

# Credits

**Author:** Douglas Sun;

**Editors:** Heike A. Kubasch, Tim Dugger;

**Cover Art:** James Ryman;

**Interior Art:** Toren “MacBin” Atkinson, Peter Bergting, David Bezzina, John Dollar, Mike Jackson, Jeff Laubenstein, Larry MacDougall, Keirston Vande Kraats, Colin Thom;

**Art Direction:** Jeff Laubenstein;

**Pagemaking:** Sherry Robinson;

**Proofreading:** THE Howard Huggins, Lori Dugger, Bruce Neidlinger;

**Races & Cultures Copyright © 2004, 2011 Aurigas Aldebaron LLC.** Produced, published and distributed by **Guild Companion Publications Ltd.** All rights reserved.

Purchasers of the pdf version of this product are entitled to print one copy from the pdf for personal use.

Print editions are also produced through

**OneBookShelf.** All other reproduction, re-selling, and redistribution of this work are strictly and expressly forbidden without written permission from **Guild Companion Publications Ltd.**

**Iron Crown Enterprises, I.C.E., ICE, Rolemaster, Races & Cultures** and all products related thereto, are all trademark and copyright © properties of **Aurigas Aldebaron LLC**, Charlottesville, Virginia 22902 USA. All rights reserved. Material derived from **Rolemaster** and associated products is used in this product under license from **Aurigas Aldebaron.** **Shadow World®** is a registered trademark of **Terry Kevin Amthor.** All rights reserved.

**Guild Companion Publications Ltd** is registered in England and Wales under No 7894505. Registered office: 77 Speedwell Close, Cambridge CB1 9YS

Stock Number: **GCP-RM-1019:5816**



# Contents

Introduction .....	4	Sohleugir (Lizardmen)/Saurkur .....	75
<b>Part I: Races</b> .....	<b>6</b>	Sohleugir .....	75
Languages in Shadow World .....	6	Saurkur .....	77
Men in Shadow World .....	7	Troglydyes/Trogli .....	78
Centaur .....	7	Urlocs .....	80
Horse Centaur .....	8	Vulfen (Wolfmen) .....	81
Lion Centaur .....	9	<b>Part II: Cultures</b> .....	<b>83</b>
Lizard Centaur .....	10	A Note on Cities .....	83
Droloi .....	11	Aerial .....	84
Dwarves .....	12	Aquatic .....	86
Elves .....	15	Arctic .....	89
Wood Elves .....	15	Desert .....	91
Grey Elves .....	17	Highland .....	95
High Elves .....	18	Littoral .....	98
Dyari .....	19	Mining .....	101
Erlini .....	20	Plains .....	104
Linaeri .....	22	Rural .....	106
Loari .....	23	Subterranean .....	109
Shuluri .....	24	Sylvan .....	112
Fey .....	25	<b>Part III: Creating Characters</b> .....	<b>118</b>
Dwelfs .....	26	Example 1: A Priest of the	
Satyrs (Fauns) .....	27	Sun on the Rise .....	118
Tylweth Teg (Peries) .....	28	Example 2: S'ta the	
Lennai .....	29	Lizardman Pirate .....	121
Garks .....	31	Fillings in the Context .....	124
Gnomes .....	32	<b>Index</b> .....	<b>125</b>
Goblinoids .....	34		
Goblins .....	34		
Hobgoblins .....	36		
Kobolds .....	37		
Murlogi .....	38		
Gratar .....	38		
Black Gratar .....	39		
Green Gratar .....	40		
Grey Gratar .....	41		
Yellow Gratar .....	42		
Half-Elves .....	43		
Eritari .....	44		
Ky'taari .....	45		
Punkari .....	46		
Sulini .....	47		
Vorloi .....	48		
Halflings .....	49		
Half-Orcs .....	51		
Hira'razhir/Hirazi .....	53		
Hira'razhir .....	53		
Hirazi .....	54		
Idivya .....	55		
Jhordi .....	57		
Men .....	58		
Common Men .....	58		
High Men .....	60		
Mixed Men .....	61		
Laan .....	62		
Umli .....	64		
Mermen .....	65		
Orcs .....	67		
Common Orcs .....	67		
Greater Orcs .....	69		
Lesser Lugrôki .....	70		
Greater Lugrôki .....	71		
Quishadi .....	72		
Shuikmar (Sharkmen) .....	73		



# INTRODUCTION



## WHAT'S NEW ABOUT THIS BOOK

*Races & Cultures* dramatically expands the range of races considered appropriate for player characters. Would you like to play a character who isn't a Human, an Elf, a Dwarf or a Halfling? Have you ever wondered what it would be like to play a Quishadi or a Merman? This book will help you find out by giving you guidelines for creating characters using those races that have seldom—if ever before—considered likely PC races.

Just as importantly, *Races & Cultures* marks a substantial departure from the way that *Rolemaster* has handled in the past the matter of a character's racial and cultural influences. In both *Rolemaster Fantasy Roleplaying* and *Character Law*, race and culture, though theoretically separate concepts, are in fact tightly integrated. For the most part, each race has its own distinct culture, regardless of where a given community lives and what it does to sustain itself. Under this conception of race and culture, a Dwarf who lives in a mining community hidden in the hills all of his life is subject to the same exact set of cultural influences as a Dwarf who was raised in a bustling, ethnically diverse metropolis.

*Races & Cultures* explicitly separates race and culture into two separate templates, allowing you to mix and match one template from each category when you are creating a character. This creates a much broader range of possibilities for the character creation process.

## WHAT IS RACE AND WHAT IS CULTURE?

The race templates present information that is inherent in a race's biology or physiology, as well as racial characteristics that act as modifiers on whatever

cultural template you choose for your character. The former includes aspects of physical appearance such as average height and weight, as well as biological traits such as average life span. Unusual qualities, such as special resistance bonuses or special abilities, also fall under this description.

