

Culture

Welcome to Greyhawke, or as most natives call it, Thindacarulle. I do hope you enjoy your stay here, and to ease your way I have prepared this little guide.

In writing this guide I am assuming that the players have some familiarity with role-playing and the D&D system.

Use the contents of my books in preference to any material published by WofC. Any conflict in rules is decided in favor of the listed house rules.

Unless they are familiar with the mechanics of the game, I advise starting players to play a human fighter of their own gender as their first character. Sit back and watch. Involve yourself as you feel comfortable doing so. We are all here for a good time, relax and enjoy the game.

I am not a miser with information that your character should have, but you do not. Feel free to ask questions. I, in turn, will try to keep you informed of what you should know. I will do my best not to let your unfamiliarity with my way of doing things hurt your character.

In spite of its permanent appearance this is a work in progress. If you find something you think should be included, please note it and give it to me. As changes will be made from time to time, remember to refer to this book occasionally.

Lastly, keep in mind that I am human and do make mistakes. I try my best to stay consistent in my judgments, but I can, and have, reversed myself. If this happens, let me know. I will correct myself. I don't believe in the DM vs. the player. I want all of us to have fun and that is the only reason I play this game.

Basic Information

Thindacarulle is the fourth planet out from a sun not of our universe. It has two moons. The greater, called *Hanbrath* or "Big Brother", has an orbit of 28 days. The lesser, called *Leiancbrath* or "Little Brother", has an orbit of 7 days. The year is 336 days long. Most natives divide it into 12 months of 28 days each. Each day has 24 hours.

Each season of three months (or moons) is named for one of the elements. They are Earth (spring), Fire (summer), Air (fall or the harvest), and Water (winter) which is called the Rains. In most cultures the year starts with spring, or the season of Earth.

The climate is semi-tropical over most of the planet, with small temperate and arctic zones at the poles. Temperatures range from the high 90s in the season of Fire to the low 40s during the Rains. Each season's weather is well described by its name.

Earth is the time of planting when the ground is wet from the Rains. People begin journeys and repair damage to the land and buildings.

Fire is the time of greatest heat, and the least rain. It is also the season of war for those states without a standing army.

Air is the mild season. The harvest comes in and many festivals are held at this time. People finish their travels and seek cover for the Rains to come.

The Rains are just that, near on to three months of fog, drizzle, monsoon, and cold. No one travels that can avoid it and the end of the season is also a time of festival.

Technology runs from early renaissance in the more civilized areas to late iron age in the sticks. There are some anomalies to this pattern, but finding them is part of the fun. Magic is very strong, often replacing technology; for example, artificial light is common in the great cities, but of magical origin rather than electrical. There are many centers of culture and the arts are well cared for in most large cities. Medicine, printing, and scientific farming are some of those arts that are practiced in the great centers. This is not to say all the world is entirely safe. For every

mighty city there are five pockets of dark superstition, and three or four decadent decaying empires, all for your enjoyment.

The World abounds with sentient life. Race refers to your species, not the color of your skin. Humans, Elves, Dwarves, Hobbits, Avians, Centaurs and more rub shoulders in the towns and cities, more or less at peace. This is not to say that bigots do not exist, but they are not common. A good rule is; the larger the town, the more cosmopolitan. The number of different cultures is vast. Almost any character idea can be accommodated.

What follows is a few general bits of information that will be helpful in gaining the flavor of the place. Each culture will have its own take on any one of these items, but I am not trying for an historical recreation. That said, it is a role-playing game and certain terms and ideas will help one get into the mood.

The Quality of Life

In the traditional heroic fantasy life is medieval Europe, with all the mud and grime scraped off. I will endeavor to put some the mud and grime back on, but with the effect of magic taken into account.

Most people work very hard. The majority of people on Greyhawke are farmers of some kind. While sensible methods of farming are known and used, power is still supplied by wind, water, animals, and your back. Crop yields are low by today's standard. Many more people are required to work the land to feed the population.

Most people do not have all they want to eat. They have enough, but no more, and sometimes they have less. Only the very rich have all the food they want, and in hard times even the rich tighten their belts.

Even so, the effects of magic are felt. The presence of Clerics means that the crushing famines and plagues that devastated Europe in the 13th century are impossible. Clerical magic will save the crops, and cure the plagues. Do anything less and the remaining people will have different gods next year.

Life is pre-industrial. This means that ready made goods are rare. Everything from the bit of lace on m'lady's dress to the shovel in the hands of a slave are made one at a time, by hand.

Clothing is a luxury. It takes a family of four an entire year to spin enough thread to weave the cloth for one shirt. Those wealthy enough to own spinning wheels can work a little faster. As a result most people have one outfit. If they saved their money or bought used clothes they might have two. The rag man and used clothing seller are important businessmen. The limiter is not how well you sew, but how quickly the thread can be spun. Only the rich have a variety of clothing.

People do not travel. Doubtless everyone has heard the old saw that "Most people never traveled more than twenty miles from the place they were born". It is true. Most people didn't, and that tends to be the rule on Greyhawke as well.

Magical forms of travel are expensive and rare. Boats, animal power, and feet are the way travel is done, mostly by foot. Few places have roads worthy of the name.

People are parochial. Strangers will be viewed with suspicion in places that seldom see strangers. Rumors will abound about other nations and people that have never been seen. Such rumors will bear little resemblance to the truth. The maps of our world created before anyone had seen the world are good examples. "Here be dragons." It is less a statement of actual dragons than admitting that "We don't know". Nations of people with their faces in their chest, wolf people, Prester John, and so forth. The world was populated with ignorance.

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Greyhawke is, for the most part, an armed society and as such is a polite one. A rude son-of-a-bitch doesn't live long. In even the most civilized cultures, an insult will be discharged with blood. Honor is a person's one true claim to respect, and the poorest wretch will defend it to the last breath.

Money

Money is a subject near and dear to the heart of every adventurer. What is money? What will it buy? Much more than you might think is the answer. One needs to rethink their idea of money to get into the feeling of heroic fantasy.

Fantasy adventure conjures up hoards of gold and piles of gems. While such treasures can be found, the common form of money is far more mundane. Most games give the general impression that one Gold Piece equals a dollar in buying power. At least in this game it is closer to fifty dollars in buying power. The prices are not what you might expect. That which we consider common due to the influence of mass manufacturing is rare and expensive. Those items that are considered quaint and rare can be commonplace and cheap. Not everything follows this rule, but it is a good rule to consider.

In **Chapter Six** we will detail money and exactly what it will buy. Right now we want the basics.

Money is coins. No paper, no checks, no plastic. Money is the hard metal stuff and if you have 1000 gold you have 1000 gold disks you need to protect and/or transport. The names will vary from place to place but the following coin standards exist in my world.

The general exchange rate is five copper to the silver, ten silver to the gold. Remember, "five and dime".

Copper: The common man's money. One Copper Piece is about a dollar in buying power. That means most places will have fractional copper coins. From the "Cash" of Domain worth 1/100th of a copper coin to the Eyrian fractional "Marks". The common Eyrian saying of "A quid and a lineage will get you a pint" indicates the value of the copper coin. A "quid" or an Eyrian quarter copper coin will get a pint of cheap beer.

Silver. The silver coin is a tradesman's day wage. While the common laborer will get three copper, about three dollars, the tradesman gets five. Silver is the coin of most trades, be it called the Noble, the Shilling, or the Mark. Silver in the pocket is security.

Gold: What every adventurer wants. Remember that a single gold coin has the buying power of fifty dollars, of the 1940 not 2000. A gold piece will buy a decent suit of clothing, nothing fancy, but it will do to be presentable in the temple or the exchange.

The Stratified Society

There are few, if any, democrats in Greyhawke's societies. People are satisfied with the social order. This does not mean that people do not seek social advancement, but they will do so from within the framework of the society.

Most societies on Greyhawke can be broken down into the following general classes:

Royals: This refers to the King and his family. These are usually the people in charge. How much power a King really has varies from place to place. It can be anything from total power over the very lives of his subjects, to a mere puppet of the nobility or the church.

