glacian's weakness is heat. Any heat greater than 100°F will cause them harm. In normal conditions hotter than this, they will take 1 hit point per hour, while exposed. Glacians will take double damage from heat or fire based attacks. A Glacian killed by heat or fire will not cycle.

Phoenix: A Phoenix's colors range from deep red to bright orange, with white silver and gold highlights. No matter what variation, red predominates.

Phoenixes are often found ruling humans or other races. It is well then that in all such cases the ruled have benefited from being ruled by Phoenixes.

Phoenixes have a fear of water that would be called pathological in another race. They don't like an open container or water sitting near them and they will not fly over large bodies of water. Getting them on a ship is next too impossible. Should you manage, they will cower in the most watertight spot they can find till the journey's end. This is a severe handicap, and should be played as such.

Perhaps the most feared of the Phoenix's abilities is the elemental fire they can call upon. A Phoenix can throw a fireball doing 1d6 per 5 HD, once for every Constitution point they have. They may also immolate at one of two levels. Low immolation is at 500° F. Any person grabbing a Phoenix in this state will suffer 1-8 points damage for each round they hang on. High immolation is at 2500° F and the damage radius is 10 feet around the Phoenix, any being will take 2-20 hit points damage inside this radius. No fire can harm a Phoenix.

A Phoenix cannot abide water. Water, pure or salt will burn a Phoenix as if it were acid. A Phoenix will take 1d6 damage for every quart of water that hits them. Complete immersion will kill. A Phoenix killed with water will not cycle.



Centaurs

Centaurs are one of the few beings that are true natives of the world. They, along with elves and the other creatures grouped under the term "Fay" are part of the original creation of life by *Silalata Tommie*. Centaurs have the upper body of Elves and the lower body of a horse. While body shape varies, they appear delicate in spite of their size (7-8 foot tall). Coloration runs the full scale of possible shades both in hair and skin tone. Body hair is generally a single color, with or without leg markings, and the head, mane and tail colors differ from the body. Skin can be of any color from milk white to dark chocolate.

A few words about the abilities and limitations of the centaur form. Centaurs can reach any part of their body with their hands, as with humans this is not always graceful, or dignified. They can, like horses, roll completely over, rise quickly from a lying posture, and turn around inside their own length. Centaurs are more flexible than horses and can maneuver into postures a horse would find difficult. They cannot climb walls, suspend themselves by the strength of their arms, or leap more than about 8' vertically or 20' horizontally. The DM may make exceptions to this due to strength, fatigue, sheer unbridled terror, or other circumstances.

Centaurs live in close harmony with their environment. They will not willingly overpopulate an area or over hunt or fish their homelands. They husband the land with the same care, attention, and methods as do Elves.

Centaur Life

A Centaur is born after an 11 month gestation. Single births are the rule to the point that if twins are conceived one, or more likely, both will be lost. Mom hasn't the room for more than one. A female centaur has a limited number of fertile periods a year. While she is sexually receptive at any time, she can only become pregnant during her cycle of estrus in the late spring to early summer. The first occurring either within 28 days of her last birth or the start of the season of Earth, and returning three to four times a year at 28 day intervals. A female Centaur is always aware of her fertile state. Accidents are rare.

The infant Centaur is more lucid than a Human child would be at birth. They are on their feet within hours, wide eyed and curious about everything. Within a day they can kick the slats out of any careless Human, or run at speed keeping right up with Mom. Talking comes within 4 months, and the rest of education can begin. Because they do not have a period of helpless infancy, a Centaur matures faster than a Human child. A Centaur is fully an adult in body and mind by the age of 12. The young man or woman will by this time be training for a trade, and looking seriously at members of the opposite gender.

Centaurs don't have much in the manner of a formal marriage ceremony. A couple will simply set up shop together, often with the help of both families, especially if a house needs to be built. When the wife turns up pregnant, it is considered serious.

The typical centaur family consists of one male, two females, and young. The number of women in the household will vary with the resources of the male, how he feels about it, how the other girls feel about it (the male that does not take into account the feelings of his wife or wives will soon be lonely), and the ratio of men to women in the community. Centaurs have, as a rule, strong ties to family and kin. Parents care deeply for their children, and raise them with love and discipline.

Most centaurs keep gardens and hunt, a few herd animals. Some

farm cash crops. Most groups have one or two special skills to make trade goods with: smithing, papermaking, complex weaving, brewing, etc. Their relationship with animals is more custody or partnership than ownership.

Adventuring is usually the preserve of the males, however that has not stopped many a female from giving it a try. Reasons range from just plain youthful curiosity, to desiring enough money to set up a legendary household. After all, it worked for Coran the Golden.

A Centaur ages gracefully, their two hearts sharing the load. Children come into the house, grow up and marry. The farms or business is tended to. Infirm health is rare and most last well passed their 100th birthday. An old Centaur can expect to be well care for by their children. A son might take in his late Father's wives. They become the house Aunties, helping his wives with the raising of the children. Property is usually passed from the father to the youngest adult son. Property belonging to wives is passed from mother to youngest adult daughter. Wills may specify other arrangements.

Centaur Politics:

Centaur as a rule do not care much for politics, direct action is the preferred method of handling matters. However, one does not always get their way. There are enough Centaurs to gather into communities composed solely of Centaurs, and they do have opinions.

Centaur communities are usually not lead. They don't have Patriarchs like Elves, or Mayors like Hobbits, mutual cooperation and consent are the methods that govern. Where one member of a community might be better than his fellows his, or her, lead is followed. A skilled warrior is made Captain of the militia. A financial wiz is allowed to handle community moneys, etc. Appointments are usually by volunteerism. That is everyone hems and haws until someone capable agrees they will do it. Disagreements can, and do come to blows. As long as no one gets killed, it blows over quickly.

Interracial politics are met with the same lack of enthusiasm. Centaurs will usually go almost out of their way to not cause a disagreement with other races. This trait has caused many a petty lord-bully to underestimate their retaliation when he pushed just a little harder. As a rule, they let someone else do the serious ruling, they either follow or ignore them.

Centaur Art

Perhaps because centaurs were originally nomadic (and some still are) they regard possessions as necessary evils. A centaur will own nothing that is not either useful or beautiful, preferably both. They like designs and materials that wear well, are hard to damage, require little upkeep, and improve with age. They make things simple and functional in shape, and don't like excess weight on objects. Often they prefer little or no decoration, but many objects, particularly among their fabrics and jewelry, will be covered or bordered in elaborate geometric patterns, knotwork designs, or representations of living things. The exact form and style vary from one community to another.

They dislike clothing that cuts them off from the air and light, or restricts movement. They will only wear clothing in extreme conditions or for ceremonial reasons. They do wear elaborate jewelry or carrying harnesses.

Centaur buildings are open and spacious, and always in harmony with the surroundings. Someone that does not know what to look for could pass a centaur-built dwelling several times without seeing it. They dislike places they cannot turn around in, or go outdoors from.

Furniture is minimal and portable, rugs, mats, cushions, lamps, small tables, and storage chests. Much use is made of wicker and knotted cords.

Centaur sports and games tend to the strenuous. The exceptions include board games like Go, and Chess, and their elaborate word games. They love dancing, music, and singing.

Centaurs divide the arts into two classes. The informative or realistic, which should be as close to nature as possible, and the poetic or decorative, which should strive for the maximum of effect, and may become highly stylized.

Centaur Religion

Centaurs are not the most religious of people, nor the least. They have patron deities, and honor them, as well as the councils of the Vala, and any other deity they feel might be of material aid. Which deities are worshipped is a matter of the general division the Centaur comes from.

Centaur Races

Those wishing to play centaurs must first meet the minimum ability scores for the race as well as any minimum scores for the class desired. Centaur characters may be of any class but Thieves. They can be bards, but are restricted in the thieving abilities.

