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Thanks,

Charles Hubbard

Charles Hubbard, Guildmaster

THE MERCENARIES GUILD

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**WE WOULD LIKE TO GIVE A SPECIAL NOTE OF THANKS TO THE
MEMBERS WHO PARTICIPATED IN MAKING THESE PRODUCTS
AVAILABLE:**

Jeff Cooke - Head Scribe
Randal Atkins - Head orc herder
Barry Newberry - General Factotum

Tom Winters - Head Limner
Robert Tarpey - Head orc
Mark Holman - Lesser Potentate

and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

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THE THANIGOths

DESCRIPTION: The Thanigoths were the result of an experiment by an evil Alchemist Necromancer. He wanted to breed a race of large, stupid, strong slaves to work in his mines and foundrys. He knew that the orcs were supposed to be very fecund and could breed with anything. Using this knowledge he forced the interbreeding of orcs, elves, humans, and hill giants. The result was a large, fairly attractive, human looking creature that was a lot smarter than the original intent. The average Thanigoth is between 6'4" and 8'2" and is well muscled. The average Thanigoth is fair skinned and light haired but there have been some dark Thanigoths seen in the southern climates.

CLASSES: Unlimited fighters, 10th level Paladins, 9th level Rangers, Unlimited Viking, Unlimited Barbarian, 10th level knight, Unlimited Bounty Hunter, Unlimited Archer

SPECIAL ABILITIES: Same as half Elves. This is because the Thanigoths are part Elven and retain some of the Elven abilities.

SPECIAL DETECTIONS: Same as half Elves. In addition they can detect magic on some items, especially if the items are weapons or armor.

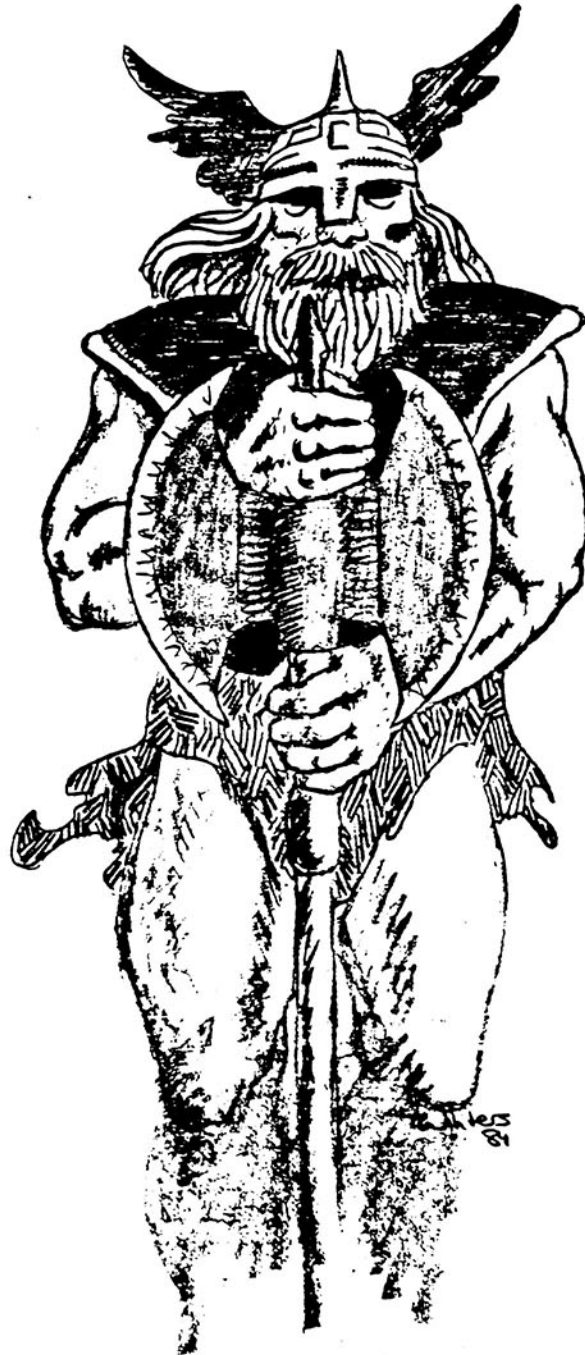
SPECIAL RESISTANCES: Same as half Elves. In addition they are resistant to "natural" poisons. That is poisons that come from reptile or insect venom or poisons that are made from plants or fungi. This is natural resistance that is built up due to the constant exposure to these poisons.