Terms of Address: Usually *Your Majesty* whether it be a King or a queen. *Your Highness* is reserved for the children of the royals.

A word on the royal "we". Only the most pretentious Kings will use this in day to day speech. By custom a King is considered his country. When the King is speaking for the country it is proper that he speak as "we" as he means everyone in the that nation. The King that uses such a form of address in the third person on a personal level is laughed at behind his back.

Nobles: Traditionally the King's retainers. In many lands the nobles are literal servants of the King and proud to hold the post. In each case they are considered slightly less important than the royal family. Should a dynasty fall, it is among the nobles that the next royal will be found.

This often places the nobles in a delicate and dangerous position. Being next in line for the throne in a situation where the King and his family are frequently plotted against is a delicate position, even if said noble is a dedicated retainer.

With power comes responsibility. While the Nobles are certainly powerful they have responsibility to match.

Terms of Address: *Lord* or *Lady* followed by the name. In some lands the noble is styled by his title. The Earl of Chestnut would be called "Chestnut" by his peers. M'lord or M'lady is proper only if they are indeed your lord. It is not used with the name; "M'lord, dinner is served." not "M'lord Bill, dinner is served."

Knights: Knights are not nobles, although many nobles are also knights. They tend to get lumped with the noble class. Properly, a knight is a warrior that has been recognized as someone special by the King or even the proper noble. In practice, this can be literally true or not depending on the Kingdom. A knighthood can be a stepping stone to the nobility.

Terms of Address: *Sir* or *Dame*. Some places do not use the feminine "Dame", and uses "Sir", man or woman. The Sir comes after any titles. The person might have, but before their name, "Captain Sir Isaac Blowhard". Nobles will have the knighthood mentioned after their name, "Lord Salisbury, Knight Order of the Beef."

The Clergy: Priests are an interesting problem. Depending on the circumstances they could be considered as slightly less important than tradesmen, or they could be the ruling class. The more religions present, the less important the priests of any given religion will be. If there is only one religion in the land it is because the one religion has considerable political power. In any case, Priests are generally respected.

Terms of Address: Titles will vary widely. Any Priest will accept "*Your Worship*" from those that don't know the proper form of Address. Gods are called "*Your Holiness*", or the *Most High* and *Holy* or anything they want to be called. Yes, it comes up.

The Gentry: The Gentry are landowners. Less than nobles but they will consider themselves better than anyone else by virtue of their landowning.

This does not translate into cash wealth. It is possible to be land rich and cash poor. However, being land rich can improve your cash flow if you use it wisely.

Rich Gentry are usually looking to break into the peerage, or nobility. This can be done several ways depending on where they are. The two most traditional are marriage and grant.

Grant is straight forward. You do the King a good turn, and he makes you a noble. Done deal.

Marriage is a little more involved. Often the noble lifestyle drains the pocket of money. Noble families can find themselves with title and lands, but no money. The solution is to go shopping among the rich non-nobles for a fortune, and marry into it. As

most Gentry are usually shopping for a title, this generally works out.

Terms of Address: "Goodman" or "Goodwoman" (rarely Goodwife) This address can generally be used to any non-noble with whom you are not familiar.

Tradesmen: These are those practice a profession. Tradesmen would include anyone that makes things or provides a service for a living rather than farming. Magicians and Healers fall into this category, but they are generally given more respect for the power they wield by those that socially outrank them.

Terms of Address: Generally anything you would call the gentry. "Apprentice", "Journeyman", and "Master" by the trade. In most cases the trade title is not used except for Masters. A Journeyman blacksmith is "Goodman Jones". When he makes master it is then "Master Jones".

Magicians are usually given appellations, "Adept" being the most common, "Bob the Adept". Magicians are not considered Wizards unless they can cast 9th level spells. "Mage" or "Magi" is generally like a knighthood, an awarded title. Among most magician societies it is recognition for adding to the body of magic knowledge.

Only a truly pretentious magician calls themselves an "Arch Mage". That's a title that you get when other people call you one.

Yeoman & Peasants: The salt of the earth. These are tenant farmers. They comprise the majority of all populations. These are the people that work the land.

Yeomen are not Serfs. Serfs are little more than slaves and have few rights. A Yeoman has specific rights. Although where he lives can greatly affect what rights the Yeoman has. In some lands he is a serf, in others an equal to the Gentry but without land.

Terms of Address: The same address as you would use for Gentry if you are polite. "Hey you", of you are not.

Slaves: The lowest of the low. Even the worst starving, beaten, muck-digging serf can look down on slaves. The practice of slavery varies widely. In some lands the slave has rights, even though he is owned. In other lands a slave can be killed if his owner got up on the wrong side of the bed. The common condition of the slave is ownership by another man.



Cultures

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.

Human Culture

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.

Of particular note are the following established cultural sets. These represent what has been established in the game, not the only choices.

Amerind: The Amerind people occupy the temperate layer of the great plateau. Amerind people are of average human build. They are of a bronze complexion with black hair and dark eyes as the rule. They have little body hair. Men can seldom grow full beards.

Their culture is similar to the North American cultures of the Iroquois nations with the exception they have native metals technology. Their culture is defined by the roles of hunter and warrior (male), farmer and nurturer (female). Their culture carefully divides the gender roles, but neither is considered superior.

Being of a temperate climate, clothing is a necessity to the Amerind people, not simply a luxury as it is in most the world. Amerind people are modest, but prefer to dress in a manner that allows easy freedom of movement. Leather is the primary material for clothing as they have no native textiles, summer and winter wear are vastly different. Full coverage in the winter, and as little as modesty will allow in the summer months. Modesty will allow that as long as the genitals are covered you are modest.

Amerind people consider 2 feet a comfortable conversational distance.

Anorian: The Land of Anorian runs from the southern Eyrian border to the sea and from the Arabian lands in the east to the wild lands in the west. Anorian people run the full spectrum of color. Skin tones run for deep chocolate to milk white, and hair from black to platinum blond. Any eye color found in humans can be found.

Traditionally Anorians are a people driven from "elsewhere". This is reflected in the diversity of types.

Anorian is a man's world. However, strong women can buck the norm and become persons of power and prestige. The wry adage that a woman must be twice as good to be considered half as good applies. Women are the "fair sex" the "weaker sex", to be placed on high and marveled at, but don't let the dears near anything "important".

Anorian culture is a reflection of the "Sun King" period in France, including the warts. Clothes make the man and to be less than well dressed is to be no one. Body modesty is extremely important. To be caught naked is shameful, even if you are in bed.

Anorians consider 4 feet to be an acceptable conversational distance.

Arabic: People that inhabit the land south of the Moreland Empire up through the Hundred Kingdoms to the west of Egypt. They are the majority type within the "Hundred Kingdoms". Arabs have swarthy to light complexions, dark eyes, and brown or black hair. They are known for large noses, and hirsute bodies, but that is by no means a rule.

Arabic people are firm believers in their traditions. The most important being that a guest in one's house is treated as a king. This is expressed in the "Bond of Salt" by which you may not cause harm to anyone you have shared salt with for three days.

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Arabic cultures are male dominated to the extreme. Polygamy is practiced both in multiple wives and with many concubines for the rich and powerful. Poorer men must often do without. Women are considered chattel of the household. An unfortunate widow can find herself sold with the estate.

Arabic cultures are very modest, some requiring females, but not males, to hide all exposed flesh. Arabic cultures have a high tolerance for personal closeness and prefer a conversational distance of two feet.

Arilaner: Arilaners are especially tall humans with a vaguely English Tudor background. Arilaners come from the Plains of Arilan and can be from either Domain or Eyrie. Arilaners average 6'8" for men, 6'6" for women, but with a mesomorph's build. Arilaners do not look that tall until something scales them. They tend to be blond and fair skinned. Eyes tend to green and blue.

Arilaners are "English" in their outlook, but with no connection to the sea. They once had a great empire, and often allude to a lost golden age. Some can be quite insufferable about it. Most are goodly and pleasant people. There is no gender domination within Arilaner society.

