



Chapter Two: Character Races

Character races

After ability scores are generated, a race must be picked for the new character. Many fantasy races dwell in numbers on Fälgorna, those available as character races are detailed in the following section.

The major character races are: human, dwarf, mul, elf, half-elf, halfling, half-orc, half-ogre, hobgoblin, gnome, goblin, kobold, lizard man, orc, and uldra.

In addition to the major races detailed in this manual, a character may choose (with the DM's permission) to play a nonstandard race detailed in *The Complete Humanoids Handbook* or other source. The nonstandard races available are: aarakocra, beastman, bugbear, bullywug, centaur, flind, githyanki, githerzerai, gnoll, kenku, mongrelman, norker, ogrillon, satyr, talsoi, thri-kreen, troglodyte, wemic, and xvart. Consult the DM for more information.

Languages

A character begins his career speaking his native tongue as a bonus nonweapon skill. Most demihumans and humanoids may learn additional languages when created by using skill points. Most characters also have rudimentary skill in the Trade Tongue (the common language of trade). This skill may be improved by expending skill points.

2.0 Humans

Humans dominate Fälgorna, mostly because of their great adaptability. The general acceptance of humans by most races entitles humans to a +1 Charisma bonus. To reflect their diversity, humans also receive a +1 bonus to one ability score, saving throw category or form of attack, THAC0 or Armor Class.

There are two real advantages to playing a human. First humans are the only PC race that may become a dual classed character. Secondly, humans are the only race allowed to roll for a special ability on the special abilities tables in Chapter 4.

Every human belongs to one of seven subraces. To determine the human subrace of a character consult Table 2.0.0: Human Subrace.

d00	Subrace
01-25	Arrakian
26-30	Balishe
31-50	Juad
51-65	Peradian
66-80	Eradan
81-95	Fälgornian
96-00	Sul



Arrakian warlord

Arrakian Nation

The Arrakian people dwell primarily in the northwestern quarter of Fälgorna. Arrakians have high cheekbones and a hardy stature. Their skin color ranges from pale to ruddy caucasian. Blond and red are the most common hair colors among Arrakians. Eye colors range from blue, the most common, to brown or gold.

Arrakians have strong clan ties. Every Arrakian character belongs to a hereditary clan with its own unique tartan (plaid pattern), coat-of-arms and customs. Those whose social class is noble or gentry share the same last name as the clan to which they belong. Merchants and commoners will often belong to a *sept* or family that owes allegiance to a particular clan. Each sept will also have its own tartan that incorporates some portion of the clan tartan in its pattern. The sept may or may not have its own coat-of-arms, and will likely share the same customs as its clan. A merchant or commoner who does not belong to a sept will usually wear a district tartan, a plaid garment not associated directly with any clan, but common to a particular region. District tartans are usually worn by townsmen, while country dwellers usually belong to a sept.

A character with a social class of slave should roll again on the Social Class Table to determine his social status before enslavement. The character has a 50 percent chance to be born into slavery, and in this case will not know his clan's history. However, others of his clan may be searching for his kidnapped parents. If they are able to track them successfully, upon regaining his freedom the character will be entitled to all the rights and benefits of clan membership. A character who was captured after infancy will always know his clan or sept membership.

The clan relationship holds great importance in Arrakian tradition. One of the greatest crimes a clansman can commit is to shed the blood of another clansman or a that of a member of an allied sept. In kingdoms where many Arrakians live, clan law is often the law of the land and is almost always administered by the *Ceann Mor* (clan chief) or for lesser crimes by a sept chieftain. The *gilfine*, a council of nine ruling members of a clan, rules on serious crimes such as treason.

The king of an Arrakian kingdom is known as a *righ*. The *righ* heads a clan elected by the other clans of a



Balishe Samurai

kingdom to rule over them. This reign is hereditary, but not absolute. An incompetent ruler can be deposed by the clans ruled through a two-thirds majority vote of the clan chiefs. The rule of each clan and sept, including the *righ*'s, does not pass automatically to the first born (even though this is often the case). The clan chief has the option of picking any of his clansmen, male or female, to rule upon his death. In this way an incompetent ruler seldom holds power.

In general, members of the same clan and its septs will offer shelter and assistance to each other. They will never attack each other with lethal intent without great cause, and will go to great ends to avenge the death of a fellow clansman. Feuds among clans often last for years, because of this members of the same clan as a character react to him with a +3 modifier if his clan affiliation is known.

Characters not born into a clan or sept (even non-Arrakians and nonhumans) may fall under their protection and gain all the benefits of clan membership by swearing an oath of fealty to the clan. These low-born individuals are known as *broken men* and their oath also binds their progeny to the clan.

Arrakians are known for their stern, matter-of-fact temperaments, short tempers and high ideals of honor. Arrakian clan unity and pride often play a vital role in local politics. Arrakians receive a +1 bonus to Charisma.

Arrakians are superior weapon and armor smiths, as the inventors of the chariot many Arrakians also have superior skill at charioteering. Arrakian farmers developed methods that allow their farms to produce bountiful harvests not matched by other subraces. Because of the centrality of the clan in Arrakian culture, representatives of this nation receive bonuses to several nonweapon skills loosely related to clan life.

Balishe Nation

The Balishe dwell in the far eastern portion of Fälgorna and in the Pantaerian Islands. They live in harmony with the Paldian Elves that inhabit these same areas.

The Balishe have yellowish skin and dark thin hair. Their slanted eyes are usually dark in coloration and their facial features tend to be subdued and flat. They are generally shorter than most humans, 5'6" average height.

The Balishe share a tradition of honor and familial reverence. Personal and family honor have shaped the Balishe culture and very few Balishe turn their back on this tradition.

The Balishe culture emphasizes the arts and most characters of this subrace will have at least one artistic non-weapon skill.

Balishe characters may choose any Oriental character kit. Western character kits are usually not available to this

human subrace (DM's approval required to take a non-Oriental character kit).

The Balishe people exhibit above average Intelligence, therefore Balishe characters gain a bonus of +1 to Intelligence.

Eradan Nation

The Eradans and Peradians in the distant past were once part of the same people, the Ancient Adians. The Adian tribe split and the peoples developed differently. The original reasons for the split have been forgotten but an intense enmity still exists between the two related nations. Eradans inhabit the southeast and south central portions of the continent.

Eradans resemble Peradians in most ways--dark grey, green, brown, silver and copper eyes; black and brown hair; and tan to almost copper-red skin color. They are set apart from the Peradians by their above average height and their sharp cut facial features.

Eradans tend to be a cheerful and graceful people. They have a love of all things equestrian but do not place as much



Fälgornian priestess



Juad warrior

emphasis on it as the Peradians. They have also inherited their cousins' affinity for trade and bargaining and developed it to a fine art. Eradans receive the bonus nonweapon skill of Haggling.

Fälgornian Nation

Fälgornians are the indigenous people of Fälgorna. They are generally peaceful in nature but some fought boldly against the technologically superior peoples who invaded their land during the Great Migrations. In general, they coexist, not always happily, with the predominant culture in an area, but vestiges of animosity still remain between them and all the migrating nations.

Fälgornians are of fair build with rounded facial features and large eyes and lips. Their dark coppery skin and curly black or brown hair make them easy to distinguish from non-indigenous peoples. Their eyes are usually sepia, brown, green or copper. They dwell throughout the continent.

Fälgornians typically wear their hair in dreadlocks and tattoo their bodies, especially their faces (a custom which has become popular among other nations as well). They are known for their mysticism and closeness to nature. Fälgornians gain a +1 bonus to Wisdom.

Juad Nation

The seafaring nation of the Juad has played an intricate role in the development of Fälgorna. They came as conquerors and stayed, adopting the culture and religion of the nations they conquered. Yet despite their almost total assimilation of the cultures around them, the onetime barbarians still retain much of their ancestors' marauding nature and love of colder climates.

Juad facial features are strong and noble, complementing their powerful physique. Rosy cheeks accent their ivory skin. Most Juads have red hair which they wear braided or loose. Brown, blond and gold hair are also common. Juad eyes are usually grey or blue, and sometimes hazel.

Most Juad men wear a beard as a point of honor. Juads in general tend to be boisterous and carousing. However, they can be thoughtful and powerful leaders. Juads receive a +1 bonus to Strength.

Peradian Nation

The Peradian people live mostly in the southwestern and south central regions of Fälgorna. They are a hardy people as attested by their harsh rough hewn facial features. Peradian skin ranges in color from tan to almost copper red. Most Peradians have black hair, though some brown haired individuals are found intermixed with the general populace. Common eye colors are sepia, green, brown, hazel, silver, and copper. Peradians, on the average, are shorter than most humans.

Peradian culture centers around the people's historical association with horses. Most Peradian children are taught to ride before they can walk. This combined with their short height makes them superior horsemen. Peradians receive Land-based Riding (horse) as a bonus skill.

Peradians tend to be gruff, earthy individuals. They are also known for their affinity for bargaining and trade.

Sul Nation

The Sul people live in the far southeastern portion of Fälgorna, mostly in the Kingdom of Lorence and in the dwarven lands of Het. The Sul and dwarves have mixed culturally and racially over the years and dwarven blood definitely flows in their veins.

Suls are usually very short and sturdy. Most Sul have a great deal of body hair, even among the women (which



Peradian raider

troubles them), and in general resemble tall thin dwarves. Their hair color is usually brown or dirty blond. Common eye colors are brown and blue.

In general, the Sul people are stubborn, unfriendly and xenophobic. They believe the family is the most important social unit, followed by the Sul people in general. Most Sul are able to speak Dwarven and know much about dwarven customs. A Sul character receives the Common Dwarven tongue and Local Dwarf History as bonus nonweapon skills. The Sul people are isolated from much of the human civilized world and therefore do not automatically speak the Trade Tongue (0% skill). Sul characters who wish to speak Trade Tongue must spend skill points to learn it.

The dwarven blood flowing in the veins of the Sul and their close contact with dwarven culture has molded the Sul personality and physique. Ten percent of Sul characters have limited, 30', infravision. Sul, like their dwarven cousins, are not overly friendly and do not gain the normal +1 bonus to Charisma that other humans receive, but instead are penalized by -1 to Charisma. However, their closeness to dwarves has made them a strong willed people. Sul characters receive a +2 bonus to Ego.

'And the cities hostile, the towns unfriendly and the villages dirty and charging high prices ...'

— from the diary of a merchant traveling in Lorence

2.1 Demihumans

Demihumans share several traits. The first and probably most important similarity between the nonhuman races is their possession of racial special abilities. Secondly, only demihumans and humanoids may become multi-classed characters, however, they are forbidden from becoming dual classed. There are no racial level limits for demihumans in Fälgorna, however, there are limitations on the classes that may be played by a character from a nonhuman race. Nonhumans never roll for a special ability on the tables in Chapter 4.

The demihuman races include: dwarves, muls, elves, half-elves, gnomes, halflings and uldras.

Dwarf

Dwarves are a noble race of demihumans who dwell under the earth, forging great cities and waging massive wars against the forces of their enemies. Dwarves also have much in common with the rocks and gems they love to work, for they are both hard and unyielding. It's often been said that it's easier to make a stone weep than it is to change a dwarf's mind.

Dwarves are a declining race in Fälgorna. Low birth rates and continuous wars with their humanoid enemies have been the greatest contributing factors to the race's negative population growth. Due to the unsure status of their existence as a race, dwarves have become somber in personality, clannish, and xenophobic. They are a secretive race and strive to keep dwarven secrets out of the hands of non-dwarves. Most dwarves are more than a little arrogant and tend to attribute all things of above average craftsmanship to their dwarven ancestors.

Dwarven clothing tends to be simple and functional. They often wear earth tones, and their cloth is considered rough by many other races, especially men and elves. Dwarves usually wear one or more pieces of jewelry, though these items are usually not of any great value or very ostentatious. Though dwarves value gems and precious metals they consider it in bad taste to flaunt wealth.

Since much of their culture is focused on creating things from the earth, dwarves produce a large amount of useful, valuable trade material. Dwarves are skilled miners. Though they rarely sell the precious metals and rough gems they uncover, dwarven miners have been known to sell surpluses to local human communities. Dwarves are also skilled engineers and master builders—though they work almost exclusively with stone—and some dwarven architects work for humans quite frequently.

Dwarves most often trade in finished goods. Many clans are dedicated to working as blacksmiths, silversmiths, goldsmiths, armorers, weaponmakers, and gemcutters. Dwarven products are highly valued for their workmanship. In human communities, these goods often demand



Hill Dwarf giant slayer

premium prices. Many humans are willing to pay the high price for a suit of dwarven mail or a dwarven sword, because they know that the dwarf who forge the item made it to last a dwarven lifetime, so they'll never need to worry about it wearing out in theirs.

The dwarven subraces available as PC races are: Hill Dwarf, Mountain Dwarf, Deep Dwarf, and Duergar. Hill Dwarves are the most common dwarves, but PCs may play any of the dwarven subraces listed above. The special abilities of the dwarven subraces, personality traits and other relevant information are described in greater detail in *The Complete Book of Dwarves*, *The Monstrous Manual* and the Forgotten Realms accessory *Dwarves' Deep*. The abilities of the various subraces are summarized below for convenience.

Dwarven Racial Abilities

All dwarven subraces share the following common abilities unless otherwise specified in a subrace's description.

- Dwarves have a high resistance to magic and gain a +1 bonus to saving throws vs. magical wands, staves, rods and spells for every 3.5 points of Constitution they have as detailed on Table 2.1.2 below.
- Magic not specifically suited to a dwarf's class has a 20% chance to malfunction every time an attempt is made to use it.
- Dwarves have a high resistance to toxic substances and gain a +1 bonus to saving throws vs. poison for every 3.5

points of Constitution they have as detailed on Table 2.1.2 below.

- Dwarves receive a +1 bonus to hit orcs, half-orcs, goblins, and hobgoblins.

- The small size of dwarves and their training since childhood in tactics for fighting the larger-sized humanoid enemies of their race gives them an advantage when combating ogres, trolls, ogre magi, giants, giant-kin and titans; these monsters modify their attack rolls by -4 when attempting to strike dwarves in combat due to the size difference and the dwarves' training in fighting such large foes.

- Dwarves have a movement rate of MV 6.

- Dwarves receive 300 skill points for racial detection abilities (See Chapter 5).

- Dwarves receive a bonus skills in Dwarf Runes, Endurance, and a craft skill of their choice.

Dwarves in general are a sturdy race and have higher Constitution scores than other races. However, because they are a solitary people Charisma is penalized when dealing with non-dwarves. Their strong will and spirit warrants a bonus to Ego for all but the Duergar. Consult the following table for dwarven racial ability score modifiers.

Table 2.1.1: Dwarf ability modifiers

Hill: +1 Constitution, -1 Charisma, +1 Ego
Mountain: +1 Constitution, -1 Charisma, +2 Ego
Deep: +2 Constitution, -2 Charisma, +2 Ego
Duergar: +1 Constitution, -2 Charisma

Table 2.1.2: Constitution saving throw bonuses

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Dwarf Clans

A dwarf's life centers around his family and clan. The honor of a dwarf's clan holds a position of great importance in the dwarven psyche and most dwarves will die defending that honor rather than live in shame or suffer the defamer of his clan name to live.

Dwarven society is organized into clans which in human terms are the size of small kingdoms. Each dwarven clan consists of numerous lesser clans or septs made up of related families. Each sept is ruled by a dwarven lord and each family by a patriarch. A dwarven sept not already



Mountain Dwarf Warrior

attached to a city or mine travels until it finds an outpost where it can begin to ply a trade. Septs of the same clan often settle close together since they usually need the same raw materials for their crafts. Septs very rarely settle in lands claimed by clans other than their own. However, the major dwarven clans are competitive, but very rarely war against one another.

The septs usually specialize in a particular craft or skill; young dwarves are apprenticed at an early age to a master in their sept (or, occasionally, in another sept) to learn a trade. Since dwarves live so long, apprenticeships last for many years. Dwarves also consider political and military service a skilled trade, so soldiers and nobles are usually subjected to a long period of apprenticeship before they are considered professionals.

To determine a dwarf's clan roll or pick a clan from the tables below. Several smaller clans do exist, but the largest of these counts fewer than 2,000 dwarves as members.

Table 2.1.3 Dwarf clans

Hill Dwarf clans

- 01-20 Tumanzahar (Kent, Misty Mountains & Hills; population: 100,000)
21-92 Khuzduun (Het, Lower Black Mountains, Black Hills; population: 350,000)
93-00 Zlbregunt (Crystal Hills & Boulder Hills; population: 40,000)

Mountain Dwarf clans

- 01-31 Gabilgathol (Zorgos, Lower Spineridge Mountains; population: 70,000)
32-49 Hestlegartle (Upper Spineridge Mountains; population: 40,000)
50-57 Eriador (Coltus; population: 15,000)
58-00 Dzargritin (Upper Black Mountains; population: 100,000)

Deep Dwarf clans

- 01-19 Skjölduzirk (population: 50,000)
20-22 Healfdene (population: 7,000)
23-35 Tryggvason (population: 35,000)
36-77 Olafzarirurik (population: 110,000)
78-99 Mygnach-tar-Skjörd (population: 60,000)
00 Iinidoran (population: 2,500)

Duergar clans

- 01-36 Nyetren (population: 100,000)
37-47 Bejinorkan (population: 30,000)
48-53 Fiblaine (population: 16,000)
54-84 Ginerdorvinoth (population: 85,000)
85-99 Hvernodrik (population: 40,000)
00 Kjorgirdnisk (population: 4,000)

Deep Dwarf

For as long as mortals can remember, Deep Dwarves have lived far beneath the surface.

Deep Dwarves average a little over 4' in height and weigh about 120 pounds. They are large-boned, but leaner than other dwarves. Their skin varies from pale brown to light tan, and often carries a reddish tinge. Their eyes are large, but without the sheen of their surface cousins — in color, a washed-out blue. Hair colors range from flame red to straw blond. The females wear their beards long, unlike other dwarven women (who are typically clean shaven).

Deep Dwarves have little or no contact with the surface. It is too far for them to travel to the world above. They are generally on friendly terms with Hill and Mountain Dwarves but despise Duergar.



A Deep Dwarf far from home

Frequently Neutral, Lawful Good or Lawful Neutral in alignment, player character Deep Dwarves may be of any alignment. Deep Dwarves are just as conservative as their Hill and Mountain Dwarf cousins and consider their subrace to be the last surviving bastion of “true” dwarven culture.

Deep Dwarves speak their own dialect of the Dwarven language and Common Dwarf as native tongues when they begin play. While a Deep Dwarf does not automatically gain skill in the Trade Tongue, they speak Undercommon as well as a surface dweller speaks the Trade Tongue (recommended skill). Deep Dwarf characters may also spend skill points at first level to learn the Trade Tongue, the languages of any other dwarven subrace, Drow, Illithid, Kua-toa, Troll, Troglodyte, Svirfneblin, and Sign Language.

Deep Dwarves have superior resistance against magical attacks and toxins. A Deep Dwarf receives +1 bonus to saving throws versus these forms of attacks in addition to the saving throw bonuses received by dwarves in general. Deep Dwarves have the special disadvantage of being sensitive to bright light. In bright sunlight or within the radius of a *continual light* spell, a Deep Dwarf suffers a -1 penalty to hit. *Light* spells have no adverse effect on the Deep Dwarf. Deep Dwarves have 90' infravision.