LANGUAGES: Common, alignment, Viking, Elvish, Orcish, and Hill Giant. Because of their close association with the other giants and with the dwarves that they can speak their languages also.

ATTRIBUTE MODIFICATIONS: Strength +2 (19 max.), Dexterity +2 (19 max.), Constitution +2 (19 max), Intelligence -2, Wisdom -2, Charisma -2

NOTES: They suffer from the genes of the orcs and are very short lived. They can use all magical methods to extend their life spans and they seem to respond exceptionally well to the magical effects. The Thanigoths are very well received in the giant clans and are treated almost like brothers or cousins regardless of their alignment or the alignment of the giants. They are not known for their patience. They would rather kick down a door in a dungeon than wait for some silly thief to pick the lock. They take great pride in their fighting and drinking abilities. They do not seem to get along well with the smaller of the races. This may have something to do with their pride in their size and the envy that some of the smaller races may have. Thanigoths can never benefit from the various tomes, librums, and books that raise attributes although they can benefit if the magic raises them in levels.

THE THANIGOTHS



THE KLESHITES

DESCRIPTION: The Kleshites are a race of small, dark skinned humans that live in the tropical rain forests along the equator. They resemble the Gnomes more than humans and it is believed that they are really half gnome and half human. They are the remnants of a once powerful race who conquered the entire southern hemisphere and built their roads and bridges all across the continent to link their towns and cities. For some reason they devolved into the race that we know today. Most people think of the kleshites as merely jungle savages but there are many cities that thrive within their borders. The misconception comes from the fact that the kleshites are very standoffish and do not welcome outsiders into their land.

CLASSES: The kleshites can be any class just as most humans can but they excell in the magical sciences of thaumalurgy and illusion. There are several rumors that they have even discovered a new branch of magic because of some of the strange devices that have been seen on their shores. Some of these devices have been used to drive away the ships of friendly traders.

SPECIAL ABILITIES: They have the normal abilities of all humans and in addition they seem to be tinkers of great ability. They have produced some detailed and intricate toys and devices that they have traded with the other nations. These devices bring a high price among the nobility for their entertainment value.

SPECIAL DETECTIONS: Same as a normal human. If a kleshite is a thief he gets a twenty five percent increase in his chances to disarm traps and to pick locks because of his abilities to work with small mechanisms. They have the ability to detect illusions if they are consciously searching for them.

SPECIAL RESISTANCES: They are very resistant to illusion spells and simple illusions will not fool them at all. The effects of the damage from illusionist spells are reduced by fifty percent.

LANGUAGES: The languages that humans normally speak and the native tongue of the Kleshite empire.

ATTRIBUTE MODIFICATIONS: charisma -2

NOTES: The kleshites society is a very closed society and strangers are not welcomed into it. The borders of the country are strongly guarded and anyone who is caught invading their land is treated most harshly. There are a few border cities that are considered to be trading cities that the people from other countries can come to trade and visit. Little is known about the religious beliefs of the kleshites but it is known that they have a diverse pantheon with many deities and demigods. Magical items produced by the kleshites bring a high price in other countries because they are entirely different from anything that is known elsewhere. In addition the artisans of the kleshites produce some very beautiful artwork that also brings high prices. One of the factors in the high prices is that the demand way outstrips the supply. Maybe that is why the trading is so limited. The kleshites keep the volume down to keep the prices up.

