

Appendix A - Other Races

Equar

Equars are a created race, the children of human women and sentient horses. This was deliberate act of creation by the goddess Harimud because it sounded like a good idea.

Unlike most exotics, the Equar are created under benevolent guidance. They do not suffer many of the pitfalls of the exotic existence. The "Honored Mothers" as the women are know are respected and cherished members of their society. The children grow up expecting to be loved and wanted.

Equars are half horses. They appear as tall humanoids with the torsos of men and the heads, tails, and hind legs of horses. They walk bipedally. Males have broad chests and thick necks, females have humanoid style breasts, although usually smaller than human norm, and more delicate features. Both genders are completely covered in hair and have manes down their necks. They are also marked by their four fingered hands. That is three fingers and a thumb.

Equars are farsighted as a race. They do not gain any greater visual acuity, but due to the structure of their heads they have a hard time seeing anything "under their nose". An Equal trying to read will hold the book level with their eyes, or press their nose into their chest to see the print. They will hold the book at the end of their arms. Reading stands that provide this position without the discomfort are popular.

Equars do not typically wear much in the way of clothing, males will don a kilt and females will wear a halter top. This is more for protection of the genitals and breasts than for any consideration of modesty. They will wear armor or other protective clothing if there is an indication for it.

Equars are omnivores with a preference for vegetables, when they can get them. On the Windborn Plains grains and vegetables can be hard to come by. They can eat an all meat diet, but not from preference. In the temples divine power assures that they have what they prefer.

The Equar is a creature raised to duty. They are recent on the world, and can easily trace ancestry back the few generations to the honored human woman that born the child of a horse. They understand the why of their existence and feel bound to it. An Equar will first do his or her duty to the goddess and temple, second to their fellows, third come the Horseclans, all others must follow this. Once an Equar gives his loyalty, it is given, and unless conflicting or prior loyalties demand his attention that loyalty is absolute.

Equars mirror the society they come from. That is the loud and boastful Horseclans of the Windborn Plains. While not as loud or boastful, as the Humans they do their share of it.

All Equars are very conscious of their honor, and take a beings word to be their bond. It is easy to lie to one, provided you have a good running start, and never plan on returning. They are not however stupid, and someone found in suspicious circumstances will not get off with a glib story about being "lost".

Equar Life

An Equar is born after a typical nine month gestation. Infants are helpless, but more lucid than a new-born Human. Within the year they will be running and starting to talk. Childhood is a time of learning in the protected atmosphere of the temple. The "Great Stone Yurt" and its adjoining structures and grounds. The goddess is known, and cares for the young as her own. A hug can always be found. Discipline is firm, but fair. Education is insisted on, more by Ahern the Great Father, than by Hari herself.

Physical maturity comes at around age ten. The young Equar moves into the realm of training for their future. For most that will mean being a guard at the temple. Those capable of it will be trained as clerics or even magicians.

It is also a time to seek a clan and be sought by one. Because of the small numbers of Equars, a clan of Equars will not form paired marriages. All the females will share all the males in a clan. A Female will come into season three to four times a year during the summer, and generally tries to have children by each male in her clan. Children are cared for in common. Other than nursing they practice no gender differentiation in child rearing. A male is as likely to care for the young as is a female.

Adult life is a warm cocoon of family, duty, and goddess. An Equar who remains in the temple will never lack for anything.

However Harimud has been encouraging those Equars of an open mind to see the world, and report on same. Some few of each generation will venture away. They will endure hardship, learn all they can and if they survive, return to the temple wiser and capable of passing that wisdom on.

Old age, by the grace of the goddess falls lightly. There is some dimming of the physical capabilities.



Equar Politics

Most Equars do not have a political opinion. They are raised to love and be loved by Harimud. She is the Great Mother. Service to her is not political, but familial.

Equars as such are separate from the usual politics of clan and family that occur among the Clansmen.

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Equar Art

Equars practice the same arts as the clans they live among.

Equar Race

There are no "races" of Equar as the species itself is young. Nose shape can vary greatly depending on which stallion was your Father or at this point Grandfather

Game Information

Equars are not recommended as player characters because of their limited background and low numbers. However, as Harimad has been encouraging her people to go forth and learn what they can of the world, an Equar Player Character is possible.

Due to the limited background of the Equar they cannot be any variety of Rogue, or Craft. The classes of Bard, Fighter, Cleric (Harimad only), Magician, and Healer are open to them.

Equars have the following Characteristics:

- Lifespan: 50+2d20
- Medium size.
- Equar base speed is 40 feet.
- Equars have +2 natural armor
- Equars add +4 to Strength
- +2 racial bonus on Listen, Search, and Spot checks.
- Automatic Language: Clanish, Quenya, Common
- Bonus Languages: none

There is an experience rider of 1 to play an Equar:

Equar Height and Weight

Females are 10% lighter than males for height and build. Average male height is 7' range is 6'6" to 7'6", average female height is 6'10" range is 6'4" to 7'4". Build runs from slight to heavy.

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

Height	Slight	Slender	Medium	Heavy
	2	3	5	7
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
7'4"	223-243	241-260	246-260	255-288
7'6"	232-252	250-265	260-275	270-310



Minar Minotaur

Location

Karinya (peaceful home) A sub continent island located about halfway between Ainadalitor and Markia Karinya is well south of the usual trade route and seldom visited by outsiders.

History

The Minar are a transplant to Greyhawke. Originally, they were exclusively a society of Minotaurs. Population pressures on their home world caused many families to go sea faring in search of new lands to settle. A few of those family canoes were caught in a great storm. When the storm subsided, the settlers found themselves in sight of what they were seeking. They did not realize that it was not only a new land, but a new world. This is the time known as the "Second Dreaming" when the ancestors began again.

Over the years the Minar have adopted shipwrecked humans into the clans. At this point in time Minar society is composed of both humans and Minotaurs. Neither race considers themselves superior to the other. All are Minar.

Social Organization

Minar clans consist of 5 to 15 families. Families may be all Human, all Minotaur, or a mix of both.

Physical Appearance

The Humans are generally dark skinned with dark hair and eyes. Light hair and eyes are occasionally seen and such individuals are usually considered to be "spirit touched" in some way. The Minotaurs are generally deep brown, although hair color can range from sandy tan to black. There has been some interbreeding between the two races over the years so Humans of both genders are muscular and their hair tends to be coarse and curly. The Minotaurs have also been affected in being shorter than the average Greyhawken Minotaur (Not to mention more sociable.) There are also a goodly number of half breeds, Humans with Minotaur traits or Minotaurs with Human traits. They are treated no differently than anyone else. Anyone that is agreeable to assuming the Minar culture will be accepted into the Clan. A ceremony of second birthing is performed. Your race does not matter, you are Minar. It is possible to find Minar of any race, although these persons are rare in the extreme.