Arilaners are casual about nudity, but understanding of the fact that a little mystery goes a long way. They delight in clothing that suggests without giving up the whole show. Arilaners prefer a conversational distance of at least three feet.

Catalan: The majority human type in the Domains. They have Spanish flavor. Catalanes are average height for humans. They have swarthy skins and dark hair, with black predominating. Eye color is brown or black.

Catalan society is male dominated in all respects. A man is expected to show *machismo* or "manliness" in word and deed. Women are expected to be submissive to the men.

Catalan society is highly modest, especially women. However, it takes an unusual form as to what may and may not be bared. The shoulders must never be bare, as that is the sign of a slave. A Catalanes woman would sooner bare all else before her shoulders. In the Court, bare breasts, and massive shoulder pads are common. Slaves are not permitted modesty, and often are seen naked in the streets. By law a slave of either sex cannot wear clothing above the waist. What ever else they wear is dependent on their master.

Catalanes prefer three to four feet as a conversational distance.

Canu: Canu are the human people of Volanda. "Canu" is the Avasu term for any non flier. It means "scoundrel". This should indicate how the Avasu feel about humans.

Canu are used to living with no rights, no respect and no wealth. This is slowly changing under the new Moreland controlled government, but old habits die hard.

Canu are two inches taller than the human average, and tend to have a reddish cast to their skin so thoroughly is Phoenix blood mixed into the local population. Builds tend to be on the lighter side of the human norm. Hair is usually blond or light brown and redheads are common. Eye color tends to be green or blue with the occasional amber and gray.

Canu can possess residual Avian traits. The "Avian eye", and the hand talons are possible, as is a resistance to fire. No body hair is also a possible trait, but has no "game" advantages. 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 1-4 points damage with each strike.

Fire Resistance: +2-+3. This gives the permanent effect of a **potion of fire resistance** (5 or 10).

Canu suffer from a twisted reverse modesty. In Volandai nudity is status. Winged people and clothing are a difficult mix. Besides if you are "flame pure", the weather doesn't bother you. Demonstrating this by standing unconcernedly nude in chilly weather displaying your hairlessness is strictly for the Avasu. People without wings, or possessing body hair are unfashionable. Canu are by law forbidden to show any hair but that on their heads. Furthermore, shaving the body is an offense against said laws. Hairlessness is a sign of a more perfect body, and you are not allowed to fake it.

Punishments are equally draconian. The end result is people that are fearful of displaying anything but their heads in public, but wear nothing in their own homes. While it is true that these laws have been stricken from the books any bare skin in public is shocking.

Canu are use to speaking in only the lowest of whisper lest the Avasu notice them. They consider one foot the ideal conversational distance.

Celt: Celts are found in the northwest part of the continent and on the major islands of the area.

Celts follow the expected cultural set with regional differences.

Celts are tall dark haired, light skinned people. Blondes and redheads are rare among them. Eye color is usually blue, with other colors possible.

Celts live with the idea of the *Geas*. It is a vital belief of their religion. The more powerful an individual is, the more Geases he will have on him. Keeping to one's geases is a good thing and you gain benefit from it. Breaking one has equal consequences to keeping it. A typical geas is something seemingly trivial, but important to the character. It is something that the character themselves can only keep or break. Another person can never break someone's geas.

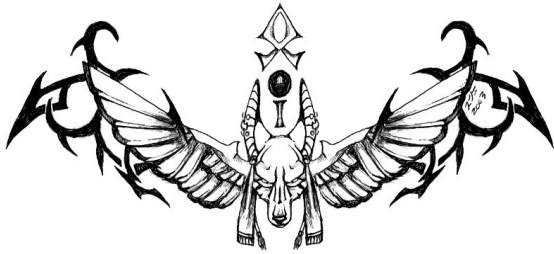
A typical geas will be on the order of not eating pork butchered by a woman. Never sitting with one's back to a fire. Always arming the left side before the right. Each geas will have an associated bonus and a penalty. The bonus or penalty will never be greater than +/-1. I.E. Sean must never walk windershins around a horse. If he keeps his geas, he gets a +1 to all riding based skills, and if he breaks it he takes a -1 to all such skills till the next dawn.

Granted abilities might have even more powerful geases attached to them. For example a permanent ability of resistance to fire will depend on the character never putting a fire out. In such cases the penalty is permanent until the proper cleric casts an *atonement* on them.

A character will never have more than one geas per five levels, and must be of the indigenous religion to have geases.

Celtic modesty is practiced for the benefit of those around you. Celts are uncomfortable if not properly dressed, and activities that require nudity are practiced in strict privacy. Outside a rather prudish attitude where bare flesh is concerned Celts are an unfettered and broadly expressive people. Friends are greeted by backslapping and hugs. A bit more restraint is shown between genders. Gender roles are not at all distinct. Each member of the couple retains their own property, and who is the most important is determined by relative wealth. A man might stay home and raise the children, if that is how the couple wishes it to be. His wife might go to war. Only in child bearing is a specialty recognized. Celtic women heavy with child or with child at breast are expected to make the care of that child their primary concern.

Celts think two feet is ideal conversational distance.



Egyptian: Egyptians come from Egypt, no shock there. A surprisingly fair skinned people that usually appear darker than they are due to tanning. Egyptians run from sandy to black haired and eyes from golden brown to black. Social status is related to skin color. The higher the status, the fairer the skin. Nobles and the rich do not work all day beneath the sun, and therefore do not tan.

Society is what you expect from all those specials on Ancient Egypt. Society is highly stratified, and social mobility is limited.

Egypt enjoys a hot climate. Clothing, when more than a loin cloth is worn is light and often translucent. Cotton and silk are the favored fabrics. Usually little more than a light robe to wick sweat from the skin. Public nudity is common for all social classes. Children regardless of social status are always nude until about age eight. You cannot embarrass an Egyptian catching them nude.

Egyptians consider two feet the ideal low class conversational distance. Add half a foot for each social level above that.

Germanic: These people are found in the area to the north of the Inner Sea. Germanic people range across the north from Coranth to the Fells. Germanic people are from average to tall for humans. They have stocky bodies and shorter than average legs. Germanics are slower runners than most humans. They will move 1 inch less per round, but will mass 20% above weight for their height.

Germanics once had a unified culture. In the many thousands of years since they arrived that has splintered. Most Germanics live a hard scrabble agrarian existence away from any hint of civilization. They tend to be suspicious of strangers or other races.

Germanic people practice a rough equality between the genders. Gender roles are clear, and one is expected to fulfill them with public censure as the price for not falling in line. In the small communities in which Germanic people live, this can be a severe punishment. Women own their own property and without their direct permission a husband is expected to let it be. Women usually pass their property to their daughters as men pass their property to their sons.

Variations due to religion or local custom will exist, but most Germanic people are practically modest. No customs exist that promote public nudity, and it is not encouraged. Children are not seen nude and less so with adults.

Typical Germanic conversational distance is three feet.

Greek: This is the majority human type on the Inner Sea. Greeks are found in any number of nations. Greeks are average height and build for humans. They have olive complexions and tend to dark, curly hair. The occasional red head or blond is noteworthy. Eye color is toward the darker colors with blue eyes popping up once in a while.

Greek culture is highly modified all around the inner sea from the Eyrrian Empire to Greece itself. No single culture set defines the Greeks.

"Greek" Greeks are what we would call Hellenistic. Society is

stratified by class and gender. Men rule. Women breed and keep out of politics. Greek philosophy contends that the purest love is not tainted by sex. Therefore, the purest love can only be attained between men (women do not matter and are not addressed). Upper class Greek men are known to strive for this state. The higher the social status, the harder this barrier becomes. Common farmers will consider their wives equals. The nobility considers women breeding stock.

Greeks are casually nude in public when the activity requires it. Exercise is commonly taken in the nude. Greeks are fanatics about the body beautiful. Failure to be fit and beautiful is seen as a moral lack, as well as physical. When the activity does not require nudity it is common to dress, and it is impolite to be nude.