THE ASURIANS

DESCRIPTION: The Asurians are human appearing in all aspects. They appear to be beautiful women who are completely normal except that they appear to be very athletic. No one has ever seen a male Asurian and they are believed to be non-existent. All the females are six feet tall and muscular though not massive. They are all very beautiful and feminine in spite of their athletic appearance. They all are very conscious of appearing in public and will avoid public gatherings and buildings. They are always seen carrying javelins, bolos, ropes, and boomerangs. They always wear broad bands of metal around their wrists.

CLASSES: All Asurians are either paladins, holy warriors, knights, clerics, fighter/clerics, fighter/druids, or cleric/druids. They are unlimited in these classes or combinations.

SPECIAL ABILITIES: They can parry or block a missile attack or melee attack with the arm bands that they wear. To successfully parry or block a successful to hit roll must be made against the wielder of the weapon.

SPECIAL DETECTIONS: They can detect evil alignment or intent if they concentrate on it. They can sometimes detect the presence of evil or evil intent by using their women's intuition. They do not have to be concentrating to do it. It will just come as a vague, uneasy feeling.

SPECIAL RESISTANCES: They all have the same resistances as a paladin. This is racial and has nothing to do with class.

LANGUAGES: They speak their own language, common, alignment, and the extra languages for high intelligence.

ATTRIBUTE MODIFICATIONS: They add one to everything with a maximum of eighteen.

NOTES: The Asurians are very good with missile weapons and get plus one to hit with any thrown weapon or fired missile. They never wear any armor heavier than leather and they never carry a shield. They always have a rope of entanglement. Their favorite missile weapon is the javelin. Their alignment can be any non evil. If an asurian is forced to change to an evil alignment they will immediately get sick and will gradually die unless something is done to reverse the curse.

THE ASURIANS



THE HALF DWARVES

DESCRIPTION: The half Dwarves are a little known offshoot of the normal Dwarven race. They evolved on the plains and hills of the far southern nations where they interbred with the smaller humans thus becoming more humanlike and less Dwarf like. They do not have the detriments that a normal Dwarf would have in direct sunlight and they love the open spaces of the hills and plains. The Half Dwarves are slightly larger than a normal Dwarf and they have none of the minuses to their charisma that a normal Dwarf would have. The extra height comes from longer legs which evolved from running as opposed to cave walking. Although they still make their homes in caves whenever possible, there are several nomadic clans that have become hunters and herders and live out their entire lives above ground on the plains.

CLASSES: They can be all the classes that a normal Dwarf can be. In addition they can become 10th level rangers, 10th level archers, unlimited bounty hunters, and unlimited holy warriors. There are even some druids and fighter/druids known although they can't advance beyond the seventh level as druids. One of the druid powers that a half dwarf can never accomplish is the ability to shape change.

SPECIAL ABILITIES: They retain all the normal Dwarven abilities but they are only half as effective. For example they can detect the depth under ground only half as good as a normal Dwarf. They do have exceptional eyesight and can see a great distance very clearly.

SPECIAL DETECTIONS: They retain the detections of the normal Dwarves but, as with the special abilities, they are only half as effective. They are also great trackers and they will notice any tracks that they encounter on the plains and will be able to determine age, direction of travel, type of party or animal, etc. even if they are not rangers.

SPECIAL RESISTANCES: They have the resistances that a normal Dwarf has except that these resistances are less. The resistance to poisons, spells, etc. is calculated by dividing their constitution by six and rounding down.

LANGUAGES: They can speak common, alignment, and all the normal languages that Dwarves speak.

ATTRIBUTE MODIFICATIONS: They get the same modifications that a normal Dwarf would get except that they do not have the detriment to Charisma.

NOTES: They can run great distances without getting tired. This comes from hunting on the plains and chasing their game for long distances. They have become great archers but only with crossbows for only the heavy crossbow can fire the long ranges necessary to hit game on the plains. Therefore they have no penalties for range when using a heavy crossbow.

