

EXPRESS ADDITIONS

Issue #7

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INTRODUCTION

Welcome to the 7th issue of Express Additions. In this issue we will bring you several things that I hope you will enjoy.

We will start off with two new skills, Duping and Diplomacy. These are skills that will allow you to influence others in certain ways.

Next we will give the RMC Ranger a revision. For too long, the poor Ranger has received what amounted to the short of the stick when it came to the Semi Spell Users. Now, he will be able to compete just fine.

And finally, we will finish off the issue with an article on Cultures. This includes guidelines for making cultures for yourself and your campaign setting.

Enjoy!

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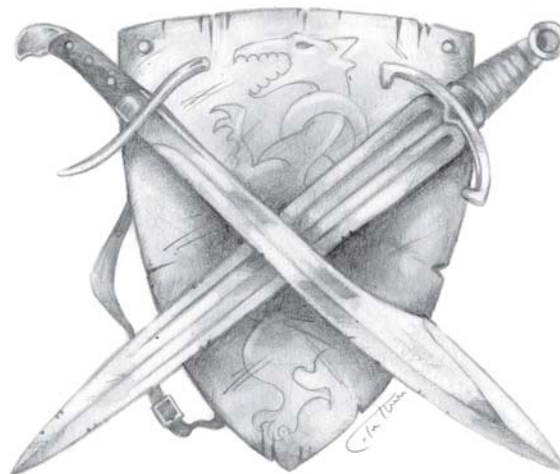
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NEW SKILLS

One thing that RMC and RMX are a bit light on is skills for social interaction. Now, usually, it is a good idea to role-play such scenarios when possible, but not every gamer has the requisite skill set to pull it off, especially in situations that call for fast talking or knowing what to do in a given situation so as to not give offense.

That is where the following two new skills come into play.

Diplomacy

This is a very broad skill. It allows the character to use flattery, tact, negotiation, deceit and innuendo in varying amounts in an attempt to impress a person in charge and influence them to be better disposed towards the character. This is especially useful when operating in foreign or unfamiliar situations, and can help prevent a character from inadvertently insulting a host.

Diplomacy is the major skill used when conducting official relations between nations, and even between nobles of various ranks within a single nation. Anyplace where giving offense can have drastic consequences. This makes it a equally useful skill to have for both an audience with the king or an impromptu meeting with the head of the local guild of thieves.

A successful roll in using this skill means that the character was able to get his points across in the fashion that he intended without offending the person he was addressing.

Stats: Pr/In

Duping

This skill allows a character to speak quickly, confusingly, and convincingly to deceive a person and get them to do something that they might not normally do. This skill cannot, however, make a person do something that is totally alien to their nature (i.e. suicide).

To use this skill, the character makes a roll on the Movement & Maneuver Table (page 63 of RMX or page 136 of RMC: *Character Law*, see the note in the next column). The result is the target number that the person that the character is attempting to Dupe must beat. The target makes a roll, adding 50 plus his Self Discipline bonus to it. If this is equal to or higher than the target number, then the attempt to dupe him has failed. If the target exceeds the target number by 20 or more, he will realize that the character was attempting to dupe him.

The Difficulty for using this skill is based on both the situation and on what the character wants the target to do and how far that is from what the target is normally inclined to do.

Stats: Pr/Em

Note: The M&M Table in RMC contains text, not numbers on its uppermost entries. If a character rolls well enough to reach those text entries, the GM should just replace them with target numbers. Just add 10 to the highest number for that column, and use it for 2 text entries, and then add another 10 for the next 2 text entries, and so on.

Profession	Cost	
	Diplomacy	Duping
Fighter	3/6	2/6
Thief	3/6	1/4
Rogue	2/6	1/5
Warrior Monk	2/6	3/6
Magician	2/4	3/6
Illusionist	2/5	2/4
Alchemist	2/5	3/6
Cleric	2/4	3/6
Animist	2/6	3/6
Healer	2/6	3/6
Mentalist	2/4	2/5
Lay Healer	2/6	3/6
Seer	1/5	2/5
Sorcerer	2/6	2/6
Mystic	2/5	2/5
Astrologer	2/4	3/6
Monk	2/4	3/6
Ranger	2/5	2/7
Bard	1/4	1/5
Elemental Warrior	2/6	2/6
Champion	2/5	3/6
Venturer	2/5	2/5



RANGER (REVISED)

In both RMC and RMX, the Ranger is at a bit of a disadvantage. He is supposed to be a master of the outdoors. Somebody who is at home in the wilderness, yet he is the weakest of the semi-spell using professions, his skill costs are way to high for the areas in which he is supposed to be a specialist.