Lifestyle

The Minar practice cyclic nomadic lifestyle. Any given area is occupied for a few years while the people hunt and gather what the land has to offer. If they are on the coast, fish will be cheerfully added to the list of foods. In the year before they move on, they will take care to take only male animals, and 1/10 of the roots, fruits, and seeds they gather will be saved. Just before they leave the area, they will use what they have saved to "reseed". The clan then moves on to another area. It will take them quite a few years to return to the first area, by which time the resources have recovered to pre-occupation levels.

Due to their lifestyle, possessions are limited to what they can transport on their backs or on travois. They do not have beasts of burden. Houses are built with stone foundations while the walls and roofs are made from what they find in the area. When a clan first returns to a previously used area, they first salvage whatever

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they can from their old houses (usually the foundations) and build new houses on top of them.

Metalworking is known, but is done on a small scale. The clan smiths forge knives, spear points, jewelry, and axes. Smiths are highly regarded for their skills. Unless someone finds some, there is no metal armor.

Woven fabric is valued. It is used as decoration or as "special occasion" clothing. Most clothing is made of leather. Any silk has been obtained from outsiders.

Most household utensils such as cooking pots, bowls, and storage containers are baskets, carved out of wood or bone, or shaped from stone or shell. Pottery is rare.

Minar economy works on barter rather than currency. Currency is not totally unknown, but is mainly reserved for trade with outsiders. Within the clans, coins are only good for their decorative value.



Family Life

Children born into a clan are watched over and taught by the entire clan. When children reach puberty, they are sent out alone into the bush (There is always someone out of sight nearby to watch and protect.) to discover their totem. This is their personal spirit. When they return, they reveal their totem to the entire clan and its symbol is ceremoniously tattooed on them by one of the Koori. A nightlong celebration with songs, dances, and story telling is held as the young person is welcomed into adulthood. They are now considered of an age to marry and start a family. Women sometimes marry outside their birth clans, but men never do.

A non-Minar may also be adopted into a clan. If the outsider has trouble determining his/her totem themselves, they get the help of the local Koori who will interpret their dreams and request the guidance of the ancestors. Once a totem has been revealed, they are tattooed just as if they were a young person just reaching adulthood. Thereafter, no distinction is made between the adopted individual and someone who was born into the clan.

A young woman's first husband is chosen for her by her family. It will usually be an older man who offers stability and wisdom. The man may already have an older wife. When the first husband passes, the now-mature woman will choose a young man to marry who will care for her in her old age. In turn, he learns wisdom from his older wife and learns how a woman should be treated. As he ages, he will eventually take a young wife, and the cycle begins again.

Education/Wisdom

This is an oral society. While they may paint or tattoo symbols that have significance, they do not have a written language. The elders of the clan are respected as the repository of knowledge and wisdom. The history and genealogy of the clans are held by the Koori. Lessons are learned through example and stories.

Art

Objects -- If it can be decorated, it will be. The primary colors are black, white, yellow, red, and brown. The colors that nature readily provides. Blue when it can be had is highly prized. Secular art usually consists of straight lines and geometric designs, while religious art tends toward curves and organic shapes.

Bodies -- Jewelry is appreciated and worn by both genders. Painted body decoration is usually only done for ceremonies and celebrations. Tattoos are reserved for significant happenings, becoming an adult, a vision quest completed, etc.

Music and Dance

Both genders take part in this aspect of society. Drums of various descriptions, rattles, and flutes are made and widely used either alone or as counterpoint to the voice. Songs tell stories, acknowledge the spirits, or speak of the present or the past. Songs never speak of the future. Very popular are group songs called "vine" songs. These are spontaneous creations of the group singing them. One person makes up a line, then another person adds a line to that, another person adds a line to the previous two, and so on.

Songs and music may or may not be in conjunction with a ritual or celebration. People often sing while working to make the work less tedious. Music can often be heard in the evenings as families relax at the end of the day.

Dance is more formal and usually only found in the context of some ritual or celebration. There are dances for the whole clan, men's dances, women's dance, and sacred dances which are performed only by the Koori. Some sacred dances are considered so special that they may not even be viewed by non-Koori.

Death

When a Minar dies, their soul is sung into the shadow world by one or more Koori. The body is then buried with much weeping by the family and a three day period of mourning is observed. Dances call the ancestors' attention to the ceremonies

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while songs are sung and stories told recounting the deeds of the deceased. At the end of the three days, the deceased is considered to have fully passed and they are never spoken of by name again. They become “ancestor”, or “daughter”, or “grandfather”.

The departed soul may decide to move on to one of the normal afterlife planes (Paradise, Hell, Coventry), or it may decide to stay near the family as a teacher/guide. If the latter is the choice, the soul remains in the Shadow World and interacts with Koori and other Minar through dreams and portents.

The afterlife planes are where necessary lessons are learned and wisdom gained in preparation for the next life. When they are ready, such souls return to the world via reincarnation. The new incarnation may be almost any animal or humanoid form which explains why a Minar may claim kinship with an eagle, dolphin, or some other unlikely (to non-Minar) creature. A Minar will not kill a kin-creature and they recognize the spirit of any other creature by singing a song of thanks to those they do kill.

Religious Beliefs

Each clan's lands are inhabited by spirits unique to that area. There have never been any wars of conquest between clans as the conquerors would then have to live amongst strange and hostile spirits. In times of great need, a clan may hunt or gather in another clan's territory, but not without first asking permission of, and offering gifts to, the resident clan and its spirits.

Karinya is a land of plenty, but it is also a land of many chaotic magics. It is the job of the Koori to keep the magics in order with their songs, spells, and dances. Occasionally, an area becomes magically unstable and the Koori must gather to “sing it real”. Once the area has been sung back into reality, it is safe for people to enter it again.

(The cause of this instability has been located and is at least known. The “Chaos Beast” as it is called is not a beast, but a thing. An ancient fishing pool long ignored and decayed. It is no longer usable nor can it be closed. The Minar in ages past wisely set up protections to prevent the Chaos Beast from getting “loose”. It is protected from access by those foolish enough to try. The protections change any time someone attempts to access the caves where it is contained. This prevents the foolish or power hungry from getting at the fishing pool and making things worse, but does nothing to prevent the leakage and danger the Koori protect against.)

Each Minar has a totem. This is a spirit which will act as a guide for the rest of their lives. It is most commonly an animal or bird, but can also be an object like a tree, or a fHobgoblin like fire. The totem is the sender of dreams and portents. A totem may also send a vision quest if there is a lesson that would benefit their person. This usually takes the form of a recurring, vivid dream showing what the person needs to accomplish to fulfill the quest. Vision quests are significant undertakings and a person completing one will commemorate it with a new tattoo.

