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Chapter Three

Children of the Hunt

No one ever knows when the Wild Hunt will come. The Children of the Hunt go about their lives as anyone else until Huntsman's horn sounds over the night air. Then they take to the woods, hills and wild places of the Wildlands, hunting one another in the primal rite of their race. Children of the Hunt are sometimes regarded as four separate races. They see themselves instead as four different faces of the same race.

Civilized

"Personally, I think the name is a little misleading. I've known some of 'em who would turn you inside out if you get on their bad side. But at least when they are in town they don't have that look like they're trapped in a cage, waiting to escape like some of their kin. Some of our more cautious merchants even like to keep one around to check their food for poison. Still, you know one day the Huntsman horn is going to sound and they are going to be out there with the rest. On that day, you just hope they aren't after you."
Myer Anders, Proprietor, Ander's Mining Supplies and General Store

While the Civilized maintain their animal-like appearance, they have learned to adapt to the more settled lifestyle of the other races. Some folk see them as an adaptation of the race for survival in the new world of towns and cities. Perhaps they have simply lost a trace of their animalistic nature, but they are by no means tame. Most still feel a strong connection to the natural world and enjoy experiencing it.

Civilized live in many of the clans and are valued for their ability to detect poisons and disease along with their natural resiliency to infection. Some weapons still do not come naturally to Civilized, although edged weapons have the natural feel of a claw in their hand. Because of their natural instincts toward primal combat, waylaying opponents is foreign to their nature.

Advantages:

- May purchase Resist Disease
- Can Scent Poison/Disease
- May purchase Instinct

Makeup:

- Animal-like appearance (makeup must be approved by the Campaign Committee)
- Bottom of nose is blackened

Disadvantages:

- Cannot use Blunt Weapons
- Cannot use Ranged Weapons
- Cannot learn Waylay
- Cannot resist the Call of the Hunt

Children of the Hunt

Hunted

“Do I fear the Hunters? No, they are my kin and I only need fear them during the Wild Hunt itself. When that time comes, I wish them luck, for I am no easy catch. My speed is my weapon and every tree, bush, rock and shadow is my ally. First they must find me. Then they must catch me. I will make neither easy for them.”

Kayle, Healer, town of Roarke’s Roost

The Hunted are the prey in the Wild Hunt. Their entire nature is devoted to escape, evasion, and speed. Wary Hunters know that even the most seemingly harmless Hunted can lash out with terrible violence when cornered.

Hunted are less common in the clans than their Civilized cousins but many serve as scouts and spellcasters in the militaries and there are even stories of deadly warriors who pick their fights carefully, though few have ever seen Hunted wielding weapons. Like any of their kin, they can also be found in more mundane roles as farmers, merchants, and craftsmen, although they avoid setting up shop in a place that does not offer an easy escape from danger.

Advantages:

Immune to Paralyze spells and effects

May purchase Resist Bindings

May purchase Resist Disease

Disadvantages:

Double Build Point cost for all Weapon skills

Cannot wear physical armor

Cannot resist the Call of the Hunt

Makeup:

Animal-like appearance (resembling a prey animal, makeup must be approved by the Campaign Committee)

Bottom of nose is blackened

Children of the Hunt

Hunters

“You call yourself hunter? With your bow and spear and traps? Maybe someday when you shed those toys and feel the hunt in its purest form, when you have nothing but your speed, wits and body to bring down your prey, I will call you hunter. Until then, do not bore me with your exploits. Your noise is scaring away the prey.”

Grinder, Ghost Wolf Clan

The Wild Hunt runs deep in the blood of the Hunters. It is their role in the hunt to take down the prey, and while some show this more than others in their daily life, the Hunt is never far from any of their minds.

Of all the Children of the Hunt, the Hunters least tolerate civilization. They favor clans with open spaces and few towns. Some Hunters are capable of living in urban areas, but they often find it confining. Few Hunters are savages, but none are truly tame.

Hunters are primal in combat, generally favoring using their own claws and avoiding underhanded maneuvers such as waylay. Many Hunters make their living selling pelts, engaging in natural crafts such as leatherwork or woodworking, or serving as scouts and warriors. They have difficulty with formal learning and are less seldom seen in scholarly fields.

Advantages:

+2 Body Points

May purchase Claws

Pounce +1 damage with Claws

Disadvantages:

Double cost Scholarly skills

Cannot use Blunt Weapons

Cannot learn Waylay

Cannot resist the Call of the Hunt

Makeup:

Animal-like appearance (resembling a predatory animal, makeup must be approved by the Campaign Committee)

Bottom of nose is blackened

Pounce:

Hunters gain a +1 bonus to damage with their claws when combat first begins. Pounce damage is added to normal claw damage until the Hunter is hit by any attack, weapon or spell, at which point the damage drops back to normal. It takes one minute of concentration to reset a hunter's pounce once it has been used. For additional details on Pounce, see the Combat chapter.

Children of the Hunt

Scavengers

“I used to look down on Scavengers. I guess I gave to much attention to their name instead of their actions. Then one day I got attacked by this huge diseased rat. It clipped me real good and I would have died if this scavenger hadn’t come along, knifed the thing from behind and carried me into town. I hired him on and he’s helped keep me alive for 3 years now.”

Kel Boris, Alchemy Merchant

During the Wild Hunt, it is the task of the Scavengers to drag the bodies of the slain to the Huntsman. Scavengers are the vultures of the battlefield, and are doggedly determined survivors, willing to survive on what others mindlessly discard.

All Scavengers are infected with Disease, which is harmless to themselves but highly contagious to those not of their kind. They can also sniff out poison and disease on objects. Scavengers are cunning fighters and generally attack from behind. They have difficulty with reading and other scholarly skills.

Scavengers are nearly as common as the Civilized in the clans and are often found in criminal organizations... which earns the honest members of the race a bad reputation.

Advantages:

Immune to Disease

May purchase Cause Disease

Can Scent Poison/Disease

May purchase Scavenge at -1 Build Point cost

+1 damage with melee attacks from behind

Disadvantages:

Disease effect on anyone who performs First Aid on them

Double cost Scholarly skills

Cannot use Two-Handed Swords

Cannot use Polearms

Cannot resist the Call of the Hunt

Makeup:

Animal-like appearance (resembling a scavenger animal, makeup must be approved by the Campaign Committee)

Bottom of nose is blackened

Cursed Ones

“Mind your manners, friend. Before you refuse me service it would be wise for you to remember that I was once a Stone Dwarf the same as yourself. My family is not certain where this affliction comes from or how to cure it, but I can warn you that if you attempt to close that door again, you will taste a fraction of my torment. Are you prepared to risk that?”

Aramis Goldeye, moments before becoming wanted for murder

Cursed Ones are the victims of a bizarre affliction that has no known cure. Cursed Ones begin their lives as normal members of any of the other races of the Wildlands. However, around the age in which they reach puberty, a bizarre change overcomes them. They become weak and ill. Their flesh begins to die on their bones, and on some, disappears completely. The process is slow and painful and lasts until they reach adulthood. When it is completed the person resembles a walking corpse, though they are not fully dead. Their spirit and mind are still present and they retain their own personality (such as it is after going through such torment). But they are no longer fully a part of the natural world but their living spirit keeps the body from becoming fully undead. The Cursed Ones' bodies are now corrupted by Chaos and can channel it freely, though Healing magic is now lethal to them. Their semi-undead physiology makes them completely immune to both disease and poison. Normally passive animals are often known to attack Cursed Ones for no apparent reason.

Perhaps the greatest tragedy of a Cursed One transformation is the fear and enmity of others. Many folk fear Cursed Ones as agents of Chaos and treat them as nothing more than undead monsters. Others simply fear them for their horrific appearance. It is common opinion that Cursed Ones are victims of a magical disease and not to be persecuted, but it happens anyway.

Many Cursed Ones embrace the change and are capable of becoming the most powerful necromancers in the realms. While some Earth scholars howl in protest over this, many a town has been saved by a Cursed One's skillful use of chaos magic. Of equal note are the towns that have been destroyed in the same fashion.

Speculation on the origin and cure for the affliction is far reaching and often far fetched. In common knowledge, no one has ever been cured, and many have been destroyed in the attempt. The condition is often attributed to a curse placed on the parents of the child.

Advantages:

Immune to many effects and spells (see below)

Do not bleed out when at -1 Body Points

Healed by necromancy.

No Body damage from casting necromancy

Limbs regenerate at sunset.

Strength +1 after sunset (damage bonus applies to only 1 weapon)

Fully affected by helpful undead spells.

Can call Last Act of Vengeance

Disadvantages:

Healing spells cause damage.

Caster takes 1 Body Point of damage from casting healing.

Daylight causes Weakness from 6am to 6pm

Fully affected by detrimental undead spells.

Makeup:

Black makeup around both eyes

(Optional) Other undead features

Note: Like all characters, Cursed Ones may not wear fangs

Although Cursed Ones were formerly one of the other Races, to avoid confusion, do not wear other racial makeup requirements (No pointed ears, hair stripes, tusks, racial tattoos, etc.) These features all disappear in the process becoming a Cursed One.

Semi-Undead: Cursed Ones are not fully undead. They must still eat and sleep. They can still drown or suffocate. They are still vulnerable to Waylay and Paralyze. The following spells and effects have no effect on Cursed Ones:

Call Undead

Control Undead

Cure Disease

Curse of Transformation

Disease

Infection

Life Drain

Nausea

Poison

Purify Blood

Restore Limb

Taint Blood

Turn Undead

Wither Limb

Cursed Ones may not father or bear children once the curse takes effect. Any spell that normally heals damage instead causes Body Damage to Cursed Ones. By the same token, any Cause damage spell heals Cursed Ones by its stated amount instead of injuring them. The following spells affect Cursed Ones as if they were undead:

Destroy Undead: 70 points of Body Damage

Harm Undead: 30 points of Body Damage

Help Undead: Heal (up to) 30 points of Body Damage

Sanctuary: Full effect, Cursed One has no effect on character with melee weapons

Trap Undead: Character is under a Pin effect that Strength will not break out of

Release Undead: Will remove the effects of a Trap Undead spell

A Cursed One who is reduced to -1 Body Points does not bleed out. They will lie unconscious indefinitely until someone delivers a Killing Blow to them, First Aid is applied to them or until their Body Point total is raised to 1 or more by magic. First Aid works normally on Cursed Ones. Cursed Ones may still “choose to die” at any time once they are at -1 Body Points if they desire (such as if they feel no one is going to find them lying in the woods and they would rather get back in the game than lie out there all night)

If a Cursed One has a limb severed, it will regenerate fully at the next sunset.