In addition to being short-changed in his skill costs, the Ranger is also short-changed in regards to his spell lists. The Bard has spells that are useful in combat, as does the Monk. However, the Ranger is not so blessed. He has a very few defensive spells, but nothing that would aid him in combat.

In addition to the skill cost changes listed the tables for the Ranger (Revised), we are also making some changes to his spell list selection. Instead of giving an alternate collection of lists for the Ranger (Revised), we are presenting a list of Spell Lists and the player should select 5 of those lists (6 if using the *Extended Semi Base List* option from **Express Additions #4**) to become his Base Lists. Any lists not selected are treated normally, as if they were never part of the selectable list.

- Animal Mastery* (Animist Base)
- Combat** (Venturer Base**)
- Creations* (Closed Channeling)
- Faith's Shield** (Champion Base**)
- Faith's Weapon** (Champion Base**)
- Inner Walls* (Ranger Base)
- Locating Ways* (Closed Channeling)
- Lore* (Closed Channeling)
- Moving Ways* (Ranger Base)
- Nature's Guises* (Ranger Base)
- Nature's Protection's* (Animist Base)
- Nature's Way* (Ranger Base)
- Path Mastery* (Ranger Base)
- Succor* (Champion Base**)

* = If the player selects the list, Combat, he is not allowed to select Faith's Shield or Faith's Weapon. If he selects either of the "Faith" lists, then he is not allowed to select the list, Combat.

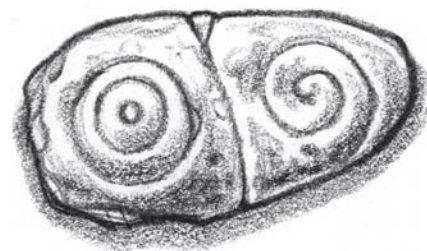
** = These lists are from the Combat Companion and selection of one of these lists requires the use of that product.



RANGER (REVISED)			
Maneuvering in Armor:		Magical Skills:	
Soft Leather	1/*	Spell Lists	4/*
Rigid Leather	2/*	Runes	5
Chain	3/*	Staves & Wands	6
Plate	4/*	Channeling	3
		Directed Spells	15
Special Skills:		General Skills:	
Ambush	3/8	Climbing	2/4
Linguistics	3/*	Swimming	2/4
Adrenal Moves	2/7	Riding	2/5
Adrenal Defense	20	Disarming Traps	4
Martial Arts	4	Picking Locks	4
Body Development	2/7	Stalking & Hiding	1/4
PP Dev. (Optional)	5	Perception	1/5
Weapon Skills:		3/6; 3/8; 6; 6; 6; 9	

RANGER (REVISED) SECONDARY SKILLS			
Acrobatics	2/6	Meditation	2/4
Acting	2/6	Music	2/6
Animal Healing	1/5	Navigation	1/3
Caving	1/5	Public-speaking	2/6
Contortions	2/6	Rope-mastery	2/5
Cookery	2/4	Rowing	2/4
Crafting *	2/6	Sailing	2/5
Dance	2/5	Seduction	2/6
Diplomacy *	2/5	Signaling	1/5
Diving	2/5	Singing	2/6
Duping *	2/7	Skiing	2/6
Falsification	3	Smithing	2/7
First Aid	1/4	Spell-mastery	3/5
Fletching	2/5	Star-gazing	2/4
Foraging	1/3	Stone-carving	2/6
Frenzy	2/6	Streetwise	3/6
Gambling	2/6	Subduing	4
Herding	2/7	Tracking	1/3
Jousting	3/9	Trading	3/5
Leather-working	2/5	Trap-building	1/5
Lore: General	1/3	Trickery	2/5
Lore: Magical	3/6	Tumbling	2/4
Lore: Obscure	3/7	Weather-watching	1/5
Lore: Technical	2/6	Wood-carving	2/4
Mathematics	2/6		

* = New Skill introduced in issues of Express Additions



CULTURES

Under the core rules, RMX and RMC do not really separate culture from race. In fact, the only aspect that could be considered to be even somewhat cultural in nature is the language ranks that a character has. This means that 2 characters growing up in the same household and society could be so completely different that you might not think that they have anything in common.

In this section, we will provide some general rules and guidelines for creating Cultures, along with a good explanation on the various purposes that Cultures can and do serve. We will wind things up by giving a number of examples of generic cultures. However, we do encourage GMs to create Cultures for their specific campaign settings, and not settle with using the generic ones we have provided.

WHAT IS A CULTURE?