Game Information

Minar Minotaurs are not recommended as players character because of the limited background and low numbers. However, the Koori have been encouraging people to go further afield on walkabout a Minotaur Player Character is possible.

Due to the limited background of the Minotaur they cannot be any variety of Rogue. The classes of Craft, Fighter, Shaman (Korri) Magician, and Healer are open to them.

Minotaurs have the following Characteristics:

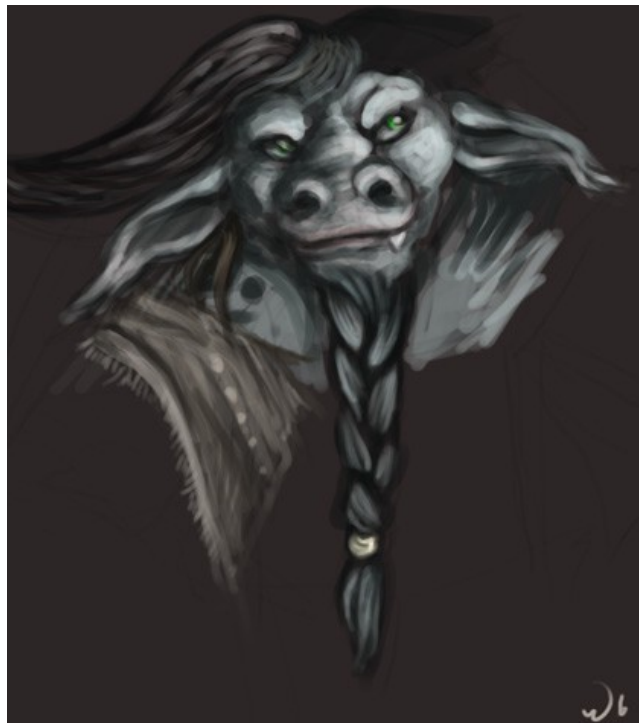
- Lifespan 50+2d20
- Medium size.
- Minotaurs base speed is 30 feet.
- Minotaurs have natural Armor +2
- Minotaurs add +4 to Strength
- Minotaurs add +2 to Constitution
- +2 racial bonus on Listen, Search, and Spot checks.
- Miniar are illiterate, Karinyaes has no written form.
- Automatic Language: Karinyaes
- Bonus Languages: none

There is an experience rider of 1 to play a Minotaur.

Height and Weight

Females are 10% lighter than males for height and build. Average male height is 7' range is 6'6" to 7'6", average female height is 6'10" range is 6'4" to 7'4". Build runs from slight to heavy. Minotaurs 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
6'4"	164-175	172-190	182-204	202-220
6'6"	180-190	184-195	190-213	211-229
6'8"	193-203	196-210	206-220	218-232
6'10"	199-210	204-224	220-240	238-265
7'0"	216-228	221-237	230-254	250-275
7'2"	230-245	235-250	245-270	265-290
7'4"	241-260	246-260	255-288	280-305
7'6"	250-265	260-275	270-310	295-320



Ane

Ane are a quadrupedal, Handicapped race. That is they have no manipulative members such as hands or tentacles. They stand an average of 4" at the shoulder and weigh an average of 400 pounds. In a normal posture they will look an average height man in the eyes. Body shape resembles a half morph between an impala and a greyhound with cloven hooves, a deep chest, and flat belly. They have a short thickly furred tail similar to a white-tailed deer. They have counter-curved lyrate horns an average of three feet in length. Ane eyes are always a solid blue in color showing no iris or pupil. The exact shade will vary among individuals and the current lighting conditions. This "solid eye" is a false color caused by the cornea reflecting blue and ultraviolet light away from their eyes. In lighting that has no blue in it Ane have more normal looking eyes in a deep brown shade. Under intense ultraviolet conditions (black light) their eyes will glow. Ane call this a "hard eye".

Ane are completely furred. Main body color can be either of the black phase or the more common tan phase. Color can vary in intensity from a deep mahogany red, to a sandy tan, or from a charcoal gray to smoke. The underbelly is white in all cases. White markings extend from the throat, to under the tail, and go part way down the legs on the inside. Between the main body color and the white belly, extending from the front legs to the back is a black flank band. It will vary in width from 3 inches to 6 inches. Their fur is soft to the touch and they have no undercoat. Ane do not handle cold conditions well, and do not adapt to cold conditions.

Their skin is a blue-black color that is highly resistant to radiation in the ultraviolet range. They do not sunburn. All mucus membranes are a bright blue. This would include the tongue, around the eyes, genitals, and the inside of their ears. Any place a human shows pink, skin pigment aside, Ane show bright blue. In the case of Ane however this is pigment. They are red-blooded and the pigment only goes in so far. The back of their throats for example is the color you expect from a red-blooded being.

Ane have a three chambered trachea. The vocal cords are located at the base of the trachea right above the bronchial branching. This arrangement allows the Ane to produce three tones at once. Their voice, although seldom heard is similar to a wood recorder in the contra-alto to baritone range. They have a limited syllabic vocabulary. Their spoken language is impossible for humanoids to reproduce, and likewise they cannot speak humanoid languages. With much practice, they manage some words. Telepathy renders vocal communication an art form. Fans call it a hauntingly beautiful art form.

Gender Differences: Males and females are of the same size. Males possess scent glands on the face that produce a waxy substance. This has a mild musky scent to humans. This area of the face is marked by an elongated teardrop shaped black mask under their eyes. The widest part is near the eye, and will sometimes circle it. While both sexes have horns females will usually have smaller horns than a similar sized male. Females have four mammary glands between the hind legs. In a maiden female they will look more like dark spots on a lightly haired area of the abdomen. The udder is more pronounced in females that have had children. Males have a sheath in the expected place, but it is near flush with the belly, testicles are internal. The surest method of sexing an Ane without getting very personal, or asking, is to look at their face.

Ane are highly disease resistant. Their biofeedback system is extensive and reactive. Those with high ability in this are healers.. Given tincture of time an Ane can usually recover from any disease or poisoning.

The down side to this amazing ability to self heal is that most invasive medicine, and that includes drugs, has a negative impact on the Ane's system. What to a Human is a beneficial drug to the Ane is a toxin to be isolated and flushed from the body. Very few drugs will do as advertised on Ane. Healers are advised to avoid drugs or even such healing potions. Administer first aid, call an Ane healer.

Ane Psionics: The identifying aspect of the Ane is their psionic abilities. Without these they would be cute antelopes. All Ane all rate as High Psionics with two or three abilities classes.