Culture modifiers for each race include racial predispositions such as religious practice, instinctive biases for or against other races, preferred professions (if any) and special skills (if any). While these aspects of character might seem to fall under discussions of culture, it is worth acknowledging that (as far as *Rolemaster* goes) some apparently cultural factors are heavily influenced by inherent racial characteristics. Language falls under this heading also in that many races have their own unique language (in *Shadow World*, practically every race has its own language). Similarly, the racial templates include background options to acknowledge the influence of racial differences on aspects of character that might seem cultural. If this seems to fudge the distinction between race and culture, keep in mind that race templates and culture templates are supposed to be blended together anyway. Finally, the racial templates acknowledge the fact that races almost never spread themselves around willy-nilly no matter what setting you use, and that certain races gravitate toward certain culture templates, for whatever reason.

The culture templates concentrate on characteristics that follow from environment or way of life instead of biology or physiology. Almost all of the 11 templates define themselves strictly by a type of physical environment: Arctic, Desert, Sylvan, and so

on. Two templates, Mining and Rural, describe a way of life closely tied to a certain type of terrain.

These characteristics include manner of dress, collective hopes, fears and prejudices, as well as predominant religious beliefs, social patterns, preferred professions and hobbies, and background options. Culture templates also have some languages attached to them, allowing for the fact that environment can influence both the number and nature of non-native languages that a character knows. Sub-cultural templates nested within the major culture templates allow for some variations in lifestyle on each cultural theme. They allow you to fine-tune your PC, and to trade off some advantages for others that are unique to that sub-culture. All in all, culture templates acknowledge that communities that live in similar physical environments share characteristics that cut across racial boundaries. For instance, the Desert template accounts for the fact that a Common Man raised by a tribe of desert nomads shares just as much with a Half-Orc who also hails from a desert tribe as he does with another Common Man who has lived all of his life on a farm in a lush mountain valley.

### MESHING RACES AND CULTURES WITH SHADOW WORLD

*Races & Cultures* expands on many of the important races described in the *Shadow World Master Atlas*, giving you the same amount of information on them that is available for the *RMFRP* and *ChL* core races. Not all of the Shadow World races are described here, but all of the races that overlap with standard *Rolemaster* races or monsters are represented, as well as a scattering of mortal, immortal and even alien races.

### A NOTE ON THE CONTENTS

Part I provides 24 racial templates for use with *Rolemaster*. *Rolemaster* veterans should note that all of the basic races described in *RMFRP* and *ChL* are present, but some racial classifications have been combined and reclassified. High Men and Common Men are folded into a single entry for Men. Wood Elves, High Elves and Grey Elves are all folded into a single entry for Elves. Greater Orcs and Common Orcs are combined into a single entry for Orcs. This reclassification does not erase the distinctions between these various sub-races, and you'll find that all of the new entries preserve a sense of how Wood Elves differ from Grey Elves, and so on. Half-Elves and Half-Orcs remain separate races.

Condensing the standard races creates room to discuss how you might use some of the unusual races from *Creatures & Monsters* to create PCs. Part I of *Races & Cultures* includes entries for 15 monster races from *C&M*, including Centaurs, Sohleugir, Shuikmar and Urlocs, and treats them with the same depth as the standard character races.

Many of these races overlap with races described in the *Shadow World Master Atlas*, and those cases are so noted. Troglydtes in *C&M* bear great similarities to the Trogli in the Shadow World, and so one entry suffices for both. The same is true of Mermen in *C&M* and

Mermen/Merfolk in the Shadow World, and so on. Part I of *Races and Cultures* also covers five exotic races that are unique to the Shadow World: the Droloi, Jhordi, Laan, Lennai, and Umli. Of these, the Laan and the Umli are folded into the entry for Men, since they are two of the Shadow World's mortal 'mannish' races.

Part II provides 11 culture templates and a variety of sub-cultural variations on those templates with which you can mix and match racial templates, as appropriate. They cover a broad range of archetypes that are based either on the environment in which the group lives, the group's predominant way of making a living, or both. Part II also provides a chart showing adolescent development ranks for each template.

Part III walks you through the character creation process, incorporating the changes described in this book to how *Rolemaster* conceives of race and culture. It doesn't dwell on the parts of the process already familiar to experienced *Rolemaster* players, but provides concrete examples of how to use the information in *Races and Cultures*.

### A NOTE ON ABBREVIATIONS

This work uses abbreviations as a shorthand way of referencing certain *Rolemaster* core books and source books, as well as certain game terms. Here is a key to them:

#### Game Systems and Supplements

C&M	Creatures and Monsters
ChL	Character Law
R&C	Races and Cultures
RMFRP	Rolemaster Fantasy Roleplaying
SWMA	Shadow World Master Atlas

#### Character Attributes

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
In	Intuition
Me	Memory
Pr	Presence
Re	Reasoning
SD	Self Discipline
St	Strength

#### Game Terms

AT	Armor Type
DP	Development Point
gp	gold piece(s)
PC	Player Character
PP	Power Points
RR	Resistance Roll
sp	silver piece(s)
Stat	Statistic or Characteristic
GM	Game Master

## PART I: RACES

This section profiles 24 different races (and many different sub-races) from *RMFRP* and *SWMA*, although it should be noted that races that occur in both are consolidated into a single entry, even when they go by different names in each setting. Sub-races of the same race are also consolidated into one entry. So, for instance, Common Orcs and Greater Orcs are both discussed in a single entry, called “Orcs.” Since the Lugrôki of the Shadow World are almost identical to the Orcs of *RMFRP*, they are also folded into that entry, with the differences between them noted.