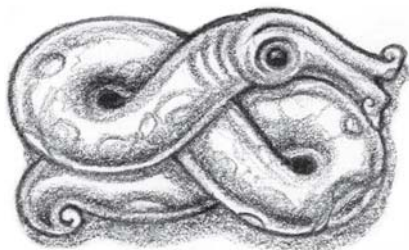
A culture is a number of things. First off, what most players will see right off, is that it is a collection of ranks in specific skills that the character acquires more cheaply than normal. While this is true, it is only a small portion of what the Culture can be.

Cultures help to define characters by filling in a huge chunk of their background or posing questions that need to be answered by the character's background. For example, if a Human was raised in a Warrens Culture, or a Sylvan Culture, that would definitely raise the question of how or why the character came to be from that culture. And this will, in turn, lead to a richer background overall as the character answers these questions.

If the GM creates Cultures specific to his campaign setting, and it is strongly recommended that he does so, then this helps bring the players closer to the setting and making them more involved overall, which is never a bad thing.

Cultures also, as mentioned above, include free skill ranks in a number of skills. While this includes skills that help shape the culture, it also includes at least 1 rank in each of several skills that ICE considers important for characters to have; skills such as Body Development and Perception just to name two. Different campaigns may have other skills that are considered as "must have" skills.

Cultures are may also be used to determine certain aspects of a character's development, such as what weapons are available for a character to learn, or the starting point for his attitudes towards other culture and races. They can have a big impact upon a character.



ACQUIRING A CULTURE

A character may only have one Culture. It should always be acquired during the first level of development (the Adolescent) that the character has.

To acquire the Culture, the character must pay 20 Development Points (DPs). This gives the character a number of free skill ranks, and may or may not impose limits on what skills those free ranks may be used on.

The free ranks that a character gains from a Culture will not and do not prevent the character from spending any of his remaining DPs for the level on the skills listed for the Culture. This means that if a Culture gives 2 ranks in Perception, the character may still purchase 2 ranks in Perception for that level as the character is purchasing the Culture, not the skill ranks themselves.

ANATOMY OF A CULTURE

Cultures can be very detailed or sketchily detailed, depending on the desires of the GM who creates the Culture for his game. However, before we can get into creating a Culture, we need to know what the possible components are.

Home Region – This section is meant to describe where those of this Culture live. What part of the world are they in?

Do they restrict themselves to a single locale, or are they more widely spread? Anything that has to do with where those of this Culture lives goes in this section.

Political Structure – This section revolved around the hierarchy of leadership, and how it applies to the Culture. Is the Culture feudal in nature, or are they a democracy who elects their leader once every 5 years?

Social Structure – This section describes how those of the Culture interact with one another. Do they live in a clannish environment where the members listen to the leader of their clan? Are extended families the social norm?

Military Structure – This section will describe what sort of military presence the Culture has and how that military is comprised. Things like an all volunteer basis or a commitment of a specific number of men for a specific number of days a year are both possibilities.

Currency – What sort of currency the Culture uses. Does it barter? Does it mint its own coins? What are the values of its standard coins. The money that a Culture creates and uses can really help to set Cultures apart from one another.

Clothing & Decoration – While this section is going to be somewhat influenced by the Home Region, it will also go towards providing more ways to make each Culture unique.

Housing – What types of homes do those from this Culture construct? What sort of materials do they use and how do they use those materials.

Attitudes – This section describes the general attitudes of those who live within this culture. It can include such things as a distrust of dwarves, or a generally friendly attitude. It is important to note that this is the general attitude of the Culture as a whole and that individuals will vary greatly from this norm. Any information given here should be a starting point for players to develop the personalities of their characters, not a hard and fast description of how their character should act.

Worship – What gods do those from this Culture worship? Do they worship a lot or just a few? Do they revere some more than others? How much influence does their religion have upon their Culture? Is it a driving force or rarely acknowledged?

Available Languages – Unless a Culture is isolated, trade will often carry those who speak other languages through, and thus present opportunities for people to learn them. The location of the Culture and the societies that are nearby will often dictate what languages are available for a member of the Culture to learn. This listing tells what languages a character from this Culture may start with and learn when using the free ranks given by the Culture.

Available Weapons – Not every Culture will use the same sort of weapons. The list of weapons given here will show the most common weapons of the Culture. These are the ones that a beginning character may learn and/or gain ranks in from the free ranks given by the Culture.

Skill Ranks – Each Culture will also supply the character with a number of free skill ranks, including perhaps ranks in Linguistics and Weapons, which must be assigned according to what is available to the culture.

CREATING CULTURES

The majority of the work in creating a Culture involves filling in the information for each of the entries described above. The GM should give careful thought when filling in these sections, paying special attention to the cultures that are nearby the Culture being described as they often provide some influence.

It is also possible that a given Culture may have a number of sub-cultures. In our example Cultures, we give the Urban culture and then break it into 3 specific sub-cultures. The three sub-cultures share many of the same attributes of the description, but they also differ from one another in certain attributes as well. Not every Culture that has sub-cultures will find its divisions falling on the same lines as our example Urban Culture, but it is something to keep in mind.