Telepathy: Telepathy is more than the mere conveyance of language. Indeed, language has nothing to do with it. Ane think in terms of concept not symbols. You think in terms of symbols, so that is what you "hear". Sight, sound, smell and more are all part of the telepathic experience. The sub-vocal communication that non-psionics "hear" as the Ane voice is compared to the experience of full telepathic contact as to watching a roller coaster ride on a black & white TV with the sound off, is to the actual ride. Telepathy is the primary method by which Ane communicate.

Ane can attack with telepathic abilities, but their ethics abhor such assaults. Ane will only attack with telepathy if first so attacked. They do respect mental privacy, and will not form any kind of link unless invited to do so.

Ane culture largely takes place at the telepathic level. A herd of Ane calmly grazing on an otherwise featureless plain could be involved in a dozens of debates and conversations with other Ane.



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Teleportation: Ane are one of the few known species that can teleport. Normal range is anything within 100,000 kilometers. The main limitation is weight, not distance.

Healing: About 10% of the female Ane and 1% of the males are capable of manipulating their biofeedback gift to heal others. These are the Healers. They can aid your body, even if you are not an Ane, to heal itself to an extraordinary degree. The better Healers can aid your body to cure itself of everything from the common cold to cancer. At the extreme end of ability they can help you regenerate limbs. The majority of the physical work is done by the patient. Those under treatment for more extensive healing, including trauma, will sleep a lot and eat like two longshoremen.

Teachers: About 10% of the males, and 1% of the females in the Ane population have the "teacher" ability. Most Ane can split their attention several directions, holding 2-5 conversations at once. Teachers can do this for 10 to 25 people at once. Those so skilled and trained are in great demand for those subjects that are purely mental in nature. Psionic learning can be undertaken by non-psionics at the rate of an hour a day. By telepaths for up to six hours a day. In that time you can learn at an accelerated rate. An average college course that has no lab requirement and no physical training, such as language, can be taught in two weeks at an hour a day. For most telepaths this is one on one training. Ane teachers can handle classes.

Psychology: Ane have a three lobed brain about the size of the human brain, but with five times the folding. Mentation is at least the equal of any species measured on an individual basis. The unusual nature of Ane psychology comes from the nature of this three lobed brain. The right and left lobes of the Ane brain perform functions normally associated with most sentient beings. The third, or High Lobe is different altogether. Currently accepted medical practice credits the high lobe with the psi-active functions of the Ane.

Under experimental and empirical circumstances it has been noted that Ane do not panic. The High Lobe appears to hold some check over emotional response. The high lobe calmly observes everything even under the most extreme condition or distress. This is not to say they do not quake in fear, scream like girls, or cry in pain. They do. It is only that later they have a full recall as to why they panicked, feared, screamed, or cried and what they did about it. Some sages have equated it to having a calm little guy in your head taking notes on your life and your reactions to it. Some Healers have stated that the entire race acts as if they had a dissociative disorder. This is why. Ane have a full recall of events or of personal injury that Humans would not recall at all. A Human badly frightened or severely injured might remain awake, but not lucid. As long as the Ane is awake, they are lucid. Ane do not suffer from insanity with anywhere near the frequency of Humans. Their resistance to mentally traumatizing circumstances is remarkable. If has been noted however that once they do snap, they seldom recover. Death is the usual result of any clinical insanity.

Ane will occasionally speak of the **Icon** and **Aspect**. These are important concepts to understanding Ane psychology. The Icon is the name of an Ane. A telepathic identifier that incorporates the full "I" or how the Ane in question sees themselves. Their own view of who they are. Understanding the Icon tells you a great deal about the person you are dealing with. Their hearts are on their sleeves so to speak. The meaningless

names that non-telepaths hear, Farlaban, Sellan, and so forth are only there for those that cannot grasp the Icon.

The Aspect is the Ane soul. The Ane hold beliefs in the indestructibility of the person. Death is not the end, only the end of a phase. Living Ane can elevate their Aspect into the All and this is considered full participation in the Ane mental culture.

Ane exhibit two major personality types; Typical or introverted, and Exploratory or extroverted.

Introverted types have received the least study and scholarly knowledge. They stay where they were born, and from outward appearances do nothing but eat, play, and breed. What mental activity that is going on has been impossible to study. The only thing to go on is what the Ane themselves will say. The Ane speak constantly of the **All**, the combined mental essence of the entire race and the memories of every Ane that has lived. They say that this All is all the mental stimulation that any Ane needs. The introverts are satisfied with that contact and activity.

The Extroverts, about 10% of the population at best, are not satisfied with needs, they have wants. They go out among other species to learn their ways and customs, acquire knowledge of professions they could never practice, and stick those cute black noses into everything they politely can. They are not afraid to admit ignorance, and are willing students of anything you will teach them. Extroverts are the users of the technology. As the industry of the Extroverts seems to serve the needs of the All, most resources go to support their wants.

Common to all Ane is a sense of humor. A low sense of humor. The delight in getting you, or anyone else, to lose your cool, to blow your *savoir-faire*. Indeed the more self important and pretentious the person the harder they work on this. It is noted and true that this tendency can and does get in the way of practicing diplomacy and politics. Ane simply do not get the point of flattery.

The other factor of Ane politics is bluntness. Tact is a tool they seldom, if ever, use. Anyone that prevaricates, beats around the bush or otherwise attempts to disguise the true nature of their position or desires will have that position or desire stated back to them in blunt forthright language that is impossible to deny and still get what you want. This does not make them friends with those that like the political game.

The last factor is the one the least people know about and more need to. "*You didn't ask.*" The Ane are effectively a living mass storage device. They love to answer your questions, if they can. However they are slow to volunteer information. Indeed until you ask they might not even know they know. Information in the All is not as accessible as the memory of your best friend's name for example. To get an output, you need to supply an input. And if they don't like you they can be very difficult and exacting as to the questions required to get the right response. They will step back and happily watch you flounder in your assumptions until it kills you, because, you didn't ask.

Conversely if an Ane likes you they are open and direct about information they have, but will still wait for that input. They are not trying to be difficult, but like your computer hard drive they don't know what you need until you ask.

Senses: Ane vision has the same over all color range as humans. They cannot see into the deep purples, those colors are actually blocked from entering their eyes. They can see into the infrared. They have the same range of vision as Humans, but red-shifted. Unlike most herbivores Ane can focus both eyes forward for binocular vision. They can also use them independently to the

sides and have 270 degree vision. They are all farsighted however. They have a hard time focusing on something under the end of their rather long muzzles. Ane that do a great deal of reading will either have a lens perched on their muzzles, or use large fonts.