During daylight hours, Cursed Ones suffer a *Weakness* effect (-4 damage to all weapon attacks). After dark however, their Strength is improved and they can call 1 extra point of damage with all melee weapons. This is an increase to weapon damage for one weapon.

Immune to Disease/Poison: While Cursed Ones take “No Effect” from diseases or poisons, if the effect is delivered as a carrier attack (i.e. a claw that calls “2 Disease”, or a weapon that calls “2 Weakness Poison”), the cursed one takes the damage portion but ignores the disease/poison effect (In the aforementioned examples, the Cursed One would take 2 points of normal damage, but ignore the poison/disease). Do NOT call out “No Effect” to these attacks; the correct response is to roleplay the damage.

Cursed Ones also take full effect from Acid. Acid is not considered a poison.

Last Act of Vengeance: Perhaps the most frightening aspect of a Curse One is the Last Act of Vengeance. If a Cursed One is slain, the Cursed One can choose not to resurrect. Instead, they will arise that night (from a resurrection juncture) to take Vengeance on one of his slayers. The player must inform a marshal of their decision, who will confirm the decision.

This act is final, for the Cursed One can never resurrect again after summoning this power.

The Last Act of Vengeance is called upon only one character. The Cursed One has until sunrise to locate this character and slay him. The Cursed One may not affect any other character during this time and is immune to attacks or effects from any character other than their chosen target. Upon rising for their Last Act of Vengeance, the Cursed One has full power, all Body Points, and used skills and spells are reset. The Cursed One remains active until the sun rises or the target is slain. Once the Last Act of Vengeance is over, the Cursed One is forever destroyed.

If the Cursed One successfully slays their target with a Last Act of Vengeance, they pour out some of the Chaos corrupting their spirits into the target, forcing them to suffer an *Earth's Weakening*, increasing the likelihood that the target will be forever destroyed as well.

Note: If a player who is the target of a Last Act of Vengeance goes out of game for reason during the night he is being hunted, the Cursed One finds the strength to return on the next game night to complete the task.

Strength:

Cursed Ones have supernatural Strength during the game night (6pm-6am). Certain feats of extraordinary strength are possible. These may include pushing heavy objects around, opening doors, winning contests of strength, adding to damage to weapons, and dragging unconscious people while running. Generally these feats are role-playing in

nature, and require a marshal to arbitrate what is and what is not possible. Their Strength does not confer the ability to rip free from confining spells and effects including Pin, Bind, or Web (as such would require +2 or greater Strength).

Combat damage from supernatural Strength works in the following way: A Cursed One selects one weapon hand to have the +1 Strength. Only that one limb increases the damage from weapons wielded in that hand. Here are examples:

- 1) A Cursed One fighting with a Longsword (that does normally 2 damage) calls 3 Normal
- 2) A Cursed One fighting with a polearm (that does normally 3 damage) calls 4 Normal
- 3) A Cursed One is fighting with a Longsword (primary hand) and Shortsword (secondary hand). Both swords normally do 2 damage. The primary hand calls 3 Normal, and the secondary hand calls 2 Normal. The +1 Strength bonus does not apply to both hands; only to the primary hand.

Weakness:

A Cursed One suffers Weakness as the spell effect during daylight hours (6am-6pm). During that time, all physical attacks from the Cursed One suffer a -4 damage penalty, to a minimum of 0. If a Cursed One is targeted by an additional Weakness spell or effect, that effect is taken as normal. The reduced damage remains at -4, but the Weakness does not fade with the passing of the sun, but instead is removed as normal. There is no way to remove the Weakness inspired by sunlight during the game day.

Dwarves

Earth Dwarves

“I never saw anything like it before in my life. I swear I hit her with a couple of my gas poisons, and then lit into her with my axe as hard as I could but that Earth Dwarf guard never even flinched. I can tell you this much, no one is getting through that door unless they have better tricks up their sleeve than I do. Me, I hope I never see her again. By the way, do we have a healer around? I’m getting a little dizzy from losing all this blood.”
Mason Proux, Bounty Hunter

Earth Dwarves do not share their Stone cousins’ love of smithing. They instead draw their strength from the earth itself, fortifying themselves with its power. Earth Dwarves are less common in the clans than Stone Dwarves but every bit as diverse in their occupations.

In addition to their natural hardiness and resilience to disease and poison, Earth Dwarves possess an amazing ability to root themselves to the very earth and use its strength to protect them from harm. They are unable to move from that spot while doing so, but many an Earth Dwarf has been saved by this ability.

Because of their close ties to the earth, Earth Dwarves are highly susceptible to the effects of necromancy. Very few Earth Dwarves have patience for necromancers or their magic.

Advantages:

+2 Body Points.

May purchase Earthroot.

May purchase Resist Disease.

May purchase Resist Poison.

Disadvantages:

Double damage from necromancy (including damage taken from the casting of necromancy).

Cannot use Two-Handed Blunt weapons

Cannot use Two-Handed Swords

Cannot learn Two-Handed Weaponmaster skill

Makeup:

Green makeup around one or both eyes. All Earth Dwarves have two noticeable stripes of green or yellow in their hair, one at each temple. This color must stand out from the color of the rest of their hair. Male dwarves must wear a full beard. In addition, a male dwarf’s beard must have two noticeable stripes of green or yellow, starting at the corners of the mouth. This color must stand out from the color of the beard. Female dwarves do not wear beards. Instead, they must wear their hair in elaborate braids.

Dwarves

Stone Dwarves

“We would not exist if it were not for the labors of the Stone Dwarves in our number. In every town in the three realms, Stone Dwarves pound out the weapons and armor that are used to protect the homes, caravans and lands of their people. Stone Dwarves just as often pick up those same weapons and armor and lay their lives out for their clansmen.”
Alexander Southern, Guildmaster of Alchemy, Piedmont Minting, Mercantile and Skilled Tradesmen’s Association.

Stone Dwarves are a common sight in any town that engages in the forging of weapons or armor. Consequently, they are a common sight almost every military camp of the three realms as both smiths and warriors.

Stone Dwarves are a hardy and practical folk. They tend to value hard work, quality craftsmanship and family. While many envy their skill as smiths, they instead see it as a natural extension of doing things the right way. They do however, feel an almost spiritual connection to the metals they work with and the stones from which it comes.

Among the strangest of the Stone Dwarves abilities is their ability to form a Stonelink. Stone Dwarves locked into a Stonelink are nearly impervious to harm, allowing them to concentrate on their tasks at hand.

Not all Stone Dwarves are craftsmen. A great many warriors and even spellcasters are seen on the battlefield with the distinctive hair streaks, beards, and braids of the Stone Dwarf race. They are a numerous race and found in almost every other pursuit, legal or otherwise, in the realms.

Stone Dwarves do favor particular weapons and fighting styles heavily, generally using axes or hammers, and they favor shield fighting over more exotic styles.

Advantages:

- May purchase Armorsmith skill at half cost
- May purchase Weaponsmith skill at half cost
- May purchase Resist Disease
- May purchase Stonelink

Disadvantages:

- Cannot use Two-Handed Blunt weapons
- Cannot use Two-Handed Swords
- Cannot learn Two-Handed Weaponmaster skill
- +1 build point cost Florentine
- +1 build point cost Two Weapons

Makeup:

All Stone Dwarves have two noticeable stripes of white or black in their hair, one at each temple. This color must stand out from the color of the rest of their hair.

Male dwarves must wear a full beard. In addition, a male dwarf’s beard must have two noticeable stripes of white or black, starting at the corners of the mouth. This color must stand out from the color of the beard.

Female dwarves do not wear beards. Instead, they must wear their hair in elaborate braids.

Elves

Dark Elves

“Some say we are all killers, heartless takers of lives. In truth, some of us are, but I won’t tell you which and neither will any of the rest of us. Smart folk assume we all are. That’s our strength.”

Rimain

Few races have a more notorious reputation than Dark Elves. Some of the most vicious crimes of recorded history have been perpetrated by them, or more accurately, have been blamed on them. Dark Elves generally are not very defensive about such generalizations, commonly being somewhat aloof regarding their notorious heritage. This makes many folk suspect them even more.

Dark Elves are not a rare sight in almost all of the clans and cover all social levels and occupations. Their more sinister talent for finding lethal places to slip a dagger has earned them their reputation, however. Despite this reputation, many Dark Elves have gone on to become great heroes and well-liked leaders.

Dark Elves, like Sylvan Elves, are frail of body. They favor stealth, and in doing so, do not wear armor that is bulky or creates noise. While Dark Elves can function normally in daylight, the condensed energy of a *Light* spell can stun them. Like their Sylvan Elf cousins, Dark Elves are very strong willed and many are capable of resisting charm and sleep effects completely.

Advantages:

May purchase Assassinate/Dodge skill at half cost

May purchase Resist Sleep

May Purchase Resist Charm

Disadvantages:

-2 Body Points

Cannot wear metal armor

Light spells, delivered as a packet attack, stuns target, who may not move or use in-game skills for 10 seconds

Makeup:

Black makeup on all exposed skin

White or Silver hair, eyebrows, and facial hair, if present

Pointed Ears

Elves

Desert Elves

“The high desert is no place for man or beast. It’s the hardest place to live in the realm. There’s no water, no food, no shelter, and the things that live out there see you as the only food for miles. Or so you think until you see a family of Desert Elves come walking out of it with full bellies and broad smiles. They usually only stay long enough to sell a few pelts of desert predators, enjoy drink at the tavern, and then walk back into the desert to sleep.”