The topics covered within each entry explain themselves, for the most part. However, three topics deserve some preliminary discussion as to their whys and wherefores.

### LANGUAGES IN SHADOW WORLD

The *SWMA* does not comment extensively on the languages of Kulthea, so it is a good idea to discuss them at greater length here. Every race in the Shadow World has its own native racial tongue, which every character receives at creation at S8/W4. For a complete catalogue of these languages, consult the catalogue of races in *SWMA*. Mermen and other aquatic

races also share a common tongue called Undersea.

In addition, each of Kulthea’s major continents has its own regional language. These tongues represent the need for different communities who share the same living space to find a way to communicate with each other, even when they are of different races. They also reflect the tendency of neighboring communities to borrow words and concepts for each other when they speak different languages. These regional languages function as a *lingua franca* for the various corners of Kulthea. The principal languages are: Agyra, Emer, Falias, Folenn, Gaalt, Govon, Iyxia, Jaiman, Kelestia, Mulira, Murlis, Mythenia, Palia and Thuul.

Kulthea’s major extinct races, the Aldari, Jinteni and Worim, have their own distinct languages as well. They are all dead languages, as they are no longer widely spoken. But these tongues persist into the present day nonetheless, and those who have a scholarly interest in or ancestral connection to these races continue to study them. They are particularly useful for studying artifacts of Kulthea’s long-lost history.

Each of the five elite groups in Kulthea—the Loremasters, the Navigators, the Jerak Ahrenrath, the Dragonlords and the Heralds of Night—has their own guild



languages. These languages may be understood as private systems of communication consisting of obscure code words, hand signals, etc. that members of the organization use to interact discreetly when they are afraid of being overheard. These must be acquired, just like any Communication skill. They may never be chosen as a starting language, an adolescent development pick, or a background language

Three of Kulthea's languages have divine status. They represent, quite literally, the speech of the gods. Orhan is the language common to the Lords of Orhan and the Spirits of Orhan. Those spell-users who revere the Lords of Orhan and channel their power also know this language, although they are not always fluent in it. Nymphs have their own language, called Dryadic. Lennai, whose communities are headed by Dryads, speak Dryadic, and most Sylvan races have some members who know at least a little of it. The Dark Gods and Dark Spirits also have their own language, Charon. As with the devotees of the Lords of Orhan, spell-users who wish to channel the power of the Dark Gods know at least a little of that language.

Lastly, it is worth noting the tongues of Demons. There are various forms of Demonic language, and although they are utterly alien to the races of Kulthea, those who dare to summon and channel the fearful power of these beings must know how to speak them in order to accomplish this terrible purpose. All Demons of the Essaence share more or less the same language, so that knowing how to communicate with one type also allows you to communicate with the others. The different types of the Demons of the Void each have their own distinct language, however. Demons of the Pale, or Outsiders, speak Charon because of their close association with the Dark Gods. The various Demons of the Outer Planes and the Outer Void each speak their own separate language. No study of them has ever been made, because the very sound of them can drive a typical Kulthean mad.

## MEN IN SHADOW WORLD

The classification 'Men' means something rather different in *SWMA* than in *RMFRP*. 'Men,' as such, do not exist in the Shadow World. Instead, there are a wide variety of mortal races, encompassing a truly vast range of physical traits and cultural features. Nonetheless, most of these races are deemed to share enough in common so that they are considered 'Mannish.' Not all mortal races are Mannish, but most of them are. The Anzeti, Dúranaki, Fustir-Gost, Haid, Ilourians, Jaaderi, Jameri, Jineri, Kinsai, Kuluku, Laan, Lydians, Muradani, Ochu, Quaidu, Rasha-ai, Rhiani, Shay, Synshari, Syrkakar, Talath, Thesians, Umli, Y'kin, Y'nari and Zjedrahir are all Mannish, or human races.

Nevertheless, for the sake of easy reference, we have decided to lump Men and the Mannish races of *SWMA* together in one entry in *R&C*. The entry on Men discusses the two core races mentioned in *RMFRP* and their hybrid offspring mentioned in *ChL* (Common Men, High Men and Mixed Men), as well as two of the Shadow World Mannish races, the Laan and the Umli.

## TABLES

Each racial entry contains charts that should be familiar to every experienced *Rolemaster* player. They contain information needed for creating and running characters: stat bonus modifications, RR modifications, healing and injury, special progression, and movement and combat. However, since this book is aimed primarily at helping you create player characters, it should be noted that the entries for AT and Attacks are largely meaningless for that purpose. They reflect typical members of that race or sub-race, and should not restrict the individual choices that you make when you create a character. This information is useful for GMs when creating non-player characters, however.

## CENTAURS

Centaurs are intelligent beings whose upper bodies resemble that of a Man, but whose lower bodies resemble that of an animal. In *RMFRP* there are seven different sub-races of Centaur, with each named after the animal whom it most resembles in the lower body: Bull Centaurs, Deer Centaurs, Horse Centaurs, Lion Centaurs, Lizard Centaurs, Scorpion Centaurs and Spider Centaurs. Horse Centaurs, Lion Centaurs and Lizard Centaurs are described below in greater detail.

Centaurs in the Shadow World correspond closely to Horse Centaurs. They are reclusive by nature, having had unpleasant dealings with other intelligent races in the distant past. They live scattered throughout Kulthea, usually in small population groups. Their largest and most important concentration can be found in the Onel Hills region of Govon, where they live as herders. Here, their numbers have been growing in recent years. The Centaurs of the Onel Hills are unusually gregarious, and they also have their eye on expanding their domain.