CULTURAL SKILL RANKS

Quite simply, each Culture has 20 points worth of skill ranks. For all skills, except Linguistics, 1 point equals 1 skill rank. For Linguistics, 1 point equals 2 skill ranks.

The Cultural Skill Ranks table has the skills divided into 5 categories and only those skills in which a Culture gains skill ranks should have their skills listed. The 5 categories are described below.

Combat Skills

Instead of listing every single possible Combat skill, we list only 2 skills; Maneuvering in Armor and Weapon Skills. The purpose of this is to allow the player to select what armor and what weapons he learns according to his Culture.

General

In this section of the list we give the General category of the Primary skills that a character may have from his Culture. As mentioned above, only those skills in which ranks are gained should be listed.

Magical

In this section, we list those skills from the Magical category of the Primary skills that a character from a specific Culture may gain ranks in. Very few cultures are likely to have ranks in this category of skills.

Special

In this section we list skills from the Special category of the Primary skills that a character may have from him Culture. Other than Body Development and Linguistics, there are very few Cultures that have ranks in other Special skills. The skill ranks in Linguistics are in addition to those gained by the race normally.

Secondary

Those Secondary skills that are available to players will vary from campaign to campaign. When designing Cultures, the GM needs to be sure to use only those skills that he is using in his game. For our examples, we use the Secondary skills from RMX and introduced in the various issues of *Express Additions*. This gave us a wide enough base to work from.



CULTURES

To finish out this article on Cultures, we are providing you with 7 example Cultures. One of these examples, Urban, contains 3 specific sub-cultures. We have tried to make them as generic as possible to allow for the fact that they are not tied to any specific setting. We recommend using them as templates and inspiration in creating Cultures that are specific to your setting.

URBAN CULTURE

A person from an Urban Culture is basically a city dweller. For our generic Urban Culture, we have divided it into 3 sub-cultures, though it is possible to add one or maybe two more sub-cultures, such as one for dealing with folk who spend the majority of their time out to sea.

Home Region – Cities are usually built in places where there is a good source of water, such as near a river. In addition to needing a good water source, a city will also usually be built near some other additional resource, such as mineral deposits, a large forest, or fertile land suitable for farming.

Political Structure – The city is usually ruled over by the Lord Mayor and a council of representatives of the major guilds. Optionally, if the city is located with a feudal society, the city may be ruled directly by a member of the local nobility. In such cases, the city itself is still ruled by a mayor and maybe a council as well, but they are answerable to the local nobleman.

Social Structure – The basic social unit in a city is the family, although isn't hard to find clannish behavior among small gangs in the Lower sub-culture.

Military Structure – The city will usually have 2 separate military forces. The first is the local guard, a force charged with policing and maintaining order within the city itself. The second is a standard military force for defending the city from outsiders. The richer the city, the more likely they will have a standing army, and the larger it will be. Serving in the army or the local guard is often a good way for a person to raise themselves from the Lower to the Middle sub-culture.

Currency – The city most likely has its own coins, with standard denominations of 1, 5, and 10 in each type of coin, and perhaps some larger denominations as well, depending upon how wealthy the city is.

Clothing & Decoration – Depending upon the social class (the sub-culture), the residents of the city will have various types of dress.

Lower: Clothing tends to be plain and serviceable, though often slightly threadbare, depending upon how poor the individual is.

Middle: Clothing tends to be more colorful, but still plain and serviceable. Some individuals may wear small items of jewelry, but it is uncommon.

Upper: Clothing tends to be made of the finest materials and designed to suit the activity if made for a specific activity. Jewelry is common and may even be a bit ostentatious at times.

Housing – As with Clothing & Decoration, housing also tend to fall within the social sub-cultures.

Lower: The family usually lives within a small apartment or set of rooms in a tenement style building.

Middle: The family, usually that of a craftsman, tends to live in quarters built above the shop. Those on the upper side of this culture may live in a small house away from the shop.

Upper: Families tend to live in medium to large sized houses on up to mansions and even the occasional castle, depending upon the wealth and the station of the family.

Attitudes – As a society, those from an Urban Culture will tend towards disdain of those from outside their city region. The Middle sub-culture tends to think that it is better than those of the Lower sub-culture and those of the Upper sub-culture feel that they are superior to those of the Lower and Middle sub-cultures.

