



Other Human Races

Merrow (Homo Aquaticus Adaptus)

Humanoid	Merrow, Deep sea Merrow
Type	Human
Climate/Terrain	any warm underwater (ocean preferred)
Frequency	uncommon
Organization	tribe
Activity Cycle	Community
Diet	Omnivore
AL	any
NA	20d10
Size	M; 50+ST inch
ST	3d6=3-18
IN	3d6-1 = 3-17
WI	3d6=3-18
DX	3d6+1 = 4-18
CO	3d6=3-18
Deep Sea Merrow CO	3d6+1 = 4-18
CH	3d6=3-18
Languages	1d2+1/IN. Adj.
Spellcaster Limits;	nil
AC	7
AV	0 to 2
HD (9 max) or Level	1 2 3 4 5 6 7 8 9
HP	as class special
SW	180'/60'
MV	90'/30'
THACO	by class
Attacks	1 weapon
Damage	by weapon
Special Attacks;	by class
Special Defenses;	0
Immune to;	Drowning
Extra Vulnerable to;	Fire Damage
AM	0
Save as; Thief	1 2 3 4 5 6 7 8 9
ML	6(7)
XP	As class
TT	CR
Body Weight	Size x ST/4



The Merrow are the classical mermen and mermaids of legend. Marine-dwelling, amphibious humanoids with the upper torso of a human and the lower torso of a fish.

Many Merrow (especially females) have a single tail. Others have two fishy tails which resemble Human legs covered in scales ending in fins.

From the waist up, they look very much the same as normal humans. In fact, there are some who claim that humans are descended from us, but that is a topic for another time, and much debate.

From the waist down, they resemble a fish, albeit a fish with two tails, much like human legs, in fact. These tails are scaled and have fins at the end. They also have webs between their fingers. These are useful for swimming, as they make hands into extremely sufficient paddles.

At the same time. They do not hinder movement in any way, allowing them to grasp implements and weapons.

For Merrow, like humans, are tool users. Adult mermen are 4.5 to 6 feet long (tall) and weigh between 150 and 225 pounds. Females, also known as mermaids, are 6 inches shorter than the males and weigh between 100 to 150 pounds.

The color of their tails varies greatly among Merrow. Some have green scales, others blue. Gold and silver tails are not uncommon, and variegated tails are considered attractive. The torsos of Merrow are flesh colored, but vary according to where the Merrow are from; brown near Ierendi Isles, Pink near Karameikos and the Five Shires, green-blue among the Merrow of the Southern seas, this is of course a generalization, as Merrow of widely varying colors can be found within the same communities.

Hair color is normally a color similar to that of their tails, with multi-colored hair being common among those Merrow with variegated tails. Some Merrow, however, do have a hair color different from their tails. Eye colors vary greatly.





A Merrow is an amphibian, a creature able to breathe both air and water equally as well. To do this, they have gills and lungs. Their lungs are like normal humans, and their gills work like any other fish's, used to filter air from the water when submerged. When they're in the water their lungs fill with water, but this is no problem as long as they are submerged, as the water has no effective weight. Upon entering the world of air, though, it is necessary to 'blow' the lungs to avoid their becoming heavy. Once the water has been expelled, the lungs then work normally, and the gills close into recesses on the side of the neck. They can continue to breathe air for as long as they wish. And it is a simple matter for them to breathe water again. All they have to do is inhale it and their gills take over.



Mermen and Mermaids, or Merrow as they call themselves, can be found throughout the warm waters of the world (10°-30°C). Merrow societies vary from long-established kingdoms to small nomadic bands.

Merrow are the most populous of the races of the Sunlit Sea. In the waters of the Sunlit Sea (Sea of Dread around Minrothad and Ierendi) nomadic Merrow are very common. Tribes of 50 to 100 Merrow follow their fish herds wherever they may lead. Nomadic Merrow are fun loving, but take offense at anyone trying to curtail their fun.

Historically, this led to clashes between them and the Tritons of Undersea (Sea of Dread more south). The Merrow saw no reason why their herds could not graze on the cultivated kelp forests of Undersea, except that the Tritons didn't want them there, and skirmishes were common.

Today, the nomadic Merrow pass through Undersea only occasionally, preferring to skirt around the more settled lands. Some Merrow live permanently in Undersea, but most of those who have dealings with Undersea do so as mercenaries, serving as Scouts and cavalry for the Triton Army. Merrow are also sought out by Tritons to act as troubleshooters. The Kingdom of Ierendi employs Merrow to train its sea troops and to supplement its own Forces.

History

Mermen were once human but were transformed by unknown powers into their current forms. They live by herding fish, but during times of need they attack other sea-peoples or ocean-going vessels. They live underwater but often surface to sun themselves on large rocks.

Existing; OW; Since 25.000 BC HW; Since 1500 BC

Greatest Expanse 1000 AC- today





Dolphin Song:

Merrow speak (or sing) the language of the Dolphins and Whales up to a range of 500 yard, this allows them to communicate among themselves. This vibration language is many betters used by whales and dolphins and may cross thousands of miles throughout the oceans, although the vibration can reach the Merrow, they will not understand it for they can't hear it if spoken beyond 500 yard outdoors, or 500 feet indoors (caves etc.). Otherwise they would hear a continuous jingle of songs as the Whales fill the oceans with, and would drive a Merrow crazy.

Merrow speak their own language Dolphin Song (with different dialects spoken by communities that are separated over wide distances), +1-2 depending upon scholar-level of country +1/int bonus other languages., these have much shorter ranged and are easily jumbled in the multitude of sounds of the sea. They work however on short range (50' or less).