THE KARHOSTA

DESCRIPTION: The Karhosta are a race of humanoids that descended from the felines. The traces of the cats are only very faintly visible in their features. The most visible and noticeable mark of the cat is their eyes which have the oval pupils like a cats. Also they are larger than a normal humans eyes and are almost always amber or gold in color. Their ears are larger and are pointed similar to an elves but different in a subtle manner that is noticeable. The karhosta are larger than a normal human by about one foot and they have more body hair than a human but not nearly as much as a cat. Their fingers end in claws just as a cats and this interferes greatly with their ability to handle small items. They cannot use a bow or dagger because of this. They are most happy with javelins or spears for missile weapons and their own claws and teeth for melee weapons. They do use what they call war claws which are metal claws and gloves that they slip over their hands and use in place of their normal claws. Their teeth are very large and the fangs are much longer than a normal humans.

CLASSES: They can only be fighters, thieves, assassins, rangers, bounty hunters and druids although they are unlimited in all these classes. They can also be any combination of any two of the classes.

SPECIAL ABILITIES: They have the same abilities of a normal human. In addition they have a superior sense of smell and hearing and can see much better in the dark. They do not have infravision nor do they need it.

SPECIAL DETECTIONS: They have the ability to smell certain poisons. Usually they can detect contact poisons and poisons that come in potion bottles. They have a chance to identify any potion that they have smelled before. The chance is ten percent per level.

SPECIAL RESISTANCES: The karhosta are resistant to magic and can never use magic in any form including potions of healing or magical weapons except for magical throwing weapons. They are fifty percent resistant to any form of magic affecting them.

LANGUAGES: They speak their own tongue, common, alignment, all felines or feline like creatures such as sphinx or rakshasa, and halfling.

ATTRIBUTE MODIFICATIONS: strength +2, constitution +2, dexterity +2, wisdom -2, intelligence -2, charisma -6 to cat haters only.

NOTES: The karhosta seem to like halflings for some reason. Some people think it is because they like the leisure life of good food and drink that the halflings enjoy. Others think that the natural enemies of the halflings which are the kobolds have something to do with it. No one really understands the relationship but the Karhosta will go out of their way to help the little people and to protect them even at the cost of their own lives. Many times they have been seen carrying a halfling around on their back with the halfling busily scratching them behind the ears. The Karhosta originally came from a large chain of islands in the southwestern sea. Although they are still rare they are spreading and becoming more common due to the fact that they are sailors of great skill and will sail everywhere and trade with any race.

THE KARHOSTA



THE MINGOLS

DESCRIPTION: It is claimed that the Mingols are basically another branch of the human race, but the same has been said of all the demi-human races. The Mingols are sufficiently different to justify a distinction of their own. The Mingols are basically a race of yellow skinned humans that are smaller than average. They are strong and muscular but not as massive as most of the other races. They have very good reflexes and extremely good eyesight. They have very good depth perception and color sense. The mingols are very hardy and sturdy and are resistant to most diseases and infections and they heal a lot more quickly than the other races. The mingols are natural horsemen and they take pride in owning and taming large herds. The larger clans engage in horse breeding and racing and one of the ways that a young man can advance himself is to win at these races.

CLASSES: They can be any of the classes just like the other humans except that they cannot be magic users or illusionists unless it is one of the oriental class that have some of these powers in conjunction with another class.

SPECIAL ABILITIES: The mingols have the same basic abilities as other humans except that they can pass without trace in large numbers on horseback. The mingols are natural raiders and raiding other camps is a way of life for them so they have learned to conceal their trails so that only a high level ranger can detect their passage. There have been cases when the mingols have raided a small village deep inside another country and escaped leaving no signs of their going or coming. This of course drives the border patrols wild.