Worship – Most individuals will worship the local pantheon of deities. Those from the Lower sub-culture will often tend to be more worshipful than those of the Upper sub-culture, though those of the Upper sub-culture are



CULTURAL SKILL RANKS									
Skills	Urban			Rural	Nomadic	Underhill	Warrens	Sylvan	Tribal
	Lower	Middle	Upper						
Combat Skills									
Maneuver in Armor*	1	1	1	2	1	1	2	1	1
Weapon Skills**	3	3	4	3	3	2	4	3	3
General Skills									
Climbing	1	0	0	1	0	1	1	1	1
Swimming	1	1	0	1	1	0	0	0	0
Riding***	0	1	2	1	2	0	0	0	0
Stalk/Hide	2	1	1	1	1	3	1	3	2
Perception	2	2	2	1	1	2	1	2	1
Magical Skills									
Runes	0	0	0	0	0	0	1	1	0
Staves & Wands	0	0	1	0	0	0	0	0	0
Special Skills									
Ambush	1	0	0	0	0	0	0	0	2
Linguistics****	4	8	8	4	8	6	6	6	2
Body Development	1	1	2	2	1	1	2	1	2
Secondary Skills									
Crafting***	0	4	0	1	1	3	3	2	1
Foraging	0	0	0	1	1	1	0	0	1
Gen. Lore: Local Region	2	2	2	2	2	2	2	2	2
Navigation	0	0	1	1	1	0	0	0	1
Streetwise	2	0	0	0	0	0	0	0	0
Tracking	0	0	0	1	1	1	0	1	2
Trickery	2	0	0	0	0	0	0	0	0
Any ranks that may be assigned according to player wishes are subject to their availability within the given culture. However, no more than 2 ranks may ever be placed in a single skill, except for Linguistics as noted below.									
* = Ranks may be divided among relevant Armor skills.									
** = Ranks may be divided among relevant Weapon Skills or Combat Styles (if used).									
*** = Ranks may be divided among specializations of the skill.									
**** = Ranks may be divided among any number of specific languages, either written or spoken.									

more likely to be more overt in their attendance and worship, often donating to the churches that they attend, to better keep up appearances.

Available Languages – For the Lower and Middle sub-cultures, just about any living language used by a civilized culture will be available for learning (i.e. no learning Orcish, if Orcs are not civilized enough to trade with others). For those from the Upper sub-culture, dead and ancient languages are also possibilities, though like the other sub-cultures, they will not be able to learn languages for races or cultures that do not engage in regular trade.

Available Weapons – Each sub-culture has its own range of weapons that are available to them. Those who have military or guard training may have access to weapons that are not listed, but still nothing too esoteric. The basic weapon lists are as follows:

Lower: Daggers and clubs, and occasionally the short sword

Middle: Daggers, short swords, maces, and clubs. Those who have served in the military usually have training in a missile weapon like a bow or crossbow and in a pole arm of some type.

Upper: Daggers, Swords of any type, maces, morningstars, flails, bows and crossbows.

RURAL CULTURE

Life is slower in a Rural Culture than it is in an Urban Culture. Things move at a slower pace, and there is never as much urgency. Those from a Rural Culture often tend to live life at a slower pace than those from an Urban Culture.

Home Region – The Rural Culture can be almost anywhere. It is most often located outside of Urban areas, as a provider of food stuffs for the larger cities, and further away, usually along routes to and from other destinations.

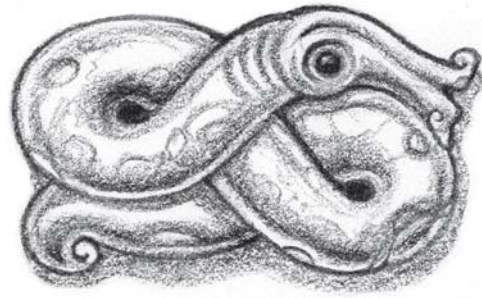
Political Structure – Most small villages are run by a mayor or council of elders. In many cases, these leaders are the only authority for a long distance.

Social Structure – Rural Cultures often support extended families, all living and working at a single craft or job in a semi-hereditary manner. The towns and villages are then made up of several major family units and a number of smaller ones.

Military Structure – Most Rural Cultures get by with just a constable and maybe one or two deputies for maintaining the peace. Most Rural Cultures won't have any sort of standing army unless they are part of a larger nation who has stationed troops nearby for some reason. They usually just make do with a volunteer militia in times of danger, if they cannot run or hide from it.

Currency – Those in a Rural Culture will most like use the currency of a nearby, larger culture and/or use barter among themselves, saving the currency for outsiders.

Clothing & Decoration – The majority of clothing will be of a sturdy nature, suitable for the work to be performed. Colors will often be darker, and more nature oriented. Jewelry will be uncommon, and would only be worn during holidays.



Housing – Most houses will be built of local materials, and thatched roofs would not be uncommon in Rural Cultures. Larger, richer families may have a proper house.