Ane hear a similar range of sounds as Humans, but are more sensitive to lower volumes. Their large steerable ears mean they can locate the source of faint sounds easily. As a result of those ears they have the habit of not facing the person that is speaking to them, if doing so would require moving. The ears will come around and focus on you. Those that deal with Ane on a daily basis have learned that one eye and the ears does mean their full attention.

Ane also have a keen olfactory sense. While not a good as dogs by a long shot it is much better than Humanoids. Scent plays an important role in Ane culture.

Touch is likely the most important of the Ane senses. They are known as a sensuous race. They are a people with a preferred personal space that starts just under their skin. They have greeting rituals that come just short of the exchange of body fluids.

The sense that Ane possess that most races do not is the *psychic* sense. They can sense the mental environment about them. Nearly every being puts off some manner of mental noise. Emotions are written on the body in their scent and on the psychic aura around a given being. Ane quickly detect lies. There are certain people they avoid, for no reason that anyone else can see. To Ane that person has an aura they find unpleasant. Mind you this is not universal. The person one Ane avoids another might approach with interest.

Diet: Ane are ruminant herbivores. They can digest the roughest of vegetable matter including cellulose. Their digestion is low volume, high yield, with a gut similar to Earth bovines. They chew cud. They also like fruits in small amounts. If Ane covet anything they covet radishes. They will eat these over the sweetest of fruits. They can tolerate milk even in adulthood. Cheese and ice cream are treats they enjoy as well. Unless they are working hard Ane avoid grains. All other animal proteins are avoided. While the occasional insect that gets into the grass is not seriously objected to, they cannot tolerate meat in any amount, and could not survive on it.

Ane Life

Ane are born after an eleven month gestation. They hit the ground lucid and are walking within an hour. In fact they are lucid two months before their birth, asking Mom and Dad all sorts of questions and getting ready for the big day. Unlike bipedal Humanoids Ane have the usual easy birth of quadrupeds.

Childhood last 9 ½ years. Education starts at birth with *The Gift*. This is a mental download of the basic racial history from the parent's viewpoint. The newborn is not expected to understand this, but it will come to them gradually as they grow up. A young Ane is a walking question factory. The racial memory has not kicked in yet, and the young mind craves answers about everything. The young are also unmannerly about telepathic contact. Very young Ane can be dangerous to those races that are Psionically sensitive. Parental control is necessary at this stage of life. Any sentient within range will be mercilessly bombarded with questions at a furious rate. As fast as one is answered a second will be asked. There is none of the annoying "why?" practiced by Human children, mainly to annoy adults. All

questions are of substance, but unless you know how to shut them off, it just keeps coming.

The young Ane does not become aware of racial memory for six years. This allows the individual to establish a personality free from influences of the past. They are also insufferably cute. After six years the young Ane will have reached full height, but have a good deal of filling out to do. At this point the racial memories trickle into awareness. The young have their first experiences with the All, and Ane culture in the larger sense. Full contact with the All is not allowed until a child is 8 to 9 standard years of age. It is desirable that they form their own personality without being over printed by the All. General education is handled in family. There is no "educational system" for Ane in Ane lands.

Two reactions are common with the child gets contact with the All. The "teen" becomes insufferable, filled with knowledge, they do think they "know everything". Fortunately, this stage passes. It is a good thing too, or a great many of them would be bludgeoned to death (they are harder than Hell to strangle). The second reaction is awe at the scope and depth of what is available. It is then dived into and they might not come up for air for a good long time. Parental prompting may be required to get them to kick back and go run for a while, eat, etc. This would be the Ane equivalent of the "nerd". Extreme examples of both behaviors are uncommon. Most young have a brush with both sides of the coin.

At the age of 9 years an Ane has reached full growth, and is sexually mature. Ane females are fertile only once a year. This cycle will adjust itself to a certain extent depending on the local conditions. Males, as with most mammalian males, are ready any old time. While fertility is limited, Ane are sexually capable at any time, and enjoy sensual pleasures. The newly capable adults will take advantage of the situation.

Extrovert Ane will seek knowledge outside the usual methods, either by attending the universities of other races or empirical knowledge. As this benefits the race at large these activities are supported.

Ane can live up to 500 years of age. Adulthood is a long afternoon of conversation, debate, friends, and family.

Death when it comes in a natural manner is usually quiet, and without pain. Life partners will typically die within a day of each other unless a larger bond group exists to support them. Ane contend that the dead are not lost to them, but the greater All contains every Ane that lives, or has ever lived. Death is not feared, but seen as a natural end to a life that is full. Ane do not care for the dead body, as this is the least part of the person. In a normal environment the dead will be left where they fall to be handed by the elements. While the Ane take no notice of the scavengers that come to feed on the dead they discourage large predators in the lion or hyena range as dangerous to the living. When in non-Ane cultures, Ane adopt the prevalent method of corpse disposal. Cremation is preferred as plots need not be bought for dead meat. The one exception to this lack of care for the dead is if someone takes an Ane for the proposes of killing it and eating it. Ane will react violently, very violently, and take the body back. However if the carnivore shows up and asks nicely they can usually get a snack.



Appendix A - Other Races

Game Information:

Ane are a truly alien head added to an alien body condition. They are difficult player characters under the best circumstances.

Ane can be any class but Rogue or Bard. Without hands it's kind of pointless. Ane can also be run as a classless PC using their psionic abilities alone. They start with 2d8 hit points, and advance as a general class character with the XP rider.

Ane have the following characteristics.