## HORSE CENTAUR

Horse Centaurs are noted for their lack of interest in material possessions. They consider themselves a breed of philosophers and scholars, more interested in knowledge and wisdom than in wealth.

### PHYSICAL DESCRIPTION

**Build:** Horse Centaurs have the lower body of a horse and the upper body of a well-proportioned Man.

**Coloring:** Horse Centaurs have the full range of coloration available to horses in the lower body, while their upper body has human flesh tones.

**Endurance:** Normal.

**Height:** Horse Centaurs range in height from 6'6"-7'4".

**Life Span:** Horse Centaurs have an average life expectancy of 150 years.

**Resistance:** Normal

**Special Abilities:** None.

**Strengths and Weaknesses:** Among Centaurs, Horse Centaurs make the best Healers and Mystics because of their strong bonuses in Intuition and Presence.

### CULTURE MODIFIERS

**Languages:** *Starting Languages:* All Centaurs speak a common language that varies only slightly between sub-races. They receive Centaur-speech (S8/W6) as a starting language. *Allowed Adolescent Development:* Horse Centaurs receive Centaur-speech (S10/W10), Common-speech (S6/W6) and Plains-speech (S6/W6).

**Prejudices:** Horse Centaurs do not get along terribly well with Bull Centaurs. Otherwise, as is the case with most Centaur sub-races, they have no unusual prejudices.

**Religious Attitudes:** Horse Centaurs show no unusual religious tendencies.

**Preferred Professions:** None, and none prohibited.

**Special Skills:** *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics, Gymnastics.

### TYPICAL CULTURES

As a general rule, Horse Centaurs should use the Plains template. In the Shadow World, Centaurs may use the Highland, Plains, Rural or Sylvan templates, depending on where and how they live. The Centaurs of the Onel Hills, for instance, should use the Highlands template, since they live as herders in a hilly area that is sufficiently fertile to support them, but not lush enough to generate excess food stocks.

### CHARACTER CONCEPTS

A Horse Centaur might be a Mystic or a Healer who answers a request for his particular professional skills.

### BACKGROUND OPTIONS

Horse Centaurs receive five background options.

**Extra Languages:** In addition to the tongues listed above: Common-speech (S8/W8) and High-speech (S6/W6).

**Extra Money:** Any coins, gems or jeweled objects.

**Special Items:** All are available.

**Talents:** Centaurs may not choose Extra Limbs (+3); they have six limbs as it is, so having that many extras would only make them clumsier. Otherwise, all are available.



HORSE CENTAUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	-5	0•8•6•4•2
CO	+2	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	+4	+10	0•6•5•4•3
PR	+4	Disease	Mentalism PP
QU	-2	+15	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-5	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
110		Dash/10	
AT (DB)	Size/Crit	Speed MA/AQ	
3(25)	M/-	FA/MD	
Attacks		50 Melee/60 Missile	

## LION CENTAUR

Lion Centaurs are proud—some would say haughty—by nature. Their society is rigid and hierarchical in that they generally settle disputes by contests, whether martial, athletic or otherwise. In these rituals, emerging victorious is all-important, as the loser feels intense pressure to exile himself from the community, or even commit suicide to atone for his disgrace.

Lion Centaurs are social beings in that they do not like to live alone. Within larger settlements, they tend to congregate in extended families that can resemble lion hunting packs in their structure.

### PHYSICAL DESCRIPTION

**Build:** Lion Centaurs have the lower body of a lion and the upper body of a Man. Both males and females alike have fair hair that they allow to grow long and flowing.

**Coloring:** Coloration for Lion Centaurs depends from the latitude to which they are native, with those who live closest to the equator having hides that are tan or golden brown. Lion Centaurs, who live in the far North or South, on the other hand, may have white hides.

**Endurance:** Normal.

**Height:** Lion Centaurs range in height from 5'6"-6'7".

**Life Span:** Lion Centaurs have an average life expectancy of 100 years.

**Resistance:** Normal

**Special Abilities:** *Natural Attack:* Lion Centaurs have retractable claws that they may use instead of melee weapons. They may make unarmed attacks as *Medium Claw* attacks.

**Strengths and Weaknesses:** Among Centaurs, Lion Centaurs make the best Fighters because they have the best Strength and Constitution bonuses, as well as their fearsome claw attack.

### CULTURE MODIFIERS

**Languages:** *Starting Languages:* Centaur-speech (S8/W6). *Allowed Adolescent Development:* Lion Centaurs receive Centaur-speech (S10/W10), Common-speech (S6/W6) and Plains-speech (S6/W6).

**Prejudices:** Lion Centaurs are proud by nature, but have no particular racial prejudices.

**Religious Attitudes:** Lion Centaurs show no unusual religious tendencies.

**Preferred Professions:** None, and none prohibited.

**Special Skills:** *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics, Gymnastics.

### TYPICAL CULTURES

As a general rule, Lion Centaurs should use the Plains template. They normally live on semi-arid plains and savannahs.

### CHARACTER CONCEPTS

Lion Centaurs make good Fighters. They are strong and hardy, and proud and fierce by temperament. A good Fighter of either sub-race would have the respect of his tribe, no matter what his formal rank. Because of that, it would be hard to refuse a challenge of the sort that an invitation to adventure would present. Regardless of whether or not he really wanted to leave home, a Centaur Fighter could not turn down the opportunity to go on an interesting quest. The shame of refusal would be too much to bear. Alternately, a Centaur Fighter might leave home for an adventurer's life by compulsion, having lost a single combat with another Centaur. His tribe would then cast him into exile, and he would consider himself lucky to escape with that.

### BACKGROUND OPTIONS

Lion Centaurs receive five background options.