Attitudes – Rural Cultures tend to keep to themselves. Once they get to know a person, they will often be friendlier, but that person is still an outsider. The larger the town or village that has the Rural Culture, the less prevalent this attitude will be.

Worship – Rural Cultures usually only have a small church or shrine devoted to the gods. The local clergyman often holds services for multiple deities or those who worship differently from the majority will hold their own services in small shrines.

Available Languages – Learning languages other than the native tongue, and perhaps a trade language is unusual, but the occasional traveler could teach a new language as payment for room and board for a few nights. Or a trader might teach a different language during stays as he goes on his route.

Available Weapons – Spears, quarterstaff, bows, hand axe, daggers, and the occasional mace or short sword.



NOMADIC CULTURE

A Nomadic Culture spends its time traveling from place to place, usually within set patterns dictated by the seasons.

Home Region – The Nomadic Culture often covers a lot of territory, territory that is often unpopulated by other races or cultures.

Political Structure – Nomadic Cultures often follow a clan pattern, with the eldest or strongest of the clan being the leader.

Social Structure – The clan itself is somewhat of an extended family. Marriage between clans is more frequent than marriage within the clan itself.

Military Structure – The members of the clan also serve as warriors in times of need.

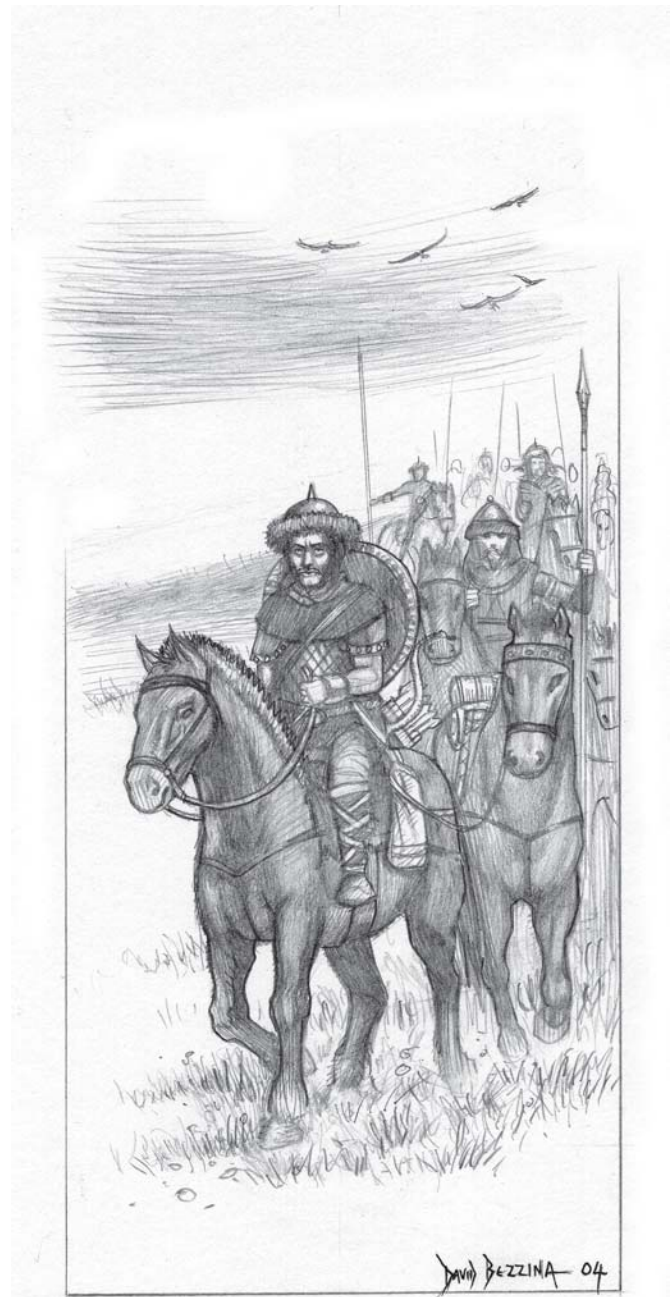
Currency – Those in a Nomadic Culture will usually barter for their goods; often between the different clans, but sometimes with outside traders, in specially designated trading areas. The use of currency isn't unknown, but Nomadic Cultures have very little use for it. Some individuals may keep a small stash of currency for dealing with outsiders in special situations.

Clothing & Decoration – Clothing will be rugged and durable, often made of natural materials such as leather, furs, or sturdy cloth if that can be traded for. While jewelry would be rare, those of this Culture are more likely to decorate their clothing, with abstract patterns, then they are to wear plain clothing.