Contrary to the text in the *Complete Book of Dwarves*, Deep Dwarves have no experience point penalty and advance in level normally.

Deep Dwarves have an average life expectancy of 380 years.

Duergar

Duergar, or gray dwarves, live deep underground, sometimes below the Deep Dwarves. They rarely venture above ground, finding it painful, except during heavily overcast days or at night. The light does not cause them damage, but it does affect their ability to see clearly.

A typical Duergar is 4' tall and weighs 120 pounds. Appearing to be emaciated, they possess pasty skins and white or dull gray beards. Men and women may be bald, and those who are not usually shave their heads.

Most Duergar are Lawful Evil with Neutral tendencies. Other dwarves find their ways repulsive. Duergar war on other dwarf races and sometimes even join forces with orcs and other evil races to raid dwarf strongholds.

They frequently compete with Deep Dwarves for living space and minerals. Usually the Duergar are bested in such struggles. Consequently, numerous Duergar strongholds are exceptionally poor, having been driven into areas rejected by others. In some cases, however, this may have been to their advantage and may have led them to the discovery of hidden subterranean wealth which they could secretly acquire.

Even though their society is evil, they still retain many of the social structures of Hill, Mountain and Deep Dwarves. They are clan based, but their crafts are usually inferior to those of other dwarves.

Duergar speak their own dialect of the Dwarven language and Dwarf Common as native tongues when they begin play. While a Duergar does not automatically gain skill in the Trade Tongue, they speak Undercommon (recommended skill) as well as a surface dweller speaks the Trade Tongue. Duergar characters may also spend skill points at first level to learn the Trade Tongue, Sign Language, the languages of any other dwarven subrace, and the languages of Drow, Illithid, Kua-toa, Troll, Troglodyte, and Svirfneblin.

Duergar are stealthy. Parties or individuals at least 90 feet ahead of a party of non-Duergar cause opponents to roll surprise with a -2 penalty. If a door or other screen is opened, the bonus is lost. Duergar receive a +2 bonus on their own surprise rolls. Duergar have 120' infravision.

In addition to the standard saving throw bonuses against magical attacks, Duergar are unaffected by paralysis-type magical effects and spells or magical effects of the illusion/phantasm school of magic. They are immune to all magical and alchemical poisons. Against natural poisons they gain the standard dwarf saving throw bonus.

Duergar possess the innate magical abilities of *enlarge* and *invisibility*. They can use each power once per day. A Duergar uses the *enlarge* ability as though he were a wizard twice his own level. A second level Duergar uses *enlarge* as though he were a fourth level wizard. He may use it only to affect himself and whatever he is wearing or carrying.



Duergar raider

Duergar are adversely affected by bright light such as sunlight or a *continual light* spell. They are not affected by the light of torches, lanterns, magic weapons, *light* or *faerie fire*. A Duergar effected by bright light loses his enhanced ability to gain surprise and receive a -2 penalty to Dexterity and to hit rolls. In situations where a Duergar is in darkness but his opponents are in bright light, his Dexterity and surprise advantages are unaffected, but he suffers a -1 penalty to attack rolls.

Other dwarves distrust Duergar and react to them with a -3 penalty. This penalty is cumulative with penalties incurred because of the class or kit chosen by the character.

Duergar do not receive the standard bonus to hit when fighting orcs, half-orcs, goblins or hobgoblins.

Duergar must earn an additional 20 percent experience points to advance in level.

Duergar have an average life expectancy of 400 years.

Hill Dwarf

Averaging 4' in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, gray or brown, and worn long, though not long enough to impair vision in any way. They favor long beards and mustaches, too. Dwarves value their beards highly and tend to groom them very carefully. Dwarves do not favor ornate stylings or wrappings for their hair or their beards.

Hill Dwarves are the most common dwarves. They have adapted well to life above and below ground. They claim that they have always lived in the hills, but they may have migrated there either by traveling above ground or via underground passages. If by surface travel, they are probably descended from mountain dwarves.

The alignment of a Hill Dwarf is usually Lawful Good, but there is no reason they cannot be of another alignment.

Hill Dwarves begin play with the ability to speak their own language and Dwarf Common as native tongues. They may learn the Trade Tongue normally, and may expend skill points at first level to learn the languages of gnomes, goblins, kobold and orcs.

Hill Dwarves have 60' infravision and have no special advantages or disadvantages in addition to those shared by all dwarves.

Hill Dwarves have an average life expectancy of 350 years.

Mountain Dwarf

Similar in most ways to their cousins, the Hill Dwarves, these demihumans prefer to live deep inside mountains. They tend to be slightly taller than hill dwarves (averaging 4'6" tall) and more hearty. They usually have slightly lighter skin and hair than their hill-dwelling relatives.

Mountain Dwarves claim they are the first dwarves and all other dwarves are descended from them. They have the same interests and biases as Hill Dwarves, though they are even more isolationist than their cousins and sometimes

consider even Hill Dwarves to be outsiders because of their frequent dealings with other races. The majority of Mountain Dwarves are Lawful Good in alignment.

Mountain Dwarves begin play with the ability to speak their own language and Dwarf Common as native tongues. They may learn the Trade Tongue normally, and may expend skill points at first level to learn the languages of gnomes, goblins, kobold, orcs, ogres and trolls.

Mountain Dwarves have 60' infravision. They have standard dwarven abilities and live to an average age of 400-years-old.

Mul

A mul (pronounced: mule) is an incredibly tough cross-breed of a human and dwarf. They retain the height and cunning of their human parent, plus the durability and raw strength of their dwarven heritage.

Muls first appeared in Lorence, where dwarves and humans mix frequently, the offspring of a mating between a dwarf and a human. Nearly 75 percent of muls are sterile. Neither dwarves nor humans accept a mul as an equal. Muls are considered to be abominations. Many years of



Mul gladiator

prejudice against muls has resulted in most being sold at birth into slavery. Certain less ethical nations, like Keto, have even begun their own breeding programs. To reflect their usual low standing in society, muls subtract 70 percent from their initial social class roll.

A full-grown mul stands 6' to 6'6" tall and weighs 240-300 lbs. They are fair skinned, sometimes tending toward a coppery coloration. Their dwarven ancestry gives them a well-muscled frame and an incredible Constitution--mul laborers can perform heavy work for days at a time without stopping. They are able to work longer and harder without rest than are most other races (as detailed on Table 2.1.4). Regardless of the preceding type of exertion, eight hours of sleep will let a mul become fully rested and ready to begin work again.

Muls have stern facial features. They are unmistakably human in appearance, though their ears are swept back and slightly pointed. Most muls, whether male or female, have no hair or beard.

Born as they are to lives of hardship and often slavery, with the taskmaster's whip taking the place of parents and family, muls are given to a gruff personality and violent reactions. Understandably, many never seek friends or companionship, but live out their lives in servitude, driven by hatred and spite. Most however, learn who to trust and who not to, gaining favor and reputation among the others sharing their lot in life.

Many slave muls have either escaped or otherwise won their freedom and now live independent lives all over Fälgorna. Of these, a large percentage have bartered their combat prowess, making their way as soldiers or guards. A few others, given to more cerebral pursuits, have turned to priestly devotions or to the forbidden pursuit of the mental disciplines of psionics.

When created, the player must decide if his mul character will be considered a demihuman or human character. As a human, the mul character will have a 50 percent chance to gain a special ability from the appropriate table for his class and may become a dual-classed character later in his career. As a demihuman, a mul can become a multi-classed character and gains 60' infravision. Once the decision is made, the mul character will forever be considered either a human or demihuman in all ways.

A mul character adds two to his initial Strength score and one to his initial Constitution score. While often cunning and bright, a mul's training rarely encourages the mental disciplines, so a mul character subtracts one from his initial Intelligence score. The rigors of an upbringing in bondage and ostracism makes a mul sullen and difficult to befriend--a mul character subtracts two from his initial Charisma score. The muls' life of hardship and the necessity of self-reliance help build strong character and will to live, therefore a mul adds one to his initial Ego.

Roleplaying: Muls are often slaves, true, but when they are doing well in the arena, they are the most pampered slaves. It is expensive to generate and maintain a stable of muls, and their owners protect their large investments with special treatment and considerations. It's rare that a mul who does his work well receives particularly harsh treatment as a slave. Thus, they often don't see their slavery as all that bad a deal. Of course, when their arena or work performance is lacking, discipline is cruelly reinstated.

Like their dwarven parent, a mul who sets his mind on freedom or disruption among the other slaves is rarely kept on hand. They most often are sold or traded from owner to dissatisfied owner until they are eventually relegated to harsh labor in a remote area or sent to the gladiator pits.

Table: 2.1.4: Mul exertion

Type of Exertion	Time Before Rest
Heavy Labor (stone construction, quarry work, running)	24 + Con hours
Medium Labor (light construction, mining, jogging)	36 + Con hours
Light Labor (combat training, walking encumbered)	48 + Con hours
Normal Activity (walking, conversation)	Con days

Elf

The beautiful faerie folk who call themselves the "people of the sun" or simply the "people" dwell throughout Fälgorna. The term elf is a bastardization of the elfin word *el-finstri*, which means people.

Elves are a joyous nature-loving people. They enjoy intricate art and craftsmanship. Nothing surpasses the elves' fascination with magic. This fascination has led to the rise of many powerful elfin wizards and the creation of many powerful magical items.

In general, the elves hold themselves aloof from other races, believing themselves to be above the fray of the struggles of the short-lived races. Despite this arrogance, the elves have come to the aid of these races in times of trouble and shown them kindness in times of peace.

Elves value friendship above all else save familial duty and duty to the gods. An elf does not choose friends lightly, but when one does that friendship is considered sacred.

The long life span of elves makes quick decisions unnecessary. Elves will often debate a problem for decades or even centuries before deciding on a course of action. Humans often allude to the lengthy elfin decision making process when something appears to be taking longer than necessary with this popular saying, “It’s like waiting for an elf to decide.”

Ritual and ceremony permeate the elfin culture. The beauty of these ceremonies, however, can be attested to by only a chosen few, because elves position the secrets of their inner culture on the same level as the sanctity of friendship.

There are six subraces of elves in Fälgorna: Oceanus (aquatic), Elberethi (brown), Drow (dark), Variquesti (deep), Oldanquasti (trade), and Paladian (white).

Elfin racial abilities

All elfin subraces share the following common abilities unless otherwise specified in the individual subrace description:

- Elves are 90% resistant to all *sleep* and *charm* spells.
- Elves gain a special bonus to find secret or concealed doors. Passing within 10 feet of a secret door, elves will detect it with a 3 in 20 chance of success. If they search a 10-foot-square area, elves can find a secret door with a 7 in 20 chance of success. Elves find concealed doors on a roll of 10 or less on a d20.
- Elves gain a special bonus with bows, excluding crossbows. When firing a bow, an elf gains +1 to hit. This bonus does not apply to damage.
- Elves are especially good with short and long swords. Like their ability with bows, they gain a +1 to hit (but not on damage) when using one of these weapons. This is in addition to any bonuses of the weapon itself.
- Elves move through forests and other natural terrain silently and almost invisibly. As long as elves are not attacking, they can only be spotted by someone who can detect invisibility. For example, when elves move through the woods, if they are careful, they will appear only as shadows of the leaves of trees, dancing in the undergrowth.
- An elf has the ability to cause an enemy’s surprise roll to be penalized by -4 if the elf is moving alone, is 90 feet away from the rest of their party, or is with other elves or halflings and all are in nonmetal armor. If the elf must open a door or screen to get to the enemy. The penalty is reduced to -2.
- Elves gain the powers of Communion, Manifestation, Reverie, and Resistance to Heat and Cold as described in *The Complete Book of Elves*, pgs. 31-36.
- Elves gain a bonus nonweapon skill in two of the following areas: Artistic Ability, Dancing, Musical Instrument, Poetry, or Singing. An elf may also take a single craft

skill in exchange for one of his bonus skills (an elf cannot receive two bonus craft skills). Elves who begin play at an age over 100 may also take another bonus skill in a nonadventuring area for every 20 years beyond a century that the elf has aged.

- All elves require five to 30 percent additional experience points to advance in level.

Drow:	Dexterity +2, Constitution -1, Intelligence +1, Charisma -2, Ego +1, Sanity -15%
Elberethi:	Strength -2, Constitution -1, Wisdom +2, Observation +1
Oceanus:	Strength +1, Dexterity +1, Constitution -1, Charisma -1
Oldanquasti:	Strength -1, Dexterity +1, Constitution -2, Charisma +2
Paladian:	Strength +1, Dexterity +1, Constitution -1, Wisdom -1, Intelligence -1, Charisma +1, Sanity +10%
Variquesti:	Strength -1, Dexterity +1, Constitution -1, Intelligence +2, Wisdom -1, Ego -1, Observation +1

Drow

The cursed race of the Drow where once part of the community of elves that still roam Fälgorna’s surface. Now these dark elves inhabit black caves and winding tunnels under the earth, where they make dire plans against the races that still walk beneath the sun. In general, the Drow are evil and hateful, bearing only ill will for the surface dwellers. However, some few Drow rebel against their culture and long for a life on the green surface, away from the depredations of their society. These rebellious Drow are the ones most commonly used as player characters. However, players are not limited to playing good Drow; Drow PCs may be of any alignment.

Drow have black skin and pale, usually white hair. They are shorter and more slender than humans, seldom reaching more than 5' in height. Male Drow weigh between 80 and 110 pounds, and females between 95 and 120 pounds. Drow have finely chiseled features, and their fingers and toes are long and delicate.

Drow culture and psychology are described in detail in *The Drow of the Underdark* accessory. However, it is assumed that Drow PCs no longer have access to the

special weapons and equipment of their culture. Drow PCs are assumed to be unable to return to their homelands at the present time. A Drow might be banished from her homeland, on a special quest, or the last surviving member of a noble house. The possibilities are many, but until a Drow PC reaches at least 4th level she will be unable to gain access to any special Drow equipment. After reaching 4th level, some equipment may be made available at the DM's discretion.

In addition, the following characteristics apply to all Drow characters.

- Drow expect attack. The nature of their society makes this trait a necessity for survival. In game terms this translates to a +2 bonus to all surprise rolls.

- Drow do not gain the combat bonuses that other elfin subraces receive with swords and bows. Instead they gain a bonus style specialization in two-weapon fighting style.

- A Drow female moves very quickly, base MV 15. Males move at MV 12. They also have superior, 90' infravision.

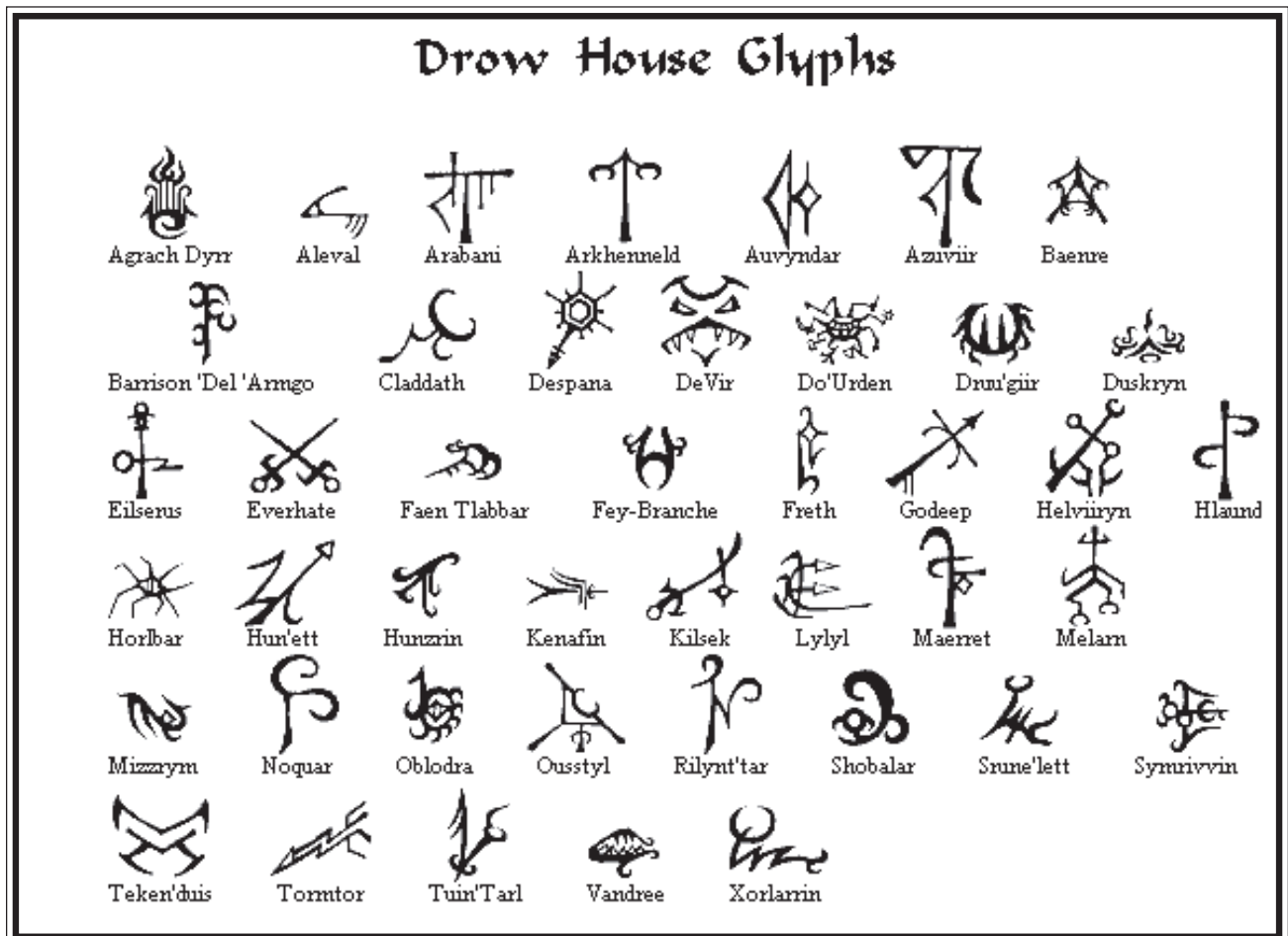
- Drow receive 180 skill points that may be spent on the following racial detection skills: Detect New Construction Underground, Detect Stone Work Traps/Sliding Walls, and Detect Depth Underground.

- They receive Local Drow history and Heraldry (but only with regard to underground races) as bonus nonweapon skills. All Drow also include Underground Survival, Spellcraft, Religion, Underground Signalling and Trail Marking on their list of recommended skills.

- Drow speak their own language and may use Sign Language as native tongues. They also speak the Common Elfin tongue, but are not as proficient in its use as other elfin subraces and their skill in its use at first level is equal to that of a recommended skill (they need not spend skill slots to learn it). Drow do not start play knowing how to speak the Trade Tongue, but speak Undercommon as a recommended skill. Drow may also spend skill slots to learn the languages of any other elfin subrace, Duergar, Svifneblin, Deep Dwarf, Illithid, Kuo-toa, Bugbear and Orc.

- Once per day all Drow can use the spells *dancing lights*, *faerie fire* and *darkness* as innate abilities. Any Drow of 4th level or higher can cast *levitate*, *know alignment*, and *detect magic* once per day as an innate ability provided they can find a Drow mentor to teach them the art.