Caleb Throckmorton, Guard Captain of Sand’s Edge

Desert Elves choose to live where others do not, deep in the interior of the vast wastelands that sprawl across the center of the realms. How they live there is a mystery to all but themselves. They see their survival as nothing more than good common sense and preparation. They are rarely seen outside of their desert homes, though with the extent of the wastelands, that includes them in a great many clans and in all three kingdoms.

Desert Elves have a reputation for being serious and practical. Living in the desert has taught them the value of herbs and alchemy gathered from the small plants that dot the landscape. Navigating the wastes by the stars has given them a very personal knowledge of Astrology. Desert Elves favor the longsword, and many are known to wield those blades in each hand.

Because of their lack of contact with civilization, Desert Elves have trouble creating and operating mechanical devices. Their acclimatization to their dry climate has also made them more vulnerable to water-based magic such as Ice.

All Desert Elves wear their unique racial mark somewhere on their face. They are born with this mark, but it is purple. Only once a Desert Elf undergoes their coming of age, five days alone in the desert with only a single skin of water and a knife, that the mark darkens into black.

Advantages:

-1 Build Point cost Alchemy

-1 Build Point cost Astrology

May purchase Two Blades

Disadvantages:

Double damage from Ice

Double Build Point cost for Pick Locks

+1 Build Point penalty cost to Tinkering

May not wear armor heavier than Leather

Makeup:

Purple or Black Racial mark on face (must match as drawn on page 49)

Pointed Ears

Elves

Fire Elves

“It’s funny; I’d known Jermaine for 5 years. He was as fine a shepherd as any of the other men I had manage my flocks. He never seemed to be much interested in any kind of magic or keep a spellbook. Then one day a wild Ogre tried to steal the flock. Jermaine suddenly lit out with a blast of flame from his hands that charred the brute to a cinder. From that day on, I vowed to always treat Fire Elves with more caution.”

Arnaud Keane, Wool Merchant, Piedmont

Fire Elves are very uncommon in the Realms for reasons that no one seems to fully understand. They are almost unknown in the coastal areas, the few that are seen favoring lands near the wastes of the interior.

Because of their small numbers, there is no tendency among them to any particular duty or role. They are greatly admired for their Oni-like ability to project fire and for their resilience to it as well. Fire Elves have a natural gift for the longsword and can learn to fight with one in each hand with relative ease.

They are slightly frail, and uncomfortable in armor of any kind. They are often free spirits with wild imaginations, quick tempers, and strong emotions.

Advantages:

May purchase Generate Flame

May purchase Resist Flame

May purchase Two Blades

Disadvantages:

-1 Body Point

Cannot wear physical armor

Makeup:

Pointed ears

Red makeup around one or both eyes

Special:

Players Characters must have Campaign Committee approval to play a Fire Elf.

Elves

Storm Elves

“While others cower from a coming storm, my folk embrace it with open arms and revel in its beautiful fury. Our kind has walked this world for as long as the wind has blown and seen kingdoms rise and fall, yet we remain. We bend when others break, and we strike with terrible fury those that threaten us”

Mortichai the Navigator

Storm Elves exist for freedom. They love wide spaces, wild areas without fences, and hate to see anyone in shackles, especially themselves. Many are bards, performers, artists, and scholars. Many also value the mobile life of a merchant, or the wild chaos of battle. With their natural ability to create lightning, their penchant for avoiding confinement and their skill with twin long swords, Storm Elves are a potent adversary for those who oppose them, one reason why many choose to attempt to befriend Storm Elves instead. Storm Elves are so free spirited that any effect that binds them causes extreme torment to their bodies and can even be fatal.

Advantages:

May purchase Generate Lightning

May purchase Resist Bindings

May purchase Two Blades

Disadvantages:

Binding effects or spells (*Bind, Confine, Imprison, Pin, and Web*) cause 4 Body Damage in addition to the effect. This applies to both physical and magically delivered binding effects.

Cannot wear physical armor

Makeup:

Pointed ears

White or Silver Hair (including facial hair if present)

Elves

Sylvan Elves

“Some of my best friends are Sylvan Elves! You can’t ask for a better hunting partner. Their shopkeepers are usually as handy with a bow as a trained soldier and every Sylvan Elf I’ve ever met seems to make a point of learning a trade so they earn their keep. As long as you treat their woods with respect, you’ll be fine, for those who don’t...well, I only tell those stories once the children are asleep.”

Milton the Magnificent, Master Bard

Sylvan Elves are most at home in the few wooded lands that remain in the realms, although they are found in almost every clan and town in all three realms. Sylvan Elves are passionate defenders of the woodlands that remain, patrolling them and defending against rampant poaching and logging.

While this is the popular image, and Sylvan Elves share a love of the forest, most have to busy themselves with the worldly needs of craftsmen, shopkeepers, farmers and bards. Sylvan Elves seem to pride themselves on having a work ethic and most have a profession.

Physically, Sylvan Elves are somewhat frail and cannot endure as much damage as some of the stronger races. They are particularly strong-willed however, and many can resist Charm and Sleep magic completely. Their slight build gives them difficulty with certain larger weapons.

Advantages:

- May purchase Resist Sleep
- May purchase Resist Charm
- May purchase Archery skill at half cost
- 1 build point cost Profession

Disadvantages:

- 2 Body Points
- Cannot learn Two-Handed Sword
- Cannot learn Two-Handed Blunt

Makeup:

- Pointed ears

Gnimari

(nee-MAH-ree)

“Ok, I need thirteen five gauge four inch springs, a winding sprocket, two feet of copper wire, a pair of sturdy tailor’s scissors, three feet of black leather, a tin of saltpeter, and a gallon of lamp oil. One thing about filling an order for a Gnimari household, it’s never boring.”

Myer Anders - Proprietor, Ander’s mining supplies and General Store

Scholars agree that there is no record of Gnimari appearing in any history text more than 200 years old. Why they appeared suddenly two centuries ago is a mystery, although speculation on the subject has produced some highly entertaining, if far fetched, ideas. Regardless of their origin, the few that were initially found proved themselves to be highly beneficial members of society and brought with them their strange new knowledge of Tinkering, a skill that has changed the face of more than one clan.

Gnimari have been fruitful since their appearance and can be found in many clans. Those that are Tinkerers are highly prized members of forward-thinking clans, but even those that are not usually find work as highly productive members of other occupations. Many strange events seem to fall in Gnimari’s favor, and the race has been accused of having better luck than any other.

Gnimari are small of frame and can’t wield larger weapons. They also seem to be particularly tasty to certain flesh-eating creatures of the wild and are often targeted by creatures such as Wyverns.

Advantages:

- 1 Build Point cost to Tinkering
- May purchase Luck
- Profession skills earn 1 extra Ivory piece per day

Disadvantages:

- 1 Body Point
- Cannot use Two-Handed Weapons
- Monster races often find Gnimari appetizing

Makeup:

- Dirty smudges on face and back of hands
- Spectacles (optional)

Goblins

Gremlins

“What’s this thing do?”

“Hey, lemme try that!”

“Oops”

“I didn’t do it!”

Inscriptions on Gremlin Tombstones

Gremlins and Gnimari both appeared in the history books near the same time. Some scholars believe there must be a racial connection between the two races. Others disagree and insist it must be some new type of goblin created, perhaps, by the Gnimari themselves.

Gremlins generally don’t care about this debate as they are far too busy wondering instead what is in your pouch, or in that closet over there, or what will happen if they take this screw out of your mechanical symphony. Gremlins seem possessed by an almost uncontrollable curiosity, as well as a mischievous sense of humor. Pranks are highly enjoyed by Gremlins, much to the disdain of some of the other races.

Gremlins have a natural gift for using Tinkered items. While they are poor at making them, they can use them without any training. They possess this ability to such an extent that they can take a handful of seemingly worthless debris and improvise simple Tinkered weapons out of it.

Unlike Gnimari, Gremlins have not been welcomed as heartily as a new race and few clans boast Gremlin members. Many Gremlins have joined up with the notorious goblin Gorki Mob, lending that organization their unique talents. Others continue to strive for acceptance among the races of the realms as everything from warriors to scholars to merchants.

Advantages:

May purchase Generate Flame Rocket

May purchase Generate Man-Catcher

May use any Tinkered device without needing Tinkering as a prerequisite; this does not allow the character to create any sort of tinkering device nor does this confer upon the character any special knowledge of Tinkering.

Disadvantages:

-1 Body Point

All Production skills cost +1 Build Point penalty

Makeup:

Green makeup on all exposed skin

Dirty smudges on face and back of hands

Spectacles (optional)

Pointed Ears (optional)

Goblins

Hobgoblins

“Mikael never saw it coming. The night seemed normal enough; I’d even call it nice. Then all of a sudden there were three of them right on top of him, like they had just stepped right out of the dark itself. They had already taken him by the time I got my wits and drew my sword. They just melted away again into the dark. I told Mikael never to get in debt to the Gorki Mob. Miss a payment they send their hobgoblins thugs to collect.”
Elanor Allthwn - Sergeant, Spangorge Town Guard

Hobgoblins are goblins infused with the very essence of darkness. Highly nocturnal, they favor living in lands where there are many long shadows to hide in such as mountains, forests, swamps and underground. Many old legends tell of vile acts committed by Hobgoblins under cover of darkness.

Hobgoblins are found within many of the clans and are commonly employed as thugs, spies and nocturnal soldiers. Other Hobgoblins study magic and some are even known to operate shops and taverns that cater to a late night crowd.