Centaurs possess certain advantages as characters: Centaurs start at 1st level with 3d8 hit points in addition to any hit points for class or constitution to any hit points for class or constitution. They may in addition to attacks allowed by class, dexterity, and level, attack once with each fore hoof for 1d6 damage each, or with both rear hoofs for 1d8 damage. Because of these advantages centaur characters must add additional experience to rise each level.

Table R4 -- Centaur XP Rider

Level	Extra Experience
2	400
3	800
4	1,600
5	4,000
6	8,000
7	16,000
8	30,000
9	56,000
10+	60,000

Centaurs in the campaign primarily come from one of four cultures; Woods Centaurs, Greek Centaurs, Amerind Centaurs, and Plains Centaurs. There is some racial variation due to isolation of the populations.

Woods Centaurs: Found in the forests of Ainadalindtoro they are the least affected by men. They live in small widespread communities of five to ten families. They hunt, farm (in the Elven fashion), and practice varied trades to support themselves. They count among their friends, Elves, Leomans, other fey folk, and the local Humans. They are a fun loving and cheerful folk fond of parties, festivals, and just plain loving life. To strangers they effect a cool, emotionless front, this gives them the reputation as cold and unfeeling, which is anything but true.

Woods centaurs tend to worship Elven gods, Coran the Golden, his wife Suszan, and Skerit the Forester.

Greek Centaurs: Greek Centaurs are the wood centaur's more civilized cousins. They live south of the great plateau in the area of Tarantis and Greece. They farm more for cash crops like wine, or

trade more with their skills than their cousins. Because of greater contact with humans these centaurs have picked up something from them, their language. Greek centaurs are often found as teachers for the children of wealthy families, and due to Centauran longevity (compared to humans) one may serve several generations of the same family as mentor and guide. Greek centaurs tend to worship the Olympian or Orgy deities.

Amerind Centaurs: This isolated group lives on the ring plateau with the Five Nations of the Iroquois. They have adapted many of the human ways as a means of peaceful coexistence. They use the Iroquois weapons and armor, and live much as do the humans. Because of the wide separation between this band of centaurs and the main body of the race some genetic drift has occurred. Amerind centaurs tend to have coats that are spotted or broken into a patchwork of two to three colors. This is the only place that these traits are common.

Amerind centaurs worship Skerrit the Forester, and due to missionary efforts Coran the Golden, and Abba Eecreeana.

Plains Centaurs: Perhaps the least civilized of the centaur kind. They live on the Windborn Plains between the Brindon Desert and the Weirdling Lands. They must share this land of poor grass and little water with both nomadic humans, and the barbarian Wemics. Caught between the lion-centaurs taste for their flesh, and humans many consider worse than orcs, they have become hard. Taking what they want with little regard to the former owners. They practice no art that has no bearing on survival, and their word for stranger is "enemy".

Plains centaurs worship any god that aids them, and drop any that are slow with favor. They care not for culture or tradition.



Faun

The Fauns, or satyrs (the males), and nymphs (the females) are one of the races created in the first days of the world by *Slainta Tommie*.

Fauns are considered the least civilized of the major fay races. They create little, build nothing, and have no lasting works attributed to them. What they do seem to have is a great deal of fun.

Fauns are a humanoid race with the legs of a goat, including the cloven hooves and tail, and the bodies of stocky Elves. Males are typically hirsute, with full beards and much body hair. They also have horns growing from their heads just forward of the ears. These horns are much like those of sheep growing in spirals for the entire life of the Faun that bears them. Females are more slender, and have less hair. Their legs however are still covered by short curly hair.

Fauns seldom get out of their home territory and prefer virgin woods untouched by the hand of non-fay creatures. They will share land with Elves, Centaurs, or Leomans, never with Gnomes, Hobbits, or Humans.

Faun Life

A Faun is born after an eight month gestation. Mother has the sole care of her child. She does however receive help and aid from the other females of her group. Dad, is usually absent, and unknown. The males keep all the females in their group with no preference for any one. Childhood is short. Short on formal training and short time. The faun grows quickly, reaching adulthood within 10 years. A female joins the family of her sisters and Aunts.. A young man has to find his own way in a different band.

The male band consists of the leader, and his fellows. This is not a strict hierarchy of top dog and underlings. It is more a case of first among equals. All the male members of a band share the load in hunting and gathering food for the female band they associate with. An equal number of males to females is the general rule. More, or less is not that acceptable. Everyone should have a warm body of the other sex to cuddle. The leader makes the decision as to where to hunt and so forth, and gets first pick of the females to court, but that is the limit of his power.

The one thing the band leader can and does do is send newly adult males out to find another band. Some of these seeking young men end up in lives of adventure, they don't mean to you see, but it is such fun. Most find another band short a male and settle down. Or they find a female seeking a new band and join with her to create the core of a new band.

The female band cares for the children, tends the shelters, and carries any non-weapon possessions the bands might own. A female is member of her band by birth, although it is possible for her to change bands it is highly unlikely.

Adulthood is a long afternoon in the sun. It stretches for well over a century in most cases. Age is forgotten, and death more often a surprise when it comes than not. The death of a band member can send a band into mourning for weeks.

Faun Politics

Outside the bands, they don't care. Inside the bands they very much care. Friendships and jockeying for position in the band is a constant thing. Who is leader is judged by how can find the most food, hunt the best, and most important, who can play and party down.

Female politics is a little more subtle, but not much. Age has

more to do with it, with the eldest female the natural leader.

Faun Art

Fauns do not farm, and are mostly illiterate. They seldom get above the hunter/gatherer stage of living. Faun creative urges are limited to the simple items they make for utility, baskets, shelters, and wooden weapons. All metal items are bartered for, usually with Centaurs who need someone light to work on the roof.

The majority of Faun art is in the lifestyle itself. They only work as much as is needed to live and to have wine. What they really live for is parties, and they party every chance they get. Faun song and dance are famous, and every night is orgy night. Eat drink and be merry is the only Faun philosophy there is.

Faun Race

There is only one race of Fauns. Horn shape will vary from area to area somewhat as well predominate hair and eye colors.

Fauns run from 5 foot to 6 foot plus in height. They have builds in the slight to heavy range. Hair color is from dark brown to light tan on the body and head, rarely blonde or white, very rarely red. Body and head always match. Complexion is swarthy to fair.

While a Faun is capable of being any class, the limited formal training they receive limits their choices fresh out of the woods. A Faun falls easiest into the categories of thief, bard, and fighter. Faun magicians must travel to find a teacher, and due to the carefree nature of the beast, must have at least an 11 Intelligence and a 9 Wisdom to become a magician. Faun clerics suffer similar penalties requiring an 11 Wisdom and an 9 Intelligence. Craft can be learned in the woods and has no additional requirement. A Faun thief has adjustments for all abilities and Faun bards will always be of the Craft school.



Foxfolk

Foxfolk resemble humanoid foxes standing about five foot tall. They have the torsos and limbs of humans, abet covered in fur, and the heads and tails of foxes. They are either of the red or gray variety. Foxfolk are no relation to the Foxwoman or fox spirits of the orient.

The first of the Foxfolk was Reginald P. Vanderfellow. He began life as a fox kit given to Helana Vanderfellow as a pet. Helana's wish for a playmate that could talk to her resulted in the young fox being turned into the first of the Foxfolk. While not treated poorly by the family, he was not accorded the equality of a blood member of the house. Upon his maturity he was gifted the resources to adventure, and find his own way.

In the course of these adventures he acquired favors from the powers. He used these favors to acquire himself a mate of his own kind, and later 100 couples of the Foxfolk, to make for himself a race.

Foxfolk have a superior sense of smell and hearing. They can identify individuals by scent alone. Perfume or a recent bath can foil this method of identification. Foxfolk can take smell as a proficiency, that is learning to identify a single class of substances by smell alone. Their hearing, while keener than humans, is not excessively so it will give rouge types a +15% on Hear Noise attempts. A Foxfolk will be more likely to notice faint sounds, and better at defining the direction from which they come.