- In addition to the innate abilities available to all Drow, priests and priestesses (of any Drow deity) gain additional spell-like innate abilities through divine favor as they advance in level. These powers include *clairvoyance*, *detect lie*, *suggestion*, *dispel magic*, *detect undead*, *ESP*



(other Drow only, 20-foot maximum range), and *invisibility to undead*. A Drow priest or priestess has a 10% chance per level to gain one of the above powers. When a Drow priest or priestess advances to a new level they also have a 20% for each divinely granted power they possess to improve it by adding one use per day. All divinely granted powers may only be used once per day when initially granted. For example, a 2nd-level Drow priestess who already possesses *dispel magic* as an innate ability would have a 30% chance to gain a new power upon reaching third level and a 20% chance to increase the number of times each day she can use her *dispel magic* ability.

- Drow with a Social Rank of noble have an increased ability to use their innate abilities. An additional daily use of each innate ability is granted at the end of each decade of life. Drow of social ranks other than noble do not gain this ability. Drow of all social ranks are able to use their powers more effectively as they increase in level as detailed in *The Drow of the Underdark*, pgs. 6-8.

- A noble Drow with an Intelligence of 16 or higher and of at least sixth level may use an innate ability and cast a spell or use two innate abilities in a single round (cf. *The Drow of Underdark*, pg. 8).

- At the start, Drow are 50% magic resistant, and every level they rise increases the resistance by 2% (to a maximum of 80%). Multi-classed Drow use the higher level to determine this bonus. Drow magic resistance is tied to the special magical radiations of their Everdark homeland and after spending two weeks away from their homeland this resistance begins to fade at the rate of 2% per day. Resistance may be regained at the rate of 2% per day spent in their homeland (at the DM's discretion). Drow magic resistance does not hamper their ability to use magic themselves or to receive beneficial magical effects (magic resistance can be ignored by act of will).

- In addition to their high magic resistance, Drow also receive a +2 bonus on all saves involving magic. This includes those devices that emit magical effects or are powered by magic.

Drow also have several disadvantages. The major disadvantage of the Drow is their inability to see in bright light. Any light greater than that of torches, the light created by a *continual light* spell or sunlight will blind them and severely affect their ability to fight. Faint light, like that created by a *light* spell, does not trigger this disadvantage.

Bright light causes the Drow to suffer, temporarily, -2 to Dexterity. Attack rolls are made at a -2 penalty, and opponents gain a +2 bonus to saving throws vs. Drow spells that require the caster to see the target. When Drow are in darkness and their opponents are in the light, the Drow retain their Dexterity and surprise advantages, but opponents still receive saving throw bonuses vs. Drow spells and the Drow still suffer a penalty on attack rolls.

Finally, all other elves hate the Drow, and reactions to



Drow matriarch and high priestess of Lolth

them are with at least a -4 penalty. This modifier is cumulative with any applicable kit, class or situational modifiers. Only after a particular elf comes to accept a particular Drow as a friend does this penalty disappear.

Drow males of other than noble social rank must earn 20 percent more experience points to advance in level. Drow females (who are not nobles) and male nobles and priests must earn 25 percent more experience points to advance a level. Female nobles and priests must earn 30 percent more experience points to advance a level.

Drow receive a +2 bonus to Dexterity and a +1 bonus to Intelligence and Ego. Their Charisma is penalized by -2 (with regard to non-Drow) and their Constitution is penalized by -1. Frequent exposure to outer planar beings and the chaotic influence of their society adversely affects their Sanity. Drow are penalized by -15% to Sanity.

Elberethi

The Elberethi have a close relationship with nature. They depend on the land and live in harmony with the environment. The initiation ritual which brings young Elberethi into the adult ranks of the tribe begins with the words, "We are the land and the land lives in us." These words perhaps best sum up the Elberethi philosophy of life.

Elberethi elves have dark complexions with brown or honey blonde hair. Their eyes are usually brown or grey and their infravision has a range of 60'. Elberethi dress in



Elberethi warrior

deer skins and moccasins, they often wear feathers in their hair and decorate their faces with “war paint” in battle. Elberethi elves live to an average age of 1,700.

The Elberethi live in deep woodland areas, especially the Dark Forest. They are uncomfortable in open areas such as plains and prefer the forest to large settlements and cities. A typical Elberethi settlement is organized tribally, with the important decisions made by a council of the eldest elves, both male and female, of the tribe. They live in carefully conserved groves of ancient trees often surrounded by a carefully cultivated wall of brambles or thorns. Only those of the tribe know the secret route through the barrier wall. They make their homes high in the branches of the trees. Unlike the structures of other races the homes of the Elberethi are carefully grown and nurtured into the shapes that form their homes.

The Elberethi have mastered the art of healing. They are often called the “healer elves” by humans. They receive bonus nonweapon skills of Healing and Herbalism to reflect their mastery of herb lore and healing techniques. In their home environment their knowledge of the healing

benefits of herbs and other natural compounds allows them a +10% bonus on their skill checks and a +1 bonus to hit points healed when using these skills. They can also identify plants and animals native to their homeland with a 90% chance of success. Outside their homeland this chance is reduced to 30%. Elberethi are in tune with the rhythms of nature and because of this they have the innate ability to magically heal (as a *cure light wounds* spell) 1d4 hit points on themselves or another creature once a day per five experience levels.

Elberethi do not have the normal the elfin ability to find secret or concealed doors, but have a chance equal to that chance to find woodland traps and pits.

Elberethi are experts with the bow and spear and receive a +1 bonus to hit when using these weapons. However, they do not receive the normal elfin bonus when using long and short swords.

Elberethi elves may spend skill points at first level to learn the languages of Orcs, Goblins, Centaurs, Nixies, Pixies, Bugbears, natural woodland creatures, and giant eagles (which they often use as steeds).

Due to their focus on the world around them and their constant quest to understand their place in it, Elberethi elves gain a +2 bonus to Wisdom and +1 to Observation. Elberethi are more frail than their cousins and they receive a penalty of -2 to Strength and -1 to Constitution.

Elberethi elves must earn an additional ten percent experience points to advance in level.

Oceanus

Oceanus elves, also known as aquatic or sea elves are sometimes confused by those ignorant of their true nature with their land-dwelling elfin cousins that live near oceans. Closely related to their land cousins, they can even interbreed with land elves and humans.

Humanoid in appearance, they have gill slits on the throat, webbed fingers and toes, silver-blue to seaweed green skin, and green, cyan, or blue hair of rough texture. They have deep blue or turquoise eyes, and pointed ears. The Oceanus elves have a life span of about 1,200 years.

Aquatic elves prefer warm, quiet sea waters, particularly those overgrown with seaweed and other marine vegetation, but dwell throughout the salt and fresh waters of Fälgorna. However, by far the largest populations of Oceanus elves dwell in the southern waters of the Adian Ocean, particularly in the Gulf of Bright and the Barmouth Bay. Significant numbers also live in the Orange Sea and the Bay of Tägghorn. Only small scattered communities dwell in the colder Turatic Ocean, mostly in the Cylene Sound and off the coast of Eirbron. Oceanus elves also live in small numbers in the Mist Lake.

They usually settle in large caverns in lagoon bottoms (often fashioning their own caves) and enjoy reefs near peaceful sea coasts. They trade with land elves and other races for metal goods, which are difficult to forge underwater. In exchange, the Oceanus elves offer coral jewelry, blue shell armor, fish, treasures scavenged from shipwrecks or sacrifices to the sea gods, and other gifts of the sea.

Due to their long separation from their land-based cousins, Oceanus elves rarely distinguish one race of land elves from another and extend at least tolerance and good will toward all but Drow (whom the Oceanus elves view with hatred). The land elves return the same feelings. Those who are born of an Oceanus elf and a land elf are at least tolerated, as are those born of a human and Oceanus elf.

Though they prefer the company of elves, Oceanus elves tolerate peaceful humans and demihumans. Unfortunately, ignorant fishermen and sailors sometimes slay Oceanus elves in the belief that they are sahuagins. Nonetheless, Oceanus elves are known to save drowning sailors.

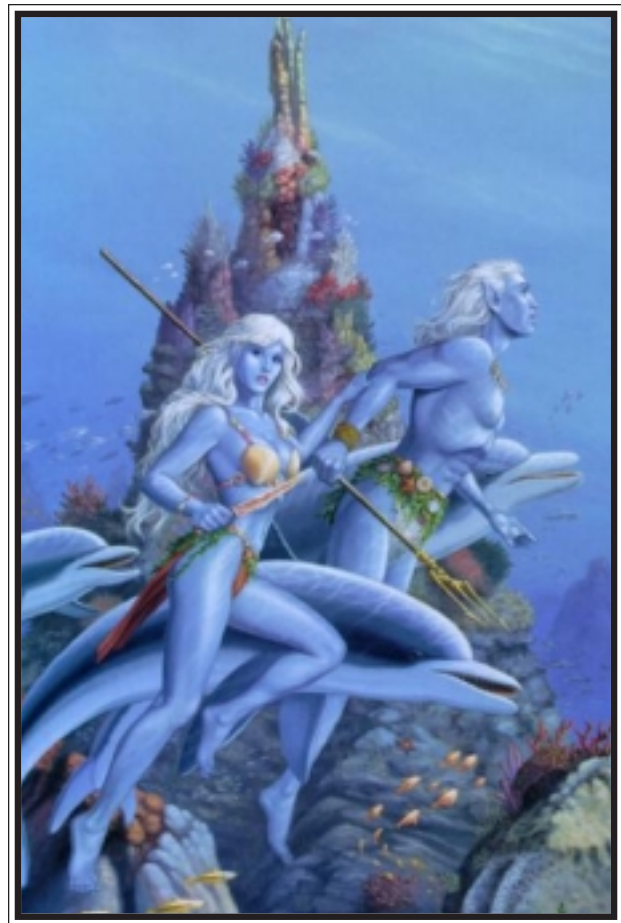
These elves are quite friendly towards dolphins, with which they can communicate (by expending nonweapon skill points). Oceanus elves that can communicate with dolphins can summon them with their cries if the latter are within 240 yards.

Oceanus elves harbor a great hatred for sahuagin and ixitxachitl who are their mortal enemies, and attack them on sight if possible and reasonable. Kopoacynth (water gargoyles) are usually too rare to be much of a threat, though the more common koalinth (aquatic hobgoblins), merrow (aquatic ogres), and scrag (aquatic trolls) present a real danger in some areas. The hated lacedons cannot paralyze Oceanus elves, just as land elves are immune to the paralyzing touch of ghouls.

Oceanus elves often capture and train certain marine creatures for use as steeds, beasts of burden, and pets. Sea horses, sea lions, giant turtles, narwhals, swordfish, and the like are sometimes found in association with communities of these elves.

Oceanus elves cannot begin play with knowledge of the Land- or Air-based Riding nonweapon skills, however, they may learn Sea-based Riding normally. An Oceanus elf's Animal Handling skill only applies to water dwelling creatures (default 20%) at first level, but land-based Animal Handling can be learned normally thereafter. Several other nonweapon skills, such as Herbalism, will have modified effects if used outside of a watery environment. Skills such as Fire-building are not available to Oceanus elves under most conditions.

The shy Oceanus elves can hide in marine vegetation like their land-based cousins can hide in natural surroundings. If alone or only with other Oceanus elves they can also increase an opponents chance to be surprised in a similar



Oceanus warriors

manner to that used by land elves attempting to surprise in natural surroundings (-4 to surprise if alone, -2 if a screen or door must be opened). These abilities can only be used in an aquatic environment; they have no compensatory ability on land. They can identify dangerous marine life, such as strangleweed, 90% of the time.

Oceanus elf characters who have the ability to move silently (rogues and rangers) learn to swim quietly through the water. Their chance to move silently on land is halved.

The weapons of preference for this undersea race include the trident, spear, and combat net. When employing a spear, trident, or combat net, Oceanus elves gain a +1 bonus to hit. They do not, however, gain the normal +1 bonus to hit with long and short swords and bows. Other weapons useful in undersea environments are also used, though to a lesser extent: daggers, knives, darts, thrusting and stabbing polearms and short swords. Javelins and harpoons are sometimes used by Oceanus elves on surface missions. Some Oceanus elves also use undersea crossbows (Range: S 6, M 12, L 18; otherwise as light crossbows). Adventuring Oceanus elves may learn other weapons if they stay on land long enough, but this is rare.

Oceanus elves can begin play knowing the languages of Trade Tongue, Common Elf, Delphinese (dolphin), Locathah, Merman, Sahuagin, and Triton.



Oldanquasti priestess

Oceanus elves have 360' infravision below water and 120' infravision when removed from the water for more than one day due to the drying effect on their eyes. The acute hearing of these elves prevents them from being surprised as often as other characters. When underwater they reduce their chance for surprise by -2 and when above water by -1.

Oceanus elves also have a fully function pair of lungs. In combination with their gills, they are able to breath air or water at will for an unlimited duration. However, for every full day spent away from water, an Oceanus elf must make a System Shock Survival roll or temporarily loose a point of Constitution. This loss represents the drying out of the skin and mucus membranes and a maximum of three points can be lost in this manner. If immersed in water for a minimum of one hour each day, an Oceanus elf stays in good physical health. Lost Constitution may be regained by one full day of immersion in water for every point lost.

Oceanus elves can swim while wearing blue shell armor, elfin chain mail, leather, hide or studded leather

armor. Armor heavier than chain mail causes them to sink to the bottom. Padded armor reduces their movement rate by half. Because Oceanus elves dislike metal armor, they usually wear armor made from the hides and scales of sea creatures. A few utilize turtle shells for shields quite effectively in combat. Oceanus elves move above and below water at MV 12.

When fighting underwater, Oceanus elves have no to hit or initiative penalties as do land-born natives. However, outside the water they fight with a -1 penalty to hit and a -2 modifier to initiative (one initiative phase slower) until the character grows accustomed to the lack of water resistance (usually about one year or at 4th level).

The Oceanus elves prefer to dwell under the waves, so they rarely adventure on land. Though they are an amphibious race, they feel out of place on land, as a land dweller would feel if he spent long amounts of time underwater. Most Oceanus elves are Chaotic Good, but PCs may be of any alignment.

Oceanus elves modify their initial ability scores as follows: Strength +1, Dexterity +1, Constitution -1, Charisma -1.

Unlike their elfin cousins, Oceanus elves require no additional experience points to advance in level.

Oldanquasti

Oldanquasti or trade elves are the most frequently encountered by the other races. Unlike their cousins, these elves are open and friendly to most races. They feel entirely comfortable in large cities and in the company of non-elves. They make it their business to be familiar with the customs of other races and often study etiquette.

Despite their outward demeanor, trade elves are sly and untrustworthy. They will take an unwary customer for everything he has, given the opportunity. Oldanquasti are master craftsmen, but despite this ability they often sell inferior goods.

Oldanquasti are of slight build and fair complexion. Their hair ranges in color from blonde, the most common, to silver, and rarely, white. Common eye colors include copper, silver and gold. They have 60' infravision. Oldanquasti favor glamorous dress and adornment. Their life span is relatively short, about 900 years.

The trade elves have few real settlements of their own, preferring to travel from city to city in loose family bands or in pairs. Few outside the Oldanquasti truly understand their way of life, but despite the fact that their population is scattered throughout the continent they have managed to maintain a distinct culture, replete with traditions and unique customs. Legends tell of secret grand conclaves of the nomadic families of the Oldanquasti where they select their king and queen. The roving life-style of the elves

tends to foster Chaotic alignments. However, PC Oldanquasti may be of any alignment.

All Oldanquasti gain bonus nonweapon skills in a craft of their choice and in Hagglng. Oldanquasti that pick Gem Cutting as a skill gain a +10% bonus to their skill check. They do not, however, have the ability to move silently or unseen in woodland surroundings like other elves, but may use this ability to move unseen and silent through cities and other large settlements. They have all other special abilities common to elves in general.

Oldanquasti speak their own language, Common Elf, and the Trade Tongue. They may spend skill points to learn any human language, Dwarf, Gnome, Halfling, Orc, Hobgoblin, Kobold, Goblin or Ultra.

Oldanquasti receive a +2 bonus to Charisma and +1 to Dexterity. Their Strength is penalized by -1 and their Constitution by -2.

Oldanquasti elves require five percent more experience points to advance in level.

Paladian

The noble Paladian elves lead a much different life than most of their elfin cousins. The white elves are more serious and ordered, fraught with honor, pride and dignity.

Paladian elves are taller than most races, averaging about 6'5" tall. They have ivory white skin. Their hair is usually blonde, white or silver. Their slanted eyes are most often mist blue, but green eyes have been seen among noble Paladians. They have 60' infravision. White silken garments trimmed with gold, silver or red are popular among these elves. Their cloaks are often red, blue, purple or emerald. Most Paladians wear several pieces of jewelry. On the average, Paladian elves live to 1,600.

The Paladian civilization has evolved to a point well beyond even the most "civilized" of human cultures. These elves show great appreciation for the fine arts. Paladian artists often dedicate their entire life to completing a single great painting or poem, the expression of which can only be properly understood by another elf or equally long-lived creature. Human art is considered barbaric at worst and at best compares to the art of elfin children.

Military combat and strategy are considered two of the greatest expressions of art in the Paladian civilization. Many great military leaders have risen to power among the white elves and they have often joined sides with other races fighting on the side of good in historical battles with opposing evil forces. In these cases, superior Paladian battle strategy and logic has many times resulted in victory for the cause of good.

Paladian elves live predominantly in the hill country of Paladondia and in the Tāghorn Empire. There are also scattered settlements of Paladian elves throughout the continent, though they all give tribute to their queen in Paladondia or the emperor in Tāghorn.



Paladian warrior-mage

White elves originating in the Tāghorn Empire are oriental in nature and must take an oriental character kit. Paladian elves from Paladondia select kits normally.

Paladian elves have all the standard racial abilities that elves share in common. In addition, all Paladian elves are ambidextrous. Paladian elves also gain an additional bonus nonweapon skill in one of the following areas: Acting, Artistic Ability, Dancing, Musical Instrument, Poetry, Singing, or a craft. Paladian elves are often skilled in Reading/Writing, Heraldry, Etiquette and other liberal arts and add these three skills to the list of recommended nonweapon skills for their kit regardless of the skills normally listed as recommended.

Paladian elves tend toward Lawful Good alignment. However, PC's may be of any alignment. Paladian elves of good alignment can *detect evil* in a 30' radius one time per day per level when concentrating for one round, and gain a +1 bonus to hit and damage when fighting known evil creatures (Known evil creatures include only those that have been successfully detected as evil after one round of concentration. Note, the elf must detect the evil personally to gain the bonus which is applied to reflect the surge of adrenaline, as well as the loathing he feels upon detecting the evil creature.) Paladian priests of good alignment gain a +1 bonus to their roll when attempting to turn undead.

Paladian elves are able to communicate with pegasi by spending nonweapon skill points. They may also

learn the languages of Common Elfin, any other elfin subrace, Dwarven, Gnomish, Halfling, Uldra, Trade Tongue, Orcish, Hobgoblin, and Goblin.

Paladian elves receive a +1 bonus to Strength, Dexterity, and Charisma. They also receive a +10% bonus to sanity. However, Paladian are on average more frail than their human counterparts and their initial Constitution is penalized by -1. Their focus on the military arts over the academic and their tendency to categorize morality into simple black and white categories result in a -1 penalty to Intelligence and a -1 penalty to Wisdom.

However, unlike many other races, the Paladian have learned through hard work to overcome their racial weaknesses. Therefore Paladian racial ability score maximums for Constitution, Intelligence, Wisdom and Ego are greater than the maximum ability score a Paladian character could have at first level. Through training or because of the effects of age (for Intelligence and Wisdom) these abilities can be increased to the racial maximums.