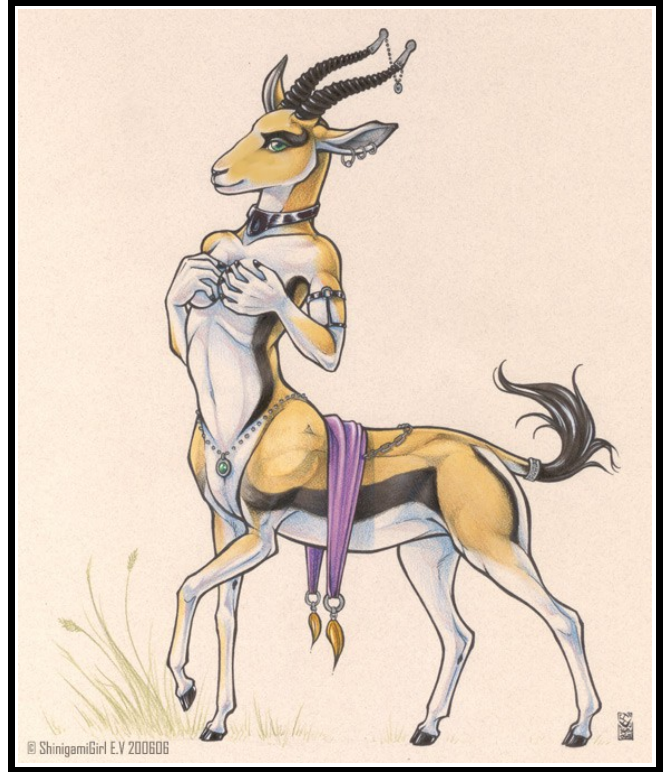
- Lifespan 400+1d100
 - Large size.
 - Ane base speed is 80 feet.
 - Ane have +4 natural armor
 - Ane start with 2d8 hit points in addition to class hit dice.
 - Ane add +4 to Strength
 - Ane add +2 to Constitution
 - +2 racial bonus on Listen, Search, and Spot checks. Also all Knowledge checks.
 - Ane have dark vision
 - Ane have a +4 on all poison saves and magical mind effects.
 - Ane are psionic in the High Psionic range with at least two abilities. Telepathy and Teleportation. Psihealer is possible.
 - Ane have no hands or other means to manipulate objects.
 - Ane treat all potions as poison. The potion has its normal effect but will do 1d4 Con damage as well. If they make the save, the potion doesn't work either.
 - Ane treat all charms and mind controlling effects as a debilitating condition. A failed save results not in control, but in 1d4 con damage per day the condition continues. The Ane is catatonic, they will not fight and will not defend themselves.
 - Ane cannot use any magic items that require hands. They cannot wear most clothing or armor. Magic rings can be made to fit them as will bracers, amulets, necklaces and the like. They have a neck slot, four leg slots, a tail slot, a head slot, two horn slots and a body slot (belts)
 - Automatic Language None
 - Bonus Languages: None
- Due to the advantages given the Ane character there is a rider of 8 to play an Ane

Ane Height & Weight

Females and males are equal sized having no sexual dimorphism. Average Height is 48" at the shoulder. They do not vary greatly in size.

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

Height at shoulder	Slight	Slender	Medium
	5	10	20
44"	261-287	289-319	347-383
46"	300-330	333-367	400-442
48"	342-378	380-420	456-504
50"	407	453	544
52"	451	501	601



Anetaur

The Anetaur is a result of the cross between a male human and a female Ane or an Ane and Centaur. Form and shape of the body and head can vary greatly, and unless the same combination of parents is used, you will get something different.

Ane-Centaur crosses will weight between 600 and 900 pounds standing taller at the shoulder than Ane and topping off around 7 foot in height. Ane-Humanoid crosses will be Ane sized at most.

Most, have an Ane style head and a completely furred body. Some few will have more humanoid faces and a centaur like upper body.

Body color can run to anything an Ane would have, the Centaur parent or the Humanoid parent. Bare skin tends to be dark influenced by the blue-black skin of the Ane. Eye color is again influenced by both parents, and the solid blue eye of the Ane is seldom if ever seen. (Ane natural eye color is brown. The "blue eye" is a result of reflected light, not the true pigment of the eye.) Mucus membranes tend to purple (like giraffes) due to Ane blue pigment, but less of it.

All Anetaurs will be psionic. Anything from a medium grade to a high grade psionic and possessing at least telepathy and can have teleportation. At the player's option other abilities are possible that can appear in the non Ane parent. Anetaurs can be more expensive to play that pure Ane as they lack the disability of no hands.

Those with Ane type heads will usually not be able to speak, but to telepaths that is not a disadvantage.

Anetaurs mature in 10 to 12 years, again depending on who the parents are. Split the difference between the Ane and the non Ane parent they are usually fertile unless other circumstances interfere. The player needs to decide exact anatomy if that is an

issue. Ane-like, Centaur-like and so forth. What would result from Anetaurs breeding has thankfully never been tested. One hopes it is something more stable than the parents.

Culturally the Anetaur can be anything that resembles a combination of the two parents. If largely raised by one parent over the other their cultural outlook will reflect that. Anetaurs will be part of the All (See Ane) but should not be considered mainstream members. Rather odd-ball cousins for the most part. Accepted, but...well...watched.

One thing that has been noted about Anetaurs is the bent attitude. There is something about the Ane head the does not mix well with other species and it shows through their often unconventional attitudes and willingness to do things that sane people would not consider. (*"Because I've never been eaten alive by a dragon before, and he promised I'll survive it."* --Actual example) Almost every one that exists has taken up the adventuring life, most simply to see what there is to see. They tend to have odd tastes in decor and possess an aesthetic sense that leaves most people at a loss for words.

Game Information

Anetaurs can be of any class, although they will suffer as Rogues (Centaur racial modifiers) and those with Ane type heads are handicapped as Bards.

Anetaurs can also be run as a classless PC using their psionic abilities alone. They start with 2d8 hit points, and advance as a general class character with the XP rider added.

Anetaur have the following characteristics.

- Lifespan 200+1d100
- Large size.
- Anetaurs base speed is 80 feet.
- Anetaurs have +2 natural armor



- Anetaurs start with 2d8 hit points in addition to class hit dice.
- Anetaurs add +4 to Strength
- Anetaurs add +2 to Constitution
- Anetaurs take -2 to wisdom, and add +2 to Intelligence.
- +2 racial bonus on Listen, Search, and Spot checks. Also all Knowledge checks.
- Ane have a +4 on all poison saves and non psionic mind effects.
- Anetaur are psionic in the medium to high Psionic range with at least Telepathy and may have Teleportation.
- Anetaur treat all potions as poison. The potion has its normal effect but will do 1d3 Con damage as well. If they make the save, the potion doesn't work either.
- Anetaur treat all charms and mind controlling effects as a debilitating condition. A failed save results not in control, but a 1d4 con damage per day the condition continues and the Ane is catatonic, they will not fight and will not defend themselves.
- Anetaur have a neck slot, two arms slots four leg slots, a tail slot, a head slot, two horn slots and two body slot (belts)
- Automatic Language None
- Bonus Languages: None
- A: Anetaur with Medium Psi Telepath and no Teleportation. has a rider of 6
- B: Anetaur with Medium Psi, Telepath and Teleportation has a rider of 8
- C: Anetaur with High Psi, Telepath and Teleportation has a rider of 10

Anetaur Height & Weight

Females are 10% lighter than males for height and build. Add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium
	9	14	23
	Weight by Build		
	Slight	Slender	Medium
6'0"	621-675	666-711	693-765
6'2"	670-707	702-752	729-810
6'4"	711-747	738-788	774-855
6'6"	756-819	810-855	828-876
6'8"	828-873	868-914	882-945
6'10"	846-909	895-206	200-1008
7'0"	891-981	972-1026	994-1067

Half Ane

Half Ane are the result of a cross between a male Ane and a female Humanoid (Mom's Legs rule). They have two legs and usually an Ane style head and legs. They resemble Fauns other than the straight hair and the muzzle. Most will also have small horns as well.