Foxfolk are omnivorous, with a bit more taste for meat than most humanoids. They farm the land and practice animal husbandry. Due to their religion they are more than a little careful about any harmful impact they might have.

The Foxfolk should be played as exuberant and confident. Even in the worse of circumstances, the Foxfolk will be positive, and thinking of ways to turn darkness into light. When everyone else is despairing of life and future, the Foxfolk will declare "Now we have them where we want them!"

Foxfolk hold the precepts of chivalry as the height of proper behavior, honor, courtly love, daring-do, and the like are the ideal to be strived for. The more flamboyant you are at striving, the better. The Foxfolk is best played "over the top", or a little too flamboyant, and with too little restraint. This is much preferred to underplaying them. Thank you very much.

Foxfolk Life

The family is the center of the Foxfolk life, with religion as a close second. The two are inseparably linked in the life of the Foxfolk people.

Children are born after a gestation of six months. The one to three kits are helpless and blind. While they show the body form that marks them as Foxfolk, they are totally dependent on their mother. After about a year, the "helpless bundles" usually need to be tied down. Childhood, like all for Foxfolk life is lived large. Tales of daring do, of heroes and villains fill the young heads. Play revolves around maiden rescues, and dragon slaying.

Families follow the pattern known as an extended family. Parents will live with adult children. Aunts and uncles will be either in the same house or close by. Rural families will share the same lands and house, those in more urban society will have several dwellings, but retain close ties. This assures that the children will be raised with proper supervision.

Late adolescence is the time for thinking about the future. If adventuring is to be done, it is now it must be done. Both boys and girls are encouraged to see the world then come back home. They

must definitely come back home.

Once the world is seen, the matter of marriage comes into the picture. This is not a matter left to chance. True Love is respected, but if it is not forthcoming, then matters are helped along. Foxfolk are not a plentiful race so that every breeding couple is required to bring up the population. Foxfolk maintain monogamous marriages. Infidelity is controlled by the thrice yearly "love feasts", which give religious sanction to one night affairs in masked, and perfumed, outdoor parties. The secondary reason for these love feasts is to spread the gene pool around a bit. Pregnancies are expected.

Foxfolk work is much the same as anywhere else. All professions are represented from artists to zookeepers. Each Foxfolk will learn a profession and how to fight. Numbers are small and both sexes train with weapons. No matter what future profession they might hold, any adult Foxfolk will fight as at least a 2nd level fighter, competent in sword, halberd or spear, and longbow or sling, and dagger. Additionally those that are able train as magicians and clerics. Foxfolk that engage in an adventuring career are exceptions to this rule, but usually possess even greater skills than the general population. Foxfolk favor light swords and amour that allows them to out move an opponent, as their size seldom allows them to out muscle them. They disdain missile weapons as inglorious, but will use heavy armor and missile weapons in large battles. They are romantic to the last, but not foolishly so in defense of their homes, which is the only reason they would ever fight a battle.

Age falls heavily on the Foxfolk. They live big, fast, and hard. As the years progress the piper must be paid, and the payment comes as aches, pains, and disabilities. By the time death arrives around the age of 80 or so, the Foxfolk is waiting by the door to welcome him.

Foxfolk Politics

All Foxfolk communities are located in the Foxvale a fertile valley located about the center of the continent. (This too was a find during Reginald's adventuring career). Foxfolk practice a Theocracy, that is rule by the clergy. This is not to say that they are quite and obedient to the last. A Foxfolk has been taught to speak their mind, and do. Woe to the priest that fails to listen to the people. Villages are administered by the ranking priest, and the head of the church is also the head of state. The clergy is open to any Foxfolk that wishes to join. Even those without the capacity to learn priestly spells have a place.

Foxfolk Art

As a people Foxfolk enjoy the flamboyant and fanciful. The more romantic the tale, the more desperate the cause, the better they like it. In spite of furred bodies they wear clothing, again only the flamboyant and artistic will do. Silk brocade, billowy sleeves, dashing cuts. They dress the part of swashbucklers and swordmaidens. Even clothing for more practical matters will have its flair and fashions.

Fashion is by no means the only Foxfolk art. They excel at story telling. Indeed, the main reason most Foxfolk adventure is to develop tales to bring home. Any tale will do, but it is all the better if the hero is Foxfolk. Non-foxfolk can find the Foxfolk style or storytelling, flamboyant and digressive, a bit trying after a while.

Foxfolk also practice the more material arts, painting and sculpture, to a large degree. Again heroic tales are the subject of choice. They have developed a narrative style of art from the Seahaven "Steel Period" of art (the time of Reggie's youth). Figures

in painting or sculpture convey meaning by pose and gesture. Frescos are often painted in panels, each depicting a plot advance in a story. The look is much like that of Renaissance art in the time of the "Great Masters". Even common everyday items do not escape this desire to decorate.

Foxfolk Religion

In the course of his adventures Reginald P. Vanderfellow founded a race. He also found a god to succor and aid the fledgling people, so he became the first priest of Milliki on Thindacairull soil in over 10,000 years.

During the course of his adventures he saw a vision of the goddess. She warned him of an evil nearby, and begged his aid. Reggie's heart was won, and he swore he would restore her to power and recognition.

During an off world jaunt, Reggie learned that the priesthood of Milliki still existed on another world. He was thrilled, and learned all he could, swearing himself to her, and receiving divine Ordination.

The Foxfolk version of Milliki's worship is pervasive in the society. "Received with Mother's milk" it is said. All Foxfolk worship to some extent, and all Foxfolk priests will be of this religion.

Foxfolk Race

Those wishing to play Foxfolk must first meet the minimum stat requirements as well as any requirements for the class they wish to play.

Foxfolk are from 4' 8" to 5' 4" in height, and from slight to medium in build. Their body hair is marked in the manner typical for foxes whether they are red or gray. The underside of the muzzle and neck, chest, belly, and groin are white as well as the inside of the arms and legs. Hands and feet are sometimes black in both types. The longer hair on the crown is usually black or brown, rarely white. Eye color can be brown, gray, blue, or rarely green.

Foxfolk characters may be of any class. The favored classes would be fighter, rogue, and bard.

While Foxfolk possess some advantages in the terms of heightened senses, this is well offset by their smaller size. For the propose of experience they are considered to have no advantages.



Half Avian

The Half Avian is the result of a cross between one of the Avian races and another race, usually a Human or Elf. It is also the result of two Half Avians breeding.

Half Avians are typified by wings on an otherwise humanoid body. They do not have beaks, and possess mammal secondary sexual characteristics. The degree of avian features depends on how radical the mix. Abilities if any, depend on the race of the Avian parent.

Half Avian Life

Half Avians born of Human or Avian females have gestations typical to the woman's species. Half Avians themselves have a 6 month gestation. The babes, in any case are born helpless and need mammalian suckling until the teeth come in. At this point they can handle meat. Raising radical Half Avians on blood soup has been managed by Avian females without the necessary equipment to suckle.

Maturity rates depend on the species of the other half, eight years in the case of humans, and 12 years for Elves. Half Avians born of Half Avians split the difference, if any.

Half Avian family life is hard to typify. So many variations of the possible cultures of the non-avian parent exist. Half Avians themselves are so few in number to not possess a distinct culture of their own, but adopt aspects of both humanoid and Avian lifestyles.

Likewise art, politics and religion will be taken from the parents with little regard to origin.

The length of a Half Avian's life can be from as short as a handful of centuries to forever, in the case of High Radicals.

Half Avian Races

Half Avians come in four major groups, determined by the degree of Avian traits shown; High Radical, Radical, Typical, and Minimal. Some variation can occur, but is not dealt with here.

General traits shared by all Half Avians are a height from 6' 0" to 7'8", usually the more radical, the taller. Feather color depends on the race of Avian they are descended from, hair color and skin complexion are more from the Humanoid parent, although the dark skin of the Avian is evident in most cases. Eye color will run the full range for the races of both parents.