Paladian elves need 20 percent additional experience points to advance a level.

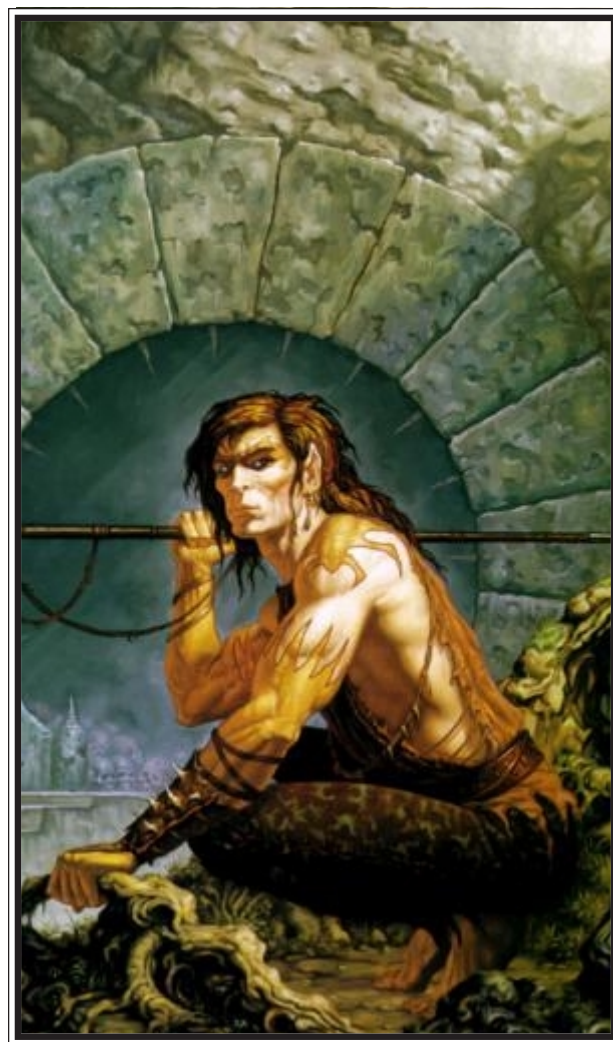
Variquesti

Perhaps the most secretive of all the elfin races, Variquesti live in small communities in hidden valleys and dense forest lands. They are masters of the arcane arts and exceptional thieves. In most cases they are hostile to all who invade their territorial lands, including other elves.

Variquesti are shorter than most elves, averaging 4'5" tall. Their hair is usually black, brown or grey. Their eyes range in color from silver to maroon and deep purple to green. They have 60' infravision. They prefer dark colored garments. Their favorite colors are maroon, black, forest green and navy blue. Variquesti live longer than any other elves, nearly 3,000 years.

Variquesti adventurers are usually younger elves whose curiosity lured them from their hidden homes into the realm of mankind. They tend to be mischievous and flighty. Large cities and crowds awe them and cause them to become hyperactive and fidgety as often as they cause them to become moody and depressed. Though often the subject of abuse by those who know of the "curious" nature of the Variquesti, their "live and let live" attitude allows them to make their way in the world without becoming jaded.

Magical items of all sorts are captivating to them. A Variquesti will go to great lengths to gather as many of these items as possible, without regard for the item's rightful owner. This fascination with magical items often gets adventuring Variquesti in trouble: "I didn't know this staff belonged to you master arch mage, honest." Variquesti don't steal for personal gain, only for the sake of satisfying their insatiable curiosity.



Variquesti hunter

The Variquesti penchant for thievery is not limited to magic items. In addition to the standard racial abilities shared by elves in general, Variquesti have developed superior thieving skills. A deep elf begins play with specialized knowledge of six (player's choice) of the standard thief abilities. The thieving skills that an individual knows are selected at first level and can never be changed. A Variquesti thief or assassin must select the racial thief skills that duplicate his class thief skills and a bard is allowed only two racial thief skills in addition to the standard thief skills allowed to bards. Variquesti are often multi-classed.

The deep elf begins his career with the Thieving Skill Base Score in each of the racial thief skills he selects. These skills are modified by armor worn, ability adjustments, and racial adjustments. In addition to the base score, the Variquesti may apply 30 discretionary percentage points to the base score for the skills selected, but no more than 15 points may be added to a single score.

For example, the Variquesti thief, Tasalo, could select Pick Pockets, Open Locks, Move Silently, Hide in Shadows, Detect Noise, Climb Walls, Read Languages and Escape Bonds as his starting thief skills. These skills would

have a base score of Pick Pockets: 15%; Open Locks: 10%; Move Silently 10%; Hide in Shadows: 10%; Detect Noise: 15%; Climb Walls: 65%; Read Languages 0%; Escape Bonds: 10%; modified by racial adjustments, armor worn and ability score adjustments.

Tasalo could then apply his thief discretionary points (60) and racial discretionary points (30) to his thief skills. Since six of the thief skills are also racial skills, 30 discretionary points must be allocated among the racial skills with no more than 15 points going to a single skill. The remaining 60 class points can be allocated among all eight skills with no more than 30 points going to a single skill. Therefore, Tasalo could increase a single skill by no more than 45 points.

A bard character would be required to take Pick Pockets, Detect Noise, Climb Walls, and Read Languages as racial thief skills, but could also be skilled in any two of the remaining standard thief skills.

Variquesti initial ability scores are modified as follows: Intelligence +2, Dexterity +1, Observation +1, Strength -1, Constitution -1, Wisdom -1, and Ego -1.

Variquesti require 20% additional experience to advance a level.

Half-Elf

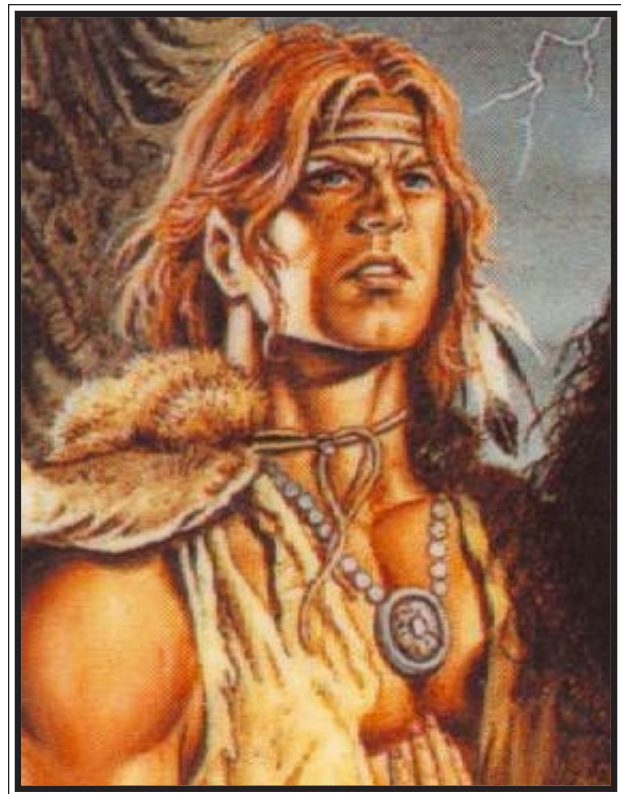
Half-elves are the most common mixed-race beings. The relationship between elf, human and half-elf is defined as follows: 1) Anyone with both elfin and human ancestors is either a human or half-elf (elves have only elfin ancestors); 2) If there are more human ancestors than elfin, the person is human; if there are equal numbers or more elves, the person is half-elfin.

Half-elves are usually much like their elfin parent in appearance. They are handsome folk, with the good features of each of their parent races. They blend easily with either race, being only slightly taller than the average elf and weighing about 150 lbs. They typically live about 250 years. They do not have all the abilities of the elf, nor do they have all the flexibility of the human.

In some of the less civilized nations, half-elves are viewed with suspicion and superstition. In more civilized areas, elves and humans alike neither accept or disdain half-elves. They are able to associate with both races, but are always looked upon as somewhat less than they are. Both races, despite good intentions, have a subconscious stigma against these half-breeds.

Half-elves do not form communities among themselves, rather, they can be found living in both elfin and human communities. The reactions of the humans and elves to half-elves ranges from intrigued fascination to outright bigotry.

In general, a half-elf has the curiosity, inventiveness,



Half-elf warrior

and ambition of his human ancestors and the refined senses, love of nature and artistic ability of his elfin ancestors. However, half-elves never seem to fit in. They tend to be loners always trying to belong. The life of a half-elf can be thankless, never knowing whether he is accepted for what he is or out of pity.

Half-elves with an Oceanus Elf parent have a 50% chance to be born with gills and thus have the ability to breath underwater.

All Half-elves have the following abilities:

- Half-elves may spend skill slots at first level to learn any of the following languages: Common Elf, any elf dialect, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnom and any human language. Half-elves may learn Trade Tongue normally, and can choose a human language or Common Elf and an elf dialect as their native language.

- Half-elf characters are 30% resistant to *sleep* and *charm* spells.

- Half-elves have 60' infravision.

- Secret or concealed doors are difficult to hide from Half-elves. Merely passing within 10 feet of a concealed door (one hidden by obstructing curtains, etc.) gives the character a 3 in 20 chance of spotting it. If the character is actively seeking to discover hidden doors, he has a 7 in 20 chance of spotting a secret door and a 10 in 20 chance of locating a concealed door.

Half-Elves may add one point to their initial Charisma or Dexterity score.

Gnome

Gnomes are quite likely the most misunderstood of all the races. Known for their talkativeness and curiosity, at the very least, the Forest Gnomes, Rock Gnomes and Svirfneblin tend to drive most who don't know them to scratch their heads in frustration.

Many consider gnomes no more than eccentric inventors, but despite their reputation they have contributed more to the advancement of technology in Fälgorna than any other race. One circle of sages specializing in gnome lore has asserted that gnomes invented the wheel, but they lack proof. Always trying to fix something (even if it doesn't need fixing) or make it work better, all gnomes regardless of subrace share a knack for tinkering and invention. Their flair for invention, perhaps more than any other trait, distinguishes the gnomish race.

In general, gnomes tend toward lighthearted dispositions, quick to laugh, exaggerate and recite wild tales. They particularly enjoy practical jokes, but their more serious side becomes apparent whenever invention and innovation become part of a conversation. The typical gnome will drop what he's doing to listen to a scientific lecture that others would find exceedingly boring. The unusual mix of humor and academia in the gnomish personality becomes much more understandable when one looks at one of the primary driving factors of a gnome's psyche—his pursuit of a lifelong quest to understand some small, self-chosen portion of the universe through diligent study and experimentation—his life focus.

All gnomes have a focus. The focus is the gnome's primary goal in life. A focus may be to study the habitat of a dragon, to study the anatomy of purple worms or to study structural damage effects of *fireballs* on stone constructions. Whatever the focus, when an opportunity is found to pursue a focus a gnome will drop everything to pursue his chosen goal in life.

Another curious feature of the gnomes is their monotheistic religious beliefs. Considering the multiplicity of deities revered by the many pantheistic cultures they share living space with, the gnomish belief in only one god surprises more than a few who learn of it.

Gnomes of all subraces worship Garl Glittergold as the supreme deity, the eternal one who has always existed. Most outsiders, however, do not clearly understand the gnomish religion and often mistake the many gnomish saints such as Baervan Wildwanderer and Callarduran Smoothhands as gnomish deities. While the distinction between saints and deity may seem trivial to the outsider, in the gnomish tradition this distinction is all important.

Some gnomish priests do revere certain saints, dedicating their lives to spreading their message to gnomes and non-gnomes alike, but they all revere Glittergold as deity. Their tradition places the saints in a position above the mortal gnome, but of less importance than the deity. They

believe the saints were once mortal gnomes who upon death (or in some cases while still living) were elevated to quasi-deity status by Glittergold.

While specialty priests may serve a particular saint, they never worship or encourage others to worship him. While they do pray to the saint, the prayer takes a different form than the pray shared with their deity. Prayers to saints take the form of a petition for the saint, who is closer to the deity than any living gnome, to intercede on behalf of the gnome. The intercession of the saint with the deity allows the priest to gain spells and other granted powers, but these powers are understood to come from the power of the deity as channeled through his loyal servant, the saint, who then passes those same powers on to the gnomish priest.

In game terms, this unique religious belief has little practical effect except for roleplaying purposes. Specialty priests of gnomish *deities* other than Glittergold are created and played as per the standard rules, only the explanation of how they get their powers and spells differs.

The only exception to this rule is for worshippers of Urdlen, the evil one. His priests are assumed to gain power directly from their evil patron. Urdlen in life was an evil gnome who stole part of the essence of Glittergold's power. Glittergold upon noticing the loss, cursed him to take the form of a blind mole, but left him to rule the gnomish underworld as warning to others. The deity allowed Urdlen to keep his stolen powers knowing that he would use them to tempt otherwise righteous gnomes. Glittergold saw Urdlen's temptations as a suitable test to determine which gnomes truly deserved the greatest reward in the afterlife.

Gnome Racial Abilities

All gnomish subraces share the following abilities unless otherwise specified in the individual subrace description:

- Gnomes receive 240 skill points for racial detection abilities;
- Gnomes receive a +1 bonus to saving throws versus magic for every 3.5 points of Constitution (as listed on Table 2.1.6);
- In melee, gnomes receive a +1 bonus to hit species enemies of their subrace. Each subrace has different species enemies;
- Giant class humanoids suffer a -4 penalty to hit gnomes;
- Gnomes gain bonus nonweapon skills of Fire-building, Debate and Artistic ability.
- Gnomes gain a bonus nonweapon skill in one of the following areas: Artistic Ability (additional form), Gem Cutting, Stonemasonry, Metalworking, Mining, or Engineering. Any skill not selected is considered a recommended skill.

Table 2.1.6: Constitution saving throw bonuses

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Table: 2.1.7: Gnome ability score modifiers

Forest:	Dexterity +1, Wisdom +1, Observation +1, Strength -1, Intelligence -1
Rock:	Intelligence +1, Observation +1, Wisdom -1
Svirfneblin:	Dexterity +1, Wisdom +1, Observation +1, Intelligence -1, Charisma -2

Forest Gnomes

This subrace is not so common as are the others, but its members fill an important niche in their environment. Forest Gnomes are shy and reclusive, and often the mere arrival of human settlers within their wooded domain is enough to send them migrating to a new, unspoiled home. Nevertheless, they have been known to aid adventurers from other races and are particularly friendly with elves.

The Forest Gnomes prefer a life in which no one knows who they are or where they live. They dwell in large swaths of woodland, and unlike the other gnomish subraces—prefer to dwell in houses that are at least partially above ground. They are creatures of nature far more than any of their cousins, and those rare folks who meet them (and pass through the walls of the Forest Gnomes' initial shyness) find they can prove to be steadfast allies and delightful companions.

However, this subrace has not totally abandoned the love of gemstones that is so inherent to all gnomes. The emerald is the favored gem of the Forest Gnomes, no doubt because it most accurately reflects the healthy colors of their verdant homelands. While these gnomes can make excellent gemsmiths and jewelers, their work tends to be reverent images of flowers, leaves, butterflies, and birds that are such a key part of the Forest Gnome's environment.

These are the smallest of the gnomish subraces, averaging from 2' to 2'6" in height and peaking out at a few inches under three feet. They share the stocky physique of the Rock Gnomes and the bulbous nose which is so character-



Forest Gnome

istic of the race in general. They are the only gnomes inclined to wear beards and hair very long, and an older male is likely to have a beard that extends to within a few inches of the ground, and hair that when unbound falls all the way to his waist. These beards are a source of great pride to the venerable males and they often trim them to a fine point or curl them into hornlike spikes that extend to either side.

The skin of a Forest Gnome tends toward a greenish cast of tan rather like bark, although often darkened and ruddy from exposure to weather. Their eyes are generally brown or blue, but green eyes are not unheard of and are considered very attractive and the omen of a good life for their owner. Their infra-

vision extends to 60'. Their hair color is brown or black, often becoming gray or white in old age.

The Forest Gnomes are a very long-lived people with an average life expectancy approaching 720 years. Childhood and adolescence blend together in the growing process. Since these gnomes do not generally embark upon a craft or apprenticeship as a life specialty, there is no need to differentiate a carefree youngster from an equally happy-go-lucky adolescent. Adulthood is granted upon the hundredth birthday, and this anniversary is a cause for great celebration.

Shy and timid when it comes to relations with other intelligent races, Forest Gnomes are very determined caretakers of their wood domains. They are viewed with friendship by the animals of the forest and have developed a limited language of signs and sounds (similar to the Rock Gnome's *speech* with burrowing mammals) that allows them to communicate with these creatures, though without a great deal of detail. Thus a squirrel might chatter something about an intruder in the forest and even indicate the general direction of the trespasser, but it can provide no information as to the nature, size or numbers of the possible enemy (as a rule of thumb, consider all such communications to consist of a single word only, i.e., "Danger!" "Food," "Happy," and the like).

Forest Gnomes are also very adept at protecting and caring for the plant life of their woods. They gather the

nuts, fruit and other bounty of the woods for sustenance, taking meat only infrequently—and always with a reverent ceremony to the spirit of the animal slain by the gnomish hunter. They despise the use of traps, never employing snares, pitfalls, or such traps themselves. When they encounter such devices set by humans or others, the Forest Gnomes have been known to rig the traps so that they capture (with a snare) or injure (as with a deadfall or pit trap) the trapper when he or she comes along to check for game. Generally, the trapper receives the same effect that his or her trap would have inflicted upon an animal.

Aside from meat, Forest Gnomes eat their food raw, though with a great deal of ceremony and politeness. Even a nut or a berry is only consumed after the tree or bush that gave it life has been properly, albeit silently, thanked. Needless to say, meals among the Forest Gnomes are very long, quiet affairs.

These diminutive beings are exceptional wood-carvers, far more skilled than any other subrace at the working of this natural material. They can also be skilled carpenters, and their skills lean heavily toward natural looking renditions of their structures. A storage shed, for example, might be built to resemble a clump of tightly clustered pine trees, concealing the fact that there is any kind of structure there at all.

Priests have a higher status in this society than in any other gnomish culture. Baervan Wildwanderer is the patron saint of most of these clerics and has blessed them with a number of duties and tasks, most of which involve the protection and preservation of the forests and the wild creatures found there.

The most hated enemies of the Forest Gnomes are orcs, with troglodytes and bugbears close behind. These creatures will be ruthlessly attacked and ambushed whenever they are encountered. Despite their shyness, Forest Gnomes have made friends with elves and halflings, though they tend to distrust humans and dwarves, who in their experience all too often view trees only as so much firewood. Occasionally, with great courage, one of these smallest of gnomes will venture out of his or her forest domain in a quest to see the world, though he or she will usually try to return after a few years and will never be entirely comfortable in a place that has no trees.

The gnomes of this subrace tend to live in smaller communities than do their kin, largely because their numbers are so much smaller. A Forest Gnome village will average less than 100 residents, and the family homes that make up the “village” may be hundreds of feet apart. They are always located in a dense woods and are virtually invisible to anyone who happens to wander through—even a veteran woodsman might stroll down the main street of a Forest Gnome village without knowing he or she was in anything other than trackless wood. In part, this is because the forest gnomes disdain the use of tracks and trails—they are adept at moving through the underbrush while leaving

no sign of their passage. Also, their dwellings tend to be concealed within the trunks of large, hollow trees and, sometimes, into burrows that extend below the surface of the ground.

