

Cimmerian Elf

Description: Cimmerian Elves are pale skin, white hair and red, grey or silver eyes. They are usually 5 to 6 feet, weighing about 140-190 lbs. They have strong builds due to the harshness of their environment. Their skin pigmentation when they live in the Tree of Life is a grayish white, and it has a strange almost stone look to it. When they live on other worlds, their skin color will take on hues from that world. Having a slightly albino appearance makes their skin more sensitive to sunburn. Cimmerian Elves become adults and 20 and live about 600 years.

Background: The Cimmerian elves are a nomadic race. Each community is ruled by the most powerful family. With no central authority in the race itself, each community is ruled by a prefect appointed by the head of the most powerful family. Each prefect makes decisions on how best to carry out their work. The Cimmerian elves wander the webs that permeate the cosmos. This web, when you look into the night sky of almost any world, appears as wisps of light through the heavens. They are really tendrils that have accumulated on the tree of life over the eons. The Cimmerian elves live in and travel through these tendrils. They can travel to many worlds and have learned how and when to find openings into what they call “The Webs of Forever.”

Cimmerian Elves were originally part of the underground world on the Twilight World. The sundering of the Twilight world destroyed their home.

Cimmerian Superstition: They place a broom across the threshold of their dwellings, to sweep away creatures with harmful intent. In bedtime stories, these creatures become fascinated with counting the bristles and can be caught or killed.

You are a medium Humanoid.

Strength	Constitution	Dexterity	Intelligence	Wisdom	Charisma
1	1	0	0	0	0

Cimmerian Metal Craft: Your nature has given you great insight into avoiding rust effects. Any metal forged by a Cimmerian smith will not rust and is immune to supernatural and magical effects that would cause rust.

Enduring: Because of the harsh environment they live in they can go without air, food or water for great lengths of time. You can hold their breath for a number of hours equal to their constitution. You can go without food or water for a like number of days before you feel any effects.

Languages: You gain the following languages: Common, Elven, and Cimmerian Elf.

Vision: You have Dark Vision 90'. Your vision, due to your albino nature, is slightly blurred. Because of this, you have a -1 to attacks and skills that require vision.

Goblin

Goblins are small usually about 3 to 4 feet tall and weigh 50 to 90 lbs. Goblins have dark, dry earth like complexions, sometimes with a greenish tint with thin patches of gray or brown hair and have red, orange or silver eyes. They have sharp, hard fingernails and sharp teeth for tearing flesh. Goblins become adults at age 13 and live about 50 years. Goblins usually learn to speak goblinoid and common.

Background: Goblins are a surly bunch, and since the war, they have earned a place among other races. First impressions are that they are a dirty race. Although the description fits, all other rumors aside, they are pious that desire to have “their perception of” the good life. The good life for them is to live in peace; worship as they wish; and have the status they believe they deserve. Goblins ride goats and find work in mines, they live in areas of city waste eating a city’s trash and other waste. They can eat any bio-matter. The races see them as unclean. Goblins never ever seem to catch a break; most races tread over them and/or enslave them. Goblin poo is called Night Soil, it is a highly potent fertilizer.

When a goblin wishes to parlay it is customary to throw a rock at the person you want to parlay with.

The goblins worship spirits of their dead family members. Every house has an adept who speaks to the dead directly, and they do derive some power from such worship. A little-known fact is how the goblins view their dead. They are very pious toward their dead relatives. Their signature belief is that the dead cannot rest unless the living continually honors them. When a friend or family member of a goblin dies, it is the tradition of his friends and family to drink some of the blood of the victim. Many have the belief that this is necromantic in nature and shun the goblins. The gods have not spoken out against this practice.

The King of the Goblins carries a cudgel with a lump of coal on it; it is customary for all goblins to kiss the lump of coal to greet the goblin king.

Combat: Goblins fight in gangs; they fight only when they have superior numbers otherwise, they seek to find help and return. They prefer to fight on the run; they love the chaos of battle and running around causes a lot of that. While running around, they like to throw their pointy things, daggers, and sticks (Javelins). When fighting Stone bees they like to use throwing hammers.

You are a small Humanoid.

Strength	Constitution	Dexterity	Intelligence	Wisdom	Charisma
-1	1	1	0	0	-1

Dark vision: Goblins have Dark Vision out to 90’.

Goblin Weapons: This makes any weapon with a goblin descriptor a simple for you.

Eat Anything: Goblins can eat any vegetable or animal matter and suffer no ill effects if it is rancid, poisoned, diseased or stale. Goblins like chewy alcoholic beverages. Their sense of taste can identify any ingredient they have tried before.