Allowed Classes:

Merrow can only become any Fighter or Thief class, and/or Shaman and/or Wokani as an extra class at extra experience cost. The latter two see Pages of Virtue or The Ultimate Spellbook. These are limited to 8 in either Shaman or Clerical class, and to level 4 if being dual classed. If Thief (Scout/Rake/Bard) or Fighter (paladin/Avenger/Knight) they can their Hit dice at variable levels, not like normal classes at each level. At 3rd and 7th level they do not gain a Hit Dice nor extra hit points. 8th level is name level instead of 9th, and after this constitution adjustments do no longer apply. THACO and saves are as per fighter or thief class (whichever is used), even when the second class is Shaman and/or Wokani.

Level	XP	HD	Hp Thief	Hp Fighter
0	0	1	1d4	1d8
1	1000	2	2d4	2d8
2	2000	3	3d4	3d8
3	4000	3	3d4	3d8
4	8000	4	4d4	4d8
5	16,000	5	5d4	5d8
6	32,000	6	6d4	6d8
7	64,000	6	6d4	6d8
8	130,000	7	7d4	7d8
9	260,000	7	+2	+2
10-36	+200,000	7	+2	+2

Names

Merrow have a first name and a colorful epithet;

First name examples; Arnal, Condo, Gunar, Haldo, Malra, Rendra, Slalo, Tyrall, Xylo, Unaar.

Epithet examples; Currentchaser, deepdiver, Fishchaser, Foamfollower, Seasurfer, Sunwatcher, Waverider, etc. these last names can change according those knowing the character, he does not choose his epithet, but must abide by it until a community has given him another epithet. This means a Merrow can have one epithet in one place or others in other places.



Combat:

Mermen communities are well-armed. The arms used by mermen are as follow s:

Trident, dagger (50%) 20% of all trident wielders are also armed w ith a hook and grappling line (50 feet long). Crossbow , Mermen crossbow s have a range of 30 yards underwater dagger (30%), Javelin, dagger (20%). They use grapples to attack ships; the grapples can be throw n up to 50 feet. Each grapple held by 10 mermen slow s a ship by 10'. Once stopped, the ship is attacked and a hole is knocked in its hull in 4d4 rounds, after w hich the ship slowly takes 1d8 hull points of damage each round by in taking water and finally sinks, to be looted by the mermen.

Merman suffer double damage from fire attacks.

Habitat/Society:



For every 20 mermen encountered, there is a patrol leader (2-3 HD) and 1-3 barracuda (AC 6; Move 30; HD 3; #AT 1; Dmg 2d4). For every 40 mermen, there is a leader (4 HD). For every 120 mermen encountered, there is one chief (6 HD) and two guards (4 HD). For every ten mermen, there is a 10% chance of a shaman (3 HD, w ith the spells of a 3rd-level priest). Mermen have regular undersea communities, usually a reef or cliff honeycombed w ith passages. Rarely (10% of the time) they construct a village from sea shells and coral. An average community has betw een 100 and 600 males. Females and sub-adults each equal 100% of the males in a village. The communities are usually guarded by 3d6 trained barracudas.

Mermen society is heavily patriarchal. They prefer to be left to themselves and usually reject proposals of friendship or trade. They have strong territorial instincts and, w hile closely related to humans, they have no love for them. Males hunt and herd fish and protect their territory. Females raise children and tend to domestic affairs. Mermaids are also know n for their creativity, and they produce w orks of art for the community (shell carvings, seaweed tapestries, and songs).

Fire, blisters and burns

Sea creatures are born and raised in the sea. Few races other than Shark-kin and Aquatic elves ever venture onto dry land. When they do, they are vulnerable to fire-based attacks. Sea creatures save vs. Fire-based attacks at -2, and the fire damage inflicts an extra point of damage per Hit Dice of the effect against sea creatures. Example; Kervo the wizard throw s a fireball against a Triton. Kervo is a 10th level wizard and thus rolls 10d6 +10 (+1 per die of damage). Lucius the Triton tries to dodge the spell and attempts a saving throw , subtracting a -2 from the result. He fails and ends up roasted. Meanw hile, Gormaka the dwarf swing s his lit torch at a Merrow . The Merrow suffers 1d4+1 points of damage.



Technology; any depending on culture, but mostly stone-age with magic
 Life-Style; any depending on culture
 Population; Outer World: 1.000.000 all over
 Hollow World: 250.000 all over
 Faith; Any (often water based)
 Age Baby Youngster Teenager Young Adult Adult Mature Elder Death
 Merrow 0-7 8-13 14-30 31+ 40-59 60-90 91+ 140+3d10
 Compulsory Skills; Mammal empathy
 Advised Skills; Dodge.

Ecology:

Merrow are omnivorous, but they prefer a diet of fish, lobster, crab, and shellfish. They do not cook these creatures, but must fillet them before eating. They can survive out of water for one hour before they begin to dehydrate. When dehydrated, they lose 2 hit points per hour and will die when they reach zero; immersion in fresh or salt water immediately restores these lost hit points. Merrow have an average life expectancy of 150 years. Merrow have many natural enemies but particularly hate the Sharkkin and devilfish.

Relations to; Kopru -3
 Nixy +1
 Shark-kin -2

They often clash with tritons over territory. Merrow adorn themselves with coral and shell decorations.