The preferred house of a Forest Gnome, however, is above the ground and within the comfortable wooden enclosure of a tree trunk. These creatures prefer lairs of many different levels since, even to these small gnomes, most hollow trees don't provide a lot of floor space. Instead, the house will be a network of cylindrical rooms, usually no more than four feet from floor to ceiling, connected to the floors above and below by tiny trap doors and rope ladders or, sometimes, spiraling stairways carved into the wood of the tree. Each floor will have a few windows opening to the outside, but these will be so cleverly camouflaged on the outside by bark or limbs as to be virtually invisible.

Excavated chambers are used for the commons areas of a Forest Gnome village, so that when a whole community gathers (as they do many times a year, to observe this or that celebration) they can do so in large, earthen caverns concealed underground. These chambers are connected by dirt tunnels and are often quite large, with ceilings reinforced by timber and brace. Forest Gnomes have no interest in excavating through stone, and though they will occupy a natural cave if they find one conveniently located, they will never dig into bedrock to expand or shape their surroundings.

A village of Forest Gnomes is organized very much like a large family, with the oldest patriarch or matriarch in the community generally revered as the venerable leader. As far as actual societal organization, there is very little—when Forest Gnomes act as a group (for example, to defend their woodland or migrate to a new homeland) they do so because the necessity of action is obvious to every member of the clan.

Forest Gnomes are sometimes mistaken for brownies by those humans who catch a rare glimpse of them, but the two races are not related. For one thing, brownies prefer rural settings—farms and small human or halfling villages; the very environments Forest Gnomes go out of their way to avoid—to the forest. Despite their size, brownies are more closely related to elves than any of the other demihuman races. Also, brownies are highly magical, while Forest Gnomes distrust magic and make less use of it in their daily lives than any other gnomish subrace. The two races are friendly, but their paths seldom cross.

Forest Gnomes begin play with the ability to speak Forest Gnome and Common Gnome as native tongues and with the standard ability to speak the Trade Tongue. They may spend skill points at first level to learn the following languages: Common Elf, Paladian Elf, Elberethi Elf, Variquesti Elf, Treant, and forest mammals.

Forest Gnomes have the innate ability to *pass without trace* (as the first level Priest spell) at will through any type of woodland terrain. In addition, a Forest Gnome in a



Rock Gnome

woodland area can gain a bonus to surprise opponents, but only if the gnome is not in metal armor. To use this ability, the gnome must be alone or with a party comprised of only Forest Gnomes, Elves or Halflings, or 90 feet or more away from his party. If the gnome meets these conditions, opponents receive a -4 penalty to surprise rolls. If a door or screen must be opened, the penalty is reduced to -2.

Forest Gnomes receive a +1 bonus to hit when fighting their racial enemies, orcs, troglodytes or bugbears. They also receive a +1 bonus to hit any creature they have directly observed causing wanton damage to a woodland area.

Rock Gnomes

Big of nose, quick to laugh, cheerful, visionary, and industrious in their approach to life, the Rock Gnomes form the picture of the gnomish race as it is viewed by most of the larger folk who know them.

Rock Gnomes are the most common subrace of gnomes in Fälgorna and indeed, when one speaks of a gnome

chances are he or she means a Rock Gnome. While not a populous race in comparison to humans, they are encountered in a wide variety of environments, showing no particular preference for any one type of climate. They do, however, tend to make their homes in areas with an abundance of natural rock (even if it's invisible under a layer of loam and forest).

All gnomes have a fondness for gemstones of all kinds but no other gnomish race, however, is as adept at cutting and shaping these precious baubles as are the Rock Gnomes. The gem symbol of this subrace is, appropriately, the diamond. Diamonds are used as symbols of status and accomplishment, and wealthy and highly regarded clans will often have dishes, candelabras, and other elegant possessions encrusted with these hard and precious stones.

The most distinctive physical characteristic of the Rock Gnome is an enormous nose—a proboscis that is larger than that of any dwarf or human, despite the gnome's diminutive size. Indeed, the size of one's nose is a matter of some status among Rock Gnomes, and more than one good-natured debate has resulted in actual comparisons being made. The true test of a mighty nose is the ability to poke it into your opponent's eye without having his nose do more than tickle the fringe of your beard (the use of the male pronoun is not generic here; females pride themselves on big noses too, but in addition to lacking beards they are less prone to such boisterous comparisons).

Rock Gnomes average about 3'6" in height. Unlike the burly dwarves, who tend to weigh as much or more than the average human, Rock Gnomes are lightly built. Their small frame is deceptive, however, for despite their size these gnomes are as strong as most humans.

The eye color of a Rock Gnome subrace is predominantly blue, though shades of green and rarely, yellow or brown are not unknown. Such unusual eye colors are apparent from birth and are considered to signify either very good fortune or very dire omens, depending on the traditions of that particular gnomish community. Their infravision extends to 60'.

The brownish color of the Rock Gnomes' skin can be encountered in many shades, ranging from a light tan to nearly black. Rock Gnomes do not avoid the sun and suffer no effects from exposure. They also don't sunburn or tan, so the shade of a gnome's skin has nothing to do with the proportion of his or her life spent outdoors or underground. In mature adults, the hair and beard are almost universally white or pale gray, but in youngsters and adolescents one will find as wide a variety of hair color as among human-kind. Only the males are bearded, with facial hair growing in near the beginning of the gnome's second century of life. Unlike dwarves, however, gnome males keep their beards neatly brushed and trimmed, with a maximum length of only about six inches. Sometimes the beard will be trimmed into fashionable shapes such as a goatee, or brushed into a

long, curling point (or pair of points, in a real statement of high fashion).

While the average life span of a Rock Gnome is in the area of four centuries, it is not uncommon to find an elder patriarch or matriarch who has been around for more than 600 years. The oldest of them have been known to approach the venerable age of 750 years.

The first half-century of a gnome's life is generally spent in a carefree childhood. Youngsters are indulged and benignly guided by their elders, with rarely a harsh word or punishment employed against them. The children learn by example and strive to please the adults around them. Sages attribute the fact that all gnomes respond better to praise and encouragement than threats to this upbringing.

By the time he or she has reached 50 years of age, a gnome is expected to begin applying himself or herself to the development of a useful skill and to learn the basics of self-defense and weaponcraft. However, during this half-century-long adolescence, gnomes are still not subjected to an array of responsibilities—instead, they are encouraged to experiment with a variety of trades and activities until they find those best suited to their own talents and personality.

The occasion of his or her 100th birthday is of great significance to a Rock Gnome, for it indicates that he or she has reached adulthood. It is customary for his or her family to host a large party, with a gathering of the clans within traveling distance to celebrate the coming of age. Since the party itself is likely to run for a month or more, it is not uncommon for gnomes to travel hundreds of miles for such a get together.

Each clan will bring a practical gift for the newly anointed adult, and it is cause for great pride if a clan's present is judged to be the finest among the array of gifts. The practical nature of these tokens is inviolate—boots, a shield, a sturdy tunic, even a weapon or tool are all appropriate. Gem-encrusted baubles, works of art, or simple decorations, although highly valued by gnomes, will not be given as coming-of-age gifts.

The industrious nature of gnomes is well documented, and probably represents their closest similarity to dwarves. Like dwarves, gnomes will organize for a task, with each individual lending his or her talents where they will be most useful. When digging a tunnel, for example, the strongest gnomes will work with picks to break up the rock in their path, while others—more nimble, if not so powerful—scamper among the flailing picks, scooping up the debris with shovels and pails. A third group of gnomes, those who are very hardy and capable of great endurance, will carry the crushed rock (often in wheelbarrows, but sometimes in leather sacks slung over the shoulder) out of the tunnel to the dumping grounds.

In their pursuit of mining, gnomes are not so speedy to excavate as dwarves, but they are more careful with what

they find. Indeed, many a vein of ore that has been played out by dwarven standards has been taken over by gnomes and continued to yield its riches to the more meticulous gnomish miners. Even while they work, however, these gnomes will pursue their tasks with high good humor, bawdy stories, and a succession of jokes of all types. Only rarely, however, will this frivolity interfere with the effectiveness of the group's work.

Nowhere is Rock Gnome precision more evident than in their stonecutting and gemwork. Their skill at cutting, polishing, and mounting gemstones is unsurpassed by any other race. They are also skilled enough metalworkers to make elaborate frames and mounts for jewelry. Indeed, gnomish metalsmiths work better with soft metals such as silver and gold than they do with iron and steel—another significant difference between them and their larger cousins, the dwarves. Gold chain belts, silver necklaces, and shining buttons are all proudly displayed by the well accoutred gnome.

This is not to say that gnomes cannot become fine blacksmiths when they are so inclined. Indeed, every community will have at least one well-muscled resident who is in charge of toolmaking and of crafting other objects such as dishes and weapons out of iron and steel. Gnomes generally purchase steel from dwarves or humans, however, rather than smelting it themselves. The finest weapons in a gnomish community are generally of outside (dwarven or elfin) manufacture, often purchased in trade with the gem and jewelry work that they do so well.

Rock Gnomes also can become skilled carpenters and (perhaps not surprisingly, given their dextrous and artistic nature) exceptional wood-carvers. Though most gnomes do not devote a lot of attention to fabrics, those that do are skilled tailors and embroiderers as well.

In the area of culinary skills gnomes are not so elaborate. In fact, their standards when compared to halflings are downright plain. Their ideal meal is boiled or roasted meat, spiced, accompanied by potatoes and mushrooms. Rock Gnomes rarely keep cattle, so they have little milk, butter, or cheese. Their bread is unleavened and relatively unpalatable to others with more refined tastes.

In the area of brewing, Rock Gnomes believe themselves to be every bit the match of halflings and humans and insist that they make a much tastier beverage than the heavy mead favored by dwarves; some gnomes even champion their wares above the famed elfin wines. Impartial judges pronounce gnomish brews a distinctive but acquired taste. Gnomish brewers make a variety of ales and are ingenious at finding ways to chill these beverages even in the height of summer. They will employ underground storage caverns, often sealed in ice which is brought down during colder months. In fact, many gnome communities will have wooden piping systems installed from these subterranean coolers so that the amber fluid can be pumped to spigots on the surface. Any gnomish innkeeper worth his

or her salt (high praise indeed for a gnome) will have such an arrangement in the cellar, and as a general rule, the better the chill on the beverage, the higher the perceived quality of the establishment.

Rock Gnomes typically make abysmal farmers, but they can be capable hunters and are excellent at gathering the bounty of their native woodlands, including nuts, fruits, grubs, mushrooms, and wild greens. A community will typically tend a small field of grain, which is used in about equal proportions to make bread and ale.

In one area Rock Gnomes most closely resemble elves among all the other demihumans—in the category of music and dancing. Unlike dwarves, gnomes are very musical, and have designed and perfected a wide variety of instruments including flutes and horns, stringed instruments such as lutes and mandolins, and a great assortment of percussion. The latter range from concave rocks, rattles, cymbals, and gongs to standard drums made of hide stretched over a base of wood or metal.

The most talented gnomish musicians are famed for their skill and highly sought as entertainers, and nearly every adult can play some sort of instrument; family gatherings often climax in a cacophony of music making and merriment. Unfortunately (for non-gnome listeners, at any rate) their vocal skills in no way come close to their instrument playing abilities, and since they insist on singing along to most every kind of music, the resulting melodies are not necessarily pleasant to the non-gnomish ear.

A Rock Gnome's idea of an ideal setting for a home is an area of wooded hills with an underlying bedrock of limestone that can be transformed into a complicated network of lairs, tunnels, and stairways. Rock Gnomes are not so comfortable in the deep and dank recesses of the Everdark as, say, dwarves or their own gnomish cousins, the Svirfneblin. Therefore, their settlements will almost always be found near the surface, where the steep faces of hillside or cliff can provide a number of entrances and air holes to a many-layered dwelling. Often these entrances must be reached along narrow and precarious trails—easily traveled by gnome-sized creatures but perilous to larger would be intruders—taking one far above steep slopes of lagged rocks, or along the edge of a deep gorge, with a rolling torrent of icy water plunging below.

Rock Gnomes are very social creatures, and generally live in thriving, active communities. Such communities are organized into up to a dozen clans, and all permanent residents are member of one or another of these families. Smaller outposts may consist of a single tight knit family, with a patriarch, matriarch, or pair of elders providing benign leadership over three or four dozen gnomes. The typical upper limit of any one community is 400-500 gnomes, mainly due to limitations in the surrounding food supply—not due to any desire for isolation from their neighbors.

Whatever the size of a Rock Gnome settlement, the chain of status will always culminate in one unquestioned leader. To this chief (who is usually, but not always, male) come all crucial decisions on matters of defense and trade, as well as the arbitration of the rare instances of discord within the community. When this chief makes a ruling or command, he or she is obeyed immediately with a discipline that can instantly transform a pastoral community into a determined work force or warlike army at need.

Most communities of Rock Gnomes will be found within a few days' or weeks' travel of each other, with grand gatherings of the clans—often including 4,000 to 5,000 gnomes—held every decade or so. These festivals can last for a fortnight or more and generally climax in frenzied musical performances, nose measuring contests, tournaments to determine who is best at drinking, snoring, and other things, and feasting.

The individual burrows of the Rock Gnomes are small and tidy. Generally a married couple will have a small chamber to themselves, with all children (cousins as well as siblings) sharing a common room. Adolescents are segregated by sex, with a large burrow having two separate chambers for its young males and females respectively. Most of these private chambers will be connected via tunnels to a central family chamber, where the fire is kept, food is prepared and eaten, and the family members meet for the talk and socialization that occupies virtually all their nonworking waking hours. The common room will always have a chimney vented to the outside (often through a very long passage). Ideally, it will have some other access to fresh air and light as well—chambers with no window are considered oppressive and tomb-like by many Rock Gnomes.

The family quarters will also connect (usually via an underground passage) to the other families that make up the clan; and similarly each clan in the community will be connected to the others. Where junctures occur, there are large chambers. In the bigger towns these areas contain inns and shops, as well as open commons where impromptu parties (as well as many scheduled festivals) can take place.

Gnomes travel frequently among their communities and many of them will venture into human or demihuman cities out of curiosity. They mix well with halflings and find life in a halfling village quite pleasant. Unlike halflings, they have no particular compulsion that holds them to their own homes or locales and their long life spans afford them the time to indulge their curiosity about how other races live.

While Rock Gnomes can survive and even flourish in a community of humans, dwarves, elves, or halflings, few would care to leave their fellow gnomes permanently. It's far more common for a gnome to live among other races for a few decades, perhaps even a century or more, before returning home to his or her own clan. Perhaps a quarter of

all Rock Gnomes spend at least part of their second century “seeing the world” before returning to take up his or her role in clan affairs.

Rock Gnomes will sometimes welcome members of other races into their communities. However, humans and especially elves tend to find gnome cities claustrophobic, while the furniture and passageways between rooms are usually too cramped for the average dwarf. Halflings sometimes exchange extended visits to their gnome neighbors but it's a rare halfling who leaves his or her own burrow behind forever.

Rock Gnomes begin play with the ability to speak Rock Gnome and Common Gnome as native tongues and with the standard ability to speak the Trade Tongue. They may spend skill points at first level to learn the following languages: Dwarf, Halfling, Kobold, Goblin, and burrowing mammals.

Rock Gnomes may use their racial skill points to purchase the following racial detection skills: detect sloping passages, detect approximate depth underground, detect direction underground, and detect unsafe walls, ceilings and floors.

Rock Gnomes receive a +1 bonus to hit when fighting kobolds or goblins, their racial enemies.

Svirfneblin

To most surface dwellers the gnomes of this subrace are mysterious denizens of the Everdark about whom little is known. Those who judge by appearance see them as stunted and gnarled creatures and believe them to be the Rock Gnomes' evil counterparts, the gnomish equivalent to the Drow and Duergar. In truth, they are no more evil than their more numerous cousins; their sinister reputation is merely the result of ignorance. The Deep Gnomes are the most reticent of all the gnomish subraces, surviving in an extremely hostile environment entirely by their own wiles.

These diminutive inhabitants of the Everdark are a tenacious lot—respected even by their enemies. Unlike their Rock Gnome cousins, they have no friendly neighbors to ally themselves with, forcing them to become entirely self-reliant. Only the few who have won their trust know that they are in many ways as social and artistic as the other gnomes.

Why do they endure this frankly hostile environment? The answer is simple: they are drawn by the lure of gemstones, which is more pronounced in the Deep Gnomes than in any other subrace.

The gem that most draws the interest and devotion of the Svirfneblin is the ruby, which is the predominant symbol of the race. The Deep Gnomes view these crimson stones with reverence approaching awe—so much so that they are never used for mundane practices such as ornamentation of garments, weapons, or armor. Rubies are reserved for

sacred purposes and are often employed to decorate artifacts that are dedicated to the Svirfneblin saints. They are also favored by Deep Gnome monarchs, so much so that a Svirfneblin king or queen might have a full ring of rubies around his or her crown, with others of the precious stone set in the throne and scepter.

Svirfneblin average between 3' and 3'6" in height, rarely exceeding this norm by more than an inch or two. They are creatures of wiry muscle and tough bones, slightly thinner than their surface cousins but possessing as much strength as any other gnome.

Like their cousins of the other gnomish subraces, Svirfneblin have prominent noses. Otherwise their faces are much narrower. Many males have completely hairless bodies; most females have only thin and stringy hair, which they wear no longer than shoulder length. A Deep Gnome's skin is rock-colored, predominantly brown or gray. Eye color is always a shade of gray, sometimes so dark as to be almost black and their infravision is superior, extending to 120' range.

The Svirfneblin are not so long-lived as their surface dwelling kin, living to an average old age of only about 250 years; a good number, meet a violent demise before this time. They mature relatively quickly, however, with the first quarter century of life considered childhood and the next two decades as a period of disciplined adolescence. A Svirfneblin is assumed to reach adulthood somewhere around the age of 45 or 50, though this milestone is not marked by any grand ceremony such as is performed by the Rock Gnomes. Indeed, the Deep Gnomes don't even keep track of the passage of days, so there is no way to record one's actual “birthday.”

The most valued common skill among the Svirfneblin is that of the miner, with perhaps 75 percent of any given community's adult males devoting themselves to that pursuit. Svirfneblin miners are exceptionally able with pick and shovel, capable of chiseling a passage through solid stone more quickly than Rock Gnomes or even dwarves. While mining is broken into specializations, such as choppers (who do the actual pickaxe work), scouts (who locate promising veins for excavation), and haulers (who carry the tailings away from the scene), a Deep Gnome miner will be reasonably proficient at all aspects of his trade.

The most alluring target of the Svirfneblin miner is, naturally, gems. However, these diligent diggers will also pursue veins of metal, including gold and silver, and they also occasionally gather a stockpile of coal or iron ore—from which they make a very passable steel.

A smaller percentage of the Svirfneblin work force (perhaps 10 percent) is engaged in the processing and finishing of the gemstone material excavated by the miners. These include polishers, smelters, carvers, and smiths. Though they lack a bit of the exceptional detail skill of the Rock Gnomes, in the other areas they are at least as proficient as their surface dwelling cousins. Indeed, Svir-



Svirfneblin miners

fneblin blacksmiths can possess exceptional skill. Their weapons and tools are generally made by Deep Gnome artisans, and these are nearly the equal of the products of the highest level of dwarven or Drow weaponsmiths.