Housing – Nomadic Cultures travel from place to place constantly. In doing such, they will carry their houses with them. Such housing will usually consist of tent or other temporary structures made from poles and sturdy, waterproof materials. Inside the tents, ground covering such as rugs or furs are also very common, as they help protect from the cold.

Attitudes – Nomadic Cultures tend to be suspicious and untrusting of outsiders. They are likely very slow to call others friend, but once that appellation is awarded, it is honored by the whole clan. Should the clan come across an individual who needs help, the clan is likely to help the stranger unless he proves himself a threat.

Worship – Nomadic Cultures usually worship spirits, and their ancestors, seeking guidance from them at times. Each clan will usually have a spirit talker, or shaman who acts as the intermediary between the clan and the spirits.



Available Languages – In addition to their native language, individuals from this Culture would only be able to learn the trade tongue and the native language of any traders. Much more rarely, the occasional stranger who is helped by the clan may teach somebody his language.

Available Weapons – Spears, quarterstaff, bows, hand axe, and daggers are the most common weapons as they would be most readily available. Trade will often bring them broad swords or other rarer weapons.

UNDERHILL CULTURE

The Underhill Culture is most often adopted by the smaller races, such as Gnomes or Halflings, but then only when in communities where they are safe from attacks by outsiders.

Home Region – Those of the Underhill Culture prefer to set their communities in lands that have many hills, and a few streams and meadows that are nice for farming. They will often settle nearby to communities of a Rural Culture.

Political Structure – Underhill Cultures are ruled by a council of community elders, with the eldest being the Speaker. This council is normally comprised of an odd number of individuals with the Speaker breaking any ties in voting that occur. The members of the council are often voted for once every 10 years or so, and then the council then selecting the eldest to be their Speaker.

Social Structure – Underhill Cultures are made up of a number of extended families, cousins and aunts and uncles abound in such communities, with most families being related to one of up to a dozen original families who settled the community.

Military Structure – The Underhill Culture does not normally have any sort of standing army, calling upon many willing volunteers in the time of need.

Currency – Barter is the norm for those within this Culture, but they are just as equally likely to use currency if they happen to have some.

Clothing & Decoration – The majority of clothing will be of a sturdy nature, suitable for the work to be performed. Colors will often be brighter. Jewelry will be uncommon, and would only be worn during holidays and festivals.

Housing – In an Underhill Culture, house is built directly into the hills. Homes do not get built deep into the hills, they instead tend to only be one or two rooms deep, with each outer room having at least one window opening to the outside to let in both light and fresh air. Interior rooms tend to be more for storage than for anything else.

Attitudes – Those of the Underhill Culture tend to like security more than anything else, so such communities are often built near others that can offer protection. Those who are from this Culture tend to prize politeness and hospitality as expressions of good manners.

Worship – While the occasional church is possible, most individuals of this Culture tend to worship privately at small shrines built within their homes.

Available Languages – Those from the Underhill Culture will tend to learn as many nearby languages as possible since being able to speak to a visitor in his native tongue, or at least in a tongue that he understands is a great politeness.

Available Weapons – Daggers and short swords and maces are the norm for those from this culture. Hand axes are also common weapons, though not quite as common as the short sword or mace. For ranged attacks, short bows and slings are the most common.

WARRENS CULTURE

The Warrens Culture is a generic Culture for those civilized races who live almost entirely underground.

Home Region – The Warrens Culture is always found inside of mountain ranges. It may act like an underground pass through the mountain range or be just a smaller outpost or even a mining outpost, located where there are good mineral resources.

Political Structure – The Warrens Culture is almost exclusively semi-feudal in nature. The Culture is ruled by a king and royal family, but that ruler then assigns rulership of specific regions or outposts to those who he thinks can best handle the position. Other than the king, there is no real hierarchy.

Social Structure – Warrens Culture is based on the extended family unit, and sometimes several families will band together as clans. Elders in this culture are often very revered.

Military Structure – Those from the Warrens Culture often have to struggle to hold their lands and tunnels from raiders and creatures, so it is not uncommon for all able-bodied members of this Culture to serve at least a short, mandatory amount of time in the local military.



Currency – Living in underground tunnels means that those from this Culture cannot do everything for themselves. Having access to precious minerals and stones, those from this Culture often mint their own coinage, and it often becomes the standard by which other coinages are measured.

Clothing & Decoration – Clothing will be exceptionally rugged, and often quite dull in color. However, outer garments, of the kind worn outside of the tunnels, are likely to be bright and exceedingly colorful by comparison.

Housing – As previously mentioned, those of this Culture carve their homes out of the living rock. They will carve entire multi-room apartments for each individual and/or family. All rooms, chambers, and tunnels are extremely spacious and have high ceilings. Often, only guest chambers will be carved close enough to the surface to allow for windows.