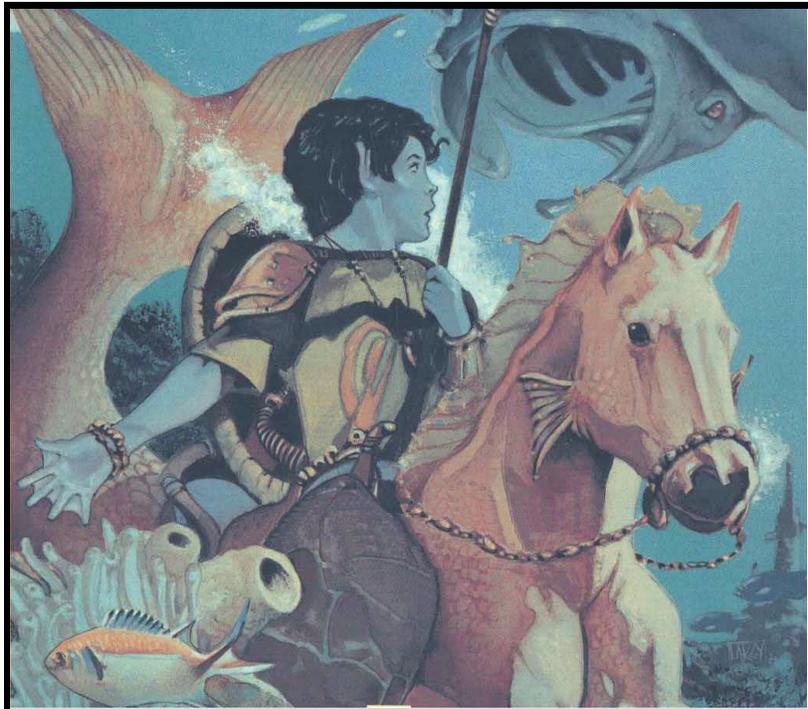
Deep Sea Merrow (Homo Aquaticus Oceanus)

Equal to common Merrow with the following differences. Most Merrow (especially females) have a single tail. Grey is the color of Deep Sea Merrow ranging from pale grey to an anthracite dark grey. The difference in Deep Sea Merrow and normal Merrow is that the first has adapted itself to the tremendous pressure and darkness of the Deep Sea. Therefore they have an infravision of 240', can generate a Faerie Fire effect of oscillating colors on their scales and have an inborn Resist Cold ability.

Even though they are humanlike, they are much better adapted to their watery environments; they have more scale like growths on their body and along their face, their eyes are more fishlike, and some have strong back fins on their backs. Their tails are literally tails and no modified legs, their legs are rudimentary fins half way their tail, helping in steering. Deep Sea Merrow will die in 20-Constitution x rounds if ever entering the surface world without magical protection to this decompression. They have lost the air breathing ability and have no lungs. Their abilities will be lost, even if they have this protection, until they are more than 1 moon in the deep sea again. They are incapable of speaking another way than that of the dolphin tongue.

Some rare deep-sea Merrow (1 in a 10.000 at most-roll 2x d100 if rolled twice a "0" then having the effect, a Wish can be used to gain it otherwise) have the ability to generating an electrical field similar to that of an electric eel. Each charge will do 1d6 damage per Constitution point spent, and this damage will be reduced by 1 for each foot of distance crossed. Remember that a lower Constitution will also lower the hit points currently having (reflecting overall physique). This lost Constitution will return with 1 point per hour.

They are further equal to normal merrows, in all means and statistics.





Undersea History

The true origin of life in the seas of the world is lost in the mists of time. The immortals withdrew from the prime plane without telling anyone about their original designs and intentions. What little is known of the early days of life in the sea is drawn from the writings of the Aquarendi elves.

5000 BC Elven Civilization of Evergrun develops. Originally creatures of the sea, the aquatic elves left the waters to live upon the land, where they flourished along with the elves of Evergrun; they were called the Aquarendi, those who came from the waters 3500 BC. Blackmoor culture thrives. The Elven culture of Evergrun imports Blackmoor Technology.

In time, the elves met Traders from Blackmoor who told them of the great achievements of Blackmoor Culture. The elves that were known as the Aquarendi saw the error of the Elvish race in accepting the technological ways of Blackmoor. They foretold the destruction that lay in store for the elves if they did not return to the world of nature and gave up the wild magics of Blackmoor. Although some elves listened, the majority ignored the Aquarendi, calling them fools and dreamers.

3200 BC. Anxious to escape the impending Holocaust, Aquarendi Elves called on the immortals of Time to aid them. They were answered by Manwara, the immortal known as the old elf/man/merman of the sea—depending upon the race seeking his aid. Manwara restored to the Aquarendi the ability to breathe and live underwater, and entered the waters to begin a new Life. Sundered from their land kin departed from their kin with great sorrow, and believing them lost in the destruction of Evergrun, the Aquarendi grieved for many centuries. Never very large in number, the Aquarendi dropped from the pages of the Elven chronicles; their existence was forgotten entirely in the years of suffering that followed the destruction of Evergrun and Blackmoor.

In the oceans, the Aquarendi discovered many new races. From those the Aquarendi learned of the struggles taking place between the immortals as each strived to secure the dominance of his sphere. The Aquarendi have preserved this memory and speak of a world shaped and reshaped by elemental fury. They also tell of a time when the immortals declared a truce and began creating their own chosen creatures. This period was brought to an end by the great rain of fire, which devastated the Blackmoor civilization and Evergrun.

3000 BC The Great rain of Fire

The sky turned yellow, red and then black. Ash obscured the sun, denying light to its children, the earth shook and the sea rose in fury. Dark waves lashed against the land, and the canyons of the deep split open and gouted out fire and destruction. The ocean heaved and boiled. Many of the seaborne races died in the cataclysm, their existence wiped clean. Never again would they ride the currents of life.

The Aquarendi cried out to Manwara for protection. The great immortal surrounded them and his other favored people in a bubble drawn from his breath (Actually a gigantic temporal Stasis field). The bubble bore them through the terrible times that the humans had brought upon the world.

When the oceans stilled, Manwara released his people and they awoke to find a different world. The seas had grown cold, and the land was covered in ice. The peoples divided and sought new homes along the warmer currents that flowed from the north. It was a time of rebirth.

The kellastoi of the Aquarendi

It was also a time of renewed strife among the immortals. Many immortals saw the Great Rain of Fire which destroyed Blackmoor as an opportunity to expand their power of their own spheres. Their truce prevented them from doing so directly, so they called upon the elements favored by their spheres. Great elemental upheavals followed the destructions of Blackmoor and Evergrun.

During the ancient days following the Destruction of Blackmoor, bands of humans calling themselves the Taymora moved south.