Languages: You gain the following languages: Common and Goblinoid.

Never Getting Ahead: Goblins pay twice the amount when buying social class. If they roll on the chart, they roll with a disadvantage.

Swim: Goblins gain a swim speed. They gain a speed equal to $\frac{3}{4}$ their land movement speed.

Dog Pile: When two or more goblins, with this ability, attack an individual target, they all take a single action and “dog-pile” a single target. Only one goblin needs to stop in the first threatened hex. All his Grapple checks are at +2, and all others in the dog pile add their strength bonus to that goblins grapple check. Four goblins can dogpile a large creature and add two goblins for every size larger. After a successful grapple, consider all the goblins as a single opponent each contributing their strength to the grapple.

Tough Hide: This gives you a natural DR of 1.

Grey Orc

Orcs stand 6-7 feet tall and weigh 185-285 pounds. Their hair is usually gray in color. They have pointy ears with prominent lobes and eyes ranging from gray to red. Their skin ranges from brown to an iron gray with a green hue to it. Orcs speak Common. Orcs are adults at 16 and live about 60 years.

Orcs prefer wearing skins and their clan colors. In diverse societies, orcs are common in animal husbandry, logging, and hunting. Orcs are very patriotic and loyal to their clan and their chief and finally their family.

Background: The Orc Clans

There were many orc tribes of old. The two most notable are the Pureblood Clan and the Thunder Heart Clan were the best of what orcs were. They could fight, they could build, and they could love. Their war chiefs have wisdom that seemed lacking in the other clans. The orcs of the land were able to maintain good relations with many other races of the land, and they were still able to maintain tribe Identities

Orcs of Aviron are black and only distantly related to regular orcs and are universally evil.

Orcs are tribal but have an organized structure to their clan. They are led by the one who proves he is the most useful to get the job done. Therefore, the rallying that goes on is to decide what the clan needs to accomplish. If there is more than one that can lead the task, they vote. The majority consists of the clan cheering for the orc they want, the loudest cheer wins. When the work is completed, the leader will step aside. Those that choose to lead do so because they can. To be a weak leader in some work is a great dishonor. Most of the larger clans have a shaman/cleric and occasionally a druid that can help and give counsel.

Orcs are forest-dwelling, and this has brought them into conflict with the elves many times.

The oldest member of the oldest generation rules each orc family.

In orc culture, the husband says who can join his house, but the wife has power over who any member of the house will marry.

Orc Wedding Ceremony

With fire and steel did the gods forge the orc heart! So fiercely did it beat, so loud was the sound that the gods cried out on this day we have brought forth the strongest heart in all the heavens. None can stand before it without trembling at its strength.

Then the orc heart weakened, its steady rhythm faltered, and the gods said why have you weakened so? we have made you the strongest in all of creation?

And the heart said, "I am alone!"

And the gods knew that they had erred, so they went back to their forge and brought forth another heart. But the second heart beat stronger than the first, the first was jealous of its power. Fortunately, the 2nd heart was tempered by wisdom. "If we join together, no force can stop us."

And when the two hearts began to beat together, they filled the heavens with a terrible sound. For the first time, the gods knew fear, they tried to flee, but it was too late. The orc heart destroyed the gods that created them and turned the heavens to ashes. To this very day no, one can oppose the beating...of 2 orc hearts.

Orc Mates: Orcs, when born, have only one name. When they marry, both partners add their mate's name as a 2nd name to go after the first. This continues marriage after marriage so someone with four names would have taken three mates. Orcs take mates for life.

When an orc dies, they place the body on a platform in ceremonial wrappings. It must remain there for 2 days. Then they bury it. Orcs are very reverent about their dead. This is the most important way that they can honor their ancestors. This makes them very respectful of the dead, and burial grounds. They do not like to disturb them, and they act very violently when someone disturbs an orc burial site. Burial sites make orcs nervous because they do not want to upset anyone's ancestors. They hate undead also, especially mummies because most of the mummies are orcs.

Combat: Orc training includes training with the simple weapons and the Orc Battle Spear as well as functioning in heavier armors. They enjoy attacking head-on rather than setting ambushes, and they obey the rules of war (such as honoring a truce).

You are a medium Humanoid.

Strength	Constitution	Dexterity	Intelligence	Wisdom	Charisma
1	0	0	-1	0	-1

Dark vision: Orcs have Dark Vision out to 90'.

Hit Points: You gain 1 hit point per Hit die. This is for all classes

Languages: You gain the following languages: Common and Goblinoid.

