

## MUD PEOPLE SWAMP-WARRIOR

**SIZE:** 6'-6"4", 300-460 + lbs.

**PHYSICAL CHARACTERISTICS:** Loose-fitting brown skin, four legs, heavy tail, toad-like features, webbed hands and feet

**ATTRIBUTES:** INT -2, STR +4, DEX -3, SPD +2 (in water or mud; -2 on dry land)

**HIT POINTS:** 18

**SPECIAL ABILITIES:** Amphibious; claws and tail are 8-point weapons, skin equal to leather armor

**SKILLS:** Primary combat; engineer (mud-mining only), weaponer or healer

**EQUIPMENT/POSSESSIONS:** Thorn dagger, bwan, sack with cord (slung over back)

**WEALTH:** d10 x 10 gold lumens in amber and quaga (violet pearls)

**COMMENTS:** The Mud People are aggressive and warlike in nature. The Ahazu are their sworn enemies, and conflicts between the two races are common. They are valued as slaves, primarily by the Imrians, who employ them as laborers and mud-miners.

## MUSE ESTHESIAN

**SIZE:** 5'6"-6', 80-140 lbs.

**PHYSICAL CHARACTERISTICS:** Skin/hair colored either pastel turquoise, violet, rose, aquamarine; delicate features, butterfly-like wings

**ATTRIBUTES:** INT +3, WILL -4, PER +3, STR -3, DEX +3, CON -4

**HIT POINTS:** 10

**SPECIAL ABILITIES:** Natural empath, limited flight (ten minutes maximum before needing to rest for twice as long)

**SKILLS:** Secondary magic (natural talent), art, musicianship, artificer, herb lore

**EQUIPMENT/POSSESSIONS:** Gossamer robe, one or more musical instruments, loom (for weaving gossamer), pouch (pigments, blossoms, nectar, etc.)

**WEALTH:** None (Muses care nothing for riches)

**COMMENTS:** Muses can remain airborne for only two minutes per level of ability, and must rest for twice as long before again taking to the air. Sensitive and delicate creatures, they love music and art, but are averse to toil; hence, they create only as the mood suits them. Their wares are treasured throughout the Seven Kingdoms and beyond.

## NAGRA HUNTER

**SIZE:** 5'2"-6', 80-160 lbs.

**PHYSICAL CHARACTERISTICS:** Mottled grey-green skin, ebony eyes, peaked skull, black fangs

**ATTRIBUTES:** PER +4, DEX +2, CON +2

**HIT POINTS:** 14

**SPECIAL ABILITIES:** Spirit tracking (see **SKILLS: SPECIAL ABILITIES**)

**SKILLS:** Secondary combat, tracking, hunting, stalking, snares, camouflage, mountain climbing, concoct poisons, plus scout or healer/herb lore

**EQUIPMENT/POSSESSIONS:** Loincloth and cape of winged ape's hide, pouch (slung over shoulder with cord), exomorph or tarkus fang earrings, ankle and wrist bands of woven plant fibers, blowgun with pouch of twenty poison darts, bone long knife

**WEALTH:** d10 x 6 gold lumens in small, uncut black diamonds

**COMMENTS:** The Nagra shun beasts and conveyance, preferring instead to travel on foot. They are practically tireless runners who can cover distances of up to thirty miles a day with ease. Though fierce and aggressive by nature, they are valued as scouts and guides. Few appreciate their taste for serpents, which the Nagra eat uncooked and alive.