2500 BC Arriving at the fertile plains surrounding the southern sea they established settlements along the cliffs and on the plains. They traded with the Verdier and the Meditor elves.

The kellastoi of the Aquarendi tells of the savage struggles which gave birth to the sea of dread. Of how water, fed from the melting polar icecaps, slowly stole back the edges of the continents, and of how elements of earth and fire battled the forces of water in an attempt to drive it back from the land.





The three elements struggled against each other but victory eluded them all. The sea of dread encroached further on the continent, but volcanic activity split the edges of the continent and formed islands in the face of the advancing water. Before the world was again thrown into turmoil, another truce was called, and the immortals, their ranks swollen by candidates from the world, withdrew and agreed to let the prime plane develop without their direct interference.

When a group of Aquarendi discovered a group of elves living in the north. These were the Meditor and Verdier elves, who had split from the larger group of Elves who travelled farther north under the leadership of Isundal. Overjoyed that some of their people were alive, the Aquarendi moved north to the edge of the continent to live next to their cousins. But the elemental changes were not over, and the elves soon discovered that the boundaries of land and sea were far from set.

1750 BC The elemental upheavals



Although the immortals realized the importance of the world in supplying candidates to replenish their own numbers, the elements still continue to battle each other for the supremacy of the sea. It is a war that none can win, for the immortals and the combined might of the elements prevents any one element from gaining supremacy. But the battles continue on a day to day basis and are a fact of life for the peoples of the sea. Volcanoes and gates to the elemental plane of fire are relatively common in the sea of dread. Gates and whirlpools leading to the elemental plane of water keep the water constantly moving and replenished. The elemental plane of earth causes earthquakes the elemental plane of earth causes earthquakes and flexes its muscles deep underwater. Even air is involved, making its presence felt by lashing the sea with storms and hurricanes.



The series of great elemental upheavals split several large landmasses from the continent of Brun. The Taymora civilization is destroyed, the majority of the Taymora perished. Battered by huge tidal waves and hurricanes of tremendous force, the few surviving Taymora fled the area and settled farther north in the present lands of Karameikos. They were later absorbed by the Traldar when they arrived in the area. The ancient settlements of the Taymorans still remain on the floor of the Sunlit Sea where they are haunted by the remains of their dead and undead.

The elemental struggles that followed in the wake of the Great Rain of Fire caused changes to the continent's southern edge. Volcanic activity and earth tremors rocked the continent as tidal waves pounded the shore. Many Aquarendi and land elves were killed in the widespread devastation. When it finally ended, the elves looked upon a sea dotted with islands; the Ierendi and Minrothad islands stood gleaming in the new born sea, which the elves named the sea of Dread (due to its destructive side).

The age of rebirth

1720 BC the landmasses split further, forming the Ierendi isles. As the elements battled one another, the sea peoples fled north and discovered warm seas and tropical islands bordering the southern part of the continent of Brun. Here they grew and thrived, but they were not safe from the elemental battles which swept the seas. Volcanoes frequently destroyed their homes, and even the sea peoples could not stand up to the great Tidal waves that lashed the open seas. It soon became apparent that new seas must be found if the races were to survive. The sea people spread throughout the world, and many faded from the knowledge of the Aquarendi.

The Meditor and Verdier elves found themselves separated by the new sea, but under the urging of the Aquarendi, the Verdier sailed to join their kin. Since then the Aquarendi have lived among the reefs and lagoons surrounding Alfeisle, enjoying the kinship of their cousins and trading with them for items the Aquarendi could not produce in their watery world, the Aquarendi remain the most secretive of the sea races. Few members of the Minrothad Guilds even suspect their existence, as both the Meditor and Verdier elves maintain a discreet silence regarding their aquatic cousins.

The arrival of the Merrow

The primitive Merrow were the second race to enter the warm, shallow sea formed by the drowning of the continental shelf. Fleeing tremendous elemental clashes in the great ocean which surrounds the continents of Mystara, the Merrow travelled hundreds of miles of ocean to reach the warmer waters. Arriving at the Thanagioth archipelago in the sea of dread, many Merrow settled among the reefs and mountainous slopes of this great island chain. Others travelled further northward until they reached the drowned lands. Delighting in its warm and bright waters, they named it the Sunlit Sea.

The sea was the most bountiful they had ever encountered, requiring them to spend only a fraction of their time in hunting and gathering. The elemental struggles of the area, while less in magnitude than the ones they had fled, were still not to be taken lightly. Instead of leading settled lives like the Aquarendi, the Merrow chose to continue their nomadic existence, living off the rich kelp forests and the abundant shoals of fish that swarm in the new sea. It is a way of life that the majority has continued to follow this day.

748 AC the Merrow of the sunlit sea agree to help the Ierendi navy in return for Ierendi agreeing to protect sacred Merrow shrines from pirate plunder.

800 AC Devilfish appear in the sunlit sea. War breaks out between them and Undersea, characterized by local skirmishes and terrorist attacks by the Devilfish.

920 AC the war between the devilfish ends indecisively

979 AC Devilfish resume their attacks on Undersea.

980 AC lycanthropes are again discovered in Minrothad and in Undersea; fear spreads that the devilfish might be responsible.

998 AC undead are reported in the waters to the south of the sunlit sea.

1000 AC Sharkkin tribes take up arms against the land dwellers, devilfish increase their attacks upon Undersea, the numbers of undead and lycanthropes in the southern waters grows at an alarming rate.

The Tritons.

One of the most recent arrivals in the sunlit sea are the Tritons. Fleeing north to escape their enemies, the devilfish, the tritons reached the sunlit sea in 200 BC, and found the waters to their liking. After a few skirmishes with the nomadic Merrow, the tritons carved out a kingdom in the waters between the islands of Ierendi and Minrothad. For centuries the Merrow and tritons fought over the area, but the organized might of the Tritons finally prevailed over the merrow's splintered tribes. The tritons secured their kingdom of Undersea, leaving the rest of the Sunlit Sea to the Nomadic Merrow.