Perhaps because suitable habitat is harder to find in the Everdark than on the surface, Deep Gnome communities tend to be larger than those of the Rock Gnomes. Generally, the Svirfneblin live in thriving cities located in deep cavern networks, often with more than 1,000 residents. However, these communities are generally separated by great distances from any others of the same subrace, and thus they tend to be more insular than the towns of the gnomes who dwell on or near the surface. Indeed, most Deep Gnomes live out their lives without ever seeing another Svirfneblin community beyond the one in which they were born.

Still, festivals and celebrations are as common among these gnomes as they are on the surface—it's just that the Svirfneblin don't travel from far distances for the gatherings. Instead, each community tends to have its own special observances, and though the whole city will turn out for many of them it is rare that any outside guest would be admitted. Also, these celebrations are not tied to recurring cosmic events such as solstices or eclipses; instead, they occur when the city's priests declare they are due. These instigations occur more for political and psychological reasons than because of any regular passage of time.

Svirfneblin don't even measure the passage of their lives in years—after all, the cycle of seasons has little meaning

amid the eternal chill of the Everdark. However, if the priests notice that the production of the workers has begun to lag, or tempers are growing short among the chieftains and warriors, they will act hastily to initiate a grand festival full of pomp and song, good food and potent (one hesitates to say 'good') beverage.

Svirfneblin festivals are often invoked to recall great events of the past, though again these recollections bear no calendar relationship to the occurrence being commemorated. However, if teams of miners are preparing to embark on one of the periodic quests for new gems that propel so much of Svirfneblin activity, then the priests and illusionists will recall stories of grand expeditions in the past, even trotting out sacred objects encrusted with the jewels garnered from these previous missions. Similarly, if a war is being contemplated, or a raid against some marauding monster becomes necessary, the warriors will be sent off with tales of great military campaigns in the past.

It's interesting to note that these war stories are not all tales of victory—the Svirfneblin, perhaps because of the many defeats they have suffered over the years, have a keen interest in doomed causes and will draw considerable emotional support from the story of a dramatic last stand made by their forefathers. Even cautionary tales, such as the obliteration of a city by treacherous Drow attack, are related at these celebrations and used as a warning against future lapses of vigilance.

Another unique aspect of Deep Gnome society is that

roles are far more rigidly determined by sex than in any other gnomish culture. Males perform all of the mining and warrior work that occurs beyond the borders of the community cavern, as well as most types of jobs within the city as well. Females relegate themselves almost exclusively to the vital tasks of raising and preparing food (harvested from the great mushroom farms that are a part of every Deep Gnome city) and caring for the young. In fact, females venture out of their cities so rarely that even the Drow have never encountered any in the neutral territory of the Everdark. Both sexes wear nondescript clothing which, with their ability to stand absolutely motionless, helps them avoid being spotted by enemies.

Besides the many types of fungi that are the staples of the Svirfneblin diet, Deep Gnomes sometimes maintain a small herd of rothé or other underground mammals. They are also fond of fish, and each city is likely to have several shallow lakes where blind trout and other subterranean delicacies are bred and captured. Deep Gnome women are responsible for tending of all these food sources and serve as the fishers and cooks as well as the farmers and herders. Also, salt is an important part of every Deep Gnome meal and is one of the most valued trade commodities in the Everdark. In fact, most Svirfneblin food is so heavily salted that a typical surface dweller would find it quite unpalatable.

As a beverage the Svirfneblin prefer for daily use a pungent brew made (naturally) from fungi, fermented by a unique process that involves great amounts of salt and not a little fish protein. It is highly intoxicating, tasting somewhat like an over salted and watery fish chowder. It has been tasted by a few courageous non-Svirfneblins who (when they finally regain their voices) tend to decline a second serving.

The Svirfneblin also distill a strange drink known as Gogondy about which little is known other than it is deep red in color, kept in wrought iron bottles, and potent beyond belief. It has been called the finest wine in the world and is said to grant strange visions to those who drink it, but more than one human who has drunk it has promptly fallen asleep for decades or died after the first glass with a horrified look on his face. The Deep Gnomes prize Gogondy almost as much as rubies and will only give or trade it to their most trusted friends, making it rare indeed.

The Svirfneblin survive in domains that are populated by many implacable enemies. The two most dire among these are the kuo-toa and the Drow, who continually seek to drive these gnomes from territory they consider rightfully theirs. Illithids (mind flayers) often attack individual Deep Gnomes, considering them something of a delicacy, but never in such numbers as might drive away such tasty prey. Svirfneblin rarely encounter surface dwelling gnomes, and the latter find them little less puzzling than do those of other races.

The cities of the Deep Gnomes are vast and complex places. Many layers of caverns, tunnels, and buildings are

connected by narrow corridors and spiraling staircases. Generally, however, at least the central part of the city will occupy a single large cavern, with narrow streets winding among tall stone buildings. If large stalagmites are present, high ranking Svirfneblin will claim these and excavate the interiors for their private homes; most residences, however, are carved into the natural bedrock of the earth.

Because of the confined nature of the environment, the home of the typical Svirfneblin family is more crowded than that of their surface dwelling cousins. Parents and children will likely be crowded into a single, rather small, chamber. Families tend to be small, however, so there are rarely more than a half dozen individuals. They are not as clannish as the Rock Gnomes, so that the population of a city is generally an amalgamated mass of Deep Gnomes, with a clan superstructure dividing the city.

However, they also tend to be rather quick tempered and fractious. Every Deep Gnome city is ruled by both a king and a queen, each independent of the other yet equally powerful. The king's province is mining and protecting the community; the queen controls the food supply and is responsible for the day-to-day lives of the citizens. Both posts are held for life; when a monarch dies, a contest is held to select the best possible replacement, with the winner becoming the new ruler.

Svirfneblin hold the same religious beliefs as their surface dwelling cousins (although they conceive of their deity and saints as Deep Gnomes). Urdlen plays a large role in Deep Gnome mythology, with cautionary tales of how he has snared unwary Deep Gnomes being a staple of any Svirfneblin's upbringing.

Deep Gnomes may expend skill points to learn the following languages at first level: Drow, Kuo-toan, Trade Tongue, Undercommon and the language of earth elementals (a curious "language" without words consisting solely of vibrations. Each different pitch conveys a different message). Deep Gnomes speak their own language and Common Gnome as native tongues. They do not receive the standard bonus to speak Trade Tongue, but may speak Undercommon with skill equal to a surface dweller's ability to speak the Trade Tongue.

The Svirfneblin may spend their 240 racial skill points on the following detection skill: detect sloping passages, detect approximate depth underground, detect direction underground and detect unsafe walls, ceilings and floors.

The Svirfneblin are especially resistant to magical effects and poison and receive +2 bonus to saving throws vs. poison and magical effects of all kinds (cumulative with their Constitution bonus).

Once per day a Deep Gnome has the innate ability to radiate *non-detection* for one hour per level. Deep Gnomes also have the innate ability to cast *blindness*, *blur*, and *change self* once per day.

Svirfneblin have the ability to remain absolutely still for up to one hour per character level without rest. While using this ability they have a 50% chance plus 1% per level to remain undetected by any observer, even one with infravision. This power may only be used underground or in rocky terrain. In addition, a Deep Gnome using this power surprises opponents 90% of the time. Deep Gnomes are themselves only surprised on a roll of one on 1d10.

A Deep Gnome may spend weapon proficiency slots to learn how to dodge and better defend himself in combat. For every weapon proficiency slot spent, the Deep Gnome lowers his Armor Class by one to a maximum of AC -6. This skill cannot be taught to other races and is not usable by a Deep Gnome who wears armor heavier than studded leather.

Drow elves and kuo-tuans are the racial enemies of Svirfneblin. Svirfneblin receive a +1 bonus to hit when fighting these creatures. However, Deep Gnomes do not receive the Armor Class bonus their cousins receive when fighting giant-class opponents. They do not have the same wide range of experience with these creatures as do their surface-dwelling cousins.

A Deep Gnome with a Weaponsmithing skill of at least 70% can attempt to make special Deep Gnome weapons. These weapons include *stun darts*, hollow darts and *crystal caltrops*. A character who can create these items has the ability to fill them with a gas or liquid appropriate to the weapon created, but can only create the weapon's chemical contents by making a successful Alchemy skill check.

- *Stun darts* can be thrown to maximum range of 40' (S/M/L: 20/30/40) and strike with a +2 bonus to hit when used by a Deep Gnome. The dart releases a small puff of gas when it strikes; any creature inhaling the gas must save versus poison or be stunned for one round and *slowed* for the four following rounds.

- Hollow darts are usually filled with acid. An acid filled dart causes an additional 2d4 hit points of damage when it strikes a target (save vs. breath weapon for half damage).

- *Crystal caltrops* are filled with a powerful sleep gas that is released when the caltrop is stepped on and broken.

Deep Gnome characters must earn an additional 25 percent in experience points to advance a level.

Halfling

Five basic subraces of halflings exist on Fälgorna. Hairfeets, Tallfellows and Stouts are detailed on pg. 23 of the *Player's Handbook* and in greater detail, along with the Furchin subrace, in *The Complete Book of Gnomes and Halflings*. The racial abilities and personality types of these halflings are not modified in Fälgorna, but are summarized below for convenience. The barbaric, cannibalistic Wild Halflings are unique to Fälgorna and are also detailed below.

Halfling racial abilities

All halfling subraces share the following racial abilities:

- Halfling characters have a high resistance to magical spells and attacks. For every 3.5 points of Constitution, the character gains a +1 bonus to saving throws vs. wands, staves, rods, spells, and other magical effects.

- Halfling characters have a strong resistance to poisons of all sorts. For every 3.5 points of Constitution, the character gains a +1 bonus to saving throws vs. poison.

- Halflings have a natural talent with slings and thrown weapons. Rock pitching is a favorite sport of many a halfling child. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings.

- A halfling has the ability to cause an enemy's surprise roll to be penalized by -4 if the halfling is moving alone, is 90 feet away from the rest of his party, or is with other halflings, elves or forest gnomes and all are in nonmetal armor. If the halfling must open a door or screen to get to the enemy. The penalty is reduced to -2. If a door or screen must be opened, the penalty is reduced to -2.

Table 2.1.8: Constitution saving throw bonuses

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

Table 2.1.9: Halfling ability score modifiers

Furchin:	Dexterity +1, Constitution +1, Strength -1, Wisdom -1
Hairfeet:	Dexterity +1, Strength -1
Tallfellow:	Dexterity +1, Wisdom +1, Strength -1, Constitution -1
Stout:	Dexterity +1, Constitution +1, Strength -1, Charisma -1
Wild:	Dexterity +1, Intelligence -1

Furchin (Polar Halfling)

The Furchin subrace dwells in the coldest regions of Fälgorna, the tundras and aboreal forests of the northern most reaches of the continent. They have little contact with the civilized kingdoms west of the frontier, and share more in common with the human barbarian tribes than they do with other halflings.

The most distinguishing feature of this subrace is the full, long beard that mature males can grow. These beards are a matter of great pride and in older Furchin often extend as far as the waist.

Furchins resemble Stouts in both height and girth, though their average life expectancy (80 years) is considerably shorter, no doubt due to their harsher native environment. Hair and skin color vary widely, but tend to be pale, though eyes are usually dark. Those few Furchin born with green eyes are accorded much status—they are believed to be emissaries of the gods and are treated to a life of near royal privilege.

The sturdy Furchin have adapted admirably to dwelling in the coldest of environments. However, necessity has regulated the subrace to a nomadic life. Furchin tribes usually number only about 30 individuals who migrate over an extensive territory in search of game and fodder for their herds as the seasons change. They are skilled hunters and extraordinary storytellers.

In summer, they live in tents of leather and during the winter months they make small, domed shelters of ice. The race favors warm clothing, woven of animal hair or lined with fur. They regularly wear snowshoes and boots. Their equipment is usually made from leather, bone and ivory. Tribal leaders often wield metal weapons and tools acquired through trade with other races.

Having developed a number of specialized skills, the Furchin halflings are among the most adept of the demihuman races at surviving in a grueling environment—and seemingly have a good time doing so. In general, the Furchin are good humored people who enjoy practical jokes, funny stories and bawdy songs. Both parents care for the young with great tolerance and tenderness, teaching their children early on the secrets of surviving in the harsh arctic climate.

Strangers—especially those who bring gifts, objects for trade or interesting stories to tell—will be welcomed by the Furchin with warm hospitality. Although their lives are hard, they are an unselfish people and will treat visitors with kindness and generosity.

Members of this subrace are very proficient in specialized skills suited to their environment, some of which will carry over quite effectively into other locations. They are among the most patient trappers in the known world and skilled hunters, tanners and leatherworkers. Their characteristic boat is a miniature kayak, a virtually watertight shell of leather covering a sturdy bone frame. While typically only one member of a tribe is skilled at crafting these vessels, virtually all adult Furchin are adept at piloting them.

When hunting, the Furchin use leather slings for small game and harpoons for more formidable foes. In melee combat (which they avoid if at all possible), the Furchin use short handled axes and daggers. Because of their small



Furchin halfling

numbers and an absence of potential foes, the members of this subrace are unused to war and have developed no tactics for fighting an organized formation of soldiers.

In the realm of hunting and stalking, however, the Furchin are second to none. Occasionally, a few furchin led by an experienced warrior will embark on a mission to slay some dangerous threat to the tribe—such as a band of yetis or a frost giant. Through clever use of terrain and diversion, as well as patiently planned and executed ambush, these halflings have been known to vanquish foes many times their own size. In this respect, obviously, they are not so different from their cousins who live in warmer climes.

Furchin halflings speak their own language and the Common Halfling tongue as native languages. They do not gain the usual bonus to learn the Trade Tongue but may expend skill points at first level to learn it. They may also expend skill points at first level to learn any barbarian human language, any dwarven language and the language of Uldras.

Furchin receive Cold-weather Survival and Hunting as bonus nonweapon skills. In addition, they receive a +4 bonus to saving throws versus cold-based attacks—magical and non-magical—in addition to their normal bonus for high Constitution.

Their nimbleness at evasion gives them a -4 bonus to Armor Class when fighting size large or larger creatures and a -2 bonus to Armor Class against attacks from man-sized creatures. The bonuses are not cumulative.

Hairfeet

This most common of halflings is found throughout lands that have been settled by humans. They live much as humans do but prefer rural settings and villages to towns



Hairfoot thief

and cities. Their crafts tend toward the ordinary and practical—farmers, millers, innkeepers, weavers, brewers, tailors, bakers, and merchants are common in Hairfoot society.

Averaging about 3' in height, Hairfeet are slightly stockier in build than is typical for humankind. Their complexions run the gamut from pale to very dark, with hair color correspondingly blond to black and eyes that are brown or hazel. They rarely wear shoes (only in bad weather and bitter cold) and can be easily distinguished by the thick patches of hair growing atop each foot. They have no facial hair (besides eyebrows and eyelashes, of course). They wear brightly-colored, comfortable clothes, such as trousers and shirts or dresses, with a vest, jacket, hat, sash, or bonnet added as a flourish. Their faces are round and very expressive, often appearing childlike to humans.

Hairfeet are slightly longer-lived than humans, averaging 100 years—though a few patriarchs and matriarchs have reached ages of 140 and beyond. Full adulthood is generally recognized at about 25 years of age.

Hairfeet are only moderately industrious, but they tend to make up in talent for what they lack in drive. A Hairfoot farmer may tend a small plot in the morning, for example, and spend the afternoon lying in the shade—yet his or her irrigation ditch will be so cleverly aligned that his or her field yields a crop equal to that of a much larger human-tended farm. A Hairfoot-woven tunic will have a finer weave and be less scratchy than a similar human product thus fetching a considerably higher price.

Hairfeet are the halflings most closely integrated into human society. They will work for human employers or hire human laborers, and many a Hairfoot merchant has made his or her fortune by appealing to the human elite of a city's population. While they will dwell in buildings in human neighborhoods, Hairfeet do prefer to live among others of their own race (though not necessarily their own subrace) when this is possible.

A Hairfoot's preferred type of house is the combined above and below ground burrow. The upper portion is almost always wood framed, with several doors and windows and a bright, airy feel—though the ceilings are typically no more than five feet above the floors. The lower portion will contain the fireplace and several small, cozy rooms.

Lacking the time, property, or means to build a traditional home, however, a Hairfoot will cheerfully occupy a human house, a sheltered cave, or even a shack or tent. Wherever he or she lives, a Hairfoot will find a place to have a fire and gather for social conversation.

Hairfeet halflings speak the Common Halfling tongue and a Human language of their choice as a native languages and have standard skill in the Trade Tongue. They may spend skill points at first level to learn the languages of dwarves, elves, gnomes, goblins, humans and orcs.

Hairfeet get along well with humans. In game terms this translates into a +2 bonus to all Reaction Rolls involving human NPCs.

Hairfeet have a 25% chance to have some Stout or Wild blood in their veins which gives them 30' infravision.

Stout

Stouts are not as common as their cousins, the Hairfeet, but they are nonetheless a populous and widespread subrace. They are about the same height as Hairfeet, averaging an inch or two below 3', but much stockier—indeed, a typical Stout weighs half again as much as the average Hairfoot. This girth is not all fat, however—Stouts are more muscular than any other halfling and tend to regularly best their kin in the wrestling contests that are a favorite Stoutish entertainment.

Ruddier in complexion than the other subraces, Stouts tend to blush easily when pleased or embarrassed and flush bright red when angry. Their hair color tends to be on the light side, with blondes and sandy reds predominating; their eyes are blue, grey, and green. Unlike Hairfeet and Tallfellows, male Stouts can grow some facial hair, although not full beards; usually it takes the form of unusually thick sideburns or muttonchops. Moustaches are rare, and the few able to grow them are often inordinately proud of their accomplishment.

Stouts favor sturdy garb, commonly made of well-cured leather. They prefer practicality to appearance, and thus the

members of a community tend to dress with an almost drab sameness. However, a Stout will try to make a point of having a brightly colored outfit of exotic material (such as cotton, wool, or, rarely, silk), for use on special occasions. They often wear boots, which are really more like thick moccasins that offer good protection from the rocky or marshy ground typically under Stoutish feet.

These halflings tend to segregate themselves from human society more than do Hairfeet, preferring the company of dwarves. Stouts and dwarves mix very readily, and their communities will often be located near to each other. Military and defensive alliances between the two races are common and prosperous trading is also the norm.

Stoutish villages will generally be in hilly or rocky regions near good fishing waters and well-watered fields. They are the only halflings with any affinity for mining and they are quite good at it. They often develop bustling businesses from the excavation of minerals. Stouts can also be skilled jewelers, stonemasons, builders, smiths, boatmen, and carvers. They are lackluster farmers at best, except where mushrooms are concerned, and as merchants they excel primarily at selling the products of the above trades.

Preferring underground habitation more than any other halfling subrace, a Stout will typically live in a fully-excavated burrow. He or she will have several round, shuttered windows placed in a few walls to let in light and air, but the overall place will be cooler, darker, and somewhat damper than a Hairfoot home.

The most industrious of halflings, a Stout can accomplish a great deal of work in a short time. They make doughty soldiers, and their infravision (60' range) gives them a great advantage in night-fighting. They are skilled swimmers and boatmen and have used small, slender canoes with great effect in night attacks against larger vessels.

With a typical life expectancy of more than 130 years, Stouts are not considered adults until they reach 30 years of age. The eldest of the race have been known to exceed two centuries in age.