SPECIAL DETECTIONS: The mingols have the same detections as a normal human. In addition they have a very acute sense of smell. On the northern plains which is their home they can detect intruders from miles away if they are downwind from them. This sense is also very discerning in that they can identify the intruders or tribe if they have ever encountered them before.

SPECIAL RESISTANCES: The mingols are strongly resistant to disease and infections of any sort. This is partially because of the life they lead and partially because of the evolution they have gone through. They also heal a lot faster than a normal human and seem to be highly resistant to pain and injury. The mingols are very magical resistant and do not like magic in any form except clerical or druidic. Because of this they get +1 on all their saving throws.

LANGUAGES: The mingols speak their tribal tongues, alignment, common, the trade dialect, and elven. In addition they can speak any of the languages that the people speak in the countries that border their tribal areas.

ATTRIBUTE MODIFICATIONS: constitution +1

NOTES: The mingols are fierce fighters and make excellent light calvary. The horses that they ride are bred by them and they take great pride in their care. The mingols will not wear any armor except leather made from boiled horse hide. They are also very good with the short horn bow and they can fire from the saddle with great effectiveness. They get one extra attack every two rounds with the short horn bow.

THE CHIROPTERIANS

DESCRIPTION: The Chiropterians are the results of an experiment by the Drow. They wanted to breed a slave race that would be comfortable and effective in the dim light that exists in their underground world. The Chiropterians evolved intelligence and a fierce hatred for the Drow. The Chiropterians were evolved from bats and retain the natural abilities of the bats. They can use the bats echo sounding to navigate in total darkness and they have a very acute sense of hearing. Their facial features are close to that of a giant bat and their charisma suffers because of that. They are basically a gentle people who want to be set free from the Drow's slavery. They have learned to be fierce fighters in their struggle to be free. Very few are seen around the civilized areas because they feel uncomfortable in direct light and uncomfortable around normal humans and demi-humans.

CLASSES: The Chiropterians are very limited in the classes they can be but they excel in the rolls they can fulfill. They can be: unlimited fighters, unlimited thieves, unlimited assassins, and any combinations of these classes. There have been some very successful Chiropterian bounty hunters. Their natural skills lend themselves well to tracking and catching criminals.

SPECIAL ABILITIES: They have the ability to use the bats echo sounding to navigate in total darkness. They can constantly use this ability to detect any incoming missiles and to dodge those missiles. They naturally rely more upon this sense than their eyesight.

SPECIAL DETECTIONS: They have very acute hearing and can detect sounds at a very high pitch. They can also tell which direction a sound comes from much better than any normal human.