Elemental abilities, if any are those of the Avian parent. Skin tends to be tougher than the humanoid parent, but not as good as the Avian.

High Radical: This is effectively a full Avian with humanoid features. This Half Avian has the full elemental abilities and weakness, and if slain, will cycle as would the Avian parent. This type of Half Avian can only occur when an Avian mates with a Half Avian of the same type, or humanoid with a great deal of Avian blood such as the *Sulinarquendi*. High Radicals have minimal humanoid features. They have hair only on the head, and none on the body. Males typically cannot even grow beards. Males will have the Avian internal genitals, and females will have very small breasts. The feet are the Avian talons, and they will have the hand talons as well. Their build will not be heavier built than slender, and they are usually over 6' 8" in height.

High Radical Half Avians have the same XP rider chart as full Avians. All classes are open to them.

High Racial Half Avians have the following advantages:

- A natural attack.
- They are immune to their personal element in any form.

- They can cast their form of immolation for 1d6 hit points of damage per five levels. This can be done as many times per day as the Half Avian has Constitution points.
- They can immolate to a maximum of 2-20 hit points damage within a 10' radius.
- They have an AC of 2
- They can fly.
- They will cycle into egg form when brought to 0 hit points and rise undamaged at the next dawn.
- Spellcasters will gain 1.5 times the normal effect from any spell dealing with their personal element.

Disadvantages are as follows:

- Their bane element will damage them.
- Damage by the bane element or death magic will prevent cycle.
- They are fragile and will take double damage from blunt weapons.
- Spellcasters can not use any spell that incorporates their bane element as a target of the spell or an effect of the spell.
- An Avian needs 10 to 15 pound of fresh meat a day to remain healthy and active.
- All Avians like human meat, the attraction is like catnip, but they don't get drunk.
- Avians suffer from bloodlust. Each Player Character Avian must choose a frustration factor. Any time this factor comes into play they must save vs. Wisdom to prevent bloodlust. The DM will determine the number of dice depending on prevailing factors, not less than 4d6 not greater than 6d6. Failure means that they will kill anything and everything, (starting with the object of frustration if any) in their path until exhausted (this takes 5 to 10 hours) or they fall in combat.

Table R5 -- High Radical Half Avian XP Rider

Level	Extra Experience
2	1450
3	2,900
4	5,800
5	14,500
6	29,000
7	58,000
8	108,750
9	203,000
10+	217,500

Radical: A Radical Half Avian conforms in appearance to the High Radical. The main difference is that a Radical Half Avian cannot cycle. They do possess all other elemental abilities and weakness. Because they lack the cycle the Radical Half Avian has a lighter XP rider.

Radical Half Avians have the following advantages:

- They have a natural attack.
- They are immune to their personal element in any form.
- They can cast their form of immolation for 1d6 hit points of damage per five levels. This can be done as many times per day as the Half Avian has Constitution points.
- They can immolate to a maximum of 2-20 hit points damage within a 10' radius.
- They have an AC of 2
- They can fly.
- Spellcasters will gain 1.5 times the normal effect from any spell dealing with their personal element.

Disadvantages are as follows:

- Their bane element will damage them.
- They are fragile and will take double damage from blunt weapons.

- Spellcasters can not use any spell that incorporates their bane element as a target of the spell or an effect of the spell.
- They need 10 to 15 pound of fresh meat a day to remain healthy and active.

Table R6 -- Radical Half Avian XP Rider

Level	Extra Experience
2	1160
3	2,300
4	4,600
5	11,600
6	23,000
7	46,500
8	87,000
9	162,500
10+	174,000

Typical: Typical Half Avians have the physical appearance of the Radical, but to a softer degree. They can be shorter and stockier. Females can have more breast than the "fried eggs" look of the Radical Half Avian. They will have the taloned feet. What the Typical lacks is any elemental connection what so ever. They will possess an immunity to the parental element, but will be unable to use it. Their XP rider reflects this.

Typical Half Avians have the following advantages:

- They have a natural attack.
- They are immune to their personal element in any form.
- They have an AC of 4
- They can fly.

Disadvantages are as follows:

- They are fragile and will take double damage from blunt weapons.
- A Half Avian needs 10 to 15 pound of fresh meat a day to remain healthy and active.

Table R7 -- Typical Half Avian XP Rider

Level	Extra Experience
2	600
3	1,200
4	2,400
5	6,000
6	12,000
7	24,000
8	45,000
9	84,000
10+	112,000



Minimal: This is a Half Avian, barely. Winged humanoid is closer to the truth. Wings are the only trait that a Minimal has. They do not tend to be taller than 6' 8 and don't have frail builds. Body hair, external male genitals are the rule. Females can be as busty as their unwinged sisters. Minimals have humanoid feet rather than talons, and possess only a resistance to the parental element. This kind of Half Avian is found only in Half Avian to Half Avian crosses, or Half Avian to humanoid crosses. They have the lightest XP rider.

Minimal Half Avians have the following advantages:

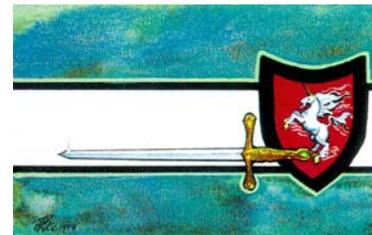
- They are unaffected by the natural form of their personal element. Magical forms do only half damage, or none if a save is made.
- They can fly.

Disadvantages are as follows:

- They are fragile and will take double damage from blunt weapons.
- They need 10 to 15 pound of fresh meat a day to remain healthy and active.

Table R8 -- Minimal Half Avian XP Rider

Level	Extra Experience
2	300
3	600
4	1,200
5	3,000
6	6,000
7	12,000
8	22,500
9	42,000
10+	56,000



Half Centaur

A Half Centaur is the result of the improbable mating of a male centaur and a female humanoid. (The opposite mating, female Centaur and male humanoid produces a funny looking Centaur). Two Half Centaurs will also breed true and produce a Half Centaur.

A Half Centaur is bipedal and has the legs and tail of the Centaur parent, and the upper body of the humanoid parent. Most also have a mane running to the small of their back. The legs have a hoof and are covered in a fine close hair that ends around the hips. It usually covers the groin area as well.

Few of these creatures exist. Most are the direct descendants of Coran the Golden. Not enough exist to form a culture of their own. This being the case Half centaurs mix with Humans, Elves and Centaurs about equally. They adapt elements from each culture as they see fit.

Half Centaurs can be anywhere from just over five foot tall to seven foot. Builds can be anything from slight to massive. Hair color, eye color and complexion run the full range of the Human, Elven, and Centaur normal. Head, mane, and tail hair can, and often do differ in color from the hair of the legs.

Half Centaurs can be of any class and have no XP rider or special abilities.

Leoman

Leomans were created by the Wizard Gyrtias 3000 years before the founding of Eyrie. Gyrtias wished to make for himself a willing and deadly feline slave. He bred lions to the Wood Elf slaves he had. After many magically advanced generations what he had were Leomans. Gyrtias thought they were too small, too intelligent and sullen in captivity. He planned to breed them back to the lion stock. His test subjects learned of his plans and decided they, and their parents, had suffered more than enough at this mad man's hands. They freed themselves from cages meant for lions, killed Gyrtias, and have tried to make a go of life since.

Leomans are bipedal cats. They have catlike heads with a thick mane, slight muzzle and large ears. Their tails are highly mobile and reach to the ground. Their legs are like a cat's back limbs. They have humanoid arms and torsos. Females have prominent breasts. They have retracting claws in both feet and fingers. Leomans are 50% heavier than humans of the same height. As a result they can not swim. Unless a Leoman keeps in constant motion in the water they will sink. Leomans don't bother to acquire the skill as the risk is too great.