**Extra Languages:** In addition to the tongues listed above: Common-speech (S8/W8) and High-speech (S6/W6).

**Extra Money:** Any coins, gems or jeweled objects.

**Special Items:** All are available.

**Talents:** Centaurs may not choose Extra Limbs (+3); they have six limbs as it is, so having that many extras would only make them clumsier. Otherwise, all are available.



LION CENTAUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	0	-5	0•9•6•5•3
CO	+4	Essence	Arcane PP
ME	0	-5	0•5•4•3•2
RE	-2	Mentalism	Channeling PP
SD	0	-5	0•5•4•3•2
EM	-2	Poison	Essence PP
IN	0	+15	0•5•4•3•2
PR	+4	Disease	Mentalism PP
QU	0	+20	0•6•5•4•3
ST	+6	Psionic	Psionic PP
AP	-5	-10	0•6•5•4•3
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
90		Dash/10	
AT (DB)	Size/Crit	Speed MA/AQ	
3(30s)	M/-	MF/MF	
Attacks		75 Melee/40 Missile	

## LIZARD CENTAUR

Lizard Centaurs are loners. They usually live by themselves or in small groups, gathering into larger communities only for rare ceremonial occasions. Some spend their lives wandering the world, searching for knowledge and adventure. They have been known to live among the Sohleugir, for whom they have some fellow feeling.

### PHYSICAL DESCRIPTION

**Build:** Lizard Centaurs have the lower body of a four-legged reptile with thick legs and muscular thighs.

**Coloring:** The scaly lower bodies of Lizard Centaurs are usually mottled green, gray, black and blue.

**Endurance:** Normal.

**Height:** Lizard Centaurs range in height from 5'3"-6'10".

**Life Span:** Horse Centaurs have an average life expectancy of 150 years.

**Resistance:** Normal

**Special Abilities:** None.

**Strengths and Weaknesses:** Among Centaurs, Lizard Centaurs make the best Monks.

### CULTURE MODIFIERS

**Languages:** *Starting Languages:* All Centaurs speak a common language that varies only slightly between sub-races. They receive Centaur-speech (S8/W6) as a starting language. *Allowed Adolescent Develop-*

*ment:* Centaur-speech (S10/W10), Common-speech (S6/W6) and Sea-speech (S6/W6).

**Prejudices:** Lizard Centaurs feel comfortable living among Sohleugir. Otherwise, as is the case with most Centaur sub-races, they have no unusual prejudices.

**Religious Attitudes:** Lizard Centaurs show no unusual religious tendencies.

**Preferred Professions:** None, and none prohibited.

**Special Skills:** *Everyman:* Foraging, Hiding, Hunting, Stalking, Tracking. *Restricted:* All Athletics, Gymnastics.

### TYPICAL CULTURES

Lizard Centaurs usually congregate in coastal areas, so they should use the Littoral template.

### CHARACTER CONCEPTS

Lizard Centaurs are wanderers by nature, so they adapt to an adventurer's life more easily than other Centaurs. A Lizard Centaur Monk might decide to travel the world just for the amusement of it. As a Monk, he has little attachment to worldly things anyway, and he would not hesitate to pick up and leave for a place or a quest that interested him.

### BACKGROUND OPTIONS

Lizard Centaurs receive five background options.

**Extra Languages:** In addition to the tongues listed above: Common-speech (S8/W8) and High-speech (S6/W6).

LIZARD CENTAUR RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	-5	0•9•6•5•3
CO	+4	Essence	Arcane PP
ME	0	-5	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	+2	-5	0•6•5•4•3
EM	0	Poison	Essence PP
IN	+2	+10	0•6•5•4•3
PR	+2	Disease	Mentalism PP
QU	-2	+15	0•7•6•5•4
ST	+4	Psionic	Psionic PP
AP	-10	-5	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1
Languages		Background Options	
4		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
60		FSpt/10	
AT (DB)	Size/Crit	Speed MA/AQ	
10(25)	M/-	MF/MF	
Attacks		50 Melee/30 Missile	

**Extra Money:** Any coins, gems or jeweled objects.

**Special Items:** All are available.

**Talents:** Centaurs may not choose Extra Limbs (+3); they have six limbs as it is, so having that many extras would only make them clumsier. Otherwise, all are available.

## DROLOI

The Droloi are a strange and disquieting presence in the Shadow World. While they are not the most alien race in terms of their appearance or behavior (the Krylites and the Saurkur are generally regarded as more strange), one look at them can inspire the belief that some part of their ancestry comes from outside Kulthea. The fact that they have four dark, protruding eyes (one pair positioned above the other) probably explains much of this prejudice, but on the whole, Droloi do not make an aesthetically pleasing package.

Droloi are unique to the Shadow World. They have no large or terribly important population centers, not even in the Ash Lairs. Instead, they live in small groups scattered around Kulthea.

### PHYSICAL DESCRIPTION

**Build:** Droloi are human in shape, but have long, clawed hands and disproportionately large feet. They weigh 100 pounds on average.

**Coloring:** Droloi have pale, leathery skin and dark eyes. They have no body or head hair.

**Endurance:** Normal.

**Height:** Droloi range in height from 4'6"-5'8".

**Life Span:** Droloi have an average life expectancy of 100 years.

**Resistance:** Droloi have an unusual tolerance for natural cold. They receive +20 DB and RR bonuses versus cold attacks, unless the temperature of the cold attack is below freezing.

#### Special Abilities:

- *Dark Vision:* Droloi have a truly extraordinary ability to see in the dark, the benefit of their natural acclimation to living out of the light, as well as having four eyes. They can see on a starlit or moonlit night as if it were broad daylight. Even in pitch dark (non-magical) they can see up to 50' perfectly and up to 100' reasonably well.
- They suffer no penalties in broad daylight.
- *Natural Armor:* Their leathery skin gives an unarmored Droloi an AT of 3.
- *Natural Attack:* The sharp claws on their hands allow Droloi to make unarmed attacks as *Medium Claw* attacks.