Greeks like a conversational distance of three feet.

Hindustani: The minority in the Domains and majority on the south west coast. Hindee are 4 inches shorter than human average, and are very dark of skin, from brown to golden brown in color. Hair is always black and eyes are black or brown. The occasional golden eyes do occur.

The Hindee are under the thumb of the Domains. The Dark Lord has a heavy influence over the rulers of those lands he does not directly control. Traditional society is one with four levels of stratification. The fall of the traditional gods and conquest by Domain have cracked the hard facade of the caste, the Hindee culture's primary coping mechanism. It is in the process of change.

Nowhere is caste better exemplified by degree of complexity and systematic operation than in the Hindee lands. The Hindee term for caste is *jati*, which generally designates a group varying in size from a handful to many thousands. There are thousands of such jatis, and each has its distinctive rules, customs, and modes of



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government. The term *varna* (literally meaning "color") refers to the ancient and somewhat ideal fourfold division of society. They are:

- 1) The *Brahmans*, the priestly and learned class. This class of people was nearly wiped out as a result of the Elf/Hindu war. Those that remain are forced to the fringe of society.
- 2) The *Kshatriyas*, the warriors and rulers have been wiped out by the conquest. They have been replaced largely by foreign Dons and their hired muscle, that wield the power, but not the respect.
- 3) The *Vaisyas*, farmers and merchants. These people have been hurt, but not destroyed. They are forming a moneyed middle class with the restrictions of the old order swept away.
- 4) The *Sudras*, peasants and laborers. Their lives remain poor, difficult, and bleak, as it has always been.

These divisions correspond to what were formerly large, broad, undifferentiated social classes. Below the category of Sudras are the untouchables, or *Panchamas* (literally "fifth division"), who perform the most menial tasks.

Hindustani people are by nature modest. Covering the primary and secondary sexual characteristics is considered modest. Having them covered is enough, but more covered is better. The higher your caste, the more important modesty is. Signs of affection are not displayed in public. Holding hands is enough to get one frowned at. This is contrary to their art and dance that can be highly erotic.

Hindustani people consider 3 to 4 feet to be a good conversational distance, except in Domain proper, where they stand much closer in order to not be heard.

Janordain: Most Janordians are "Greek" in type. Other variations do occur as Janordain is a cultural set. Any variation in human appearance can and will be found.

Janordians are the "show me" people of the inner sea. The area was one of the first to recover from the holocaust, and has been a bit smug about it since. Genders are considered equal, although you will typically find more men in political posts than women. Eyrian meta-culture is present throughout the area. It is the second oldest part of the Empire. A light "Roman" feel without the slavery and debauchery parts.

Janordians are not fanatically modest. It is considered proper to wear clothing in public but no one is going to be shocked if you get caught with your pants down. Public nudity is expected in venues that require it, the baths for example. Janordians are fanatical about the public baths. The bath is not just a place to get clean, although that is important. The baths are a social setting to see and be seen. More deals are cut in the steam rooms than are made in the drawing rooms. So important is the bath that most baths are publicly supported, and no fee is required for the basic service. Additional services such as laundry and barbering are at a cost above the basic bath.

Janordians consider 3 feet conversational distance.

Markian: Markians are seldom seen in the normal course of the campaign. Markia is on the other side of the world. Few of its people ever come to Anadolintor apart from a handful of traders.

Culturally Markians most like the Japanese with touches of Chinese and Korean. Gender roles are rigid and enforced by deep tradition. Likewise mobility between social classes is rare. Markian philosophy holds that each being has a proper place, and should not stray from it. If you are born into a fishing family, then you should accept being a fisherman.

Markians are also marked by a deep racism. They believe theirs is the best of all possible Human cultures, and to be born outside of it is a moral flaw on the part of the outsider, or *Gaigin*,

as they call them.

Markians are Greyhawke's Orientals. Markians are on average four inches shorter than the human norm. They usually have straight black hair and brown eyes. The endoplastic fold is common. Skin tone ranges from golden fair to golden brown.

Markians are noted for an ability to mentally compartmentalize life. Modesty is one such thing. While nudity of itself is not a bad thing, it is not good in the places it is not expected. Where it is expected, it is uncommented on. Markians are private about their persons, and do not like to be touched. Physical contact by strangers is considered an insult. The common form of greeting is the bow. You will not see even marrieds embrace in public.

Markians think 4 feet is an ideal conversational distance.



Norse: The Norse are found in the far north west of Anadolintor. A land of mountains and deep bays.

The Norse are a culture of farmers and seamen with a strong warrior tradition. Tall, broad and expressive in life and in art. Norsemen average 2 inches taller than the human norm. Fair skin and blond hair are the rule although darker skin and other colors of hair do happen. Eyes are generally blue or green.

Many years ago on the far world of Midgurd the Norse gods held Ragnarök. Due to other intervention only Loki and Sif survive. They are busy rebuilding the gods of their culture, and as a result the culture on Greyhawke is more subdued than one might expect. Without Valhalla to look forward to no one is as eager to die in battle. In other cases known facts apply. Norse art is as archeology presents it. Traditions and customs likewise.

Contrary to the Hollywood view Norse culture is not all fighting and feasts. Most Norse people are farmers eking out a living on less than ideal land. As the sea is always handy, farming is supplemented by fishing. Viking is not as popular as it once was, but still done in the off season.

Norse society is male dominated, but not to the subjugation of females. A wise man takes council of his wife. They do keep slaves. The Norse are modest for the comfort of others. Getting caught in the nude is shameful. Activities that must be done nude, are done in private. The Norse consider two to three feet a comfortable conversational distance.

Nubian: The Nubian people are found to the north and west of the land of Haven as well as within that area. They also

congregate around the great shallow lake to the east of Coriath. Nubians have no unified political body although they do share a culture.

Nubians are average for human height and build. They have dark milk chocolate to deep dark chocolate skin, wiry black hair and black eyes.

Nubian culture is built around an extended family built on chain marriage. Older men marry young wives, in turn the older widows marry younger men to pass on the family wealth and teach them how to take care of the younger wives they will soon marry. Often spouses, with the approval of the older spouse will marry the younger partner well before the death of the older partner. This continuity is approved of and encouraged by society at large.

Nubians have few large cities of any size, and most live in towns and villages that contain mostly interrelated family groups. The average Nubian is a farmer or herder. Those living along the great lake will also fish for a living. In these small towns a typical "small town" everyone knows everyone social pressure keeps the general peace.

Gender roles are defined in Nubian society. Men farm and herd, women keep the small livestock and the house. Women raise the children, men protect the community. Deviation from these roles will get you talked about. Neither gender is considered the better of the other.

Nubians are by nature a modest people with a lightened sense of what is modest. If your groin is covered, male or female, you are considered modest. Generally, the older the person, the more clothing they will tend to wear. Children under the age of 7 are not expected to wear anything. Any one sexually mature, or getting there, is expected to conform to accepted modesty. Clothing is a mark of position, so while minimal modesty is fine for youth showing off their young bodies, older folk with position to display will do so.

Pict: Picts live in the northern reaches of the Gaelic Islands. These native people, once covered all of the islands, but have been pushed out by the Celts and Saxons. Picts hold on in the far reaches of Hibernia and Caledonia. They are a marginal people even there.

Picts are 6 inches shorter than the human norm. They tend to have stocky bodies, swarthy skin, dark hair and dark eyes.

Picts maintain hardscrabble farms, and fish from leather boats. They live in stone villages, the houses half sunk into the earth. These villages are small. No more than four to five families will live in a single village.

Families are the traditional extended families. Man and wife with children, grandparents, and often aunts, uncles and their children as well.

Pictish ways are dying. Many Picts have forsaken the traditional ways and live among the Celts, blending into that society and passing without notice.

Picts in their native culture are by nature unmodest. They will wear what clothing they must for protection, and decorate their skin with wode (blue dye) in magical designs, body piercings, and other jewelry. Picts consider one foot a good conversational distance. A particular habit of Pict, one they do not remember the origin of, is never raising their voice. An angry Pict will speak



quieter, not louder. Picts are leery of loud and angry people.