Leomans, being furred creatures, dislike clothing or armor and will not wear it. They depend on their natural dexterity to keep them from harm. They will use rings, bracers and other magical items. Cloaks are not too confining. Besides they don't like getting wet. They use belts, carrying harnesses, and packs to tote gear and possessions. They are all beautifully made.

Leomans possess keen senses of smell and hearing. They can identify individuals by scent alone. Perfume or a recent bath can foil this method of identification. They do not see as well in the dark as other cats but have excellent color vision.

Leomans are large carnivores. Due to their Elven heritage they can tolerate a small amount of vegetable matter in their diet. They eat meat both raw and cooked. Leomans will not willingly partake of any meat they know to have come from sentient creatures. This is strictly a cultural taboo.

Leomans are, for the most part, stay at home types. They build great homes that can house an entire clan wherever they settle. The woods Leoman builds a multilevel tree complex. His cousin on the plains builds a sprawling ranch. The clan house is a mark of Leomans wherever they are found. Leomans speak a felinized dialect of Quenya, the language of Elves. Many of their ways descend from Elves.

Leomans are more than humans with fur and claws. They tend toward a more holistic approach to life. Originally raised in the Elven view, and having lived on the bounty of the land, they are close to the world around them. Leomans are hunters by their very nature. They will not crash about but will remain quiet as they can. A Leoman will not raise its voice louder than needed to be heard. Leomans avoid the flamboyant approach. They plan before acting. If assaulting a fort you can bet they will come over the walls at night. They will not show up at dawn with a battering ram. As a race they are serene and peaceful.

Leoman Life

A Leoman is born after a gestation of eight months. From one to three children will be born at a time. The infants are helpless at birth and require the full attention of their mother. By the age of six months they will be toddling. Children are reared by the whole Clan regardless of sire and dam. However, careful records are kept to prevent inbreeding.

Children live with their mother until they are at least 6 years of age. At that time they move to the great room that houses all the older children, and at least two of the adults.

When a child reaches adolescence, at about age 12, they are fostered out to another clan. This gives the young Leoman a chance to meet with members of the opposite sex that are not related. Most of the time, the youngster ends up settling with that clan as an adult. In any case, by the time they are 16 they will have left home. Some Leomans fall into the life of adventure while they are seeking another clan to live with. Some will end up founding clans of their own.

The center of Leoman life is the Clan. This is a group marriage of six to thirty-six adults and their children. Clan members do not form permanent pairs, nor is there any dominance by sex. Work is divided by skill and inclination and the jobs no one wants to do are shared by all in turn.

Leoman females come into season four to five times a year. Females are receptive to sexual relations at any time, but during their fertile period they are sexually aggressive. The primary duties of the Leoman females are childrearing and bearing. As a result she gets four times the space in a clan house that a male will get.

One of the advantages of the clan system is that elders are automatically cared for. Age by no means removes the Leoman from the daily life of their clan. Age, it is hoped, brings wisdom. The advice of elders is eagerly sought, and older members are important in the raising and education of children. As many as two thirds of the clan's adults in the Clan can be passed the baby making stage of life, at least for the females. Children are rare after the age of 40, and all but impossible for females over 55. Males remain fertile their entire lives, even if ability and interest wane in the declining years.

Most Leomans remain robust their entire lives. Age will somewhat diminish physical ability, but seldom robs the Leoman of it totally unless disability is caused by illness or injury. Due to the Leoman's hunting lifestyle disabling injury is not uncommon, one reason that every clan goes to considerable effort to have a cleric, healer, or both within the clan.

Death is usually swift, either by accident, or a final illness that the body is at last too old and weak to resist. The lucky few slip away in peaceful sleep.

Leoman Politics

Leomans are a peaceful race, gaining what they want by friendly concourse with others rather than conquest. This does not mean that they will not defend themselves. Leomans can be fierce fighters when necessary. Leomans pay little attention to the matters of government. They will give lip service to a human state and move rather than confront a King.

Among themselves they do not form political groups larger than the clan. Clans are usually far enough apart that inter-Leoman politics is not a matter of conflict. Conflict within the clan is settled in the manner families usually settle such matters. On rare occasions a clan member might leave because of a dispute. Such a total disagreement is shaming to both clan and the disaffected member. It is avoided if at all possible.

Leoman Art

Leoman arts run to the practical. They make what they need selling the excess for goods that they don't make. They excel at leather and wood working. Leomans carve intricate patterns into wood and leather. Leoman made furniture, saddles, harness, and other items command high prices with other races. Leoman smiths

are rare, so they must trade for metal goods. Music and dance are both cultural and social skills. From the graceful and sensual dances of the females, to the acrobatic feats of the males. Many dances are named for and performed on the holidays of their naming. Few dances are for couples.

Leoman Religion

Leomans worship the goddess Sharla, patron of the race and goddess of love and beauty. A handful of Leomans look to Bast, or other gods.

Religion is an inherent part of the clan life. A priest or priestess is either sought as a clan member or a clan member will train for the task. Leoman priests do not cloister themselves apart.

Leoman Races

Players wanting to play Leomans must first meet the minimum scores for race and the class they want to play. Leomans can be of any class. As Rogues they have certain bonuses and penalties due to the structure of their hands, and the nature of cats.

Leomans stand between 4'10" and 5'10" tall. Individuals of greater or lesser height are rare. The color of body fur ranges from sandy tan to black. Mane and tail tuft can be any color common to the hair of Wood Elves.

Leomans have two major communities. The Woods Leomans and the Plains Leomans.

Woods Leomans are the older social group. The newly free people returned to the woods of their Elven parents to make a go of living. Here they build the great clan houses that stand to this day. They live one clan to the house, with miles of heavy forest between them. They live by hunting and trading. They are friends with Elves, Centaurs, other Fey and Humans.

Plains Leomans live on the Plains of Arilan. They came here after the restoration of the Plains by the goddess Ariana circa 2000 IC. The original forest home was getting crowded. There was little room left for new clans to establish without stepping on the toes of Elves or Centaurs. Unlike their woods dwelling kin the Plains dwellers herd cattle in the manner of the old west. They eat what they must and sell the others for cash. The plains Leomans are more accomplished horsemen than their forest relations.

Two variants of the Leoman are known. Both are the creation of magicians breeding for mixed stock rather than natural variants of Leomans proper. In the case of both the Lepoman and the Tigran the notes of Gyrtias, or fragments thereof, were used in their creation. Thus the results are considered variants of the Leoman.

Lepoman: The spotted Lepoman is a rare variant. They are about the same size as the Leoman. However, Lepomans are less social. They are always found singly. They are more aggressive and willing to fight opponents many times their size. In appearance they look like Leomans except that the fur is spotted in the manner of a leopard.

Tigran: The Tigran is the other known variant. A magician finding the lost notes of Gyrtias attempted to reproduce the results in a more successful fashion. The result is the Tigran. A 7' Felinoid. The are tiger striped and have no mane or tail tuft. Tigrans run from 3-5 hit dice but share all other characteristics with Leomans. Tigrans will wear armor when going into battle. The entire race serves Damian in his bid for power in the former Eastern Empire. He freed them from the slavery they lived under. Given the choice of serving him or leaving on their own, they took service. They number about 600 individuals, and will only be found in that area.

Leomans have the following Advantages:

- Natural attack
- Armor class of 8
- Exceptional hearing and smell

Leomans have the following disadvantages:

- They can not wear Armor
- They can not swim
- They must have intelligent horses. Most beasts not raised by Leomans panic when ridden by them.

The advantages and disadvantages are considered to balance. Therefore there is no experience rider when playing a Leoman.

Sauroi

Sauroi are a young race. They have lifted most of their social habits from the people around them. Their remaining customs come from their religion.

The First Sauroi is known to be Kirt, a green called the "Hellreaver". Toshira Nagara took note of this being, and the powerful physical presses he projected. He decided that a race of creatures like this would be just what he needed. Toshira's offer to breed him more of "His" kind was rejected by Kirt. Toshira proceeded without him. Within the century he had the creatures he wanted.