**Strengths and Weaknesses:** Their night vision allows Droloi to function exceptionally well in caves and underground environments, and they do not have any corresponding weaknesses when operating in daylight.

Droloi work best as Fighters, as their strongest attributes (indeed, their only strong attributes), Strength and Constitution, correspond with those most important to that profession. They do not make the best Thieves, as they are relatively weak in Agility and Quickness. Also, their penalties to Presence and Appearance ensure that they are not as effective in social situations as most races.

### CULTURE MODIFIERS

**Language:** *Starting Languages:* Droloi (S8/W4) and native regional language (S8/W4). *Allowed Adolescent Development:* Droloi (S10/W10) and native regional language (S10/W10).

**Prejudices:** Droloi have no particular prejudices, and despite their general reputation, they are not a particularly evil race. They will fight back if attacked, just like anyone else, but they carry no unusual malice in their hearts. They do, however, have a Subterranean race's natural bias against above ground races.

**Religious Attitudes:** Droloi are very cryptic with outsiders when it comes to their religious beliefs. They hint, but never say explicitly, that they worship the Dark Gods. This leads many outsiders to assume that they have an evil nature, even though they do not.

**Preferred Professions:** Droloi favor no single profession, nor are any prohibited to them.

**Special Skills:** *Everyman:* Natural Attack. *Restricted:* None.

**Typical Cultures:** One may describe Droloi as beings of darkness in a very literal sense, as well as for the fact that they are widely believed to be the spawn of Demons and mortals. They live underground and in caverns, so the Subterranean template makes the most sense for them. Only rarely will you find them living above ground, and their freakish appearance makes it difficult for them to live comfortably in cities.

### CHARACTER CONCEPTS

Droloi are not terribly popular, even among other Subterranean races (and Subterranean races in general are not terribly popular with surface dwellers). In the volatile political ecology of the Ash Lairs, therefore, Droloi must devote themselves to the protection of their race, no matter what their profession. It is rare that a Droloi would consent to leave home, but it is possible that he would do so on an errand to help his community, or if offered a suitable reward to serve as a guide.

### BACKGROUND OPTIONS

Droloi receive five background options.

**Extra Languages:** Charon (S4/W4) and Murlogi (S4/W4).

**Extra Money:** Gems.

**Special Items:** All are available.

**Talents:** All are available.

DROLOI RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	0	0•7•4•2•1
CO	+2	Essence	Arcane PP
ME	0	0	0•6•5•4•3
RE	0	Mentalism	Channeling PP
SD	0	0	0•6•5•4•3
EM	0	Poison	Essence PP
IN	0	-10	0•6•5•4•3
PR	-4	Disease	Mentalism PP
QU	-2	-15	0•7•6•5•4
ST	+2	Psionic	Psionic PP
AP	-20	0	0•7•6•5•4
Soul Departure		Race Type	Recovery X
10		2	1.5
Languages		Background Options	
3		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Spt/10	
AT (DB)	Size/Crit	Speed MA/AQ	
3(30)	M/-	MD/MD	
Attacks		60 Melee/30 Missile	

## DWARVES

As a race, Dwarves have a universal reputation for ruggedness, practicality, unwavering loyalty, and stubbornness. They are intensely clan-like and stand up for their fellow Dwarves regardless of circumstance and come what may. Most Dwarves live among rocky highlands and mountain caverns, where they mine the earth for its riches. They love precious metals and gems, but also recognize the value of common industrial metals. They are superior craftsmen, and the keenness and strength of their weapons, as well as the beauty and power of their artifacts, are the stuff of legends.

Dwarves have an unusually high ratio (2 to 1) of males to females. As a consequence, their rate of reproduction is unusually low. Dwarven women are rarely seen in public.

Dwarves in the Shadow World are also known as Nomari. In outward appearance, there are no real differences between the Dwarves in *RMFRP* and Dwarves in the Shadow World. There are physiological differences, and they are noted in Resistance and Special Abilities (see below). There are also some important cultural distinctions, which are noted below.

The great underground city of Burdok-Rhu on Falias is the most important Dwarven population center on Kulthea. The Dwarves who live in the surrounding mountain vales help support the city through extensive farming. Dwarves also live in Govon

in significant numbers. The city of Baku-jagum lies underneath the Wyrman Mountains, and the Dwarves also maintain five smaller cities underneath the Jomeloto range.

### PHYSICAL DESCRIPTION

**Build:** Both male and female Dwarves have stocky bodies with exceptionally strong limbs. Males average 150 pounds in weight. Females average 135 pounds.

**Coloring:** Dwarves have fair or ruddy complexions; they spend a lot of time underground and don't get out in the sunlight very much. They have black, red or brown hair.

**Endurance:** Dwarves have truly exceptional stamina. They receive a +21 bonus to exhaustion points.

**Height:** Male Dwarves average 4'9" in height. Females average 4'5".

**Life Span:** The average life expectancy of a Dwarf ranges from 200-400 years.

**Resistance:** Dwarves are famous for their physical toughness and their ability to withstand extreme conditions. They receive +30 DB and RR bonuses versus heat and cold attacks.

Dwarves in the Shadow World lack the ability to endure extreme cold, however. In fact, it makes them sluggish and they suffer -20 DB and RR penalties versus cold attacks. They can compensate for this weakness through hibernation (see Special Abilities, below), but this tactic is not without its drawbacks.