Legends tell of a powerful greatsword called the *Nightblade*, capable to striking the spirits themselves, which can only be wielded by Hobgoblins. Most Hobgoblins favor this weapon in hopes of being the one to eventually find the *Nightblade*.

Hobgoblins have a unique bond with the element of Darkness and when it is present can seem to vanish into it completely, even to the point of becoming living shadows. They do not even bleed during the night hours. Daylight, however, saps their health and they become much weaker during its hours. A *Light* spell can be fatal to them.

Advantages:

May purchase Shadowcloak

During game night (6pm – 6am), do not bleed out when at -1 Body Points

May purchase Two-Handed Sword skill at half cost

Disadvantages:

Light spell effect, delivered as a packet attack, causes 10 Body Points damage plus

Enraged at caster

-2 Body Points during game day (6am – 6pm)

All Production skills cost +1 Build Point penalty

Makeup:

Moderate to dark grey makeup on all exposed skin

Green hair and facial hair, if present

Pointed Ears (optional)

Enraged: When struck with a *Light* spell, a Hobgoblin takes 10 Body Points of damage. If the Hobgoblin survives this damage they then become Enraged at the caster who threw it and will attack them until either the caster or the Hobgoblin is rendered unconscious. Details on Enraged can be found in the Combat chapter.

Goblins

Spitters

“Sure he looked tough with his shiny armor and big sword. But all it took was for me to chew up a few weeds and spit a hole through that armor and he was running for the hills. I felt kind of sorry for the alchemist the big lug was guarding. Not so sorry I didn’t drop him and take his stock though.”

Yangle Mink, Enforcer, Gorki Mob

Spitters are the most numerous of the Goblin races in the realms. Unfortunately they have a reputation as brigands, thieves, ne’er-do-wells. Spitters, along with other Goblins, have been excluded from being members of the clans in times past but have earned their way back into good standing at present.

Spitters are suspicious by nature and tend to not trust other people until they prove themselves trustworthy to the individual Spitter. Oddly, this trait makes them excellent constables, though few are. Spitters work in a broad variety of occupations, but many fall into crime.

Spitters have a natural talent and fascination with Alchemical substances. Although they make poor craftsmen, they can use Alchemical items without any training. They can even take a handful of seemingly worthless weeds, grasses, and other debris, mix it with their own slightly acidic saliva and create a deadly acid or poison for their weapons.

Advantages:

May purchase Acid Spittle

May purchase Vorpall Spittle

May use any alchemical substance without needing Alchemy as a prerequisite; this does not allow the character to create any sort of alchemical substance nor does this confer upon the character any special knowledge of Alchemy.

Disadvantages:

-1 Body Point

All Production skills cost +1 Build Point penalty

Makeup:

Green makeup on all exposed skin

Pointed Ears (optional)

Hoblings

*I'd locked the shutters
I'd bolted the door
I'd hidden my pipe
In a chest 'neath the floor
I'd trapped my closet
And dug a great moat
Yet a Hobling is smoking my pipe
And wearing my coat
Verse from "The Lamentations of Gunnar"*

It's said that the surest way to tell that a Hobling is a thief is to ask him. If he says "no," then he's a thief. While this may be unfair, Hoblings do possess a natural gift for legerdemain activities. They are valued in any criminal organization or as spies for anyone who needs access to hard-to-get-to places.

Despite these natural skills, Hoblings may be found in many walks of life, although they shy away from the role of warriors. Honest Hoblings (of which some people say there are none) are often put off by their roguish cousins and work very hard to maintain a respectable image for the race.

Hoblings, both male and female, are a very hairy people and have a strong tendency toward busy eyebrows, sideburns, unibrows, etc. They view this as being attractive and wear them proudly.

Hoblings are not particularly tough physically, and cannot use larger weapons, but they have steady throwing arms.

Advantages:

May purchase Pick Locks skill at half cost
May purchase Disarm Traps skill at half cost
+1 damage with Thrown Weapons

Disadvantages:

-2 Body Points
Cannot be Fighters
Cannot use Two-Handed Weapons

Makeup:

Bushy eyebrows
Overall hairy appearance
Sideburns (optional)

Humanoids

Barbarians

“Go ahead; grow fat and weak in your cities. Let the mages make your decisions and lead these lands into the evils of days long past... again. I choose the wide skies and unspoiled lands of the wild. I choose a warm campfire and the songs of my clansfolk over your so-called civilization. Because I know the truth: that at his core, a human is as wild as the lands themselves, and to tame the lands is to tame the spirit.”

Magyar - Lorekeeper of the Ghost Wolf Clan.

Though most people would expect the name Barbarian to be taken as an insult, the humans that live in the wild lands of the realms wear the name like a badge of pride. Barbarians always hail from one of the rugged Barbarian tribes and proudly wear their clan's mark.

Barbarian clans are most likely humans that never developed into civilized cultures and were forced into the harsh lands by the growth of the other clans. While Barbarian clans are not loyal to one another, and have even been known to battle one another on occasion, they still all share some similar ideologies. At the core of these beliefs is a very strong distrust of Celestial Magic.

Barbarians have spent years strengthening themselves to defend against magical assault and many have formidable defenses. They are even immune to receiving Celestial protection spells. They feel that modern clothing robs them of their strength and only wear primitive clothing.

Because of their lack of formal education, Barbarians have a very difficult time with scholarly pursuits.

They have such a strong bond with the realm of Earth magic that they do not require the ability to read an Earth spell formula in order to learn it. They simply must take the formula to a juncture, place their hand on it, and recite the verbal. Before use, someone else who can Read/Write must read the entire formula to the Barbarian while at the juncture. This teaches the Barbarian, and helps them to identify the formula.

Advantages:

Add 1 Body Point per character level.

May purchase Eldritch Resist

May purchase Healing Arts without Read/Write

Disadvantages:

Cannot wear metal armor.

Immune to Shield and Greater Shield spells

Cannot purchase Read Magic.

Scholarly skills cost double.

Makeup:

Uncivilized appearance and clothing

Humanoids

Humans

“Everywhere you see plowed fields and towns you will find us. Everywhere there are schools, taverns and mills, in every army and every guild. We are the tamers of animals and the builders of the future. In short, we are the victory of order over chaos. I can think of no prouder heritage.”

Ethan Sannifeld - Historian of the College Arcane

Humans are the most numerous free race of the realms. Almost no clan is without Human members and they are often in positions of clan leadership. Humans are in every possible social class and occupation. While some of the other races can grow annoyed at their numbers, none can dispute their versatility.

Due to their large number and common acceptance, Humans have an easy time finding paying work and many have a profession.

Advantages:

-1 Build Point cost Profession

Disadvantages:

None

Makeup:

None

Humanoids

Wanderers

*“It’s always great when a caravan of wanderers comes through town. They bring all the new songs and news. Nobody gets around more and they always seem to know what’s going on before the town criers. Just mind you don’t get one angry. Old Corey got a wanderer woman mad at him 30 years ago and he still stutters when he says his name”
Addison Nellier - Blacksmith, town of Roarke’s Roost*

Wanderer clans roam through all of the kingdoms and clans, bringing entertainment, news and good from the far corners of the realms. Wanderers are often known for providing outlawed goods and supplying items that are difficult to obtain due to trade embargoes, wars, etc.

Wanderers themselves are usually colorful and eccentric and while common folk fail to recognize the differences between clans, it can be a matter of great pride to individual Wanderers.

Wanderers have roamed the lands for long years and there are many stories of their origins. Ask three Wanderers for the story and you will likely hear three different stories. While they remain human, they take greater pride in their clan heritage than their humanity. Wanderers are only found within their clans and in no other. It is said the most powerful curses are reserved for Wanderers who abandon or betray their clan.

Advantages:

May purchase Curse of the Wanderer

Disadvantages:

Foreign accent

Makeup:

Colorful, festive clothing

Foreign accent: All Wanderer characters must speak with a “foreign” accent that is not native to the area where the game is being played

Korred

“First, let me make it clear that my friends were drunk. Second, it was midnight. And third, they are all Korred. I’m very sorry about the damage to your tavern and I’m sure that the mayor will be in a much better mood once he gets the stains out of his robes. Still, you have to admit, it was a great party, and those drunken Korred came in handy when the Orcs attacked later. So let’s call it even.”

Milton the Magnificent, Master Bard

Korred are wild, fey creatures, imbued with the spirits of wine and song. They live life by experiencing it in all its pain and glory and can be found as often singing in the tavern as wading into the midst of battle. Korred are sensualists by nature and often tend to overindulge in any given pleasure. It is perhaps this tendency that explains their natural resiliency to poisons and ability to awaken themselves from unconsciousness.

Oddly, despite their wild nature, all Korred master some sort of trade, often explained off by them saying that “Work is as much a part of life as celebration, and we must do one to earn the other.” Korred hate confinement, and as such, do not wear armor of any kind. Every night at midnight, all Korred must celebrate the coming of the new day. They set aside their weapons, take a drink in hand rejoice for the coming day’s experiences. It is said that those Korred who do not do so, suffer a terrible curse.

While not common, they are not rare in the realms and serve a wide variety of roles in different clans, but they are a welcome addition to all but the most formal of parties.

Advantages:

May purchase Korred Awaken

May purchase Resist Poison

+1 damage with melee weapons while Intoxicated

Disadvantages:

May not wear physical armor

Enraged if Body damage is taken while intoxicated

Must purchase a Profession or Production skill at character creation

Must celebrate for at least 10 minutes every night at midnight

Makeup:

Pointed Ears

Small horns

Long, wild hair

Males wear beards

Intoxication: Korred under the effects of an Intoxicant poison become elated and boisterous. While under the effect of such an Intoxicant they also become stronger and deal an additional +1 damage with melee weapons (for choice of one weapon). Only an Intoxicant poison produces this effect, regular alcohol is not strong enough.