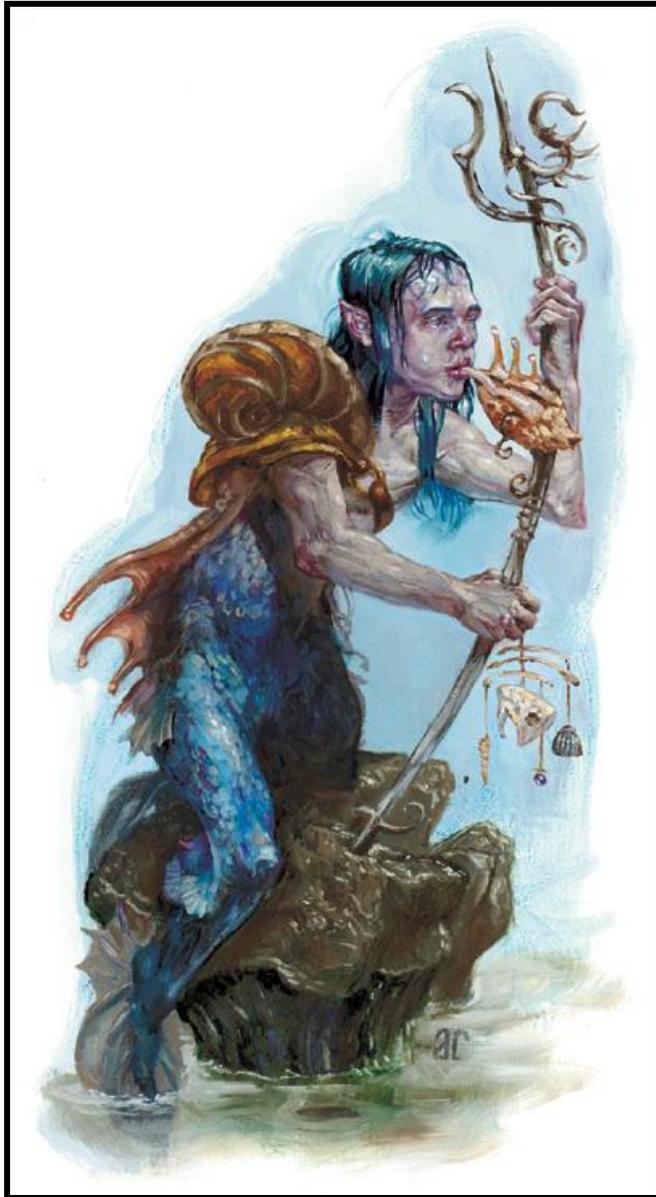
410 AC Traders from Minrothad inadvertently spread the curse of Lycanthropy to the Merrow and tritons.

443-445 AC Expeditions of elves and humans purge the Minrothad isles of all lycanthropes. Similar events take place in Undersea, with many of the lycanthropes fleeing to deeper waters. This time is known as the night of the long knives'.



Triton (Homo Aquaticus Tritonses)

Humanoid	Triton
Type	Human
Climate/Terrain	any sea (ocean preferred)
Frequency	Rare
Organization	Community
Activity Cycle	day
Diet	Omnivore
AL	N
NA	10d6
Size	M; 55+ST inch
ST	3d6-1 = 3-17
Either IN/WI	3d6+1=3-18
Other (IN/WI)	3d6-1=3-17
DX	3d6=3-18
CO	3d6=3-18
CH	3d6=3-18
Languages	1d2+1/IN. Adj.
Spellcaster Limits;	MU36 or CL 36
AC	7
AV	by armor
HD (9 max) or Level	
HP	See table
SW	150/50
MV	30'/10'
THACO	by class
Attacks	1 weapon
Damage	by weapon
Special Attacks;	spellcasting
Special Defenses;	0
Immune to;	Drowning
Extra Vulnerable to;	Fire Damage
AM	5%/level over 9 max 90%
Save as; Thief	See table
ML	9
XP	See table
TT	F, or G, or H
Body Weight	Size x ST/4



Tritons are similar to Merrow in appearance. They are slightly taller and always braid their hair and decorate it with shells or coral. They resemble Humans from the waist up and have two fishy tails which resemble legs. Tritons have a silvery skin that fades into silver-blue scales on the lower half of their bodies. Skin color varies as Humans, from pinkish to brown or black but these are not separate racial colors. They have a distinctive blue silvery sheen to their skin. Hair and eyes are often curly deep blue or blue-green, although golden or silver are also common. They have shell shaped ears and aquiline noses. They can breathe air and water at the same ease. They are able to trot the land; they have very rarely the desire to do so as their tails are incapable of supporting them for any length of time.

Tritons are rumored to be creatures from the elemental plane of Water that have been placed on the Prime Material plane for some purpose unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths.

Tritons speak their own language as well as those of sea elves, and often another.

A Triton is an amphibian, a creature able to breathe both air and water equally as well. To do this, they have gills and lungs. Their lungs are like normal humans, and their gills work like any other fish's, used to filter air from the water when submerged. When they're in the water their lungs fill with water, but this is no problem as long as they are submerged, as the water has no effective weight. Upon entering the world of air, though, it is necessary to 'blow' the lungs to avoid their becoming heavy. Once the water has been expelled, the lungs then work normally, and the gills close into recesses on the side of the neck. They can continue to breathe air for as long as they wish. And it is a simple matter for them to breathe water again. All they have to do is inhale it and their gills take over.

Allowed Classes:

All Tritons are either Mages or Clerics, although some are able to study both Clerical and magic spells.

Tritons can fight, with all Tritons being able to wield weapons. They are a practical race; Clerics and mages can use any weapon common to Underwater Races unless forbidden by the corresponding Immortal. Tritons lead a more settled lifestyle than the Merrow. They use coral to build their homes, either carrying it great distances or carefully cultivating it into buildings (with the use of special magic, digging tools, or growth and time).