#### Special Abilities:

- *Dark Vision:* Dwarves possess an extraordinary ability to see in poor lighting conditions. Even in very dim light, they can see up to 50' perfectly, and reasonably well up to 100'. They can see 10' in total darkness (non-magical).
- *Hibernation (Nomari):* The Dwarves of Kulthea may cope with their vulnerability to extreme cold by voluntarily shutting down their bodies and going into a state of hibernation. In order to hibernate, they must find a quiet, sheltered place where they can rest undisturbed. While in this state, they lose their DB and RR penalties against cold attacks (see Resistance, above), but in all other respects they are inert and insensible, as if asleep. Unlike sleep, however, this state of hibernation may last for months or even years—as long as the hibernating Dwarf wishes. He awakens at will, and afterward he may ignore the DB and RR penalties against cold attacks for a period equal to the time that he just spent hibernating. He may also be woken up against his will.

**Strengths and Weaknesses:** Dwarves function exceptionally well in the darkness of caves and underground environments, as befits a race of

miners. Unlike many underground races, they are perfectly comfortable in direct sunlight as well.

Dwarves work best as Fighters, as two of their strongest attributes, Strength and Constitution, correspond with those most important to that profession. They do not make the best Thieves, as they are relatively weak in both Agility and Quickness. In fact, Fighter is the only profession for which strength in one key attribute is not offset by weakness in another. Also, their penalties to Presence and Appearance ensure that they are not terribly useful in social situations.

### CULTURE MODIFIERS

**Language:** *Starting Languages:* Among themselves, Dwarves speak Dwarvish (S8/W6). They guard

their native racial tongue as a secret that they keep among themselves, and they never use it around non-Dwarves. In mixed company, they use Common-speech (S5/W5) and sometimes Elvish (S4/W4). *Allowed Adolescent Development:* Dwarvish (S10/W10), Common-speech (S10/W10), Hill-speech (S2/W2), Plains-speech (Rank S6/W6) and Wood-speech (Rank S6/W6).

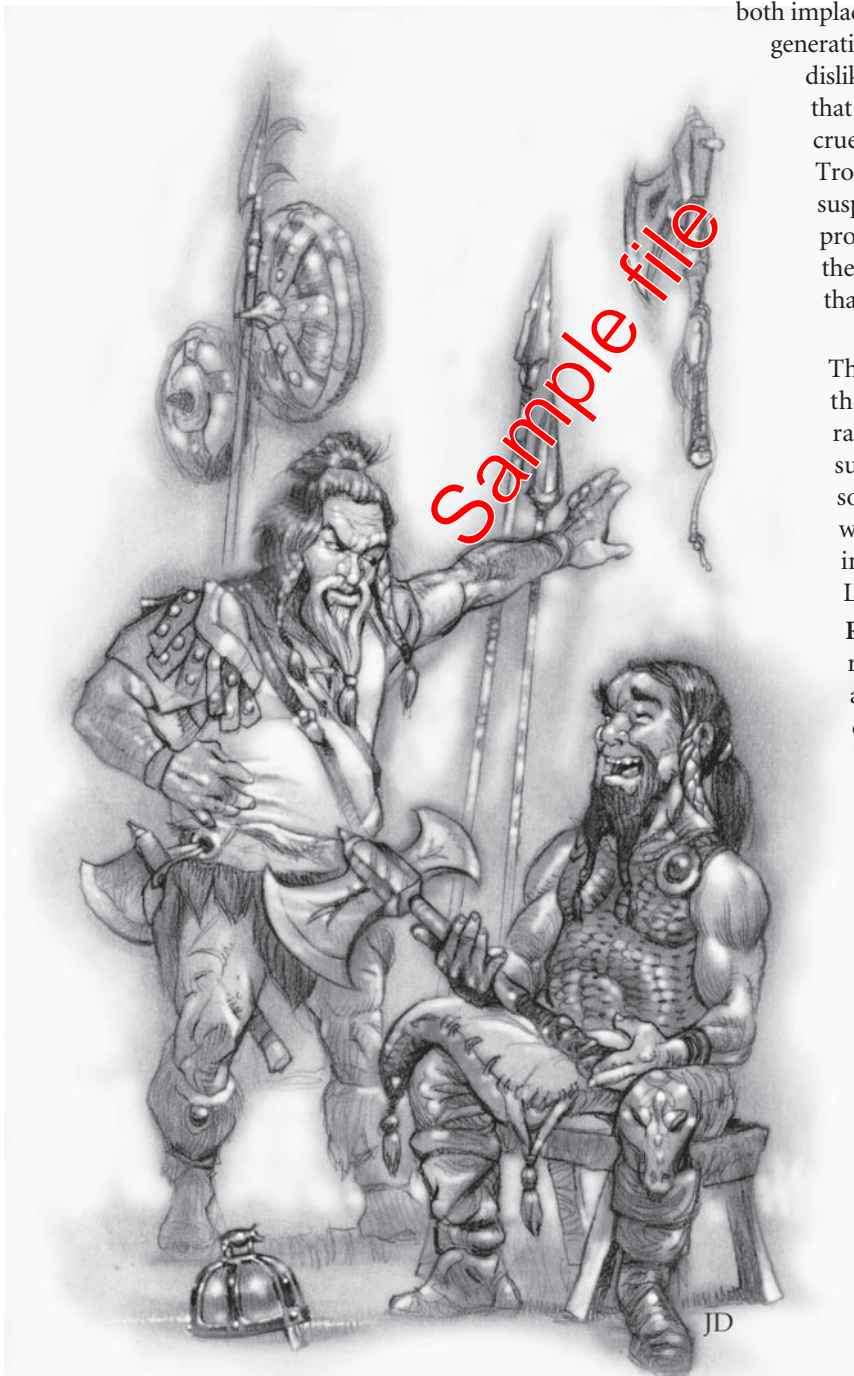
**Nomari:** *Starting Languages:* Dwarvish (S8/W4). Their native racial language is not as closely held a secret among Dwarves as it is in the world of *RMFRP*, but very few outsiders know it all the same. Native regional language (S8/W4). *Allowed Adolescent Development:* Dwarvish (S10/W8), native regional language (S10/W8), Loari (S4/W4), Dyari (S4/W4).