Enraged: If a Korred takes Body damage while intoxicated, they will become Enraged. They will then attack the character that injured them until either the opponent or themselves are rendered unconscious or killed. Details on Enraged can be found in the Combat chapter.

Celebration: All Korred must celebrate the coming of the new day every night at midnight. This celebration generally lasts an hour but may be as short as 10 minutes. The Korred must be sitting, singing or dancing, be without weapons or packets and must have a drink close at hand (this does not have to be an intoxicant poison, but many Korred prefer for it to be). Korred who fail to celebrate the new day for any reason other than an immediate threat to their life risk being cursed.

Minotaur

“Ever been to a Moot? Strangest thing you’ll ever see. A bunch of Minotaur sitting around eating, drinking, talking to one another and to empty air. Even the ones who normally do nothing but carve their enemies up with axes sit around chatting like old men at a card game about the day’s happenings and listening to the seers tell what the spirits have to say. Just don’t make any cow jokes, they REALLY don’t like those.”
Arl Mayfield - Mercenary, Irondale

Minotaur are often hired for military duty and other physical endeavors due to their natural heartiness. They are strong and can use large weapons easily. Minotaur are rarely seen as craftsmen or spellcasters. They seem to have some difficulty mastering these trades to the level of other races.

All Minotaur possess a deep connection with the spirit world. They are frequently seen conversing with spirits and most treat the presence of spirits as a common and natural thing, though they are careful to treat spirits with respect.

Minotaur everywhere practice a common ritual gathering every day at sunset. They call it a Moot. All Minotaur are expected to attend. Most Moots are chatty, happy affairs with drinking, singing, and games. It is a time to tell stories and share knowledge. Other races are generally welcome to join in.

While it appears to be nothing more than a gathering of all the Minotaur in a particular town or clan to socialize and talk over the day’s events, there is a deeper level to a Moot. It seems that these gatherings draw spirits, and Minotaur with the ability often speak to the spirits and then address the others as to what they have learned and what guidance the spirits have to offer. Not all spirits are so helpful, however, and Moots that attract the wrong spirits can turn dangerous quite quickly.

Advantages:

- +2 Body Points
- 2 Build Point cost Ethereal Perception
- 1 Build Point cost Precognition
- May purchase Twinaxe

Disadvantages:

- +1 Build Point penalty cost for all spell slots
- +1 Build Point cost for all Production skills
- Must participate in Moot every day at sunset (6pm)

Makeup:

- Brown skin
- 2 horns (minimum 3” length)
- May not have a blackened nose

Moot: Every day at sunset, Minotaur gather for a meeting called a Moot. This is a chance to share the day’s happenings and learning and to commune with the spirits about the day to come. These are generally friendly affairs with much tale swapping and good spirits,

although there is a deeper level. Minotaur mystics claim that Moots draw spirits and that the spirits who listen to the stories told and will answer questions to those who show them proper respect.

During a Moot, all Minotaur must be without weapons or packets. Each Minotaur must attend the Moot for at least 10 minutes and is expected to recount at least one noteworthy story of the past day. Minotaur who have no others of their kind to Moot with, or who fear for their safety from their kin, may do so alone, but it is viewed with suspicion. Minotaur who fail to Moot risk angering the spirits themselves.

Ogre-Kin

Ogre Mage-Kin

“Magic is a language, and like any language you must spend time to learn its true meanings and subtleties. Every mage seeks to master this language, to eventually speak it without an accent. That is, all mages except for Ogre Mage-kin. For us, magic is our native tongue, and we speak it with deadly fluency.”

Arkor Prima - Councilwoman, College Arcane

In the circles of powerful Celestial casters in the realms, there is almost always at least one Ogre Mage-Kin among them. No other race has such a natural attunement to the art of celestial spell casting.

Ogre Mage-Kin are descended from the Ogre Mages, creatures who once had been Ogres and who the Ogre Mage-Kin claim were the first creatures ever to harness celestial magic. Most are very proud, bordering on arrogant, and dislike being compared to Oni or other Ogre-Kin. Although not all of them are so elitist.

They also can be found as warriors, statesmen, scholars, tradesmen and almost any other occupation.

Celestial magic is essentially in an Ogre Mage-kin's blood. Learning to read magical language is easy for any of them and they seem to have a natural ability to re-channel magic through Adept spell slots. Some speculate that the mark they all wear on their face is an ancient symbol of their bond with magic.

Ogre Mage-Kin are so closely attuned to Celestial magic that the protective energies of some Earth magic cannot take hold of them. In addition, if they fail to cast a spell properly, the usually harmless discharge of energy backlashes on them in a potentially fatal fashion. They have little patience for anything other than the most basic fighting styles.

Advantages:

+1 Body Points

May purchase Adept spell slots at -1 Build Point cost

May purchase Read Magic skill at half cost

Disadvantages:

Flubbed or interrupted spell verbals cause 1 Body Point damage to caster

Immune to Bless and Greater Bless

Double cost Fighting Styles

Makeup:

Blue makeup on all exposed skin (may not be so light as to be confused with white)

White Racial mark on face (must match as drawn on page 49)

Ogre-Kin

Oni (OH-nee)

“You’ve never met an Oni? Ok, first picture an Ogre. Now picture the same Ogre, only orange, temperamental, breathing fire and with a horn sticking out of its head. If you’re not running by now, you’re either brave, stupid, or already dead.”
Siliceous the woodsman

Sometimes called Fire Ogre-Kin, these creatures are relatives of Ogres who are imbued with the power of flame. They tend to emulate their element in temperament and have very strong emotions and quick tempers.

Oni are most common in volcanic areas, but also enjoy living in towns on the borders of the hot deserts and even underground. They avoid coastlines and rainy areas. They occupy a wide range of social levels and occupations but are seldom seen in scholarly pursuits.

Though not as tough as their Ogre relatives, Oni are capable of great feats of strength and additionally have the fearsome ability to breathe fire on their enemies. Oni’s internal heat causes metal armor to gradually heat to painful levels, making it impossible to wear.

Advantages:

- +2 Body Points
- May purchase Generate Flame
- May purchase Resist Flame
- May purchase Natural Endow

Disadvantages:

- Double damage from Ice spells and effects
- Double cost for Scholarly skills
- May not wear metal armor.

Makeup:

- Orange on all exposed skin
- 1 horn on forehead
- Tusks

Orc-Kin

*I woke up this morning with a chip on my shoulder
And I won three fights 'fore light was even seen
And I don't know nothing but drinkin' and fightin'
And I like...bein' green
Orcish children's song*

Legend claims that the first time an Orc and a Human struck swords together, the first Orc-Kin leapt out from the impact, took the swords and killed those who wielded them. Orc-Kin tend to like this story a lot. Historians tend not to.

As a race, Orc-Kin have a reputation as being rowdy, aggressive, and temperamental. They are renowned for their prowess with weapons but seldom trusted with more scholarly pursuits. The stereotype of Orc-Kin as unruly warriors is untrue of many, as some are crafty scouts or thieves, and others occupy the more mundane roles of shopkeepers and craftsmen. Though what Orc-Kin call civilized is usually far less quiet than other races ideas of the same. Orc-Kin are members of clans in all three realms and tend to come from poorer families.

Even the shopkeepers and stealthy possess the same violent Orcish temper as the most fierce of warriors. An injured Orc-Kin lashes out in a terrible frenzy, cutting down enemies until there are none left or until falling themselves. Those who attempt to interfere with or halt an Orc-Kin's rage sometimes become the victims of it.

Orc-Kin have a natural affinity for weapons and fighting styles and learn them easily. They are also known for being physically tougher than some other races.

Advantages:

+1 Body Point per level

May purchase all Weapon skills at half cost

May purchase all Fighting Style skills at half cost

Disadvantages:

Double cost Scholarly Skills

Enraged when Body damage is taken

Makeup:

Green makeup on all exposed skin

Red Hair

Tusks

Enraged: If an Orc-kin takes Body damage, they will become Enraged and refuse to leave the fight until either they or all known enemies have been rendered unconscious or killed. Some have even been known to attack allies who interfere. For more details on Enraged, see the Combat chapter.

Reptilians

Gila

(HEE-la)

“There is no greater instinct in any creature than to insure its own survival. Our kind has simply adapted better to do so in a very dangerous world. Our skin turns blades that would slay us, and our venom spares the lives of those we value. It’s not strange to find a battlefield full of bodies with only the Gila left standing. We survive where others don’t”
Jarvis Lester, Scribe, Arbella

Gila are reptile men with an amazing gift for survival. A Gila’s tough hide and ability to stabilize the dying makes them a valuable addition to many groups that are heading into danger. Those Gila who are agreeable to such expeditions have proven very valuable, but there are also stories of Gila leading unsuspecting folks into the wastes to devour them. Much like the Slytha, Gila have legends surrounding them that accuse them of eating the flesh of the other races.

Gila are most common in the clans in towns that border the great desert of the interior. Many believe that they came from that wasteland and the Gila themselves feel most at home in the desert or near it. Though found in few clans, in those that do they are particularly desired as warriors and healers. Gila are almost never found as craftsmen, the race as a whole seemingly having difficulty mastering such trades.

Gila tend to be slow acting and patient, but can be roused to sudden action when necessary. While many a life has been saved by a Gila’s venom, many folk are fearful of them for their reputation as man-eaters. The fact that in order to apply their life-saving venom, they must lick the wounds of the fallen does not help this image.