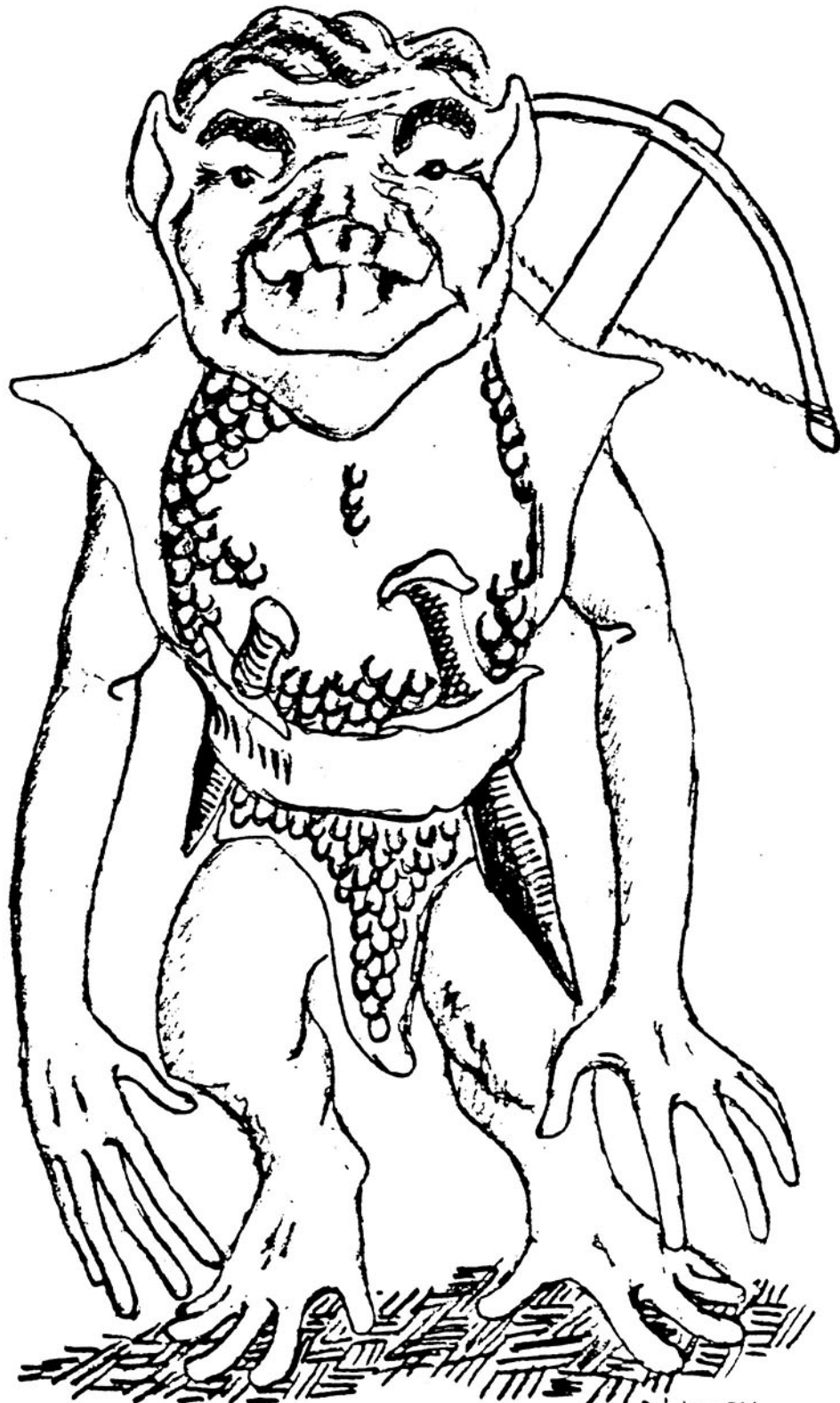
SPECIAL RESISTANCES: They are very resistant to magic and magical spells. They will not willingly use magical armor or magical weapons unless they are the Drow armor or weapons with which they are very proficient. Their magical resistance is ten percent per level and it can exceed one hundred percent.

LANGUAGES: They speak their own language, common, Drow, Mind flayer, Kobold, Gnome, and alignment.

ATTRIBUTE MODIFICATIONS: Strength -2, Dexterity +2, Charisma -6 (but only among non-Chiropterians).

NOTES: They never wear armor heavier than leather as they are very slight in build. They rely upon their ability to detect missiles fired at them and to dodge them (the same as a monk of the same level). They have lost their wings as they evolved but they can use a hang glider and fly very effectively outside. They almost always exist by thievery by night using their very effective night abilities. There have been some rumors that there is an offshoot from the normal Chiropterian that has some very unsavory habits. It is claimed that there is a vampire variant that lives exclusively by the blood of humans. These vampires are supposed to be very cunning and sneaky as well as very ruthless in their lust for blood. Needless to say they are not lawful good in alignment.