Persian: The Persian people are found in the southeast of the continent. They come from a number of political states but share a common culture.

Persians are a dusky people of the Human norm in height. Hair is either black or brown, with the occasional redhead. Eye color is black or brown with green or blue cropping up rarely.

Persian culture is in a state of change. Once a united Empire led by the worship of the bloody

Malok Talwas the Persian Empire fell to internal troubles. For roughly a generation the then called "Thousand Kingdoms" squabbled with each other. In time the warring states were united by Damian, who introduced his own religion and banned, on pain of death, the practices and worship of Malok Talwas.

What is now called the Empire of Moreland is an active theocracy with the religion as government.

Persians are known throughout the areas around their land as shrewd traders and merchants. Obviously they cannot all be merchants. Most of the people that do not live in the great cities or large towns are farmers. Social life revolves around the local temple, and in the practice of that pragmatic religion.

Pragmatic can be considered the overriding Persian operating principle. With the rule of the country changing as much as it has you don't get attached to things, and roll with the punches.

Persians are slightly more modest than Egyptians. The higher the social class the more important clothing is. One definitely dresses for the occasion, be that a formal ball, or butchering a hog. Persians are an intimate people that prefer two feet as a conversational distance.

Saxons: Saxons are a people living in the North and west of the continent, in the Eastern part of the Corathian Empire.

Saxons are of average height and build. Hair and eye color tend to black and brown. Blond and red hair is rarer but not enough to comment on. Eyes can be of any normal human color. Saxon complexion is on the fair side.

Saxons pride themselves on being a practical people. Their culture is what we would call Anglo-Saxon. What England was before the conquest. A country of Yeoman farmers with nobles not afraid of working the land themselves. Saxons have along tradition of law and of rights for the common people. The poorest Saxon will call you on his rights, and demand lawful treatment. They are also the stingiest people around. A Saxon will drag you into court for a broken fence.

In recent history the Saxons ruled a good many of the Celtic peoples, notably Coranth. This situation has been turned on its head. Ten generations later the sting is still felt. The Corathian Empire has swallowed the Saxon lands whole.

Saxons do not keep slaves in name. The practice of serfdom was legal in the time of their own government. This is no longer the case. The hint that your ancestors might have been serfs is buried deep.

The Saxons are modest for the comfort of others. Getting caught in the nude is shameful. Activities that must be done nude, are done in private. The Saxon considers two to three feet a comfortable conversational distance.

Non-Human Cultures

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 original 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, were 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 a 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 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 an 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 Fort saving throw 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 or buried in rocks) 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.

Avians are fully feathered and do not wear clothing save for carrying harnesses and belts. Stripped of their feathers they are embarrassed to the point that they cannot function in society and will hide themselves away until the feathers grow back. A full suit of flight feathers is vital to an Avian's survival. Deprived of the ability to fly, many Avians will commit suicide to cycle so as to regain a full set of feathers.

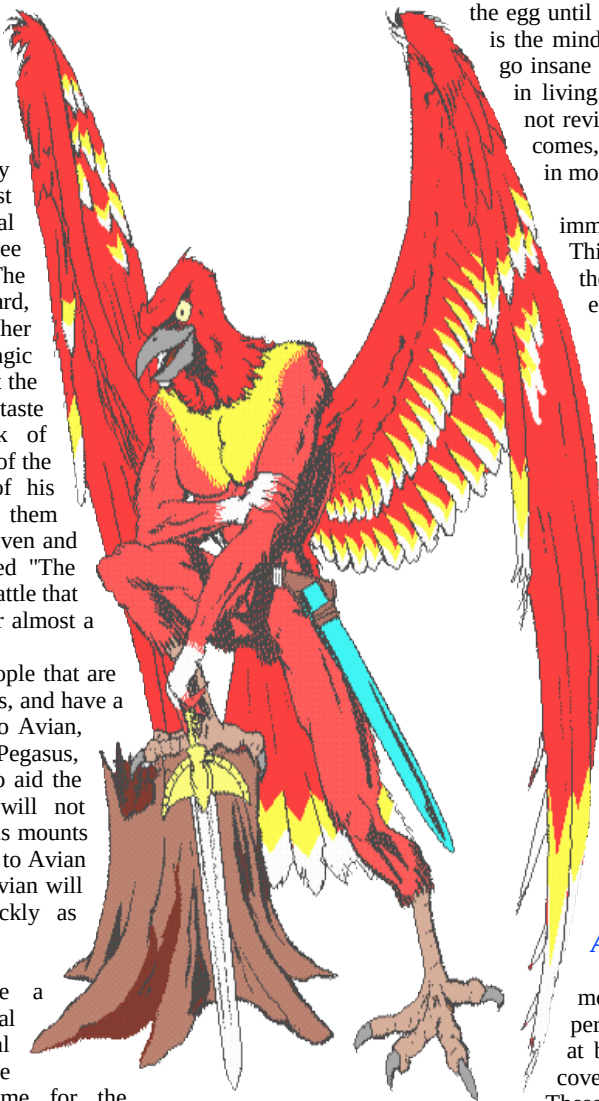
Avians like a lot of room. They want to be able to swing those big wings they have. Avians prefer conversational distance outside their wing sweep. They don't get too creeped out if they can't have this, but if they feel trapped, or unable to leave such a situation they can and do suffer from claustrophobia.

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 for the first six months.

These darling, cute critters must be taught what is food and who is not. They otherwise assume that everything not beaked and feathered is food and act accordingly. Young Avians are not a mortal threat to the adult of any race, but the talons and beaks are sharp and do hurt. 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 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 practical 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. Both partners must be in accord with their desire to breed for children 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 has 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 ensure 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, out side of the nuclear family, that the Avian language has is "*chia*", a term meaning everyone in you 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 Avians 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 flier. 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 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. Their Element is Light

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

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can live for millennium. Their Element is Air

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

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 millennium 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. Their Element is Cold

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 another Phoenix. Their Element is Fire

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 Fay 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.



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.

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 have a more flexible spine than do horses and can maneuver into postures a horse would find difficult. They have no problem with stairs. (A horse's problem with stairs is in descending. Due to the position of their eyes they cannot see directly under their front feet. This makes them uncomfortable about descending stairs, not unable. Centaurs do not share the sight limitation.) They cannot climb walls or suspend themselves by the strength of their arms. They cannot leap more than about 8' vertically or 30' 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.

Centaurs do not by habit wear clothing. They have no inborn distaste, but do not possess any from of body modesty. You can't make a Centaur self conscious for their lack of clothing under any circumstance. Centaurs will wear clothing of both leather and textiles for decoration or protection.

Centaurs like a good four feet as a conversational distance with strangers. Among intimates that distance can get as low as nothing. There is no gender bias in this custom.

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 state of fertility. 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 do not 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 strong ties to family and kin. Parents care deeply for their children, and raise them with love and discipline.

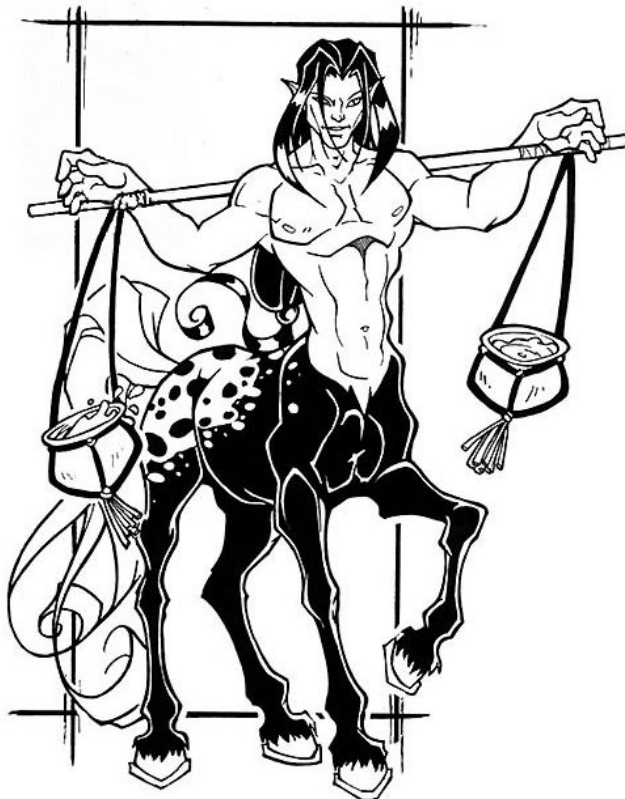
Most centaurs keep gardens and hunt. A few herd animals, cattle, sheep, or goats. Some farm cash crops. Most groups have one or two special skills to make trade goods with: smithing, paper making, complex weaving, brewing, etc. Their relationship with animals is more custody or partnership than ownership.