Stout halflings speak the Common Halfling tongue and a Dwarven language of their choice as a native languages and have standard skill in the Trade Tongue. They may spend skill points at first level to learn the languages of dwarves (other dialects), elves, gnomes, goblins, humans and orcs.

Stouts have 60' infravision and gain 120 skill points which may be used to develop the detect sloping passages and detect direction underground racial detection skills.

Tallfellow

This subrace of halflings is not so common as the Stout or Hairfoot but exists in significant numbers in many areas of temperate woodland. Averaging a little over 4' in height,



Stout halfling

Tallfellows are slender and light-boned, weighing little more than the average Hairfoot. They wear their hair long, often topped by a small brightly-colored cap.

The longest-lived of all halfling subraces, Tallfellows have an average life expectancy of 180 years, with the eldest exceeding 250 years. Like Hairfeet, Tallfellows shun footwear. Their characteristic foot fur is somewhat sparser and finer than that of their cousins.

Tallfellows favor woodland shades of brown, yellow, and green and have developed several vibrant shades of the latter color through unique dyes. They enjoy the company of elves, and most Tallfellow villages will be found nearby populations of sylvan folk, with a flourishing trade between the two peoples.

Preferring to live above ground, Tallfellows often dwell in spacious houses of wood, with many windows. Indeed, the ceiling of a Tallfellow house will typically be nearly six feet above the floor. Though the house will often have a cellar, this will be used primarily for storage. However, during days of hot summer Tallfellows will often retire to their underground chambers for a long evening's conversation and sleep.

Tallfellows display the greatest affinity of any halfling subrace toward working with wood. They make splendid carpenters (often building boats or wagons for human customers), as well as loggers, carvers, pipesmiths, musicians, shepherds, liverymen, dairymen, cheese-makers, hunters, and scouts. They are better farmers than Stouts (although not as good as Hairfeet) and more adept than any other subrace at harvesting natural bounties of berries, nuts, roots, and wild grains.

The only halflings who enjoy much proficiency at riding, Tallfellows favor small ponies. Indeed, many unique breeds of diminutive horse have been bred among Tallfel-

low clans—fast, shaggy-maned, nimble mounts with great endurance. In a charge, of course, they lack the impact of a human mounted warhorse, nonetheless, Tallfellow companies have served admirably as light lancers and horse-archers during many a hard-fought campaign.

On foot, Tallfellows wield spears with rare skill. They are adept at forming bristling porcupine formations with these weapons, creating such a menacing array that horses and footmen alike are deterred from attacking. This is one of the few halfling formations capable of standing toe-to-toe with a larger opponent in the open field.

Tallfellow halflings speak the Common Halfling tongue and an elfin language of their choice as a native languages and have standard skill in the Trade Tongue. They may spend skill points at first level to learn the languages of dwarves, elves (other dialects), gnomes, goblins, humans and orcs.

Tallfellow halflings have the same ability to detect secret doors as elves. Passing within 10 feet of a secret door, Tallfellows will detect a secret door with a 3 in 20 chance of success. If they search a 10-foot-square area, Tallfellows can find a secret door with a 7 in 20 chance of success. Tallfellows find concealed doors on a roll of 10 or less on a d20. Tallfellows are exceptionally alert and well attuned to their native woodland surroundings and able to quickly identify disturbances. In natural woodland surroundings they receive a +2 bonus against their chance to be surprised by an opponent.

Tallfellows have a 25% chance to have some Stout or Wild Halfling blood in their veins which gives them 30' infravision.

Wild Halflings

Wild Halflings live in tribal groups in secluded forest areas. They are territorial to extremes, most trespassers end up on their dinner table. However, once friendship of a Wild Halfling is gained, the Wild Halfling will be fanatically loyal to that friend, even sacrificing his own life for that of his friend. Because of the value of friendship in the Wild Halfling culture, they seldom make friends outside of their tribe.

Wild halflings tend to have long, dark colored hair, usually brown or black, though blonde- and red-haired halflings are not unknown. Their skin is dark tan almost copper in color and they typically have more body hair than other halfling subraces, however, they are unable to grow facial hair. Eye color is most commonly green or hazel, but amber, blue and violet eyes are also found among this subrace. Their infravision extends to 60' range.

Wild Halflings dress in animal skins and adorn their hair with feathers and mud. They paint their faces with natural pigments before battle and prepare themselves by consuming large quantities of braydlerberry wine, an extremely



Tallfellow adventurer

intoxicating beverage only produced by Wild Halfling tribes.

Only the Tallfellows are longer lived than the Wild Halflings. The average Wild Halfling lives to an age of 150 years and some tribal elders have been known to reach an age of 230 years. Young halflings are initiated into the tribe soon after they reach adolescence, usually on their 20th birthday, though practices vary from tribe to tribe.

Wild Halfling villages consist of tree house connected by rope bridges and swaying wooden walkways. The ground beneath the treetops is typically unmarred save for a communal fire pit and racks for drying fish, tanning hides and smoking meat. Most tribes tend to mark the borders of their territories with the bleached skulls of their enemies posted on slender posts in a wide circle around the lands they claim as their own. Those who cross beyond these warning posts are considered fair game for halfling hunters—whether sentient or not. Wild Halfling villages are often guarded by giant badgers and other beasts of the forest that the halflings have befriended—and by the tribe's warriors.

Separate male and female tribal councils see after the defense and provisioning of the village. A single chief, always male, leads the tribe. Males members of the tribe are usually responsible for defense and hunting and female members are usually responsible for gathering foodstuffs, raising the children and doing the domestic chores around the village. However, females dissatisfied with the traditional role of the female in halfling society have been known to leave the tribe to form *Nog Circe*, wise circles, of female warriors.

Wild Halflings are skilled hunters and work in groups to bring down large prey. They favor spears, slings and blowguns equipped with poison darts for hunting and receive a +1 bonus to hit with all these weapons. They are also known to use pits and snares to great affect in their hunting and in defense of their homes.

In a woodland setting a small band of wild halflings are formidable opponents. They use their ability to blend into natural surroundings to ambush their prey and then overwhelm it with superior numbers.

Wild Halflings are even more adept at stealthy movement than their more civilized cousins and when alone or acting with other Wild Halflings in natural surroundings their opponents' surprise rolls are penalized by -5 or -3 if the halflings must pass through a door or screen. If the Wild Halflings are not operating in natural surroundings (a town or castle, for example) the penalty is reduced to -2 or -1 if they must pass through a door or other portal.

Wild Halflings have a natural ability with animals and prove to be expert animal trainers. They are also quite skilled at tanning and working the hides they obtain from animals. They are superior fishermen and often quite skilled at canoeing. Rope Use and Fire-building are also skills which are indispensable to a Wild Halfling and these are taught to all young members of the tribe beginning at an early age (both are received as bonus nonweapon skills). These halflings are also taught from childhood how to identify the various beneficial herbs of the forest, though only the tribal shaman are experts in this field.

Wild Halflings are by nature superstitious and somewhat fearful of magic. Most carry a medicine bag bearing various charms, talismans and other objects believed to ward off evil magic. An indirect benefit of this practice is that all Wild Halflings receive Psychic Defense as a bonus nonweapon skill.

Woodland life and a close affinity with nature has given Wild Halflings the ability to communicate with woodland animals (at the cost of a language slot). They speak their own language which is not understandable by other halflings. They may also learn to speak the languages of orcs, goblins, and elves. Wild halfling characters may not speak the Trade Tongue or Common Halfling when created, however, both languages can be learned later in the character's career.

Uldra

Uldras dwell in the boreal forests (taiga) and tundra of Fälgorna's colder, subarctic regions and in caverns hollowed out of glaciers. They seldom travel to the more populated warmer regions to the west and south. The whitish-yellow complexion of the uldra has little real color—a trait also seen in their snow white hair and pale gray eyes. These physical traits combined with their usual-



Wild halfling

ly drab gray or white clothing provide an excellent camouflage when on snowy plains and ice covered waters. Uldra operating in snowy or icy terrain and traveling alone or with a group consisting entirely of uldra cause an opponent's chance for surprise to be penalized by -4.

The extreme environment in which the uldra live give them natural resistance to cold. They remain comfortable without additional protection in temperatures as low as -25° F, and receive a +2 bonus to saving throws versus all cold-based attacks. However, in warm environments they do not fair as well. An uldra will begin to feel discomfort when the temperature rise above 65° F, and receive a -2 penalty to saving throws versus heat and fire. Temperatures above 85° F cause an uldra to receive a -1 penalty on all to hit rolls and ability-based checks, and a -5% penalty to all nonweapon skill checks.

Uldra share close blood ties with dwarves and gnomes. Like dwarves and gnomes, uldra generally live in clans, the average comprised of about 200 individuals. However, the constraints of the environment in which they live have prevented the formation of the large clans known among the dwarves and even the largest uldra clans are too numerous to list. They share some of the personality traits of their dwarf and gnome cousins, although uldra tend to be more cheerful than dwarves and less optimistic than gnomes. Uldra enjoy eating, drinking, and telling stories around campfires—especially if they are about their patron deity, Aslak. They view dwarves and gnomes as brothers, and are on friendly terms with both races. They love precious metals and gems, and are consequently excellent miners and gem cutters. They are also good woodworkers.

Like their cousins, uldra have a high resistance to magic and poison. For every 3.5 points of Constitution an uldra

gains a +1 bonus to saving throws versus wands, staves, rods, spells, and poison. Also, magic items not specifically suited to their class have a 20% chance to malfunction when first used.

Uldra receive 240 skill points which may be divided among the following racial detection skills: detect grade or slopes in passages; detect unsafe walls ceilings and floors; detect stonework traps, pits and falling blocks; and detect approximate depth underground (see racial skill in Chapter 5).

They also share the longevity of their cousins, living on the average close to 900 years. However, their superior 120' infravision and hearing (25% base chance to hear noise) gives them an advantage over their more earthy cousins.

Uldra will also share their campfires with elves, with whom a mutual love of nature builds a common bond despite the uldra's general dislike of their free-spirited and undisciplined character. They respect elfin courage, a trait they value in themselves, and like their memory for foes, they never forget proven friends. They particularly despise kobolds, an ancient enemy that they will go out of their way to destroy. An uldra can begin play knowing the languages of elves, kobolds, Furchin Halflings, dwarves and gnomes. Due to their isolation from most of civilization, few uldra speak the Trade Tongue. An uldra does not receive the usual bonus to this skill but may expend skill points at first level (or later) to learn it normally.

Their love of nature gives the uldra a strong empathy for wild animals and many can speak their language. An uldra can begin play with the ability to speak to normal animals (and their giant-sized counterparts) at the cost of one language slot. They can also automatically identify plants, animals, and pure water. Their skill in natural surroundings allows them to pass through overgrown areas and snow covered areas without leaving a discernible trail (-50% on all tracking attempts) when they travel alone or with a group consisting entirely of uldra.

Uldras gain a +1 bonus to Dexterity and Constitution and receive a -1 penalty to Charisma.



Uldra druid

2.2 Humanoids

Humanoids share several traits. The first and probably most important similarity among the nonhuman races is the possession of racial special abilities. Secondly, only humanoids and demihumans may become multi-classed characters, however, they are forbidden from becoming dual-classed. There are no level limits for humanoids in Fälgorna, however, there are limitations on class and kit selection. Humanoids (except for half-orcs) don't roll for a spect 1 ability on the tables in Chapter 4.

The humanoid races include: goblins, half-ogres, hobgoblins, kobolds, lizard men, orcs, and half-orcs.

Goblin

Goblins dwell in vast numbers in the Everdark of Fälgorna. They are generally ignored by surface dwellers as only a minor threat, largely because of their aversion to sunlight.

Goblins live in a strictly hierarchal tribal society. Each goblin knows his place in society and advancement is accomplished through strength, cunning and treachery. Most goblins have a strong cowardly streak and prefer ambush to direct attack. They make every effort to get along with other humanoid peoples, hoping to find allies in their war on human and demihuman kind — races they believe they are destined to rule.

Goblin adventurers are usually in search of fame, power and wealth, which will aid them in their struggle to move through the ranks of tribal hierarchy. They are not treated well on the surface world. Goblins have the following racial abilities and disadvantages:

Goblin racial abilities

- Goblins have 60' infravision.
- They receive 120 skill points which may be used to acquire the Detect New Construction Underground and Underground Direction Sense racial detection skills.
- Goblins have a special resistance to disease and receive a saving throw bonus of +1 for every 3.5 points of Constitution. This resistance applies to magical diseases also. If a character is not normally entitled to a saving throw to avoid a disease the goblin is allowed a save of 20 minus one per three levels.
- Goblins also have a resistance to poison and receive a +1 modifier to their saving throw for every 3.5 points of Constitution. Goblin characters can eat almost anything, including carrion and spoiled foodstuffs, without experiencing any ill effects.
- Goblins are penalized by -1 to hit when fighting in sunlight or equivalent conditions.
- Goblins can inflict 1d6 points of damage in unarmed combat.

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Goblin warband

- Goblins subtract one from their initial hit point roll because of their small size.
- In addition to their guttural native tongue, goblins can spend skill points at first-level to speak Orc, Kobold, Hobgoblin, Common Elf, Dwarf, Gnome, Trade Tongue and Undercommon.

Table 2.2.0: Constitution saving throw bonuses

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-20	+5

Goblins are penalized by -3 to Strength and receive a bonus of +1 to Dexterity and +2 to Constitution.



Half-ogre warrior

Half-ogre

Raiding ogres have left their mark on many human villages. Charred fields, razed houses, slain militiamen and pillaged store houses are all familiar reminders of ogre raids. But sometimes the ogres leave a more vivid reminder of their raid, in the form of their illegitimate prodigy, spawned through rape. The half-ogre children that are born from these unholy unions are usually banished from the village, though some compassionate families treat them with kindness and raise them as human children.

Most men hate half-ogres, despite themselves, because of the violent memories they call to mind and because of their unmistakable resemblance to their ogre fathers. They are often blamed for the death of their mothers, who usually die giving birth.

Most banished half-ogres die fairly quickly, because they are unable to take care of themselves in the wilderness. However a select few manage to locate their progenitor's lair by some unexplainable chance or are born in captivity — the spawn of an ogre's sex slave. Some sages say that this homing capability is instinctual. These half-ogres are then raised by their ogre fathers.

Half-ogres growing up in this environment may learn the languages of Ogre, Orc, Troll and Trade Tongue. Half-ogres raised in an ogre environment have a -4 penalty to their reaction adjustment when dealing with civilized races and are limited in their character class selection

Half-ogres that grow up in human communities will be able to learn the Trade Tongue and the human language native to their area. These half-ogres have a wider range of classes available to them, because of their more liberal background.

All half-ogres, despite their upbringing have an affinity for speaking in rhymes, "Me will smash and dash you into creases and pieces." This 'quality' tends to make them even less tolerated by humans and demihumans. All half-ogres have an insatiable taste for meat of any kind, cooked or raw it doesn't matter. In general, they hate vegetables. They tend toward chaotic and evil alignments, though there are known cases of vegetarian Lawful Good half-ogres.

Half-ogres have infravision with a range of 60 feet. At first level half-ogres receive double the Hit Dice of their chosen class, thereafter standard hit dice are rolled. At first-level, a half-ogre receives a +1 bonus to hit on all attacks; the bonus is cumulative with all other bonuses.

Averaging 7'6" tall and 360 pounds, half-ogres have some difficulty in finding suitable clothing, adventuring gear and mounts. Items sized for a half-ogre cost two to three times the standard price. Half-ogres are considered large creatures and suffer appropriate weapon damage. On the positive side, half-ogres can use many two handed weapons, like the bastard sword, effectively in one hand.

Half-ogres have a dull purplish tint to their skin and are covered with many large bulging veins. Their hair varies in color from white to black, any color is possible. Some half-ogres have human like eyes while others have the white pupils of their fathers.

Half-ogres receive a bonus of +3 to Strength, +3 to Constitution, and +1 Ego. They are penalized by -3 Dexterity, -3 Intelligence, and -6 Charisma.

Hobgoblin

Hobgoblins are the most civilized of the humanoid races. Unlike their more barbaric cousins they are antiseptically clean and well ordered. Their society and attitudes are fascist and cruel.

The hobgoblin psyche revolves around the philosophy that the strong will prevail and that the weak are a needless burden which must be sheered from the greater body of the hobgoblin state. In hobgoblin society every cutter (hobgoblin) knows his place. Advancement can be attained only by strength of will or strength of arms.

Hobgoblins are a warrior race and as such they have found it dangerous, even heretical, to show emotion. The only time that a hobgoblin shows emotion is when he is insulting or taunting opponents, especially members of rival hobgoblin nations. This trait explains the hobgoblin hatred of emotional elves, whom they will attack on sight.

As a warrior race hobgoblins have found the art of magic useful and as such they are one of the few goblinoid races that boasts wizards.

Hobgoblin nations exist within and underneath the domains of many human and demihuman nations. The human and demihuman kings usually ignore hobgoblin claims of sovereignty, sometimes to their downfall. Yet, in some cases the claims are recognized and hobgoblin ambassadors are welcomed in the noble courts.

There are many hobgoblin nations. The major nations are listed below. A hobgoblin will react with hatred to a hobgoblin from another nation and with blood loyalty to a fellow countryman.

Table 2.2.1: Major Hobgoblin Nations (Names translated to Trade Tongue if possible)	
d12	Nation
1	Lostafinga (Eirbron (Thorn Lands) - almost extinct)
2	Ripper (Eirbron/Kent/Paladondia)
3	Naagwiin (Garon-Bor)
4	Hollow Heart (Garon-Bor)
5	Bleeding Eye (Theocracy of the Eye)
6	Hell's Wind (Roland)
7	Eeverquwill (Ravencraft)
8	Deathbreath (Het)
9	Dogsofstrife (Partony)
10	Torture (Circle of Iron)
11	Elf Plaguers (Dark Forest)
12	Carnal (Kent/Pel)

Hobgoblins speak their own national language which is a derivative of an ancient common hobgoblin tongue. Bits and pieces of this language are understandable by hobgoblins of other nations (mostly the insults). Hobgoblins may also learn to speak the Trade Tongue and the languages of elves, goblins, orcs, carnivorous apes, and dwarves.

Hobgoblins have 60' infravision. They are excellent miners and receive 120 racial skill points which they may use to learn the Detect New Construction, Detect Sloping Passages, and Shifting Walls.

Hobgoblins receive a +1 bonus to Strength and a +2 bonus to Constitution. They are penalized by a -1 penalty to Dexterity, Intelligence and Charisma.

Kobold

The primary philosophy of the humanoid race of kobolds is that there is strength numbers. A close second in importance is the philosophy that a frontal attack can always be done better from behind.



Hobgoblin cutter

Kobolds are short and dog-like in appearance. They resent creatures that are taller than them (which includes most creatures) and have trouble mixing with the taller populace of the surface world. Kobold adventurers are usually only interested in stealing as much as they can from the tall people who treat them with disdain and amusement.

The kobold society is structured around a family unit. Several family units form a clan and several clans form a



Kobold warrior

tribe. They can be found living throughout Fälgorna, usually in dense forest, mining country and underground.

At first-level, kobolds can speak Orc, Goblin, Trade Tongue, and Gnome in addition to their own yapping language.

Kobolds have 60' infravision, but attack at a -1 penalty when fighting in sunlight. Kobold characters can do 1d4 points of damage in unarmed combat. At first-level, kobold characters divide their hit dice in half. Kobolds receive a +1 bonus to hit when throwing a javelin.