## NA-KU CANNIBAL

**SIZE:** 6'-6"2", 160-200 lbs.

**PHYSICAL CHARACTERISTICS:** Oily indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso

**ATTRIBUTES:** INT -2, WILL -2, DEX +2

**HIT POINTS:** 10

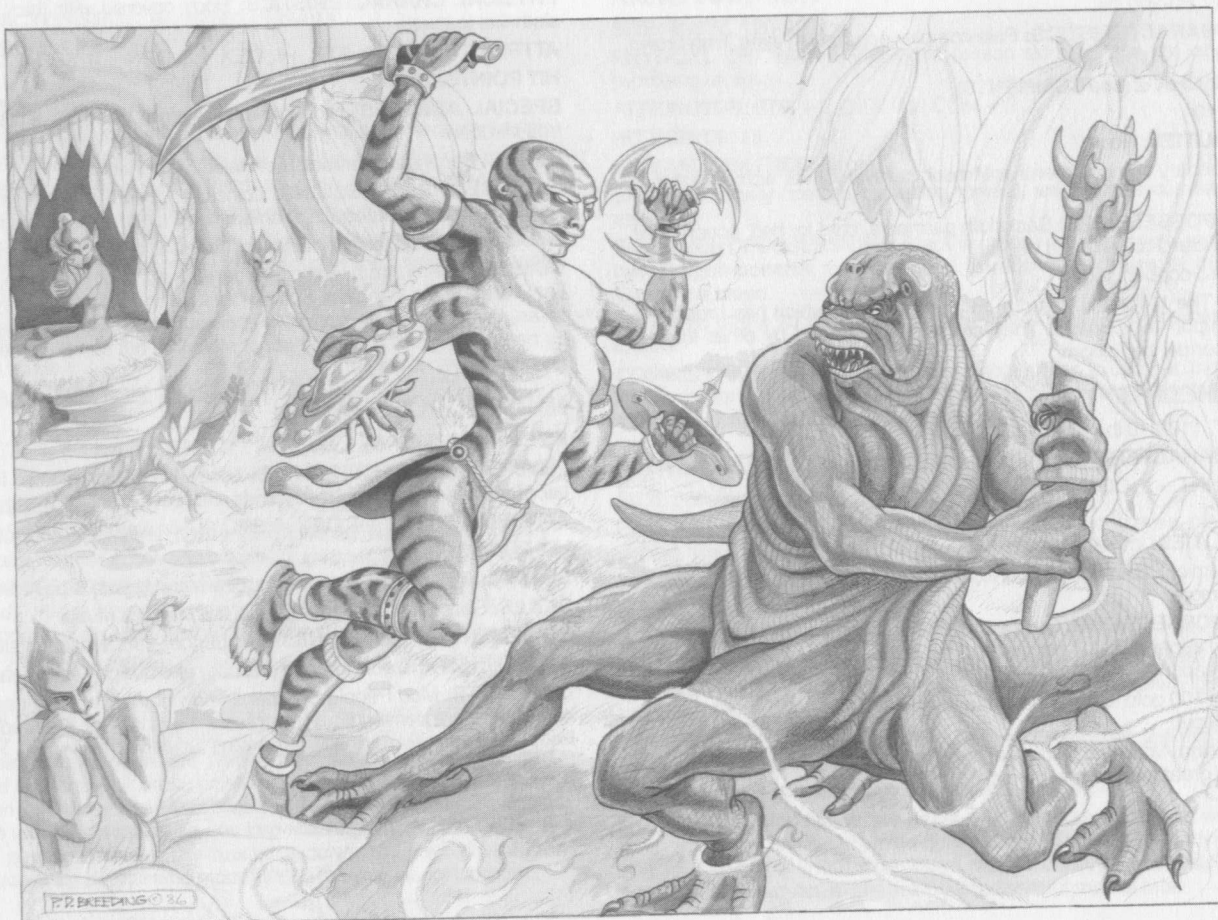
**SPECIAL ABILITIES:** Tail may be used to grasp

**SKILLS:** Secondary combat, hunting, stalking, tracking, camouflage

**EQUIPMENT/POSSESSIONS:** Loincloth of animal hide or skin, bow with quiver of twelve venomwood arrows, bone dagger or spear, pouch

**WEALTH:** None

**COMMENTS:** The Na-Ku are evil creatures who prey on other humanoids, whom they capture and eat alive. Superstitious and ignorant by nature, they are in awe of magic, and serve their witchdoctors without question.