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 farm 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 cared 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

Centaurs 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 own way. There are enough Centaurs to gather



into communities composed solely of Centaurs, and they do have opinions.

Centaur communities are usually not lead in the fashion Humans would call leadership. 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 at something than his fellows his, or her, lead is followed. A skilled warrior is made Captain of the militia. A financial wizard 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 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 tend to be either strenuous or require skill. They play a form of soccer, run races, and compete in feats of strength. Skillful sports include archery, bowling, and similar pursuits. Quieter games include 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 worshiped is a matter of the general division the Centaur belongs in.

Centaur Race

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

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the populations.

Woods Centaurs: Woods Centaurs are found in the forests of Ainadalindtoro. They are the least affected by Humans. 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 Skerrit 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 for cash crops like wine, or trade with their skills more 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 Centaur 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: The Plains Centaurs are 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. They take 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 nothing for culture or tradition.

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 Thindacarulle. At first the survivors tunneled into rocks of the new world, and had no interest in what was outside the world. What minerals and caverns they could find are 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.

Dwarves among their own kind are highly physical in demonstration of affection. Back slapping hugs, old married openly hold hands. Insert strangers and a wall of reserve drops like an ax. A Dwarf is still very much "in your face". The Dwarven idea of a reserved distance is about a foot away. Dwarves are extremely modest were bare skin is involved. This is done for the "comfort of others" rather than the "comfort of self". The show of bare flesh offends the viewer not the bared.

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-Forger 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 out-caste 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 outcast 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 with tradition, and seek adventure themselves are a scandal. They 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 warmly. 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.

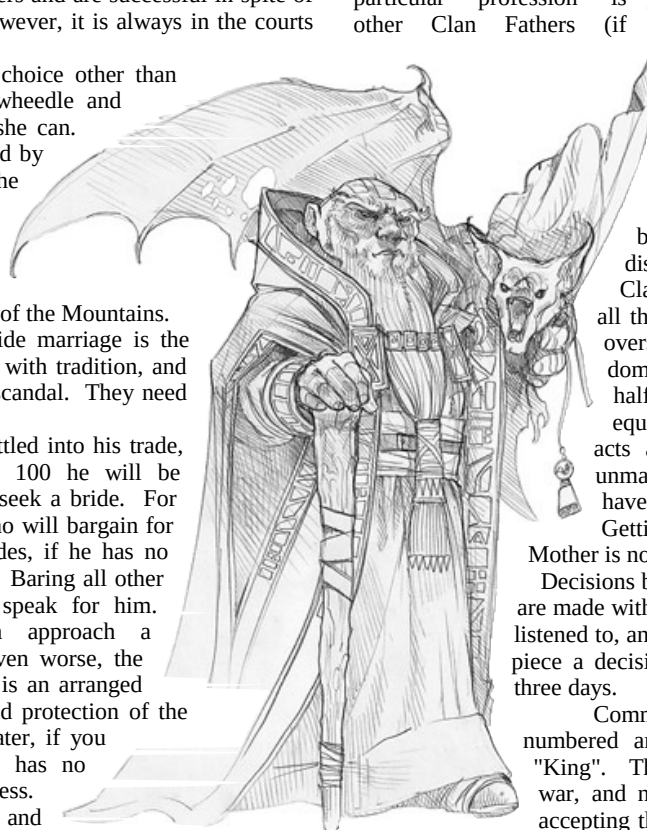
Clan Fathers are elected with each family in the clan having one vote. It is the responsibility of the Clan Father to see to the defense of the community, and deal with other communities. If a particular profession is needed in the town, he and the other Clan Fathers (if present) will see that someone 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 tranquility. 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 piece 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



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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 prove that these are improbable, almost impossible goals, but attainable 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 the heroes to 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.

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 built 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*. Darkvision 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*.



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 first sentient race on the world after the Cleansing, and are related to the nature of the Fay species by the nature of their

creation. They are a long lived and

peaceful, by

preference, race that



prefers its own company. They find 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.

Elves are not comfortable with being touched by strangers. Their idea of "personal space" would be a minimum of four feet among other elves, and more the less known or trusted members of other races might be. You can assume an extra foot for each minus in the reaction table. Only close family members are allowed inside that range. An Elf will sit touching another person only if that person is either a spouse or a lover. Elves greet each other by raising their hands and touching palms. They will tolerate the human handshaking custom as close enough to their own custom. Races or cultures that greet with open hugs or embraces are rebuffed. Kissing in public is right out. Kissing or being kissed by strangers is even more of an affront.

Elves are modest in their clothing. While young elves might wear skin revealing clothing, the married elf covers all but head and arms. Propriety of task is considered greater than property of dress, and an Elf will wear or not wear what is required for the task at hand. Butchering, for example, will be done in the nude, as blood comes off skin easier than out of cloth. In such circumstances is it impolite to notice someone is not clothed, or to stare, and they are treated as if they are clothed.

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 parings, 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 proposes. Once the happy event of conception and birth has happened, the marriage is formalized in a religious and social ceremony.

Once the marriage is consummated and formally recognized, 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 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 lose fertility, and by 400 even much of their 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 that 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

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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,

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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 were 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 are 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 millennium. Elven architecture has an almost, accidental, appearance. It often looks random and frail to those used to human architecture that is based on stacking things. Buildings are designed to blend into the surroundings. To the unknowing, an Elven city 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 arch types, ideals, and inspirations. There is little sense of parental protection. 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 blond. Their eye color is blue, green, or rarely amber, violet, or brown.

Erinquendi: The "Wood Elves" *Erinquendi*, other than an arboreal 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 blond and even red. Eye color tends toward green or brown, but any is possible.

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 divide, and lightly populated the world, that they were 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 blond, or more common platinum blond or even pure white. Their eye color is an ice blue, gray, or rarely, black.

Morquendi: The "Drow". These are the "Dark Elves". A term that many humans miss interrupt to mean "black" or "evil". 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 were driven into the caves beneath the earth.

Morquendi 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 *Morquendi* has altered them more than most. *Morquendi* 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.

Sulinarquendi: 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.

Sulinarquendi 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 *Sulinarquendi* have residue Avian traits. The "Avian eye", and the hand talons are common, as is a resistance to fire.

Exotic

The term "Exotic" does not describe a single creature. Rather it describes a class of single creatures. "Exotic" is the word used to describe any hybrid of a sentient and an animal. Usually it refers to the offspring of a mating between a humanoid female and a male animal.

"Why would anyone bother?" you will ask. The answers are three. Arrogance; to see what I can make. Greed; to sell what I can make. The third answer is usually given by the Mother of such a creature when no intervention was involved, "It seemed like a good idea at the time."

The lives of most Exotics that will become PCs are not going to be happy ones. Most able Exotics are either the experiments of mad wizards or created for sale in the slave trade. Unless the character is the result of one of the rare "third answers" the characters will be runaways or throwaways.

Exotics will behave as they are raised. Cultural mores, or the lack of same, will come from the parents or trainer of these

creatures. Exotics have no culture they can claim as their own.