Level	HD	Hp	Casting Level	Save	XP needed			XP value			
					Cleric	Mage	Cleric/Mage	# *	XP *	XP Base	XP Total
Sprat	2	2d8	2	F10	-24,000	-30,000	-36,000	1	5	20	25
Urchin	3	3d8	3	F2	-18,000	-24,000	-28,000	1	15	35	50
Teenager	4	4d8	4	F3	-12,000	-16,000	-18,000	1	50	75	125
NM	5	5d8	5	F4	0	0	0	2	125	175	425
1	6	6d8	6	F5	24,000	30,000	36,000	2	225	275	725
2	7	7d8	7	F6	72,000	90,000	108,000	2	400	450	1250
3	7	7d8	7	F7	168,000	210,000	252,000	2	550	650	1750
4	8	8d8	8	F8	360,000	450,000	540,000	2	700	900	2300
5	8	8d8	8	F8	660,000	750,000	840,000	3	750	1000	3250
6	9	9d8	9	F9	960,000	1,050,000	1,140,000	3	800	1100	3500
7	9	9d8	9	F9	1,260,000	1,350,000	1,440,000	3	875	1250	3875
8	10	10d8	10	F10	1,560,000	1,650,000	1,740,000	3	950	1350	4200
9	10	+2	10	F10	1,860,000	1,950,000	2,040,000	3	1000	1500	4500
10	10	+4	11	F11	2,160,000	2,250,000	2,340,000	3	1050	1650	4800
11	10	+6	11	F11	2,460,000	2,550,000	2,640,000	3	1100	1850	5150
12	10	+8	12	F12	2,760,000	2,850,000	2,940,000	3	1100	1850	5150
13	10	+10	12	F12	3,060,000	3,150,000	3,240,000	3	1100	1850	5150
14	10	+12	13	F13	3,360,000	3,450,000	3,540,000	3	1150	2000	5450
15	10	+14	13	F13	3,660,000	3,750,000	3,840,000	4	1150	2000	5450
16	10	+16	14	F14	3,960,000	4,050,000	4,140,000	4	1350	2125	7525
17	10	+18	14	F14	4,260,000	4,350,000	4,440,000	4	1350	2125	7525
18	10	+20	15	F15	4,560,000	4,650,000	4,740,000	4	1550	2250	8450
19	10	+22	15	F15	4,860,000	4,950,000	5,040,000	4	1550	2250	8450
20	10	+24	16	F16	5,160,000	5,250,000	5,340,000	4	1800	2375	9575
21	10	+26	16	F16	5,460,000	5,550,000	5,640,000	4	1800	2375	9575
22	10	+28	17	F17	5,760,000	5,850,000	5,940,000	4	2000	2500	10500
23	10	+30	17	F17	6,060,000	6,150,000	6,240,000	4	2000	2500	10500
24	10	+32	18	F18	6,360,000	6,450,000	6,540,000	4	2250	2750	11750
25	10	+34	18	F18	6,660,000	6,750,000	6,840,000	4	2250	2750	11750
26	10	+36	19	F19	6,960,000	7,050,000	7,140,000	4	2500	3000	13000
27	10	+38	19	F19	7,260,000	7,350,000	7,440,000	4	2500	3000	13000
28	10	+40	20	F20	7,560,000	7,650,000	7,740,000	4	2750	3250	14250
29	10	+42	20	F20	7,860,000	7,950,000	8,040,000	5	2750	3250	14250
30	10	+44	21	F21	8,160,000	8,250,000	8,340,000	5	3000	3500	18500
31	10	+46	21	F21	8,460,000	8,550,000	8,640,000	5	3000	3500	18500
32	10	+48	22	F22	8,760,000	8,850,000	8,940,000	5	3250	3750	20000
33	10	+50	22	F22	9,060,000	9,150,000	9,240,000	5	3250	3750	20000
34	10	+52	23	F23	9,360,000	9,450,000	9,540,000	5	3500	4000	21500
35	10	+54	23	F23	9,660,000	9,750,000	9,840,000	5	3500	4000	21500
36	10	+56	24	F24	9,960,000	10,050,000	10,140,000	5	3750	4250	23000

All Tritons begin as 2nd level Spellcasters (Either Cleric classed or mage classed), but they increase in magic ability slower than Human Spellcasters. They don't gain a new level each time they rise in level. Up to 10th level their magic ability is the same as their Hit Dice (see experience table), after that they gain 1 level of magic use for every two levels of experience.

For example; a 2nd level Triton with 7 HD casts spells as a 7th level Cleric or Mage. On becoming 3rd level the Triton does not gain an additional HD, so a Triton Spellcaster level does not increase. On reaching 4th level, the Triton gains an additional HD and finally becomes an 8th level Spellcaster.

The history of Tritons can be seen prior to these creatures listing (2 pages up).

Cleric/Mage Tritons

A Triton's Wisdom and Intelligence must be both 15 or higher in order to become a Cleric and Mage' they have the same amount of spells per level as any normal Mage but may choose to memorize and pray for Magical and Clerical spells. They don't use the Cleric's casting table. They do not gain extra spells, by being multiclassed, but may cast from both the clerical and magical spells available to them.

For example, a 2nd level Triton casts spells as a 7th level Cleric and a 7th level Mage, but the total amount of spell available per day is the same as that of a 7th level Mage. This is called the casting level.