Advantages:

May purchase Natural Armor

May purchase Stabilizing Venom

Disadvantages:

Double cost Production skills

Cannot learn Dexterity Armor

Cannot wear Physical Armor

Makeup:

Orange makeup around both eyes, lined in black, black lines on face to resemble a crackled pattern. Black lines on limbs to resemble a crackled pattern or appearance optional. (see racial example on page 49)

Black lips

Note: like all races, Gila characters may not have fangs

Reptilians

Slytha (SLY-tha)

“Despite all the old tales, I’ve never had any problems with my Slytha customers. Sure I’ve seen them mess up some folks that started trouble with them, whenever that happened, it ended fast. For the most part they’re like anyone else; except for the way they look at you. I don’t know how to describe it, it’s like they’re looking at...food.”
Malin Overforge, Proprietor, Weeping Maiden Inn

In every coastal town and swampland you find the Slytha, serpent-like humanoids who have carved out a name as skilled traders, sailors, fishermen, trappers and criminals. They are feared for their natural poisons and ruthlessness.

Most Slytha have very little patience for those they consider weak. While individual Slytha have their own standards as to weakness, those that fall short are at best ignored, and at worst, considered highly expendable. Slytha ship officers are notorious for being stern taskmasters.

There are many old sailors’ tales of Slytha devouring shipmates who were caught sleeping on duty. Slytha scholars find such stories somewhat offensive and insist that Slytha are no more likely to be cannibals than any of the other races.

While physically not as strong as most of the other free races, Slytha have natural poisons with which to defend themselves. Fire is particularly damaging to them. They also find armor to be too restrictive for movement and do not wear armor at all.

Advantages:

- May purchase Spit Torment Poison
- May purchase Spit Slowness Poison
- May purchase Weakness Weapon Poison
- May purchase Resist Ice
- May purchase Resist Poison

Disadvantages:

- 2 Body Points
- Double damage from Fire
- Double cost for 2-Handed Weapons (including Staff, but not including Archery)
- May not wear physical armor

Makeup:

Blue or Green makeup around both eyes, lined in black, black lines on face to resemble a crackled pattern. Black lines on limbs to resemble a crackled pattern or appearance optional. (see racial example on page 48)

Black lips

Note: like all races, Slytha characters may not have fangs

Renders

“The only thing that scares me more than a Wyvern is a Wyvern that can talk. Renders come across as normal enough, until you see one of them lose it in the middle of a fight. Still, I’d rather see one sitting at my table than coming across a battlefield at me”
Malin Overforge, proprietor of the Weeping Maiden Inn

Renders are often confused for their savage cousins Wyverns. The two are very similar physically, though Renders are intelligent and do not share the Wyvern’s appetite for flesh. Renders have been living among other races for long generations now and occupy almost every social station. Despite their natural combat prowess, Renders are rare in regular military service as they tend to be very proud and get into arguments with their officers. Many Renders excel in mercenary units where command is more loosely structured.

Preferring combat with their own claws, most Renders have a disdain for manufactured weapons, and have difficulty learning to use them. They likewise find armor to be far too restrictive to wear over their thick hides.

Though Renders are completely capable of being civilized, all renders have hot tempers and are capable of terrible violence when roused. It is this savage streak that causes the most fear of Renders in the other races.

While commonly thought of as warriors, Renders who do not focus on their natural fighting ability are often capable spell casters, scholars, seers, merchants or craftsmen.

Advantages:

May purchase Claws

May purchase Natural Armor

Disadvantages:

May not wear Physical Armor

May not purchase Dexterity Armor

Double cost Weapon skills

Enraged when body damage is taken

Makeup:

Red makeup on all exposed skin

Scales outlined with black makeup on top of the red

Enraged: If a Render takes body damage, they will become Enraged and attack the character that injured them until that character or the Render themselves is rendered unconscious. For more details on Enraged, see the Combat chapter.

Wyvern-Kin

Sun Drake-Kin

“There are few things in this world whose beauty one could think of comparing to a sunrise or a sunset. It is those long cold hours of darkness that lie between that are the curse of this world. The sun is life and we revel in the sun, and therefore, we revel in life. Perhaps it is difficult for those not of our kind to understand, but I take comfort in the blackness of night knowing that the sun shines somewhere on this world.”

Nabila Dowd, Cartographer, College Arcane

While many folk still are fearful of Sun Drake-Kin’s resemblance to their savage cousins, they seem far more ready to accept the golden patterned race as an equal. As such, they are slightly more common in the clans than Renders.

Sun Drake-Kin enjoy the beauty of daylight and tend to be philosophical. Many are scholars and spellcasters and a large number enjoy work as librarians. They can be fearful warriors, but have a slight difficulty mastering weapons.

Sun Drake-Kin are very dependent upon the light of the sun and while it shines it holds their life essence to their bodies, preventing them from bleeding. By the same token, nighttime robs them of some of their vitality. Sun Drake-Kin have a natural talent for the creation of potions and scrolls and Sun Drake-Kin casters are often sought out to manufacture these items.

Many Sun Drake-Kin even have the ability to generate *Light* spells to ease their passage through the long, dark nights.

Advantages:

May purchase Generate Light

During game day do not bleed out when at -1 Body Points (6am-6pm)

May purchase Create Potion skill at half cost

May purchase Create Scroll skill at half cost

Disadvantages:

-2 Body Points during game night

+1 Build Point penalty cost to all weapon skills

Makeup:

Gold makeup patterns on exposed skin

Racial Skills

Build Point Cost

Racial Skills	F	R	S	T	Prerequisites
Acid Spittle	1	1	1	1	Spitter
Cause Disease	3	3	3	3	Scavenger
Claws	5	5	5	5	Hunter, Render
Curse of the Wanderer	2	2	2	2	Wanderer
Earthroot	1	1	1	1	Earth Dwarf
Eldritch Resist	4	4	4	4	Barbarian
Generate Flame	1	1	1	1	Fire Elf, Oni
Generate Flame Rocket	2	2	2	2	Gremlin
Generate Light	1	1	1	1	Sun Drake
Generate Lightning	1	1	1	1	Storm Elf
Generate Man-catcher	3	3	3	3	Gremlin
Inner Calm	2	2	2	2	Any race
Instinct	2	2	2	2	Civilized
Luck	4	4	4	4	Gnimari
Korred Awaken	4	4	4	4	Korred
Natural Armor 1-5	1	1	1	1	Gila, Render
Natural Armor 6-10	2	2	2	2	Gila, Render
Natural Endow	2	2	2	2	Oni
Resist Bindings	3	3	3	3	Hunted, Storm Elf
Resist Charm	3	3	3	3	Sylvan Elf, Dark Elf
Resist Disease	1	1	1	1	Civilized, Hunted, Earth or Stone Dwarf
Resist Flame	3	3	3	3	Fire Elf, Oni
Resist Ice	3	3	3	3	Slytha
Resist Poison	3	3	3	3	Earth Dwarf, Korred, Slytha
Resist Sleep	2	2	2	2	Sylvan Elf, Dark Elf
Scavenge	3	3	3	3	Any race
Scent Poison/Disease	*	*	*	*	Civilized, Scavenger
Shadowcloak	4	4	4	4	Hobgoblin
Spit Slowness Poison	2	2	2	2	Slytha
Spit Torment Poison	1	1	1	1	Slytha
Stabilizing Venom	1	1	1	1	Gila
Stonelink	3	3	3	3	Stone Dwarf
Twinaxe	2	4	4	4	Minotaur
Two Blades	2	4	4	4	Desert Elf, Fire Elf, Storm Elf
Vorpel Spittle	1	1	1	1	Spitter
Weakness Weapon Poison	2	2	2	2	Slytha

*Scent Poison/Disease has no cost since it is automatic for the Civilized and Scavengers.

Note that this is not the complete list of game skills, merely the skills that are available racially. A description of racial skills has been included below to familiarize you with the racial skills.

Racial Skill Descriptions

(Skills marked with an asterisk (*) may be purchased multiple times. Each purchase allows the use of the skill one time per day.)

Acid Spittle*

Racial Skill

Prerequisite: Spitter

This ability gives a character the power to spit globs of acid. Each Build Point spent on this ability allows the character to throw up to two points of damage per day, and these points can be thrown as one large attack or several smaller ones. A character with this ability can generate acidic venom which is in most ways similar to alchemical acid. The character touches an orange poison packet to her chin, thus representing spitting into a handful of otherwise useless components in order to activate the poison. The character must then throw the packet calling “Eldritch Acid.” followed by the amount of damage the character wishes to inflict. If not used by the end of the battle, the poison loses its potency and is no longer usable, although the skill has been used for the day. Each purchase of this ability allows the character one Acid Spittle per day. Any defense against the poison of the same name will work against Acid Spittle.

Cause Disease*

Racial Skill

Prerequisite: Scavenger

With this ability, a character can infect others with disease, producing the same effect as a *Cause Disease* spell without necromancy. The player throws a packet and calls “Arcane Cause Disease.” If the packet strikes, the target is diseased. Diseased victims can move normally in battle, but they cannot run or use Dexterity Armor. Only a Resist Disease will protect a character from this attack. A character can purchase this ability multiple times and use it once per day for each time purchased.

Claws

Racial Skill

Prerequisites: Hunter or Render

This weapon skill allows characters to rely on their instinctive fighting skills and use their claws to attack and parry. The base damage for Claws is 1. Characters who wish

to be trained to fight with their natural claws must purchase this skill, which lets them fight with a claw in both hands. In order to fight with one claw held down, the character must also have the Florentine skill. (see *Chapter Eight: Combat* for a further explanation). It should be noted that there are some differences in the way Claw combat works versus as in previous campaigns.

Curse of the Wanderer / Remove Curse of the Wanderer*

Racial Skill

Prerequisite: Wanderer

"I used to be scared of old man Laereth... Anytime someone spoke to him his eyes would get really big and then he would giggle manically before he said anything. Then one day I found out that the reason why he did that is because he offended one of the Kelendes and they cursed him to do that. Now I'm afraid of the Keiendes."

Liken Kalius, Armorsmith

For each time this skill is bought, a Wanderer may bestow or remove one *Curse of the Wanderer* per day. A Wanderer may not bestow a curse on another unless he or she feels that the offending being has somehow insulted them or threatened their well being. The Wanderer must be able to both see the person who offended them, and able to speak. This is not packet delivered. There is no defense for *Curse of the Wanderer*.