Mechanical traps are used extensively by kobolds. All kobolds have a base 25% chance to set a simple mechanical trap. They can find traps with a 50% chance of success and remove traps with a 25% chance of success. These racial skills are modified by high ability scores in the same way as thief skills.

Kobolds are good miners and as such receive 180 racial skill points which they may allocate among the following racial detection skills: Detect New Constructions, Detect Grade or Slope and Detect Unsafe Walls, Ceilings or Floors.

Kobold characters receive a +3 bonus to Dexterity and suffer a -4 penalty to Strength.

Lizard Man

Dwelling in the marshes, everglades and swamp lands of Fälgorna — the areas shunned by most other intelligent species — the Lizard Men have in the past 100 years grown to become an important species. A race maligned, mistreated and enslaved for centuries by those who prized them for their stamina and strength, the Lizard Men have never forgotten the cruelty of their former captors.

Lizard Man culture carries the indelible mark of a race once enslaved. In ancient times, Duke Lispawn Keto, 14th of the ruling line of the Duchy of Keto, through trickery and deceit captured Hss'tolok Sharr'kag, the most holy spiritual leader of the Lizard Men. The Lizard Men revered Sharr'kag like a living god. They thought him one hatched from the first clutch laid by their supreme deity, the goddess Krrr'krsss. His capture brought the race to its knees and when Duke Lispawn demanded that the entire race submit to slavery under his hateful hand, they came willingly, leaving their homes and taking with them only what they could carry. For centuries they toiled under his hand and that of his descendants even after the holy one Sharr'kag had long since returned to the promised swampy afterlife.

The slave lords of Keto knew that Sharr'kag would one day die and feared that no matter how much the Lizard Men revered him they would only submit to enslavement for a limited time without a greater stake to keep them captive. The stake they found proved damnably effective.



Hr'zar Warrior of old

Duke Kilsun Keto, heir to Duke Lispawn, forced the Lizard Men to lay their eggs in guarded hatching rooms trapped with magical enchantments and devilish mechanical devices that would destroy the eggs and young of the race should their parents ever rebel. This tactic, though effective, only prodded the Lizard Men's hatred to a new plane of enmity for the Keto slave lords and all who supported them. Lesser people may have given up all hope at this point and resigned themselves to their fates, but the priests of the Lizard Men encouraged their people to remain hopeful.

The priests often spoke of some hidden secret, lurking as if under thick weeds in muddy waters, at the periphery of their nightly divinatory meditations. Many normal Lizard Men also had dreams of something unidentifiable waiting just outside their dreams. None of them understood what this "thing" might be. None feared what they spoke of as the lurker, on the contrary, it gave them hope.

Understanding finally came when the venerable Sharr'kag died on the night of the Great Conclave when all five of Fälgorna's moons eclipse each other. Before letting loose his last breath, the priests attending him heard him prophesy the coming of the lurker.

"Of the egg hatched by Krrr'krsss will he come to lead our people from their torment. Even now she covers him in warm sand and guards him from those who would suck his yolk from the shell."

With these few words new hope came to the Lizard Men and each night after finishing their labor they prayed to Krrrr'krsss to send the lurker to her people. And so it was in the year 891 C.T. that an egg hatched in one of the slave lords' breeding chambers. From it crawled a small Lizard Man. As he swam from the egg that had become submerged in murky water moments before hatching he became covered from head to tail by stringy weeds. The priestesses in attendance at the birth tried not to laugh at this little creature that had so bravely survived what might have killed a weaker hatchling, but as they removed the weeds from his tiny body their mirth changed to awe. Hidden beneath the weeds a dark line of scales ran from his snout to the back of his head in the tail-shaped symbol of their greatest goddess, Krrrr'krsss.

Comprehending immediately that this small hatchling could be none other than the lurker, the priestess named Rissslorry, at great risk to herself, scooped him up and stowed him in her holy bag. The slave lords permitted the priestesses to enter the egg chambers at hatching, but forbade them from removing any of the hatchlings on penalty of death.

Thus, Rissslorry raised the hatchling in secret and named him L'lzak, which means "weed-covered" in the Lizard Man language, not wishing to reveal his identity to the slave lords who knew the legend of the lurker and feared it. She taught him the ways of their people and shared with him the legends of their ancient life of freedom in the swamps. His comprehension of the spiritual surpassed that of any hatchling she had ever taught. Before many years had passed, he began to teach her as his grasp of divine knowledge exceeded that of his teacher.

In his youth he excelled in all things. When playing with other hatchlings he always proved stronger and quicker than the rest. He could remain underwater longer than any including those who had achieved adulthood. His peers followed him without question, seeing in him more than just charisma. In him they saw a spark of freedom.

Upon reaching proper age to complete the initiation to adulthood, he surprised even his adoptive mother by completing the test faster than any other in the memory of his people. Soon thereafter, the Hr'zar Warriors initiated him into their fold. This secret society of holy warriors prepared for the coming of the lurker, and it is there that he first revealed his true name, the name he had known since birth, Zzutrrrigguuk, which means the lurker.

His fellow Lizard Men were not the only ones to perceive his leadership skills and popularity. His slave lord masters also saw potential in him — potential for either good or ill. They decided to pervert his leadership skills to their own purposes and took him into the palace as a trusted servant, lavished with all he desired. In exchange they expected him to use his influence to keep his restless people subdued. Seeing the opportunity to gain the trust of his slave masters, L'lzak went with them but remained kind to

his people, quietly spreading word through his mother and the Hr'zar Warriors that times of change would come soon.

In the year 900 C.T., when he was but 19-years-old, L'lzak saw his opportunity. Border skirmishes between the Duchy of Keto and its stronger neighbor the Kingdom of Ravencraft had exploded into a full blown war. Many of the troops normally assigned to guard the slaves had been called to the front and things didn't look promising for Keto.

Five days into the ill-fated war, Duke Scourgnor Keto called his trusted slave into his war room and handed him a written order authorizing him to arm 1,000 Lizard Men slaves and take them to the front lines in exchange for their freedom. Upon reading the order he sprung upon his master and tore the flesh from the bones of the astonished slave lord. When he finished, he devoured the duke's still warm body.

Before anyone could learn of what he had done, L'lzak took his signed order to the armory and armed the Hr'zar Warriors. Instead of marching to the front lines as they were ordered, the warriors split up into small groups and seized the ill defended hatcheries and armories throughout the duchy. They struck like lightning and before any real response could be mounted, thousands of Lizard Man slaves were armed and rebelling.

The Duke's nephew, Lego II, pieced together what had happened to his uncle who had fathered no heir. Having learned that armies from Ravencraft's neighbor, the Kingdom of Orange, had attacked its poorly defended eastern border, he recalled his troops to the capital to consolidate his power in the struggle that would surely ensue for the control of the duchy once his rivals learned of his uncle's demise.

L'lzak mourned at this news, for while his army of Lizard Men could surely hold its own against the armies of the duchy, many Lizard Men women and children would be needlessly killed in the struggle. Understanding the dilemma, he met with the Hr'zar and made a proposal. He would offer his own life and that of the Hr'zar in exchange for the freedom of his people. By throwing the weight of the Lizard Men's elite warriors on the side of Lego II, the duke's nephew would surely take control of the duchy. Lego agreed and the Lizard Men were given their freedom. L'lzak died in the battle for control of the duchy and the descendants of the Hr'zar are still enslaved in Keto today.

The Lizard Men quickly returned to their ancestral homelands throughout the great continent of Fälgorna and even now plan for the liberation of their most valued brothers still enslaved in Keto. L'lzak is revered as a god by the Lizard Men and is the patron of all those who would end slavery.

No Lizard Man priest or wizard will ever use spells from the charm sphere or the charm school that give them the ability to forcibly exert their will on another sentient being

(as former slaves they abhor this type of magic), nor will they use magical items that duplicate this effect. For similar reasons, Lizard Men never use psionics, though they have the inherent potential to utilize these powers of the mind. Lizard Men never keep slaves and when possible free slaves of any race when able to do so.

Lizard Men have a natural Armor Class of 5 and armors that provide less protection than AC 5 only lower their Armor Class by one point. For example, a Lizard Man wearing leather armor would have an AC 4, plus his Dexterity bonus. Lizard Men also have the ability to fight using natural attacks when using no weapons they may attack with two claws for 1d2/1d2 and a tail for 1d6. If using weapons they may take a tail attack in addition to their normal weapon attacks.

Lizard Men have 60' infravision and can see underwater as clearly as on the surface. They swim at MV 12 and move on land at MV 6. Lizard Men cannot breath water but can hold their breath for a one round per point of Constitution/Health. For every two additional rounds that a Lizard Man holds his breath he must make a Constitution/Health check at a -1 cumulative penalty to avoid drowning.

Lizard Men may begin play knowing how to speak their own guttural language and the Trade Tongue. They may also start with an additional human language and the ability to speak with reptiles.

Lizard Men NPCs tend toward Neutral Good alignment, but PC Lizard Men can be of any alignment. All Lizard Men must choose a deity.

Lizard Men modify their ability scores as follows: Strength +1, Constitution +2, Wisdom +1, Intelligence -2, Dexterity -1, Charisma -1.

Orc

Among the various humanoid races, orcs are the most numerous. They dwell in almost every locality of Fälgorna. As often as not they live in 'peaceful' coexistence with their human and demihuman neighbors. That is they are not necessarily in an open state of warfare with the people who live in the same area as they do, but nevertheless, the orcs incessantly raid poorly defended settlements and merchant caravans. Most realms allow orcs to enter their cities and towns unmolested, but they are unwelcome guests and treated with disdain.

Orcs view the world in a short-term perspective. They usually see only one side of a problem or argument — their side. They react quickly and ask questions later. Orcish adventurers will almost always be male, because females are viewed as little more than breeding machines and have such low self esteem that they would never have the necessary self-reliance to lead an adventuring life.

Orcish behavior can be summarized as totally unethical. Their rudeness and bawdy sense of humor is as legendary

as their manipulative personalities and proclivity for treachery. They tend to be Lawful Evil in alignment and orcs of other alignments are very rare. They live by the golden rule of orcdom, "Do unto others before they do unto you — especially if they are weaker." Orcs often join adventuring companies with the sole goal of killing their weakened comrades on the journey home and absconding with all the loot.

If orcs hate anything more than elves, it's orcs from other tribes. Tribal membership is all important in the life of an orc. Each orc tribe has distinguishing characteristics and its own tribal dialect. Roll below on Table 2.2.2 to determine the orcish tribe to which a character belongs.

Orcs speak their own tribal dialect and may speak the Trade Tongue, Goblin, Hobgoblin, Ogre, Dwarf and Elf.

Orcs are fierce warriors and can inflict 1d6 points of damage on an opponent in unarmed combat. When fighting within 60 yards of their tribal standard they receive a +1 bonus to hit.

All orcs have infravision with a range of 60'. Despite their fighting prowess, orcs detest sunlight and suffer a -1 penalty when fighting in it.



Orcish warlord

Orcs are capable miners and receive 120 racial skill points which they can use to learn the following skills: Detect Sloping Passages and Detect New Construction.

Orcs receive a +1 bonus to the ability scores of Strength, Constitution and Ego and suffer a -1 penalty to Dexterity and -2 penalty to Charisma.

Half-Orc

Half-orcs player characters tend to be more human in nature than orcish, still they have inherited many of the less desirable qualities of their orcish ancestors. Orcs can breed

with most other races and produce many mongrel offspring. About 10 percent of the human-orc offspring can pass for human, this is the variety of half-orc that may be played as a PC race.

Half-orcs may speak the Trade Tongue, Orchish, and a human tongue at first-level. They also have 60' infravision. Half-orcs inherit none of the other traits of their orcish ancestors. They are, however, allowed to roll for a special ability (like humans) on the tables in Chapter 4

Half-orcs receive a +1 bonus to Strength and constitution and a -2 penalty to Charisma. They may be of any alignment, though they tend toward Lawful Evil.

Table 2.2.2: Orcish tribe

d12 + d4	Tribe/Notes
2	Urk-ta-mai: Garon-Bor; Very vicious, +1 to hit with axes and swords, no penalty for fighting in sunlight
3	Black Skull: Upper Spineridge Mountains; Receive Underground Survival as a bonus skill
4	Death Finger: Rone Hills; Ability to brew the poison <i>Chayapa</i>
5	Ruinous Renegades: Lower Spineridge Mountains & Ravencraft; Receive bonus skills of Fire-building and Looting
6	Black Blood: Dark Forest; Receive bonus skill of Set Snares and prerequisite skill Rope Use (50%)
7	Severed Limb: Dislit Swamp; Receive Swimming as a bonus skill
8	Azog-bull: Northern Roland; Receive Desert Survival and Alertness as bonus skills
9	Balog-du: Coltus; Overwhelming Eriador dwarves, +1 to hit dwarves
10	Veka-kri: Dark Forest; Able to brew <i>Blue Lotus</i> poison; Able to climb trees unassisted — base 65% chance
11	Sinta-kwin: Bleakwood; Ability to communicate empathically with wolves
12	Cara-su: Stickwood; +1 to hit with long and short bows
13	Hardek-gooll: Misty Mountains; Kept in check by Tumanzahar dwarves; Receive bonus skill of Running
14	Vile Rune: Krakeland Swamp; Religious fanatics, 10% per chance per round of combat of going berserk (+2 to hit -2 to armor class)
15	Bloody Head: Upper Black Mountains; +1 to hit with two-handed battle axe
16	Leprous Hand: White Ice & Boulder Hills; Receive bonus skills of Animal Handling (worgs only) and Sledding (worg drawn)
17	Broken Bone: Lower Black Mountains & Het; At constant war with Khuzduun dwarves, +1 to hit dwarves
18	Death Moon: Black Hills & Het; As the Broken Bone tribe but more powerful and numerous
19	Evil Eye: Theocracy of the Eye; Have ability to use demoralizing battle cry that will cause creatures of 1 HD or less to save vs. spell or freeze in panic for 1 round
20	Rotting Eye: Theocracy of the Eye; Same as the Evil Eye tribe
21	Grinning Skull: Pel; Receive bonus skill of Land-based Riding (horse)
22	Withered Hand: Dark Forest, use a green and rust red fletching pattern on their arrows; able to brew a sleep poison, <i>Wytherhan</i> , onset time 1d4 rounds, runs course in 1 round, causes sleep for 2d4 turns if a save vs. poison in failed at -2.
23-24	Lesser tribe

2.3 Character traits

Characteristics like height, weight, age, eye color and hair color help make a character more than just a piece of paper. Every character has these traits, but they are often ignored by players. In Fälgorna, players should either select these traits from the ranges listed for their character's race or roll on the tables below to determine these traits randomly.

Character age

The age of a character can play an important part in the game. Not only can the character's age provide a useful guide for roleplaying, it also effects the character's ability scores as the character advances in age. Also, certain monsters and spells cause a character to age unnaturally, ultimately leading to an early grave. Players should consult the tables below to determine a character's starting age or they may with the DM's approval choose any age as a starting age for their character. Characters that start in an age category other than mature should modify ability scores appropriately before beginning play.



Table 2.3.0: Character starting age

Human	
Arrakian	15 + 1d8
Balishe	16 + 1d8
Eradan	15 + 1d8
Fälgornian	15 + 1d8
Juad	15 + 1d8
Peradian	15 + 1d8
Sul	15 + 1d8
Demihumans	
Dwarf	
Deep	50 + 5d6
Duergar	50 + 5d6
Hill	40 + 5d6
Mountain	50 + 5d6
Mul	14 + 1d8
Elf	
Drow	60 + 5d10
Elberethi	125 + 5d10
Oceanus	125 + 5d10
Oldanquasti	60 + 5d10
Paladian	85 + 5d10
Variquesti	150 + d00
Half-elf	25 + 3d10
Gnome	
Forest	80 + 6d10
Rock	60 + 6d10
Svirfneblin	40 + 3d10
Halfling	
Furchin	14 + 1d8
Hairfoot	18 + 1d8
Stout	18 + 1d10
Talfellow	28 + 1d12
Wild	25 + 1d10
Uldra	75 + 5d6
Humanoids	
Goblin	7 + 1d4
Half-ogre	14 + 1d8
Hobgoblin	14 + 1d6
Kobold	18 + 1d8
Lizardman	16 + 1d12
Orc	6 + 1d6
Half-orc	13+1d6

Table 2.3.1: Age categories

Race	Childhood	Adolescence	Adulthood	Middle Age	Old Age	Venerable Age
Human						
Arrakian	0-13	14-19	20-44	45-59	60-89	90-120
Balishe	0-13	14-20	21-47	48-62	63-95	96-125
Eradan	0-13	14-19	20-44	45-59	60-89	90-120
Fälgornian	0-12	13-19	20-44	45-59	60-89	90-125
Juad	0-13	14-19	20-44	45-59	60-89	90-120
Peradian	0-13	14-19	20-44	45-59	60-89	90-120
Sul	0-13	14-19	20-49	50-64	65-99	100-140
Dwarf						
Deep	0-40	40-59	60-189	190-249	250-379	380-480
Duergar	0-39	40-59	60-199	200-264	265-399	400-525
Hill	0-34	35-49	50-174	175-229	230-349	350-450
Mountain	0-39	40-59	60-199	200-264	265-399	400-525
Mul	0-12	13-19	20-39	40-59	60-79	80-100
Elf						
Drow	0-49	50-79	80-399	400-599	600-799	800-1000
Elberethi	0-99	100-149	150-824	825-1089	1090-1649	1650-2100
Oceanus	0-74	75-149	150-499	500-664	665-999	1000-1200
Oldanquasti	0-49	50-79	80-424	425-564	565-849	850-1050
Paladian	0-74	75-109	110-774	775-1024	1025-1549	1550-2000
Variquesti	0-150	151-199	200-1499	1500-1999	2000-2949	2950-3700
Half-elf	0-19	20-39	40-124	125-164	165-249	250-325
Gnome						
Forest	0-74	75-109	110-359	360-474	475-719	720-900
Rock	0-49	50-89	90-299	300-399	400-599	600-750
Svirfneblin	0-36	37-54	55-179	180-234	235-359	360-450
Halfling						
Furchin	0-11	12-18	19-38	39-49	59-76	77-102
Hairfoot	0-15	16-23	24-48	49-63	64-96	97-130
Stout	0-16	17-24	25-49	50-65	66-99	100-135
Tallfellow	0-23	24-37	38-74	75-98	99-149	150-200
Wild	0-18	19-29	30-59	60-79	80-119	120-160
Uldra	0-49	50-99	100-444	450-599	600-899	900-1000
Humanoids						
Goblin	0-5	6-9	10-19	20-26	27-39	40-60
Half-ogre	0-11	12-18	19-54	55-71	72-109	110-140
Hobgoblin	0-9	10-17	18-39	40-59	60-79	80-100
Kobold	0-16	17-23	24-47	48-61	62-94	95-135
Lizardman	0-12	12-24	25-54	55-72	73-109	110-140
Orc	0-4	5-9	10-16	17-22	23-34	35-46
Half-orc	0-11	12-15	16-29	30-44	45-59	60-80

Middle age: Subtract one point of Strength and Constitution; add one point of Intelligence and Wisdom.

Old age: Subtract two points of Strength and Dexterity, and one point of Constitution; add one point of Wisdom.

Venerable: Subtract one point of Strength, Dexterity, and Constitution; add one point of Intelligence and Wisdom.