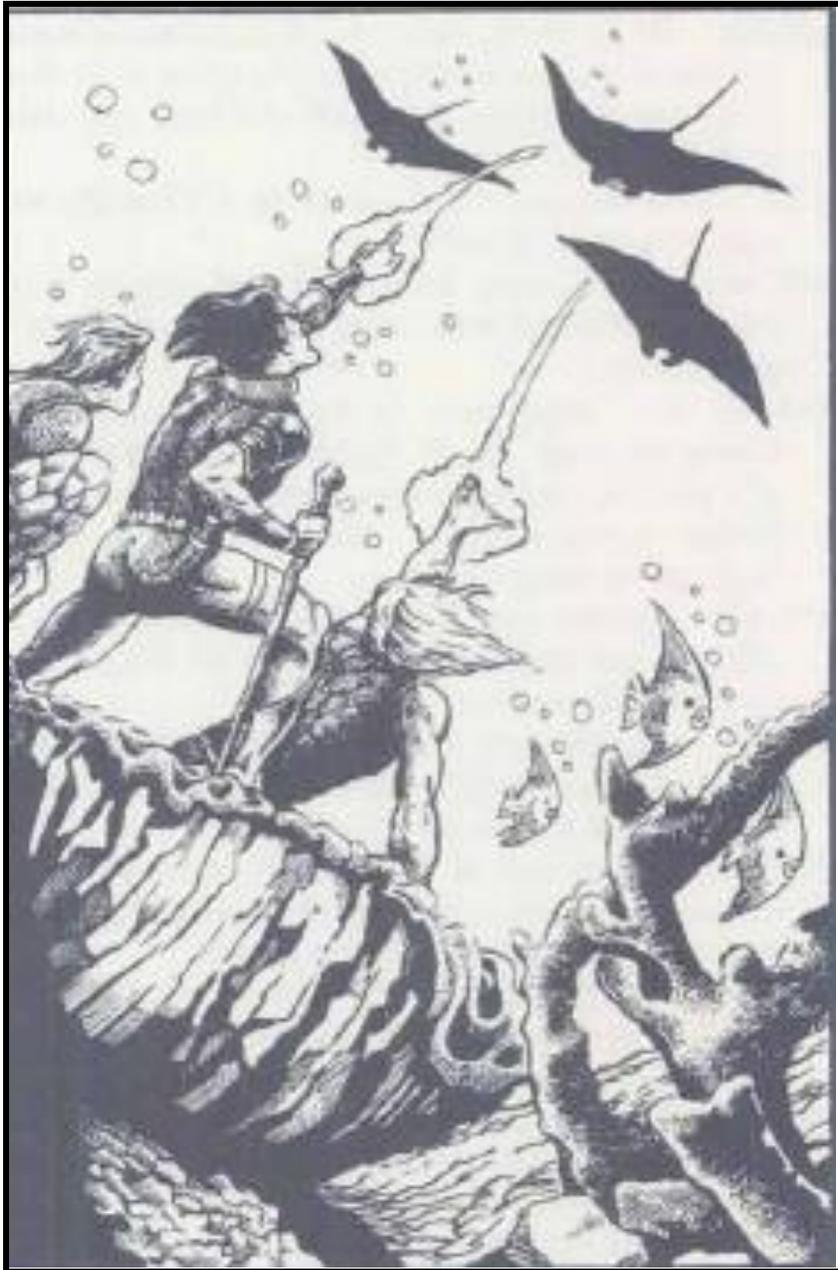


Spell/use

When young or to low in ability, they still can casts magical or Clerical spells after memorization or praying, but they run the risk of making grave mistakes until they reach 0-level Normal Monster (NM) or high enough ability. Any time young or ill-suited Tritons attempts to cast a spell, roll against the ability used (Intelligence for Magic spells, Wisdom for Clerical spells) if the roll is equal or lower than the ability, the spell is cast correctly and normal spell effects apply. Any roll higher than the ability rolled against results doesn't work or goes dramatically wrong (use following Table). Any misfired spell is used up as though cast normally.

2d6 Effect

- 2 Caster suffers 2d6 mental damage
- 3 Caster spun helplessly uncontrollable in circles for 2d6 rounds (risk of Impact!!)
- 4 Bubbles spring up from and around caster 10' radius obscuring vision for 1d6 rounds.
- 5 Random target affected instead of chosen one (spell misfires if spell was directed personally, range; Caster Only).
- 6-8 Spell Misfires, nothing happens
- 9 Lots of small, brightly colored fish (0.1-1") spring from the caster's hands, obscuring vision in a 10' radius for 1d8 rounds before swimming away. There is 50% chance predators within 500 yards will be attracted to the fish and thus attack the caster.
- 10-11 The spell has a Reverse effect than intended; harming spells cure and visa-versa, a Sleep spell refreshes targets as if rested a full day (thus enabling them natural curing, spell memorization, etc.).
- 12 The caster is cursed; Intelligence, Wisdom, Saves and THACO are penalized by 2 until dispelled or removed.



Tritons have Latin sounding names

(probably an origin of their mutual existence with the Thyatian Tribes, and maybe even their origin. Albinus, Bratius, Flavius, Gaius, Hirtius, Labeinius, Lucretius, Mantineus, Maxentius, Pontius, Quintus, Tibonius, Uronius, Valerius. Males end their names in either -ius or -us, while females use -ias or -ia, -a. The Thyatian name generator may be used to generate more names. Although Thyatians use -ium, or -ian and similar endings, the Tritons refuse these later changes as their names, but do use them to denote objects, locations, happenings, strangers, creatures, etc.

The Clerical Tritons must use the following skills; Honor Immortal, Mysticism.

The Mage Tritons must use the following skills; Alternate Magics, Coral manipulation.

The Mage/Cleric Tritons use all four.



Combat:



Tritons carry either tridents (60%) or long spears (40%). Some 25% are also armed with heavy crossbows. When equipped for battle, tritons wear armor made of scales (AV 4).

Outside their lair, tritons are 90% likely to be mounted on giant sea horses (35% chance with a boatlike structure behind used like gladiators chariot). These mounts fight in defense of themselves or their riders.