**Prejudices:** Dwarves hate Orcs and Dragons, both implacable foes for uncounted generations. In fact, they instinctively dislike all of the underground races that worship dark gods and revel in cruelty and destruction (Goblins, Trolls, and so on). They are also suspicious of Elves, a distrust that probably has to more to do with the strangeness of Sylvan culture than anything else.

Nomari hate all demons. They also regard Murlogi as their mortal foes. Most other races they treat with mere suspicion. However, they share some degree of fellow feeling with the most mechanically inclined Elven sub-races, the Loari and Dyari.

**Religious Attitudes:** Dwarves revere their ancestors above all else, except for their creator deity. They also believe that each Dwarven bloodline has a common spirit that permeates each member of it, binding all of them together in spiritual union. These beliefs come together in the notion that each Dwarven king inherits a tangible spiritual essence from each of his predecessors, linking him to them and vice-versa.

In the Shadow World, Nomari each have their own local patron deity. Most Dwarves also revere the Lord of Orhan Iorak, and their devotion is so



intense that they are, in some ways, the most religious of Kulthea's mortal races. A few renegade Dwarves turn against the race's dominant beliefs, however, and worship dark gods and the Unlife.

**Preferred Professions:** Dwarves favor Fighter as a profession, the result of their innate physical toughness and temperamental pugnacity.

On the other hand, Dwarves do not excel at Essence or Mentalism spell use, and never pursue those Professions. They generally scoff at the ways of Elves or other conjurers. Instead, they prefer to use magical power to craft physical items, trusting more in their permanence than in temporary effects.

**Special Skills:** *Everyman:* Caving, Leather-crafts, Metal-crafts, Mining, Stone-crafts [Crafts], Survival (Underground). *Restricted:* Swimming.

**Typical Cultures:** The Mining culture template best fits a typical Dwarven background. Despite the fact that *C&M* describes them as an "Underground" race, their way of life fits the Mining template much better than Subterranean. A few Dwarves live in cities and are sufficiently immersed in metropolitan ways to make the various urban sub-cultural templates suitable for them.

Nomari may use the Mining, Rural or Subterranean (some communities do live entirely underground) templates

## CHARACTER CONCEPTS

A concept for a Dwarven character could take into account his inherent racial prejudice. Perhaps he comes from a mining colony endangered by a powerful Dragon. His home community lacks the means to slay it, but if he goes abroad and finds a useful magic weapon, or training at arms, he might be able to defeat it. The same motivation could drive him if his community was menaced by a tribe of Orcs, or a marauding Troll clan. Such a character ought ideally to be a Fighter, given the Dwarves' inherent strengths, but other professions are also suitable.

As for Dwarves who live in the big city, it is worth noting for character creation purposes that they don't always achieve great success. A Dwarf who makes a steady living as a smith or a trader is common enough, but also a little dull. Unless a dramatic or catastrophic or dramatic event pulls him out of the comfortable routine of his existence, he has no reason to go adventuring. But a Dwarf who has met with failure—the collapse of his business, for whatever reason—has plenty of motivation to try to make a living by unconventional or less than respectable means. Perhaps he has taken to giving wrestling exhibitions for money, or wastes his days getting into drunken brawls at a local public house. Perhaps Dwarves have become a hated minority in his city, and he takes to the road for fear of his life.

## BACKGROUND OPTIONS

Dwarves get five background options.

**Extra Languages:** In addition to the tongues listed above: High-speech (S5/W5), South-speech (S4/W4) and North-speech (S5/W5).

Nomari: Loari (S8/W6), Dyari (S8/W6) and Murlogi (S6/W6).

**Extra Money:** Any coins, gems or jeweled objects. If a Dwarf qualifies as sufficiently wealthy to have mithril coins, he will always carry at least one on his person as a lucky talisman. In such a case, he will never part with it for any reason.

**Special Items:** Spell items may only contain Channeling spells. Dwarven weapons are of superior workmanship and forged from high-quality steel.

**Talents:** Dwarves may not select mystical talents. However, for one background option, a Dwarf may select one of the following talents (both for two options): 1) a 50% chance of sensing the presence of mechanical traps (GM should roll); or 2) superior orienting abilities while underground, so that the character always knows the direction of true north and the approximate elevation of his present location.

A Dwarf may also select Unnatural Stamina (Minor Talent) without a flaw for only two background options instead of three.

DWARVES RACIAL INFORMATION			
Stat Modifiers		RR Modifiers	Progression Rates
		Channeling	Body Development
AG	-2	0	0•7•4•2•1
CO	+6	Essence	Arcane PP
ME	0	+40	0•3•2•1•1
RE	0	Mentalism	Channeling PP
SD	+2	+40	0•6•5•4•3
EM	-4	Poison	Essence PP
IN	0	+20	0•2•1•1•1
PR	-4	Disease	Mentalism PP
QU	-2	+15	0•2•1•1•1
ST	+2	Psionic	Psionic PP
AP	-20	+50	0•6•6•4•3
Soul Departure		Race Type	Recovery X
18		1	0.5
Languages		Background Options	
2		5	
GM Information			
Base Rate		Max Pace/MN Bonus	
50		Spt/0	
AT (DB)	Size/Crit	Speed MA/AQ	
16(35s)	M/-	SL/MD	
Attacks		50 Melee/60 Missile	