THE CHIROPTERIANs



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THE RED SAVAGES

DESCRIPTION: The red savages are a little known race because they have remained hidden in their mountain valleys and plains for centuries. Only recently have they made themselves known to the outside world. They are very leery of the other races taking over their land. They have what they call "the memory" which is believed to be a prophecy that some day they will be forced to leave their ancestral lands. The favorite melee weapon of the red savage is the hand axe. The favorite missile weapon is the long bow. They frequently carry a long lance which they can use very effectively from horse back. They make very good light calvary. They always carry an unusual shield. This shield always seems to be glowing. They also wear a most unusual shirt with many colored beads and died bones. They are slightly larger than the average human and they always have black hair and dark skin with a redish hue.

CLASSES: They are limited to fighter, ranger, bounty hunter, druid, and cleric but they are unlimited in these classes.

SPECIAL ABILITIES: They can track like a ranger of the same level even if they are not a ranger.

SPECIAL DETECTIONS: The same as a normal human.

SPECIAL RESISTANCES: They are immune to cold and cold weather. Any cold attack will only do half or no damage.

LANGUAGES: They can speak their own tribal tongue, common, alignment, and a special sign language that is common among all the tribes.

ATTRIBUTE MODIFICATIONS: none

NOTES: The shield that they carry is called a sun shield. They aquire this after they have been initiated into a warrior society. The shield is placed facing the sun and is turned during the day by the women to keep it facing the sun. The shield draws power from the sun and stores it until the time of combat. During combat the shield will automatically interpose itself in front of any blow aimed at the wielder as long as he is worthy. If he is a coward or tells a lie then the shield will not protect him and will even move aside to allow a blow to fall. The warrior also gets what is called a medicine shirt. This shirt is made of leather with many colored beads sewn onlu it. The shirt has strong magical protections and gives the wearer the armor class base of three. When worn with the shield the armor class base is zero. There is never any magical bonuses to these items nor can any other form of protection be worn with them. The only thing that will lower the armor class any lower is the dexterity bonuses.

THE LICENTAS

DESCRIPTION: The Licentas are basically Dwarven. They come from the far frozen north and are sometimes called the ice dwarves or the snow dwarves. They have very fair skin and white hair and beards. Their eyes are almost always pink or red. They are almost always seen with a peculiar bear. This bear is snow white and has longer legs than normal bear. In addition it has a long bushy tail unlike normal bears. These bears are used as pack animals and riding animals. They are known to be strong fighters in defense of their masters. They seem to be semi intelligent and seem to follow orders willingly and intelligently. Little is known of the home land of the licentas because they are very closed mouthed and any attempts by traders to follow them home have met with failure. No one has ever seen a female licentas or a young licentas.

CLASSES: They can be any of the classes of the normal dwarves. In addition they can be a cleric if they chose either the nordic or celtic pantheon.

SPECIAL ABILITIES: They are great mountain climbers and can travel over mountains covered with snow and ice at normal speed. They are known for their ability to set traps in the ice and snow thus preventing anyone from following them.

SPECIAL DETECTIONS: Because of their built in paranoia they can tell if anyone is following them. This works in the city as well as the mountains and forests. It is believed to be an undeveloped psionic sense.