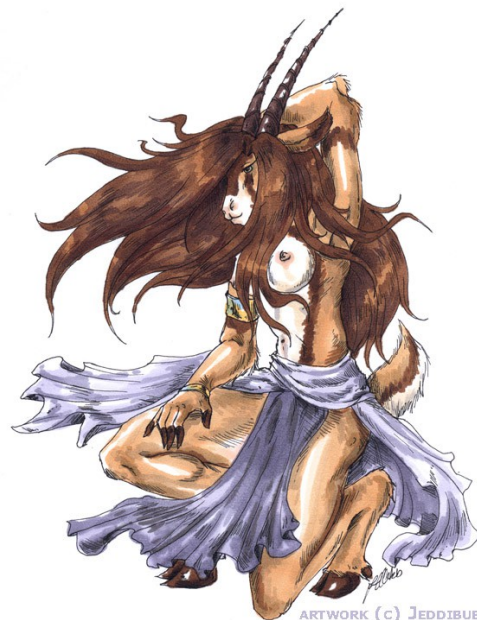
The lifespan of Exotics tends to be brutally short. They generally live the average of the two parents average lifespan. So if you mix a house cat average 14 years and a human average 90 years, you get a creature with a 52 year lifespan. Viable adulthood will be the middle half of that lifespan. Thirteen years to adulthood, 26 years as a desirable adult, and 13 years a senior citizen discovering all the quirks the breeder forgot.

It is impossible to list every type of exotic that can exist. A good selection is listed in **Chapter Three: Races**.

Faun

The Fauns, or satyrs (the males), and nymphs (the females) are one of *Silanta*

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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.

Fauns don't wear clothing. Modesty is not a concept with this race. While a faun might wear something they thought was attractive, they wouldn't do so out of any sense that they need to be covered. Fauns cannot be embarrassed by nudity.

Fauns are openly affectionate with those they are friends with. Hugs, kisses, the works. If they don't know you they are very shy and difficult to approach.

Fauns consider a foot and a half to be a good conversational distance.

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 rule. More, or less is not 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 a 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. Friendship and jockeying for position in the band are a constant thing. Who is leader is judged by who can find the most food, hunt the best, and most important, who can play and party down.

Female politics are 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 blond or white, very rarely red. Body and head always match. Complexion is swarthy to fair.

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. Foxfolk walk plantigrade, that is with the heels touching the ground as do Humans, not digitigrade, with only the forefoot touching the ground as would true 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 skill, that is learning to identify a single class of substances by smell alone. Their hearing, while keener than humans, is not exceedingly so it will give rogue 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 striven 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 in all of 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, 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



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Culture

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 of 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. Frescoes 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 Thindacarulle 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



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.

Foxfolk are not affected by modesty when push comes to shove, but will affect it if caught ill dressed for the occasion. The more trivial the circumstance the more important the proper clothing. The more life or death the matter the less important the dress.

Foxfolk consider 3 feet to be an ideal conversational distance.

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, 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 Dwarven aversion to the open sky foolish.

It is impossible to crowd a Gnome. Even Dwarves who I like "in your face" conversation find Gnomes a bit close for comfort. Gnomes take time to learn what is comfortable for others. If business is involved they can be models of other people's social mores.

Gnomes are practical in matters of dress. Modesty or its lack means nothing. Gnomes will dress to fit the weather their idea of fashion, and the mores of others, usually in that order. They will observe the local community standards if that is the way of least resistance, and the most profit. For the sake of his purse a Gnome will be the most flexible of any race in personal modesty.

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.

Adolescence 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 the local area is a must for the well-rounded Gnome. They cannot call themselves wise if they have never seen 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 aunts). 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 proven 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 guild masters 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 gem cutters and jewelers on the world. This skill extends into any metal decoration. Gnomes are masters of malleability and ductility. They can carve the most intricate details into the least workable metals. Lastly Gnomes are the master of mechanism. It is they that have perfected and hold the secrets of precision machining necessary to make instruments and clockworks. These skills are regarded as secrets and never taught to non Gnomes.

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 be.

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.

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.

How modest a Half Avian is cannot be typified. Some will proudly walk the streets nude, while others wouldn't consider leaving the house without being dressed.

What ever clothing is worn it will be made with the subject of flying in mind, or easy to discard should the subject arise. The most famous garment along this line is the "Avian singlet" a rather complicated bit of panels and straps that form a backless leotard when fully closed.

Like full Avians, Half Avians like wing room, and prefer this as their conversational distance.

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. They will not be heavier built than slender, and they are usually over 6' 8" in height.

Radical: A Radical Half Avian conforms in appearance to the High Radical. The main difference is that a Radical Half Avians cannot cycle. They do possess all other elemental abilities and weakness.

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

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.

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 peculiar looking Centaur, "Mom's legs" rule.) 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 people 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 feet tall to

seven feet. 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 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.

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.

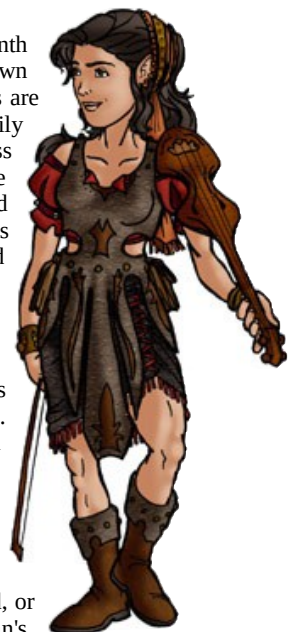
To a Hobbit personal space is a matter of size. With family and friends they are intimate, allowing only a foot or two of conversational space. The larger the guest or worse, stranger, the more space the Hobbit wants. Creatures like Avians, Centaurs and Sauroi frighten Hobbits with their mass and size. Time and friendship can overcome distrust.

Hobbit modesty is that of country folk present when convenient, and forgotten when it is not. Hobbits prefer clothing to the lack, and will endeavor to have good and fashionable dress, but if necessity catches you without, there is no cause for embarrassment.

Hobbit Life

A hobbit is born after an eight month gestation. Multiple births are unknown among the Hobbits, but large families are known and expected. 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



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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 spent 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 a watch for bandits or monsters. He will deputize as he requires. He also maintains the local armory and trains the militia.

Hobbits do have a militia. While 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.

Hobbit Art

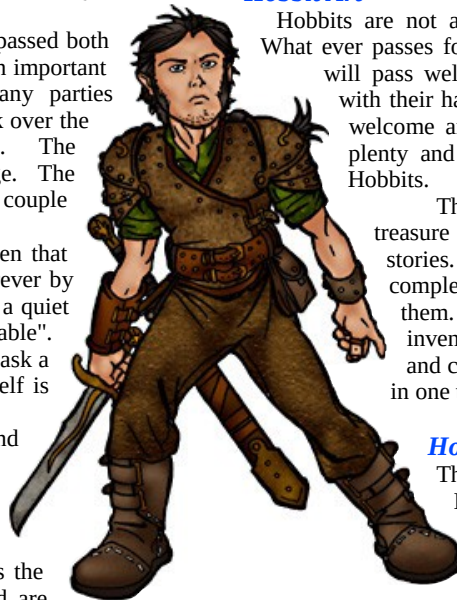
Hobbits are not an original people where art is concerned. What ever passes for current style in the major city near them will pass well among them. However, they are skilled with their hands, and enjoy fine work. Music is always welcome and bards of any race will find the food in plenty and drink in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

The one skill they seem to possess and treasure above all other is a love for songs and stories. Rigmarole, 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 blonds 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.



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 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 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.