Orc Armor Movement: You can move at normal speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

Orc Endurance: The character gains a +4 bonus on the following checks: Checks made to resist subdual damage; Constitution checks made to continue running, to avoid subdual damage from a forced march, swimming, starvation, thirst and holding their breath. Further, you may sleep in any armor without becoming fatigued.

Orc Weapons: Any weapon with the orc descriptor is a simple for you.

Tough Hide: This gives you a natural DR of 1.

Va-Kesh

The Va-kesh stand 6-7 feet tall and weigh about 150-250 pounds. Their size can vary as much as a human. All Va-kesh have satiny red wine-colored skin and dark gray or green eyes. Their straight hair is either white or dark black (almost dark blue). They often wear their hair long, and they cannot grow facial hair. The va-kesh, speak keshan and common. The Va-kesh reach adulthood at the age of 20 and live to be about 140 years old.

The Va-kesh seem to be an aloof desert people to most outsiders. In truth, they are contemplative and have little need for frivolous pursuits like music or humor. They partake in rituals and ceremonies only when it seems practical to do so. In diverse societies, they tend towards intellectual, scholarly, glasswork or learned professions.

Their control over their senses lets them survive comfortably in the desert. Their bodies also retain water much more efficiently and can store up to 3 days of water.

Background: The Va-kesh pride themselves on “contextual thinking.” They see the world from a bigger perspective, which leads them to make decisions based on the result that others may not see. They value intelligence and wisdom and despise rash or impulsive actions.

Pragmatic even in their approach to the esoteric, the va-kesh sees themselves as sensible and practical, even when those of other races cannot understand their motivations. They appreciate innovation and respect genius and talent. They have little patience for stupidity or foolishness.

The society values integrity above all else, and they value their race and way of life almost as much. They believe their honor flows through the family, so the family honor is paramount also. They are very careful when giving their word. The Va-kesh society shuns any oath breaker. The oathbreaker can make amends and atone for his transgressions. But this is never an easy process.

They rarely seek written contracts. They believe their word is their bond and to break that is a terrible dishonor to oneself and family.

Their greetings are always a respectful bow. They rarely touch other races, having a slight air of superiority. They always put their race above the needs of any other race.

They do not value political power, but they do embrace the social convention of social class, and in this way, they integrate more easily into the human culture than others.

They are crafters of glass, pottery, and ceramics. The quality is always first with little time taken to make it aesthetically pleasing.

The va-kesh glassmakers invented the process to make the Blood Sabre. It is made of glass and is as strong as steel. When blood washes over the blade, the glass absorbs some of the blood turning it red.

The decided disputes with Blood sabers and they fight until one person draws blood.

When a person dies in a house, they leave the body there, and food, flowers, and other offerings are put in the home for the deceased. A fire is lit in the hearth. This goes on for days and is a time of mourning. They take then take the body to a remote location in the desert and left. If the person died in a home house, the society will burn the home down and build a new one for the remaining family. This coined the phrase, “never let a sick va-kesh in your house.”

Combat: The Va-Kesh have two approaches to combat: The first is direct and bloody. They prefer their racial blades (Blood Saber) to all else. The Va-Kesh are excellent equestrians, preferring the agility of the White Durbin horse. Their spellcasters are much subtler preferring to work against the minds of their enemies with both spells and psychological warfare.

You are a medium Humanoid.

Strength	Constitution	Coordination	Intelligence	Wisdom	Charisma
0	0	0	0	1	-1

Infrared Vision: The Va-Kesh see with no light source at all. They can see differences in heat energy in their field of vision. This ability can be turned on and off as a free action once per round. There is no other limit to its use otherwise.

Keshan Weapons: This makes a weapon with a Va-Kesh descriptor a simple weapon for you.

Languages: You speak common and Keshian.

Magic Devotee: The character gains the ability to detect magic simply by concentrating. This is a swift action. It detects all magic in a radius equal to $2^7 \times$ your intelligence. Further, the character is at a -2 to Investigate checks not involving magic while this is active.

Re-Orient: The character can reorient as a free action.

Sensory Control Ritual: Va-Kesh can selectively shut off their senses. For instance, they can willingly blind themselves (taking the appropriate penalties) to become immune to gaze attacks and similar visual dangers. They can willingly go deaf and make themselves impervious to language or sonic effects. They can shut off their sense of touch and become immune to physical pain. Shutting off or reactivating a sense is one action.

Skilled: You can pick one additional skill to which you are proficient.