The Curse takes effect immediately upon the completion of the Curse verbal. The victim has to hear the Curse being given by the Wanderer. (Unconscious victims cannot be Cursed.) The effects aren't noticeable until the victim is given all the instructions of the curse. *Do not* call a Hold for this purpose.

The Curse will remain in effect until removed by a *Remove Curse of the Wanderer*. In order to remove a Curse, a Wanderer must simply touch the Cursed character with a packet and state "Your Curse is Removed." This should be role played for a minimum of 60 seconds. The Cursed character must be willing and conscious. Note that this uses one of the character's *Curse of the Wanderer* for the day. It may also bring down the wrath of other Wanderers if it was removed without their permission! One *Remove Curse of the Wanderer* will rid the victim of one specific *Curse of the Wanderer*. A Wanderer may not remove a Curse that was placed on them by someone else.

Spell defenses do not block *Curse of the Wanderer*, nor can they be *Dodged* or *Resisted*. *Curses of the Wanderer* are not magical, and so cannot be removed by the spells *Dispel Magic* or *Remove Curse*. Even High Magic may not be able to remove the Curse. Wanderer verbals are unlike spell verbals in many ways. First of all, they are not disrupted by combat damage taken. Second, they all begin with a little personalized prefix of the Wanderer's choice, such as "*May a thousand ills befall me if. . .*", "*May my mother mate with kobolds if. . .*", "*May I die a long and painful death if. . .*" and so on. Wanderers are encouraged to come up with their own colorful prefixes.

Curses of the Wanderer are all roleplaying Curses only! The Cursed player should not allow the Curse to hinder combat abilities in any way! The Curse is not intended as a combat effect. *Curses of the Wanderer* can have several effects on the victim. You can change their personality by cursing them to speak whatever they are thinking, speak only when spoken to, or even have the victim tell everyone they meet that they are a liar. You

can curse them to have uncontrollable actions like jumping in every puddle they see, hugging a tree before a meal, or even rhyming when they speak.

This Curse does not act as a *Charm*; it does not necessarily turn the antagonistic Cursed victim into a Wanderer's friend. Remember, it is the affected player's choice as to how his or her character's personality is affected by this Curse. At the time the *Curse* is cast, a player who would suffer out-of-game embarrassment or difficulty with roleplaying the Curse may negotiate out-of-game for a different Curse.

Earthroot*

Racial Skill

Prerequisite: Earth Dwarf

This ability roots a character to a stone or earthen surface and grants her a threshold as long as her feet remain planted. Each Build Point spent on this ability gives the character one Earthroot point, and these points can be used as one large threshold or several smaller thresholds. The player says "Earthroot," followed by the number of points she chooses to spend. That number becomes the character's threshold as long as her feet do not move. To change the strength of the Earthroot, the character must uproot and use the power again, losing any points spent in the first Root. A physical attack must exceed the character's threshold to affect her, and the player must call "Threshold" against any attack which does not affect her. The total number of points used on Earthroots in one day may not exceed the number of Earthroot points the character has. Once Earthrooted, a character may only have the Earthroot removed by the following means: falling unconscious or dead, voluntarily lifting the Earthroot, or by physically ripping the character free from the earth in the same manner as ripping free from a confining spell.

Eldritch Resist*

Racial Skill

Prerequisite: Barbarian

Characters with this ability can resist any one packet delivered attack which has the word "Eldritch" in its verbal component, completely negating the attack. The character can also resist the following Celestial damage spells:

Magic Missile
Lightning Bolt
Ice Bolt
Flame Bolt
Forked Lightning (One bolt only)
Lightning Storm
Ice Storm
Dragon's Breath
Inferno (One bolt only)
Magic Storm (One hit only)

A character can purchase this ability multiple times and use it once per day for each time purchased.

Generate Flame*

Racial Skill

Prerequisite: Fire Elf or Oni

This ability gives a character the power to throw bolts of fire. Each Build Point spent on this ability allows the character to throw up to two points of damage per day, and these points can be thrown as one large attack or several smaller ones. The player throws a packet and calls out “Eldritch Fire” followed by the amount of damage the character wishes to inflict. An active Shield Magic will neither protect against this damage nor be removed by it.

Generate Flame Rocket*

Racial Skill

Prerequisites: Gremlin

This ability gives a character the power to magically create flame rockets. The character should mimic “scrunching” a yellow tinkering packet in his hand, thus representing the magical generation of a tinkering device from otherwise useless components. The character must then throw the packet calling “Eldritch Fire, 5.” If not used by the end of the battle, the rocket loses its potency and is no longer usable, although the skill has been used for the day. Each purchase of this ability allows the character one flame rocket per day. An active Shield Magic will neither protect against this damage nor be removed by it.

Generate Light*

Racial Skill

Prerequisite: Sun Drake

A character with this ability can magically generate light which is in most ways identical to a Light spell. The character holds a spell packet and says “Magic Light.” The character may use this in any way that a Light spell may be used, including as a spell attack. An active Shield Magic protects a struck character, but is removed in the process.

Generate lightning*

Racial Skill

Prerequisite: Storm Elf

This ability gives a character the power to throw bolts of lightning. Each Build Point spent on this ability allows the character to throw up to two points of damage per day, and these points can be thrown as one large attack or several smaller ones. The player throws a packet and calls out “Eldritch Lightning” followed by the amount of damage the character wishes to inflict. An active Shield Magic will neither protect against this damage nor be removed by it.

Generate Man-catcher*

Racial Skill

Prerequisite: Gremlin

This ability gives a character the power to magically create man-catchers. The character should mimic “scrunching” a yellow tinkering packet in his hand, thus representing the magical generation of a tinkering device from otherwise useless components. The character must then throw the packet calling “Physical Bind.” If not used by the end of the battle, the man-catcher loses its potency and is no longer usable, although the skill has been used for the day. Each purchase of this ability allows the character one man-catcher per day. Anything which would free a character from a physical binding effect will also free her from a man-catcher. An active Shield Magic will neither protect against this damage nor be removed by it.

Inner Calm*

Racial Skill

Prerequisites: None, may be purchased by any race

Inner calm allows characters to retain control of themselves when they would otherwise go *Berserk* or *Enraged*, whether because of racial disadvantage or because of other game effects which induce a *Berserk* or *Enraged* effect. A character can purchase this ability multiple times and use it once per day for each time purchased. See *Chapter Eight: Combat* for more information on *Berserk* and *Enraged*.

Instinct*

Plot Driven Skill, Racial Skill

Prerequisite: Civilized

This skill works exactly like the skill *Insight*, save that only the civilized may learn it.

Korred Awaken*

Racial Skill

Prerequisite: Korred

With this ability, a korred character can undo many types of charms and mind altering effects. The player throws a packet and calls out “Arcane Awaken.” This ability has the effects of an Awaken spell, save that a Shield Magic does not stop it. While magical, this ability is not a spell and is not subject to interruption by damage or *Silence*. A Korred may choose to use the skill on himself in the manner of an Awaken spell.

Luck*

Plot Driven Skill, Racial Skill

Prerequisite: Gnimari

Luck allows a character to experience notable instances of good fortune, but these incidents rarely come when bidden. The skill may only be used in the presence of a marshal, and is not guaranteed to be of use in any given situation. Typical examples of how this skill may be used include: falling unconscious when a character might otherwise have bled to death (shift from -1 to 0 body), stumbling across a secret door that a character might have otherwise overlooked, getting an opportunity to flee from a monster that slips and falls just before attacking the character, and so on. A character can purchase this ability multiple times and use it once per day for each time purchased.

On rare occasions, a marshal may apply the effect of a character's luck without the player's knowledge. As a cautionary note, players who deliberately abuse this skill may find their characters' luck turning sour.

Natural Armor*

Racial Skill

Prerequisites: Gila or Render

Characters with this skill have naturally tough hides to protect them from harm. For every point of this skill purchased the character has one point of armor. This armor functions in all ways like physical armor except that Natural Armor is not reduced by being breached. A character may fully reset this armor by spending one minute to do so (resting, shifting their scales back into place, etc). A character may purchase up to a maximum of 10 points of Natural Armor.

Natural Endow*

Racial Skill

Prerequisite: Oni

Characters with this skill are capable of tremendous feats of natural strength. This ability functions in all ways like the spell *Endow* except that it may only be used on yourself. To activate the skill, the player's verbal is "Natural Endow". Natural Endow is not a spell and is not subject to interruption by damage or *Silence*. The character may purchase this skill more than once, using it once per day for each purchase. These Natural Endows do not count toward the limit of three Endow/Blade effects. Only one Natural Endow may be used at any one time, so that a character with multiple purchases may make several attacks during the day, but may not combine them for one huge attack. Natural Endows also do not work in conjunction with Endow/Blade spells.

Resist Bindings*

Racial Skill

Prerequisites: Storm Elf or Hunted

Characters with this ability can ignore binding attacks, with each use preventing one such attack. The player must call out "Resist" when she is struck, and a Shield Magic will stop a binding spell before the character may use this ability. For purposes of this ability, the binding spells are Pin, Bind, Web, Confine, and Imprison. This power also allows the character to resist physical attacks with the words "Pin," "Bind," "Web," "Confine," or "Imprison" in them. A character can purchase this ability multiple times and use it once per day for each time purchased.

Resist Charm*

Racial Skill

Prerequisite: Sylvan Elf or Dark Elf

With this skill, an Elf can resist one charm effect per day for each time the skill is taken. The skill Resist Charm only works on these listed effects: *Charm, Shun, Dominate, Fear, Enslavement, Mesmerize* and *Vampire Charm*. No other effects from the rulebook

can be resisted by this skill. In order to use this ability, the player must call “Resist” when struck by the charm effect. The character must be conscious to use this skill. You may not pretend to be affected by the charm effect and then call “Resist” later. Thus it is always obvious to all observers that the charm effect has not worked. If the charm effect is from a spell or poison that would normally be stopped by a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the spell. This skill can be used to protect against ingested potions and elixirs if desired.