The Sauroi have inherited many traits from both sides of their original lines. From Humans they get the ambition and drive to succeed, their love of family and friends, and a general zest for the new and different. From the Dragons they get strength, power, greed, and a long memory. It has been said that a Sauroi will hold a grudge into the afterlife, although there is no proof of this. They do possess the Dragon drive to possess, fortunately not to the same degree as their larger kin. They will work for wealth, and have been known to spend it. As a result of these combined traits they do not take orders from non-Sauroi well.

Sauroi fight with weapons sized to their height. These do two to three times the damage done by man sized weapons of the same type. They also can attack with the breath weapon typical for their color of dragon. When pressed they can bite for 1-8 points of damage. However, this is not a typical attack and will only be used when hand to hand. They can wing buffet creatures under 100 pounds causing them to lose balance and forfeit an attack on a successful hit. This attack causes no damage. When Sauroi are fighting any creature using edged weapons Sauroi will be reluctant to put the fragile wing membranes in any danger. They prefer to fight with their wings fully folded unless airborne. They do not have tails, and have no real claw attacks, but can strike man sized creatures for 1-4 points damage with their fists. Sauroi have the same visual ability as the Birds of Prey. They will likely see anyone coming before they are spotted themselves. That and their fine sense of smell makes it almost impossible to surprise them in open country.

Sauroi will eat anything or anyone (other than Orcs) that they kill. They regard this as a matter of respect for the defeated foe. Sauroi include members of their own kind in this custom. A despised foe will be left to rot.

Sauroi do not produce retiring personalities. They are forceful, willful, and at times demanding. They bask in the limelight and the only time they will tolerate the background is if they perceive an advantage in that position. Only a fool will let ego get in the way of progress, and foolish Sauroi do not live long at home. A Sauroi will

not let their desire to lead get in the way of party progress. They will willingly follow a leader they have recognized as better than themselves. This will take some doing as Sauroi ego takes a backseat to none. They do control their dragon-like greed fairly well. While they will not cheat a party member, they also will not take a bent copper less than what they are due. Sauroi are most dangerous when angry. Most of them have a temper, and most will not stop short of eating the cause of their ire. Sauroi do not indulge in the moderate emotions. They will either regard someone as a great friend, or despise the ground on which they walk. This tends to cause them trouble.

Sauroi Life

Children are born live after a gestation of 14 months. Newborns are lucid. They eat adult food, and are almost able to survive on their own. Color follows the same sex parent when the parents are of different colors. Children are also well guarded and guarded. Children are treasures in Sauroi society. Sauroi live for 200 to 300 years, and are not very fertile. There will seldom be more than one child of sub-adult stature in a house.

Sauroi mature in 35 years. Mentation advances at the rate of humans. Sexual maturity occurs somewhere between ages 30 and 33. By this time the young Sauroi will have all the education they are going to get, and doubtless have picked and learned their future profession as well. Their parents will toss them a big party, and show them the door.

At this point they are expected to may their own way in the world. Few will argue that a Sauroi is well equipped to do so. While it is possible for a Sauroi to live a subsistence existence, and very easy, they find that extremely unsatisfying. This desire for the bare luxuries of life drives many a Sauroi to adventure, regardless of gender.

Marriage is a dance of intricate delicacy. Neither potential partner wishes to enter a relationship at a disadvantage in either stature or wealth. While a female seeks a powerful and rich mate, she doesn't want to be the junior member of the partnership. Likewise, the male wants his mate to bring considerable wealth into the marriage, but not more than he can also provide. He does not wish to be in the shadow of her glory. A couple that is vastly unequal but madly in love will often involve themselves in a bout of unequal gift giving so that each of them enters the marriage with equal property. Sauroi have no sense of debt where a gift is involved. If a return gift is given, value has little to do with it. Gratitude is not a Sauroi emotion when wealth is discussed.

Families consist of one male and female, their children and any older relations dependent on the younger adults for support. The Sauroi tendency to jockey for advantage in a political situation, and marriage is a political situation, precludes peaceful households with more than two mates.

Established Sauroi live by farming herding and hunting. Due to the large area they occupy and their small numbers most Sauroi have considerable estates. They will have servants and slaves of other races. A Sauroi will not lower themselves to domestic service, and will die before becoming a slave. A few prefer city living and run trades within one of several towns.

Age seems alien to the Sauroi. Even an old member of the race is strong and capable. Old or disabled Sauroi are rare. However, Sauroi respect the wisdom of age and care for their infirm. Few Sauroi die from natural causes. Violence is their usual end, even in old age. Feeling the fingers of death closing around them, an elder Sauroi will seek the one last fight. They prefer something glorious,

and Victory with death is preferred to just getting killed. They pick their challenge accordingly.

The dead are feasted, preferably with the bodies of the slain. No Sauroi is truly believed dead as long as they have children, and their name is feasted in glory.

Sauroi Politics

Sauroi do nothing in small measure. Politics is no exception. The only Sauroi nation state is run by a god, and is a absolute Therocray. It is doubtful any other political system would be accepted for long. Each and every Sauroi considers their opinion to be as good, if not better than the next guy, and will fight to prove it. Only a power that is overwhelming could possibly rule them.

The only known exception to the me first attitude is military service. Sauroi bound by oaths to serve and obey will do so, as long as the orders come from a competent commander. Should a commander, Sauroi or otherwise prove stupid, or vacillating the Sauroi will walk. They never rebel against a sworn oath, but they will leave service. A Sauroi will not swear an oath that precludes this option.

Sauroi Religion

Most Sauroi follow the tenets of the god Kirt Hellreaver. This is the god that gave them nationhood and taught them the ways of civilized people. He is revered as the first Sauroi, and the spiritual father of the race. Those few that do not hold to Kirt and his tenets have either rejected them for personal reasons and hate the god, or found personal gods they revere more than Kirt.

Sauroi Races

Sauroi appear as a cross between man and dragon. Their height varies with the color of the Sauroi. They have dragon like heads, but no horns. They are bipedal and have both wings and arms. Their skin is covered with fine scales in the manner of a snake. Their heads are covered in thick hair that can be rooted as far down as the middle of the back. The hair can be any color common to humans. Eyes are usually dragon colors of green, amber, or red. Blue or brown eyed Sauroi are possible, but rare.

There are ten colors of Sauroi. Apart from varying immunities and breath weapons they follow the same racial characteristic. Individual appearance will differ, but does not follow any color. Enough mixing has occurred, along with the human blood, that dragon "head shapes" typical for the colors are not present.

Table R9; Sauroi Height and AC

Sauroi Color	Average Height	AC
Black	11'6"	3
Blue	12'6"	2
Brass	11'6"	2
Bronze	12'6"	0
Copper	12'0"	1
Gold	13'6"	-2
Green	12'0"	2
Red	13'0"	-1
Silver	13'0"	-1
White	11'0"	3



Table R10; Sauroi Breath Weapons

Color	Type	Area of Effect	Damage*
Black	acid	stream 2'w 30' l	6d4+4
Blue	lightning	bolt 2'w 50'l	6d8+4
Brass	sleep gas	cone 2'-10'w 35'l	sleep
	heat	cloud 25'l 20'w 10'h	6d4+4
Bronze	lightning	bolt 2'w 50'l	6d8+4
	repulsion gas	cloud 15'w 10'l 15'h	repulsion
Copper	slow gas	cloud 20'w 30'l 20'h	slow
	acid	stream 2'w 35'l	6d6+4
Gold	fire	cone 2'-15'w 45'l	6d12+4
	chlorine gas	cloud 20'w 25'l 15'h	6d12+4
Green	chlorine gas	cloud 20'w 25'l 15'h	6d6+4
Red	fire	cone 2'-15'w 45'l	6d10+4
Silver	cold	cone 2'-15'w 40'l	24d10+12
	parayzation gas	cloud 20'w 25'l 10'h	
White	cold	cone 2'-15'w 35'l	12d6+12

* Damage is from Maturity and does not change as the Sauroi ages.