Attitudes – Most of those who come from a Warrens Culture tend to be distrustful of outsiders. Those of this Culture like their privacy and often resent those who tread where they are not wanted. However, if one from this Culture names you as friend, then you can be sure that they will be extremely loyal and ready to aid you in any manner that they can.

Worship – Those of the Warrens Culture tend to worship earth deities. Each community will have an assembly hall for religious ceremonies and services to the deity.

Available Languages – Other than their native tongue and that of the trade tongue, this culture is the one that is most likely to learn the languages of those often referred to as the “monster races”. This is because those of this Culture usually encounter them more often, either through limited trade or in contesting over the same lands, areas, and resources.

Available Weapons – For those of this culture, axes, hammers, maces, picks and daggers of all kinds are the general order of the day for weapons. Crossbows are always favored over regular bows for ranged weapons.

SYLVAN CULTURE

Usually only adopted by Elves, the Sylvan Culture is very nature oriented.

Home Region – The most common location to find those of the Sylvan Culture is in the deep forests, far away from the other races.

Political Structure – The Sylvan Culture is ruled overall by a royal family, but each separate community is ruled by a council of elders, who serve more out of duty than out of willingness.

Social Structure – This Culture’s social structure is loosely based on that of the family. Once adulthood is reached, members of this Culture tend to travel, usually to other communities of this Culture, to find the one that best suits their temperament, and then they settle down there.

Military Structure – This Culture usually has a standing force of scouts and hunters who patrol the outer edges of the land controlled by this Culture. If trouble is found, then all able-bodied individuals will take up arms to repel unwanted visitors.

Currency – Barter is the standard method of trade, though they usually do keep coins minted by other nations on hand for those occasions when they might be needed.

Clothing & Decoration – Clothing is often done in forest hues, to better able those of this Culture to blend into the terrain. Fancy clothing of bright colors, decorated with intricate designs if often worn when not out in the forest or on holidays.



Housing – Those of this Culture tend to build their homes up in the boughs of the trees. A home can be a structure in a single tree or spread among several trees standing close together. The individual homes and other structures are all connected via walkways and bridges suspended high in the air.

Attitudes – Those of the Sylvan Culture dislike outsiders, especially those who do not show proper respect to nature as they see it.

Worship – Sylvan Cultures almost invariably worship nature deities of some sort. Each village will have its own shrine or temple where the members of the culture can gather and worship.

Available Languages – Those of this Culture tend to know their own language, the local trading language, and the languages of any other nearby cultures. They want to make sure that they are understood by those with whom they wish to converse.

Available Weapons – Scimitars, daggers, quarterstaff, broadswords and bows of all types are the standard weapons known by those of this Culture.

TRIBAL CULTURE

Often considered to be uncivilized by just about every other Culture, those belonging to the Tribal Culture can be fierce opponents, especially on their own turf.

Home Region – The Tribal Culture can be found in almost any location, however, such locations are usually highly isolated in comparison to the other Cultures, having little contact with the outside world.

Political Structure – Most tribes are autonomous societies. Each tribe is ruled by a Headman, who is either the strongest warrior or a powerful Shaman.

Social Structure – Each tribe is made of several distinct families and/or clans. Tribal intermarriages usually only occur through the capture of individuals on raids, or to cement an arranged truce.

Military Structure – All able-bodied males of the tribe are warriors, whose job it is to hunt for the tribe as well as provide protection against other tribes and invaders.

Currency – Tribal Cultures strictly use barter, and most have little to no idea about currency.

Clothing & Decoration – Clothing is worn for protection against the elements, and that includes protection from being spotted as well.

Housing – Depending upon the area in which the tribe lives, housing could be comprised of anything from caves to thatched huts. The available materials and the locale in which the tribe is located will determine the form that such structures take.

Attitudes – Tribal Cultures believe that they belong to the land that their tribe inhabits, and that all who encroach uninvited are trespassers and should be gotten rid of. They also believe that there is nothing wrong with raiding other nearby tribes for livestock and people. They believe that such infusion of new blood into the tribe helps keep them strong.

Worship – Tribal Cultures often believe in a rich and full spirit world, and their Shamans are the ones who interpret the wishes and wants of the spirits and who appease the spirits to bring the tribe protection and luck.

Available Languages – Being isolated means that it is rare for a person from a Tribal Culture to learn any language other than their own. However, traders do sometimes make the trip to acquire rare items. Such trade usually only occurs in special areas on the edge of the tribal lands, so learning a little bit of the local trade tongue is a possibility.

Available Weapons – Spears, quarterstaff, axes, daggers, clubs and bows are the types of weapons normally found among Tribal Cultures.