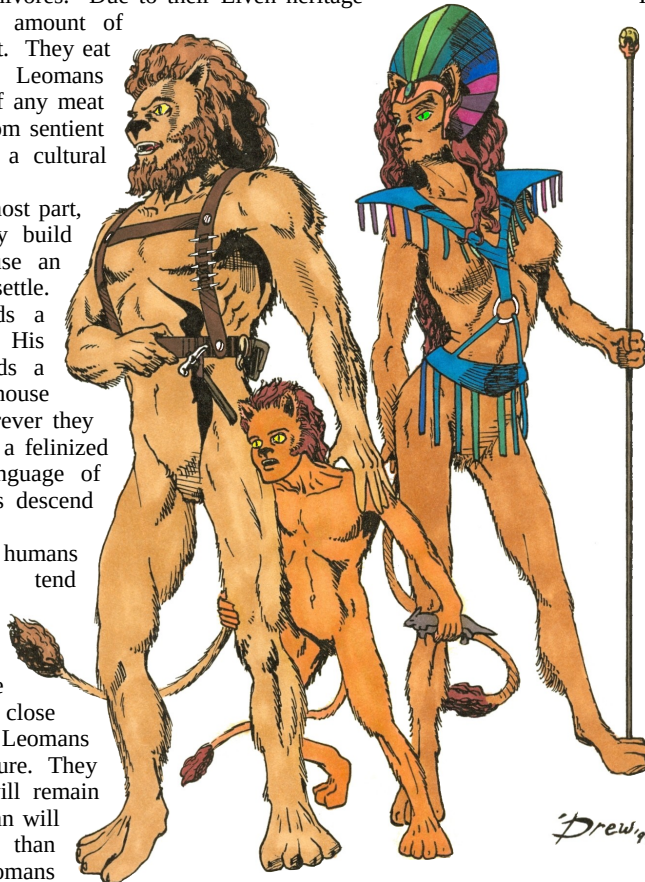
Leoman Politics

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



Culture

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. They 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.

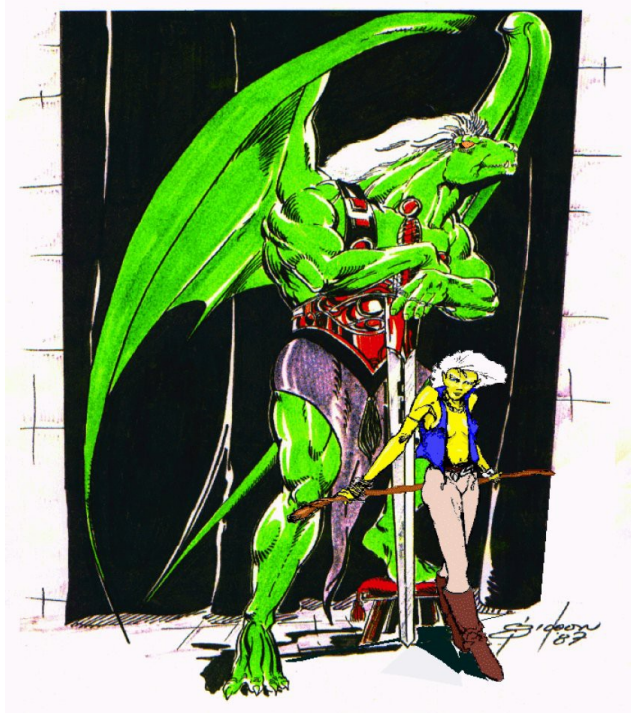
Sauroi

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 presence 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 well 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 make 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 easily, 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 nor 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 an absolute Theocracy. 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 an overwhelming power 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 do not practice any form of modesty. Clothing if any is worn is purely for decorative purposes since weather except in the most extreme does not seem to affect them. They don't usually mind being wet, and only the white and silver are adversely affected by extreme heat. Conversely, the rest are affected only by extreme cold.

However, one must not discount the affect of 20 yards of fine Markian silk brocade worn as a coat upon one's guests.

Sauroi prefer a 5 foot conversational distance.

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.

Culture

Tanuki

Tanuki are the latest race of people to rise on Greyhawke. They are slender creatures with the appearance of a bipedal raccoon with a long, bushy, prehensile tail. Tanuki have no language of their own. Most are fluent in Elven, Gallic, and Common. Their main form of communication among themselves is telepathy. Because of this all Tanuki take a rider for being low psionic with one power. If they choose to have more psionic ability they must always have telepathy as one of their powers.

Tanuki have a society that can generously be described as developing. The race is only a few generations old. Many of the first generation were members of other races that chose to become Tanuki for various reasons. The most common of which was to escape infirmity or disability. The race is gregarious to a fault and sometime overly friendly with strangers. They feel a deep need to prove them selves to the rest of the world. Some of this 'friendliness' causes problems with other races. For instance, Tanuki cannot seem to understand the Elven need for space. How can you get to know a person is you can't touch them and take in their scent.

Tanuki have no physical modesty. They will not wear any clothing that they find restrictive. Vests with pockets belt pouches and other utilitarian items are worn. They will choose to wear heavier clothing for protection against hostile environments or for style.

Tanuki Life

Tanuki gestation last seven and a half months. Child birth is a time of great excitement as another chance to secure their future comes into being. Single births are the rule. Twins are possible. Young are carefully watched and cared primarily by the birth parents but also by the rest of the family. Young are born blind



and nearly hairless but they develop quickly. Within six weeks they are able to move about on their own and are into everything. Fortunately for the parents they sleep about twelve hours a day until their nearly a year old. Schooling is handled through the parent, hired tutor, or local public schools if they are available. When they reach about age twenty they settle down to a start a family. Tanuki will engage in casual physical relationships with any willing partner even after they have taken mates. However, they reserve the task of producing young with those that they have chosen to share their life with. There are more females born than males and their marriages reflect this. The average family is a male, two or three females, and young. It is not unheard of for a female to occasionally marry more than one male. Betrothal comes first. The couple set up their housekeeping and business. It is in vogue to set up a roadside inn. Tanuki may sometimes choose to change their profession later in life as situations, or interests, change. The couple also makes an effort to produce a child. The marriage cannot be officially recognized until the female shows signs of pregnancy. The marriage takes place around the fifth month of pregnancy. The ceremony like most Tanuki culture is borrowed from the local human style.

Tanuki remain vibrant and active for their adult life. Around the age of ninety the elder begins to rapidly show their age as is they are paid in spades for the extended youth of their middle years. When they hit their downward spiral the end comes quickly. Many Tanuki at this age suffer a weakening disorder in their bones. They become prone to breaks that are slow or incapable of healing properly. Death's arrival is often welcome.

Tanuki Politics

Tanuki have no lands or nations of their own. Most live in the empire of Coranth in and around Saxony. A few others have immigrated to Eyrie, mostly in the Woodmanor area. Interest in politics is on an individual basis as regards the policies of their local kings and government. Each settlement does have a Patriarch or Matriarch that is chosen by the local Tanuki in the community. These people are charged with handling the occasional in-family dispute, and representing their people's interests in the local government.

Tanuki Art and Culture

Tanuki art mimics aspects of the art of other cultures, picking up bits and pieces of other people's style and making it their own. They have a peculiar form of music that they play with magical instruments that seems to be catching on a bit with adventurers.

Tanuki make their homes in woodlands on the outskirts of towns. They build elaborate tree villages that bear a resemblance to Leoman clan house. Tanuki are a people still finding themselves in the world and it will be some time before they developed a cultural and artist image distinctly their own.

Tanuki Religion

Tanuki have a patron in Evan Blackmane "The Progenitor" Others worshiped are Shadowhawk, Kirt, or the Church of Creation. Ivan made the first 100 pairs.

Tanuki Race

Tanuki Stand between 4'10" and 5'10" they are small of build. Their eyes are red and they sport a mane of hair that grows in Human fashion. Color is usually black, but white red, blond, and gray are possible. Tanuki stand on digitigrade legs and have

clawed hands and feet that are perfect for climbing. Their tails are prehensile and can be used to hang from branches and the like. Tanuki are partly nocturnal and have lowlight vision. This means that in as little as starlight they can see clearly as in daylight. Under this condition they lose color vision. If there is no light present they are unable to see. Their ears are very long and swivel about as they track the sounds of their environment. Like most furred creatures Tanuki sport a tougher hide than most humanoids and receive a +2 natural armor bonus. They will however usually shun all but the lightest armor. They have a keen sense of smell and can recognize people by scent alone. Tanuki bodies are very light weight. The material of their bones is much stronger but is less dense. The result is the same tensile strength of human bones at much less weight. This makes them light enough for easy brachiation but also makes them easy to throw around in a fight.