Players wishing to play a Sauroi character must meet the minimum ability scores for the race as well as the minimum scores for class they wish to play. Sauroi can be Fighters, Magicians, Clerics, or any sub-class of these classes. They can not be Rouges. The Sauroi character starts at first level with 3d8 hit points in addition to the hit die for his class.

The Sauroi have the following advantages:

- Height gives a better than normal damage base.
- Dragon breath weapon.
- Low armor class.
- A Sauroi can fly.
- Avian visual acuity and heightened sense of smell.
- Greater than normal hit dice.

They have the following disadvantages:

- Great height means they cannot ride horses or other mounts. They will also have trouble with buildings made for humans and like sized races.
- They will spook horses or cattle not used to their presence.
- Monstrous appearance.
- Dragon-like greed.
- A large appetite

Due to the advantages given the Sauroi character the following experience rider is added to the experience needed for each level.

Table R11; Sauroi Experience

Level	Extra Experience
2	1,300
3	2,600
4	5,200
5	13,000
6	26,000
7	52,000
8	97,500
9	182,000
10+	195,000

Height & Weight

All tables are based on weight for the male. Additions or subtractions for females is given with each race. Weight given is the average range for that build and height, characters can differ from weights given.

Standard Races

Elves

Females run 05% lighter than males for height. Average height varies according to type of elf, females run the same as males. Build varies from frail to medium.

Erinquendi: average 5'4", range 4'8"-6'0".

Mroquendi: average 5'6", range 4'10"- 6'2"

Mithquendi: average 5'10" range 5'2"-6'6"

Calaquendi: average 6' 0" range 5'4"- 6'8"

Sulinarquendi: average 6'6", range 5'10"- 7'2"

Elves add the following weight for each strength point over 14, by build;

Height	Frail	Slight	Slender	Medium
	1	2	3	5
4'8"	72-87	86-94	92-98	96-107
4'10"	81-91	90-98	96-104	101-113
5'0"	85-95	94-104	102-110	107-119
5'2"	95-107	106-114	112-120	118-129
5'4"	97-109	108-119	118-126	124-136
5'6"	104-116	115-125	124-133	130-143
5'8"	111-124	123-133	132-141	138-152
5'10"	121-135	134-141	140-150	146-160
6'0"	124-139	138-150	148-158	154-170
6'2"	134-150	149-157	156-167	162-180
6'4"	142-159	158-166	164-175	172-190
6'6"	151-169	168-182	180-190	184-195
6'8"	166-185	184-194	193-203	196-210
6'10"	169-189	188-202	199-210	204-224
7'0"	178-199	198-218	216-228	221-237
7'2"	191-213	212-232	230-245	235-250

Dwarves:

Males and females have the same weight for height. Average height is 4'0" range is 3'6"- 4'6", build varies from medium to brick

Dwarves add the following weight for each strength point over 14, by build;

Height	Medium	Heavy	Massive	Brick
	7	10	13	17
3'6"	130-143	140-158	154-170	165-195
3'8"	138-152	147-166	165-180	175-205
3'10"	146-160	155-174	170-195	190-220
4'0"	154-170	164-184	180-210	205-235
4'2"	162-180	173-194	192-215	210-240
4'4"	172-190	182-204	202-220	215-245
4'4"	184-195	190-213	211-229	224-254
4'6"	196-210	206-220	218-232	238-258

Note: Dwarves cannot swim because of body density.

Gnomes

Males and females have the same weight for height. Average height is 3'6" range is 3'0"- 4'0", build varies from slender to massive. Gnomes add the following weight for each strength point over 14, by build;

Height	Slender	Medium	Heavy	Massive
	3	5	7	9
	Weight by Build			
	Slender	Medium	Heavy	Massive
3'0"	52-60	57-69	65-81	79-97
3'2"	62-70	68-79	76-91	89-107
3'4"	68-76	74-86	82-98	96-111
3'6"	74-83	80-93	90-108	104-120
3'8"	82-91	88-102	97-116	115-130
3'10"	90-100	96-110	105-124	120-145
4'0"	98-108	104-120	114-134	130-160

Note: Gnomes cannot swim because of body density.

Half Elves

Females run 10% lighter than males for the same height. Average height varies by the Elven parent, build varies from slight to heavy Wood Elf; male average 5'8", female average 5'6", range 5'0"-6'4". Drow Elf; male average 5'9", female average 5'7", range 5'1"- 6'5" Grey Elf; male average 5'11", female average 5'9", range 5'1"-6'5" High Elf; male average 6' 0", female average 5'10", range 5'2"- 6'8" Fire Elf; male average 6'3", female average 6'1", range 5'3"- 7'1" Half-elves add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy
	2	3	5	7
	Weight by Build			
	Slight	Slender	Medium	Heavy
5'0"	94-104	102-110	107-119	115-131
5'2"	106-114	112-120	118-129	126-141
5'4"	108-119	118-126	124-136	132-148
5'6"	115-125	124-133	130-143	140-158
5'8"	123-133	132-141	138-152	147-166
5'10"	134-141	140-150	146-160	155-174
6'0"	138-150	148-158	154-170	164-184
6'2"	149-157	156-167	162-180	173-194
6'4"	158-166	164-175	172-190	182-204
6'6"	168-182	180-190	184-195	190-213
6'8"	184-194	193-203	196-210	206-220
6'10"	188-202	199-210	204-224	220-240
7'0"	198-218	216-228	221-237	230-254
7'2"	212-232	230-245	235-250	245-270

Hobbits

Females run 05% heavier than males for height. Average height is 3'0", range is 2'6"- 3'4", build varies from slender to heavy. Most Hobbits are from 10%-20% overweight. Hobbits add the following weight for each strength point over 14, by build;

Height	Slender	Medium	Heavy
	1	2	3
	Weight by Build		
	Slender	Medium	Heavy
2'6"	17-19	19-21	21-23
2'8"	20-22	22-24	24-26
2'10"	23-25	25-26	26-29
3'0"	25-27	26-28	29-32
3'2"	27-29	28-30	30-33
3'4"	29-32	31-34	34-37

Note: While Hobbits do not like water, they can swim, if they trouble themselves to learn

Humans

Females run 10% lighter than males for the same height. Average male height is 6'0" average female height is 5'10", build varies from slight to massive Humans add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy	Massive
	2	3	5	7	10
	Weight by Build				
	Slight	Slender	Medium	Heavy	Massive
4'6"	74-82	80-86	84-92	90-100	98-112
4'8"	86-94	92-98	96-107	105-115	113-125
4'10"	90-98	96-104	101-113	112-128	127-139
5'0"	94-104	102-110	107-119	115-131	129-147
5'2"	106-114	112-120	118-129	126-141	139-157
5'4"	108-119	118-126	124-136	132-148	146-161
5'6"	115-125	124-133	130-143	140-158	154-170
5'8"	123-133	132-141	138-152	147-166	165-180
5'10"	134-141	140-150	146-160	155-174	170-195
6'0"	138-150	148-158	154-170	164-184	180-210
6'2"	149-157	156-167	162-180	173-194	192-215
6'4"	158-166	164-175	172-190	182-204	202-220
6'6"	168-182	180-190	184-195	190-213	211-229
6'8"	184-194	193-203	196-210	206-220	218-232
6'10"	188-202	199-210	204-224	220-240	238-265
7'0"	198-218	216-228	221-237	230-254	250-275
7'2"	212-232	230-245	235-250	245-270	265-290
7'4"	223-243	241-260	246-260	255-288	280-305
7'6"	232-252	250-265	260-275	270-310	295-320



Senior Races:

Avian

Females run 10% heavier than males for height, average is 7'6", range is 7'0" to 8'2", build runs from frail to slender. Wingspan is three times height.