Body color can run to anything an Ane would have or the Mother would have. Bare skin tends to be dark influenced by the blue-black skin of the Ane. Eye color is again influenced by both parents, and the solid blue eye of the Ane is seldom if ever seen. (Ane natural eye color is brown. The "blue eye" is a result of reflected light, not the true pigment of the eye. Mucus membranes tend to purple (like giraffes) due to Ane blue pigment, but less of it.

All Half Ane will be psionic. Anything form a medium grade to a high grade psionic and possessing at least telepathy and

Appendix A - Other Races



can have teleportation. At the player's option other abilities are possible that can appear in the non Ane parent.

Half Ane mature in 11 years. They are usually fertile unless other circumstances interfere. Males will have a sheath and external testicles. What would result from Half Ane breeding has never been tested. One hopes it is something more stable than the parents.

Culturally the Half Ane can be anything that resembles a combination of the two parents. If largely raised by one parent over the other their cultural outlook will reflect that. Half Ane will be part of the All (See Ane) but should not be considered mainstream members. Rather odd-ball cousins for the most part. Accepted, but...well...watched.

One thing that has been noted about Half Ane is the bent attitude. There is something about the Ane head that does not mix well with other species and it shows through their often unconventional attitudes and willingness to do things that sane people would not consider. They tend to have odd tastes in decor and possess an aesthetic sense that leaves most people at a loss for words.

The majority of Half Ane can be found in Dayraltown Scotsdale. A breeding project of one of Suszan McDonald's personal servants. They are well cared for and well raised, still a bit bent.

Game Information

Half Ane have no particular advantages or disadvantages except for the Psionic ability in the medium to high ranges with Telepathy and a possibility of teleportation. They can have abilities not present in Ane due to their mixed parentage. The XP rider for this should be built to reflect their psionics and added to the base XP rider below.

Half Ane have the following characteristics.

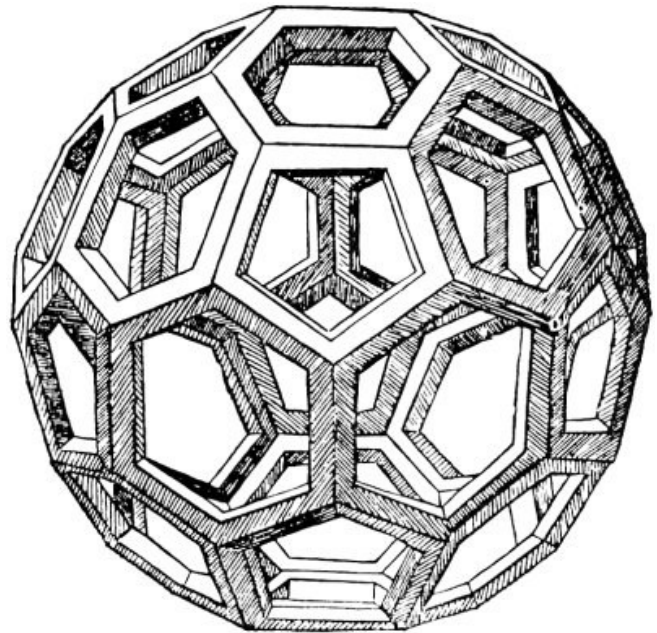
- Lifespan 200+1d100
- Medium size
- Half Ane base speed is 40 feet.
- Half Ane base AC is 11
- Half Ane have a -2 to Wisdom and a +2 to Intelligence.
- +2 racial bonus on Listen, Search, and Spot checks. Also all Knowledge checks.

- Half Ane have a +4 on all poison saves and non psionic mind effects.
- Half Ane are psionic in the medium to high Psionic range with at least telepathy and may have teleportation and other abilities.
- Half Ane treat all potions as poison. The potion has its normal effect but will do 1d3 Con damage as well. If they make the save, the potion doesn't work either.
- Half Ane treat all charms and mind controlling effects as a debilitating condition. A failed save results not in control, but a 1d4 con damage per day the condition continues and the Ane is catatonic, will not fight and will not defend themselves.
- Automatic Language: That of the Mother, if any.
- Bonus Languages: None
- Half Ane have a base rider of 1. The player must add the XP rider for the Psionics.

Half Ane Height & Weight

Females are 10% lighter than males for height and build. Add the following weight for each strength point over 14, by build;

Height	Slight	Slender	Medium	Heavy
	2	3	5	7
<i>Weight by Build</i>				
	<i>Slight</i>	<i>Slender</i>	<i>Medium</i>	<i>Heavy</i>
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



their notoriously bestial appearance. While half-Hobgoblins may be impressive, few ever describe them as beautiful. Despite these obvious Hobgoblin traits, half-Hobgoblins are as varied as their human parents.

Society

Unlike half-elves, where at least part of society's discrimination is born out of jealousy or attraction, half-Hobgoblins get the worst of both worlds: physically weaker than their Hobgoblin kin, they also tend to be feared or attacked outright by humans who don't bother making the distinction between full Hobgoblins and half bloods. Even on the best of terms, half-Hobgoblins in civilized societies are not exactly accepted, and tend to be valued only for their physical abilities. On the other hand, Hobgoblin leaders have been known to deliberately spawn half-Hobgoblins, as the half breeds make up for their lack of physical strength with increased cunning and aggression, making them natural leaders and strategic advisors.

Within Hobgoblin tribes, half-Hobgoblins find themselves constantly striving to prove their worth in battle and with feats of strength. Half-Hobgoblins raised within Hobgoblin tribes are more likely to file their tusks and cover themselves in tribal tattoos. Tribal leaders quietly recognize that half-Hobgoblins are often more clever than their Hobgoblin cousins and often apprentice them to the tribe's shaman, where their cunning might eventually strengthen the tribe. Apprenticeship to a shaman is a brutal and often short-lived distinction, however, and those half-Hobgoblins who survive it either become influential in the tribe or are eventually driven to leave.

Half-Hobgoblins have a much more mixed experience in Human society, where many cultures view them as little more than monsters. They often are unable even to get normal work, and are pressed into service in the military or sold into slavery. In these cultures, half-Hobgoblins often lead furtive lives, hiding their nature whenever possible. The dark underworld of society is often the most welcoming place, and many half-Hobgoblins wind up serving as enforcers for thieves guilds or other types of organized crime. Less commonly, human cities may allow half-Hobgoblins a more normal existence, even enabling them to develop small communities of their own. These communities are usually centered around the arena districts, the military, or mercenary organizations where their brute strength is valued and their appearance is more likely to be overlooked. Even surrounded by their own kind, half-Hobgoblin life isn't easy. Bullying and physical confrontation comes easy to a people who have been raised with few other examples of behavior. It is, however, one of the best places for young half-Hobgoblins to grow up without prejudice, and these small enclaves are one of the few places where half-Hobgoblin marriages and children are truly accepted and sometimes cherished.