Resist Disease*

Racial Skill

Prerequisite: Earth Dwarf, Stone Dwarf, or Hunted

With this ability, a character can resist any attack that has “Disease” in the incantation or verbal component, with each use preventing one such attack. The player must call out “Resist” when he is struck, and a Shield Magic will stop a disease-causing spell before the character may use this ability. A character can purchase this ability multiple times and use it once per day for each time purchased.

Resist Flame*

Racial Skill

Prerequisite: Fire Elf, Oni

This skill allows a character to resist any attack that has “Flame,” “Fire,” or “Dragon’s Breath” in the incantation or verbal component, with each use preventing one such attack. The player must call out “Resist” when she is struck, and a Shield Magic will stop a fire-based spell before the character may use this ability. A character can purchase this ability multiple times and use it once per day for each time purchased.

Resist Ice*

Racial Skill

Prerequisite: Slytha

This skill allows a character to resist any attack that has “Ice” or “Frost” in the incantation or verbal component, with each use preventing one such attack. The player must call out “Resist” when she is struck, and a Shield Magic will stop an ice-based spell before the character may use this ability. A character can purchase this ability multiple times and use it once per day for each time purchased.

Resist Poison*

Racial Skill

Prerequisite: Earth Dwarf, Korred or Slytha

With this skill, an Earth Dwarf, Korred, or Slytha can resist one poison effect per day for each time the skill is bought. This includes all alchemical substances (including ingested elixirs) as well as all Creature Attacks that use the word “poison.” If the poison effect is one that would normally blow a spell defense (such as *Poison Shield*), then the

spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the poison. In order to use this ability, the player must call “Resist” when struck by the poison attack. The character must be conscious to use this skill. You may not pretend to fall affected and then jump up and say “Resist!”

*Resist Sleep**

Racial Skill

Prerequisite: Sylvan Elf or Dark Elf

With this skill, an Elf can resist one sleep effect per day for each time the skill is taken. This does not include *Waylay*. In order to use this ability, the player must call “Resist” when struck by the sleep effect. You may not pretend to be affected by the sleep effect and then call “Resist” later. Thus it is always obvious to all observers that the sleep effect has not worked. If the sleep effect is from a spell or poison that would normally blow a Spell Defense, then the Spell Defense will be lost before the Resist. You cannot save your Spell Defense because you would not have been affected by the spell. This skill can be used to protect against ingested sleep potions and elixirs if desired.

Scent Poison/Disease

Racial Ability

Automatic: Civilized, Scavenger

You may detect the presence or absence of poison or disease in a substance of an object by smelling it. They must examine the object in question for one full minute to do so.

*Scavenge**

General Skill

Prerequisites: None

Note that Scavenge is not a racial skill. Any race may learn Scavenge. It is merely a new skill that the Scavengers favor. It has been included here for reference.

A character with this skill has a knack for digging up useful items that others have discarded or lost. They can then use or trade these items in-game. At the start of every event they will receive a random packet of materials representing what they have scavenged between events. The contents of the packets vary and once a packet has been received, it may not be exchanged for another. This skill may be purchased multiple times. Each purchase grants one additional Scavenging packet at the start of the event. The actual content of packets will contain items of varying value, but typically would have between 3-6 Ivory pieces per packet worth of items.

*Shadowcloak**

Racial Skill

Prerequisite: Hobgoblin

With this ability, a character becomes physically intangible as long as he remains totally motionless and holds one arm across his chest. In this state, he is completely unaffected by all physical attacks and all spells except Light - to indicate this, the player

should call out “Shadowcloak” when struck. A Light spell forces the character out of Shadowcloak unless he is protected by a Shield Magic, in which case that spell is used and the character may remain Shadowcloaked. This ability works only at night or in darkness, and ends as soon as the caster moves or speaks at all, or when he is struck with a Light spell while not protected by a Shield Magic.

*Spit Torment Poison**

Racial Skill

Prerequisite: Slytha

Characters with this ability have a neurological contact poison that they can spit at their enemies, causing them great physical pain. The player calls “Torment Poison” and throws a packet at the target. If the packet hits, the target suffers the effects of a *Torment Living/Undead* spell. This effect may be negated by Resist Poison or a *Poison Shield*. This effect is not a spell and is unaffected by *Shield Magic* or *Reflect Magic*. Characters may purchase this skill more than once, using it once per day for each purchase.

*Spit Slowness Poison**

Racial Skill

Prerequisite: Slytha

Characters with this ability have a neurological contact poison that they can spit at their enemies. The poison slows their reflexes, reducing them to a walk. The player calls “Slowness Poison” and throws a packet at the target. If the packet hits, the target may not run for 10 minutes. This effect may be negated by *Resist Poison* or a *Poison Shield*. This effect is not a spell and is unaffected by *Shield Magic* or *Reflect Magic*. Characters may purchase this skill more than once, using it once per day for each purchase. A *Purify Blood* spell will immediately remove the effects of the poison.

*Stabilizing Venom**

Racial Skill

Prerequisite: Gila

Characters with stabilizing venom can use it to keep a character that is bleeding out from dying. They must kneel over the body and apply the venom by the roleplaying of licking the other character’s wounds. Doing so is a 3-count “Stabilizing Venom 1, Stabilizing Venom 2, Stabilizing Venom 3”. Once completed, a character who was bleeding out is now stabilized (0 Body Points, will wake up with 1 Body Point in 10 minutes). Remember that the “No physical contact” rule is still in effect; miming the action of licking the wounds a comfortable distance from the other player will do just fine. Each purchase of this skill allows the Gila two uses of the Stabilizing Venom per day for each time purchased.

*Stonelink**

Racial Skill

Prerequisite: Stone Dwarf

Stonelink allows a Stone Dwarf to create a nearly impervious ring of defense. It may be used in two different fashions.

In the lesser Stonelink, at least three Stone Dwarves must join hands in an unbroken circle. At least half of the Stone Dwarves participating must have the skill Stonelink on their skill list. All participating Stone Dwarves must be free of disease. One of the Stone Dwarves in the circle must then call out “Arcane Stonelink” and use one of their daily uses of the skill. (A use of Stonelink for the other characters is not required). So long as the characters participating in the circle do not move and the ring remains unbroken, the characters forming it are immune to most spells and all other types of attack, including those by weapon, poison or claw. Only a disease effect (spell or racial ability) works normally, but the character struck may be protected by a Shield Magic (for the spell) or may resist it (if he has purchased the skill Resist Disease) without breaking the ring. If one of the characters in the circle becomes diseased, the link becomes tainted and is broken. If struck by anything other than a disease effect, the Stonelinked dwarf calls out “Stonelink” and takes no effect.

In the greater Stonelink, at least three Stone Dwarves must join hands in an unbroken circle, all of whom must possess an unused Stonelink skill. Each of the Stone Dwarves then calls out “Arcane Stonelink”, which uses one of the daily uses of the skill for all Stone Dwarves participating in the link. All participating Stone Dwarves must be free of disease. The ability functions as a lesser Stonelink, except that anyone, of any race, who is inside the Stonelink is protected by the ability as well. Those inside the circle may move and act freely except that they may not exit the circle, attack, or cast spells at targets outside of the circle. If they leave the circle, attack outside targets, or cast spells at outside targets, then they lose the benefit of the Stonelink and must immediately leave the circle. Characters inside the circle can be affected by disease effects. If they become diseased, they suffer the effects of the disease, are expelled from the circle, but the Stonelink is not broken. Characters outside the greater Stonelink may not enter once the Stonelink is active.

Twinaxe

Racial Skill

Prerequisites: Two Weapons and Minotaur

This weapon skill allows the character to use a full-length axe in each hand.

Two Blades

Racial Skill

Prerequisites: Two Weapons and Fire Elf, Storm Elf, or Desert Elf

This weapon skill allows the character to use a long sword in each hand.

*Vorpal Spittle**

Racial Skill

Prerequisite: Spitter

A character with this ability can generate a form of venom which may be applied to their weapons. The character must mime licking a weapon for three seconds. At the end of that time, the weapon is coated with a venom which adds additional damage. If

not used by the end of the battle, the poison loses its potency and is no longer usable, although the skill has been used for the day. Each purchase of this ability allows the character a pool of two points of vorpal damage. Each point of vorpal damage adds one point to the damage tagline.

Example: a longsword does normally two points of damage, “2 Normal”. A PC has purchased this skill three times, for a pool of six damage points per day. If the character adds all six of those to the weapon at one time, the damage to be called is “8 Normal” for one hit.

The damage may be split up or combined in any way the character wishes up to their daily allotment.

Weakness Weapon Poison*

Racial Skill

Prerequisite: Slytha

Characters with this skill have a potent natural venom that they can use to coat their weapons. The player must mime licking the chosen weapon for a 3-count “Licking 1, Licking 2, Licking 3”. The weapon then calls “Weakness Poison” as a tagline until it hits a target.

Example: “2 Weakness Poison”

This effect may be negated by a *Poison Shield* or Resist Poison. If not used by the end of the battle, the poison loses its potency and is no longer usable, although the skill has been used for the day. Each purchase of this ability allows the character one Weakness Weapon Poison per day.

Make-up Examples



Child of the
Hunt: Scavenger



Slytha



Spitter



Stone Dwarf



Storm Elf



Sun Drake-kin



Sylvan Elf



Wanderer



Malevai Mark

Make-up Examples



Cursed One



Dark Elf



Desert Elf



Desert Elf
Mark



Earth Dwarf



Fire Elf



Gila



Gnimari



Gremlin



Hobgoblin



Hobling



Human



Child of the
Hunt: Hunter



Korred



Ogre Mage-
kin



Ogre Mage-
kin Mark



Oni



Orc-kin



Render