Avians add the following weight for each strength point over 14, by build;

Height	Frail	Slight	Slender
	.5	1	1.5
	Weight by Build		
	Frail	Slight	Slender
7'0"	53-60	59-66	64-69
7'2"	57-64	63-70	69-74
7'4"	60-67	66-73	72-78
7'6"	66-70	69-76	75-80
7'8"	68-77	76-81	77-82
7'10"	75-82	81-86	83-89
8'0"	80-85	84-89	85-90
8'2"	83-88	87-92	89-99

Note; Avians can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance

Centaur

Females are 10% lighter than males for the same height. Average height is by type. Build runs from slight to heavy

Woods Centaur; male average 7'6", female average 7'4", range 6'8"- 8'2"

Greek Centaur; male average 7'2", female average 7'0", range 6'4"- 8'10"

Plateau Centaur; male average 7'4", female average 7'2", range 6'6"- 8'0"

Plains Centaur; male average 7'0", female average 6'8", range 6'0"- 7'8"

Centaur add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy
	9	14	23	32
	Weight by Build			
	Slight	Slender	Medium	Heavy
6'0"	621-675	666-711	693-765	738-828
6'2"	670-707	702-752	729-810	778-873
6'4"	711-747	738-788	774-855	819-918
6'6"	756-819	810-855	828-876	855-959
6'8"	828-873	868-914	882-945	927-990
6'10"	846-909	895-206	200-1008	990-1080
7'0"	891-981	972-1026	994-1067	1035-1143
7'2"	954-1044	1035-1103	1057-1125	1102-1215
7'4"	1003-1094	1084-1170	1107-1170	1147-1296
7'6"	1044-1134	1125-1193	1170-1238	1215-1395
7'8"	1107-1152	1143-1202	1165-1224	1183-1278
7'10"	1188-1233	1224-1248	1251-1319	1273-1364
8'0"	1228-1274	1264-1328	1287-1350	1327-1434
8'2"	1278-1323	1314-1377	1336-1476	1386-1490

Note; Centaurs cannot lift themselves by their arms. To figure Max. Press divide weight by 4.5.

Faun

Females are 20% lighter than males for height and build. Average male height is 5'10" range is 5'4" to 6'4", average female height is 5'6" range is 5'0" to 6'4". Male build runs from slender to heavy, female build runs from slight to medium.

Fauns add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy
	2	3	5	7
	Weight by Build			
	Slight	Slender	Medium	Heavy
5'0"	103-115	112-121	117-131	126-144
5'2"	116-125	123-132	129-142	138-155
5'4"	118-131	129-139	136-150	145-163
5'6"	126-138	136-147	143-158	154-174
5'8"	135-147	145-155	151-167	161-183
5'10"	147-155	154-165	160-176	170-192
6'0"	151-165	163-175	169-187	180-202
6'2"	163-173	171-184	178-198	190-214
6'4"	174-186	180-196	189-209	200-225

Foxfolk

Females run 05% heavier than males for height. Average is 5'0", range is 4'8" to 5'4", build runs from slight to medium.

Foxflok add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium
	2	3	5
	Weight by Build		
	Slight	Slender	Medium
4'8"	86-94	92-98	96-107
4'10"	90-98	96-104	101-113
5'0"	94-104	102-110	107-119
5'2"	106-114	112-120	118-129
5'4"	108-119	118-126	124-136

Half Avian

Females run 10% heavier than males for height, average is 7'2", range is 6'0" to 7'8", build runs from frail to medium. Wingspan is three times height.

Half-Avians add the following weight for each strength point over 14, by build;

Height	Frail	Slight	Slender	Medium
	.5	1	1.5	2
	Weight by Build			
	Frail	Slight	Slender	Medium
6'0"	37-42	41-45	44-48	46-51
6'2"	40-45	44-48	46-50	48-54
6'4"	42-48	47-50	49-53	51-57
6'6"	45-51	50-55	54-57	55-59
6'8"	49-56	55-59	57-61	58-63
6'10"	50-57	56-61	59-63	61--67
7'0"	53-60	59-66	64-69	66-71
7'2"	57-64	63-70	69-74	70-75
7'4"	60-67	66-73	72-78	73--78
7'6"	66-70	69-76	75-80	76-81
7'8"	68-77	76-81	77-82	78-83

Note; Half-Avians can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance

Half Centaur

Females run 05% lighter than males for height. Average is 6'2", range is 7'0" to 5'4", build runs from slight to massive
Half-Centaurs add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy	Massive
	3	4	6	7	11
	Weight by Build				
	Slight	Slender	Medium	Heavy	Massive
5'4"	118-130	129-139	136-150	145-163	160-177
5'6"	126-138	136-147	143-158	154-175	169-187
5'8"	135-147	145-155	152-167	161-183	181-198
5'10"	147-155	154-165	160-176	170-192	187-215
6'0"	151-165	162-215	169-187	180-203	198-231
6'2"	164-173	171-184	178-198	190-214	211-237
6'4"	173-183	180-193	189-209	200-225	222-242
6'6"	184-201	198-209	202-215	209-235	232-252
6'8"	202-214	212-224	215-231	226-242	239-256
6'10"	206-223	218-231	224-247	242-264	262-295
7'0"	217-240	237-251	243-261	253-280	275-303

Leoman

Females and males have the same weight for height. Average height is 5'4", range is 4'10" to 5'10", build runs slight to heavy.
Leomans add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy
	3	5	8	11
	Weight by Build			
	Slight	Slender	Medium	Heavy
4'10"	135-147	144-156	151-170	168-192
5'0"	141-156	153-165	160-179	172-197
5'2"	159-171	168-180	177-194	189-212
5'4"	162-179	177-189	186-204	198-222
5'6"	172-188	186-200	195-215	210-237
5'8"	184-200	198-212	207-228	220-249
5'10"	201-212	210-225	219-240	232-261

Note: Leomans are too dense to swim well. They will sink unless in constant motion. As a result they do not learn to swim due to the risk in learning.

Sauroi

Females run 05% heavier than males for height. Average height and range varies per color. Build runs from slight to medium. Wingspan is three times height.

Black Sauroi; average 11'6", range 11'2"-11'10"
Blue Sauroi; average 12'6", range 12'2"-12'10"
Brass Sauroi; average 11'6", range 11'2"-11'10"
Bronze Sauroi; average 12'6", range 12'2"-12'10"
Copper Sauroi; average 12'0", range 11'8"-12'4"
Gold Sauroi; average 13'6", range 13'2"-13'10"
Green Sauroi; average 12'0", range 11'8"-12'4"
Red Sauroi; average 13'0", range 12'8"-13'4"
Silver Sauroi; average 13'0", range 12'8"-13'4"
White Sauroi; average 11'0", range 10'8"-11'4"
Sauroi add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium
	4	6	10
	Weight by Build		
	Slight	Slender	Medium
10'8"	172-188	184-196	192-214
10'10"	180-196	192-208	202-226
11'0"	118-208	204-220	214-238
11'2"	212-228	224-240	236-258
11'4"	216-238	236-252	248-272
11'6"	230-250	248-266	260-286
11'8"	246-266	264-282	276-304
11'10"	268-282	280-300	292-320
12'0"	276-300	296-316	308-340
12'2"	298-314	312-334	324-360
12'4"	316-332	328-350	344-380
12'6"	336-364	360-380	368-390
12'8"	368-388	386-406	392-420
12'10"	376-404	398-420	408-448
13'0"	396-436	432-456	442-474
13'2"	424-464	460-490	470-500
13'4"	446-486	482-520	492-520
13'6"	464-504	500-530	520-550
13'8"	456-512	508-534	518-544
13'10"	486-548	544-568	556-586

Note; Sauroi can lift twice the given amount due to their bone structure. Double all weights for Max. Carry and Encumbrance