Even more rarely, certain human cultures come to embrace half-Hobgoblins for their strength. There are stories of places where people see half-Hobgoblin children as a blessing and seek out half-Hobgoblin or Hobgoblin lovers. In these cultures, half-Hobgoblins lead lives not much different from full-blooded humans.

Relations: Elves and dwarves tend to be the least accepting of half-Hobgoblins, seeing in them too great a resemblance to their racial enemies, and other races aren't much more understanding. A lifetime of persecution leaves the average half-Hobgoblin wary and quick to anger, yet people who break through his savage



Half-Hobgoblin

As seen by civilized races, half-Hobgoblins are monstrosities, the result of perversion and violence, whether or not this is actually true. Half-Hobgoblins are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves. Half-Hobgoblins as a whole resent this treatment, and rather than play the part of the victim, they tend to lash out, unknowingly confirming the biases of those around them. A few feared, distrusted, and spat-upon half-Hobgoblins manage to surprise their detractors with great deeds and unexpected wisdom, though sometimes it's easier just to crack a few skulls. Some half-Hobgoblins spend their entire lives proving to full-blooded Hobgoblins that they are just as fierce. Others opt for trying to blend into human society, constantly demonstrating that they aren't monsters. Their need to always prove themselves worthy encourages half-Hobgoblins to strive for power and greatness within the society around them.

Physical Description

Half-Hobgoblins average around 6 feet tall, with powerful builds and an orangish complexion. Their canine teeth often grow long enough to protrude from their mouths, and these "tusks," combined with heavy brows and slightly pointed ears, give them

Appendix A – Other Races

exterior might find a well-hidden core of empathy. Human societies with few Hobgoblin problems tend to be the most accommodating, and half-Hobgoblins dwelling there can often find work as mercenaries and enHobgobliners. Even in places where there is a general tolerance for half-Hobgoblins, however, many humans mistreat them when they can get away with it.

half-Hobgoblins are envious of the measure of acceptance half-elves have within human and elven society and resent their physical beauty, which contrasts starkly to the half-Hobgoblins' brutish appearance. While half-Hobgoblins avoid antagonizing their half-breed cousins directly, they won't hesitate to undermine them if the opportunity presents itself.

Of all the other races, half-Hobgoblins are most sympathetic with halflings, who often have an equally rough lot in life. half-Hobgoblins respect the halfling's ability to blend in and disappear and admire their perpetually cheerful outlook on life in spite of hardships. Halflings fail to appreciate this fact because they usually are too busy avoiding the large, intimidating half-Hobgoblins.

Alignment and Religion: FHobgoblined to live either among brutish Hobgoblins or as lonely outcasts in civilized lands, most half-Hobgoblins are bitter, violent, and reclusive. Evil comes easily to them, but they are not evil by nature—rather, most half-Hobgoblins are chaotic neutral, having been taught by long experience that there's no point doing anything but that which directly benefits themselves. half-Hobgoblins worship the human or Hobgoblin gods venerated in the area where they were raised. Those who live alongside humans most often worship human gods of war, freedom, or destruction. half-Hobgoblins raised in Hobgoblin tribes find themselves most drawn to the gods of blood, fire, and iron—depending more on what god the tribe worships rather than the half-Hobgoblins' personal preference. Many half-Hobgoblins are contrary about religion, either ignoring it entirely, or getting deeply involved in it and trying to find meaning in a life filled with hate and misunderstanding; even a half-Hobgoblin divine spellcaster may wrestle with doubt and anger about religion and faith.

Adventurers: Staunchly independent, many half-Hobgoblins take to lives of adventure out of necessity, seeking to escape their painful pasts or improve their lot through fHobgobline of arms. Others, more optimistic or desperate for acceptance, take up the mantle of crusaders in order to prove their worth to the world. half-Hobgoblins raised in Hobgoblin societies often take up the brutish ways of those around them, becoming fighters, barbarians, or rangers. half-Hobgoblins who survive their shaman training may eventually succeed their masters as tribal shamans, or flee the tribe and practice their magic as outcasts or explorers.

half-Hobgoblins are just as likely to have children that possess an innate talent for sHobgoblinery as any other race, with the abyssal, destined, and elemental (fire) bloodlines being the most common types of sHobgobliners. half-Hobgoblins are fascinated by alchemy, and its destructive capabilities make its usefulness obvious in any Hobgoblin tribe. half-Hobgoblin alchemists treat themselves as living experiments, even to the point of trying to separate their Hobgoblin and human halves through alchemy. Other alchemists use their powers to enhance their physical abilities and thus increase their status within Hobgoblin communities.

In human societies, half-Hobgoblins have a few more options. Many find it easy to take advantage of the brute strength and work as mercenaries or caravan guards. Crime is another easy route for

half-Hobgoblins, as there are plenty of criminals looking for a strong arm. half-Hobgoblin clerics in human communities are fairly rare; the more religious half-Hobgoblins more often turn to (or get pushed to) the martial aspects of religious service and become paladins or inquisitors. half-Hobgoblins usually lack the patience and money required to become a wizard.

Half-Hobgoblin characters have the following Characteristics

- Medium size
- Half Hobgoblin base speed is 30 feet.
- Half-Hobgoblin natural AC is +0
+2 to a stat at creation.
- Darkvision to 60 feet.
+2 bonus on Bluff and Intimidate,
- Automatic Language: Common, Hobgoblin
- Bonus Languages: (Pick one) Any.
Lifespan roll is 50 + 2d20

Half-Hobgoblin Height and Weight

Females run 10% lighter than males for the same height. Average male height is 6' 4" average female height is 6' 0", build varies from medium to massive

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

Height	Medium	Heavy	Massive
	5	7	10
5'8"	138-152	147-166	165-180
5'10"	146-160	155-174	170-195
6'0"	154-170	164-184	180-210
6'2"	162-180	173-194	192-215
6'4"	172-190	182-204	202-220
6'6"	184-195	190-213	211-229
6'8"	196-210	206-220	218-232
6'10"	204-224	220-240	238-265
7'0"	221-237	230-254	250-275
7'2"	235-250	245-270	265-290
7'4"	246-260	255-288	280-305
7'6"	260-275	270-310	295-320