## MUD PEOPLE SWAMP-WARRIOR

**SIZE:** 6'-6" 4", 300-460 + lbs.

**PHYSICAL CHARACTERISTICS:** Loose-fitting brown skin, four legs, heavy tail, toad-like features, webbed hands and feet

**ATTRIBUTES:** INT -2, STR +4, DEX -3, SPD +2 (in water or mud; -2 on dry land)

**HIT POINTS:** 18

**SPECIAL ABILITIES:** Amphibious; claws and tail are 8-point weapons, skin equal to leather armor

**SKILLS:** Primary combat; engineer (mud-mining only), weaponer or healer

**EQUIPMENT/POSSESSIONS:** Thorn dagger, bwan, sack with cord (slung over back)

**WEALTH:** d10 x 10 gold lumens in amber and quaga (violet pearls)

**COMMENTS:** The Mud People are aggressive and warlike in nature. The Ahazu are their sworn enemies, and conflicts between the two races are common. They are valued as slaves, primarily by the Imrians, who employ them as laborers and mud-miners.

## MUSE ESTHESIAN

**SIZE:** 5'6"-6', 80-140 lbs.

**PHYSICAL CHARACTERISTICS:** Skin/hair colored either pastel turquoise, violet, rose, aquamarine; delicate features, butterfly-like wings

**ATTRIBUTES:** INT +3, WILL -4, PER +3, STR -3, DEX +3, CON -4

**HIT POINTS:** 10

**SPECIAL ABILITIES:** Natural empath, limited flight (ten minutes maximum before needing to rest for twice as long)

**SKILLS:** Secondary magic (natural talent), art, musicianship, artificer, herb lore

**EQUIPMENT/POSSESSIONS:** Gossamer robe, one or more musical instruments, loom (for weaving gossamer), pouch (pigments, blossoms, nectar, etc.)

**WEALTH:** None (Muses care nothing for riches)

**COMMENTS:** Muses can remain airborne for only two minutes per level of ability, and must rest for twice as long before again taking to the air. Sensitive and delicate creatures, they love music and art, but are averse to toil; hence, they create only as the mood suits them. Their wares are treasured throughout the Seven Kingdoms and beyond.

## NAGRA HUNTER

**SIZE:** 5'2"-6', 80-160 lbs.

**PHYSICAL CHARACTERISTICS:** Mottled grey-green skin, ebony eyes, peaked skull, black fangs

**ATTRIBUTES:** PER +4, DEX +2, CON +2

**HIT POINTS:** 14

**SPECIAL ABILITIES:** Spirit tracking (see **SKILLS: SPECIAL ABILITIES**)

**SKILLS:** Secondary combat, tracking, hunting, stalking, snares, camouflage, mountain climbing, concoct poisons, plus scout or healer/herb lore

**EQUIPMENT/POSSESSIONS:** Loincloth and cape of winged ape's hide, pouch (slung over shoulder with cord), exomorph or tarkus fang earrings, ankle and wrist bands of woven plant fibers, blowgun with pouch of twenty poison darts, bone long knife

**WEALTH:** d10 x 6 gold lumens in small, uncut black diamonds

**COMMENTS:** The Nagra shun beasts and conveyance, preferring instead to travel on foot. They are practically tireless runners who can cover distances of up to thirty miles a day with ease. Though fierce and aggressive by nature, they are valued as scouts and guides. Few appreciate their taste for serpents, which the Nagra eat uncooked and alive.

## NA-KU CANNIBAL

**SIZE:** 6'-6" 2", 160-200 lbs.

**PHYSICAL CHARACTERISTICS:** Oily indigo blue skin, yellow eyes, skull-like visage, serpentine tail, hunched torso

**ATTRIBUTES:** INT -2, WILL -2, DEX +2

**HIT POINTS:** 10

**SPECIAL ABILITIES:** Tail may be used to grasp

**SKILLS:** Secondary combat, hunting, stalking, tracking, camouflage

**EQUIPMENT/POSSESSIONS:** Loincloth of animal hide or skin, bow with quiver of twelve venomwood arrows, bone dagger or spear, pouch

**WEALTH:** None

**COMMENTS:** The Na-Ku are evil creatures who prey on other humanoids, whom they capture and eat alive. Superstitious and ignorant by nature, they are in awe of magic, and serve their witchdoctors without question.