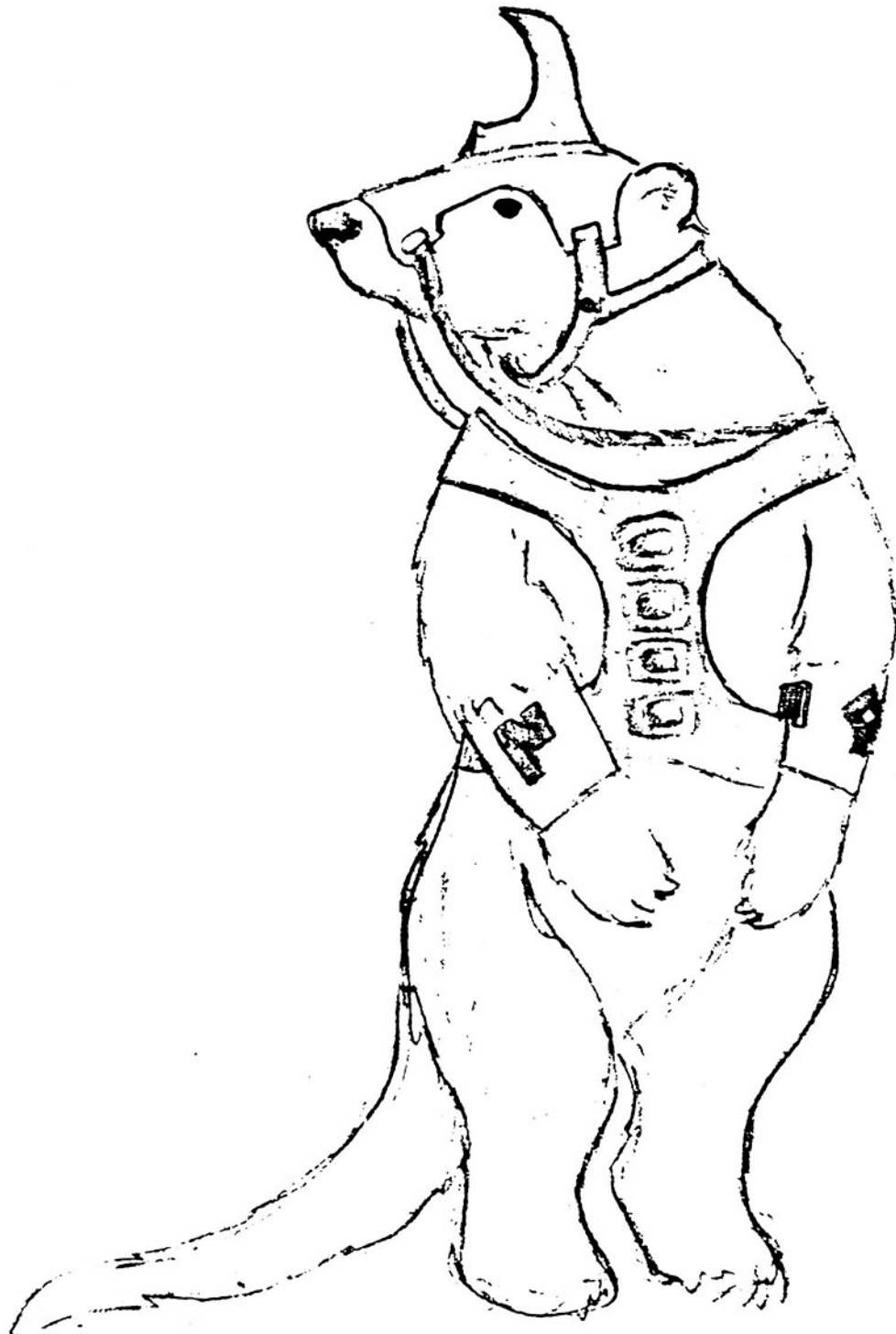
SPECIAL RESISTANCES: They are totally immune to attacks by heat or cold nor do they suffer the effects of changes of temperatures.

LANGUAGES: They speak the same languages as the normal dwarves. In addition they speak their own tribal tongue and the language of all bears or wolverines.

ATTRIBUTE MODIFICATIONS: The same as for normal dwarves.

NOTES: Because they are few in number the licentas do not want anyone to know where they come from. They fear greatly the outside influence upon their people. They feel that if the other dwarves start to come into their country that they will stay and eventually interbreed thus reducing the racial purity of the licentas. The licentas were given the power to communicate with and command all bears and wolverines by a grateful god. The problem is if they interbreed they feel that might lose this ability. The bears that they use for pack animals and riding animals are a special breed that was given them by this god. They are totally loyal to the licentas and will protect them with their lives. The licentas have the power to shape and control ice and snow. This aids them in setting their traps. Also they can use the power to create ice bridges to help them cross the mountain valleys and canyons. They can also use this power to allow them to pass without trace over ice and snow.

THE LICENTAS



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