Cleric/Mage tritons and triton leaders always carry conch shells with them. Not magical, their sounds are well known to all marine creatures. When blown properly by an exceptional triton, a conch summons 5d4 murene, 1d10 giant fish, or 5d6 giant sea horses. These creatures swim to the aid of the summoning triton, arriving 1d6 rounds after the conch is first sounded. The conchs can also be sounded to frighten aquatic animals as the fear spell. This latter noise causes all marine creatures within 60 feet and with animal intelligence or less to flee in panic for 8+1d8 rounds. Creatures are allowed a saving throw vs. spell to avoid the fear effect, but even those who succeed with their saving throws have a -5 modifier on their attack rolls against the tritons.



Tritons are reclusive and nonviolent. They normally attack to capture. If a triton is killed in a battle, however, the fight immediately becomes one of retribution. Should the fighting go poorly, the tritons withdraw to their lair to either gather reinforcements or make a last stand.

In addition to their other abilities, tritons become nearly impervious to magic with a natural magic resistance of 5% per level above 9th with a maximum of 90%.



Habitat/Society:



Tritons live either in great undersea castles (80% chance) or in finely sculpted coral caverns (20%) like the village Suthus. While tritons lean toward good alignment, they are very suspicious of outsiders and have no love for land dwellers in general. Tritons rarely kill, unless provoked, but they are quick to apprehend those who intrude upon their seas. Trespassers found guilty of intentionally entering triton waters or treasure seeking are left "to the fate of the seas." This means being stripped of all belongings and set adrift at least 10 miles from any shoreline.

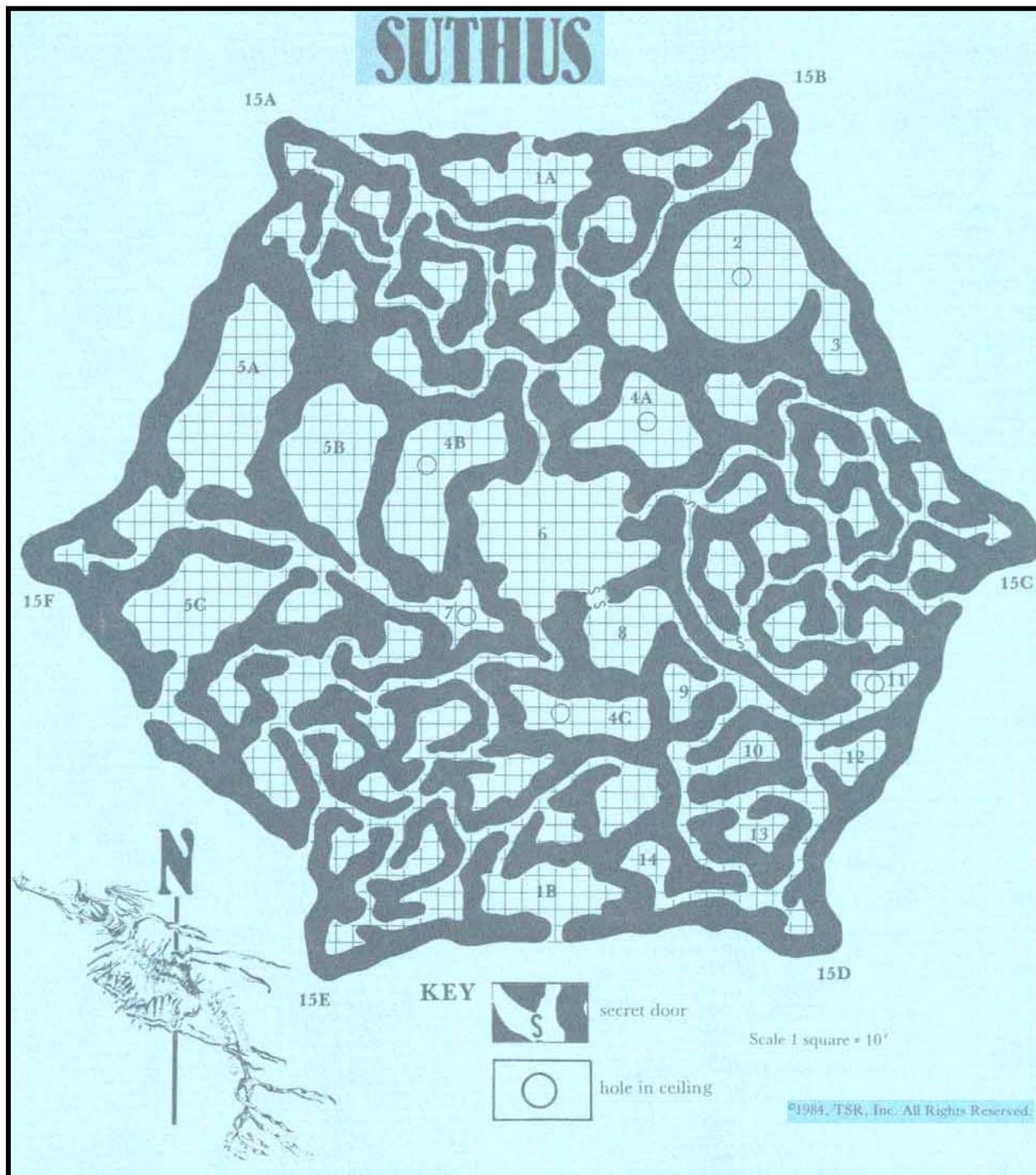
Characters ruled innocent by the triton court awaken the next day on some distant shore. Tritons never aid land dwellers unless their own interests are involved in the matter. For every 10 tritons encountered there is an exceptional triton of 4 to 6 level. For every 20 encountered there is an exceptional triton with 7 to 8th level. Groups of 50 or more are always accompanied by a triton leader (9th or higher level). There is a 10% chance for every 10 tritons encountered that they are accompanied by a triton cleric/mage of 1d6 levels. At a triton lair, the following additional tritons are always found: about 60 males, Female tritons equal in number, and young equal in number to the males to, (being baby to adolescent age).

One of their major cities is the Coral Reef of Colhador on the rim of the Terraces and the Abyss, outside Undersea. Queen Tavrora rules most Tritons from the castle of Smaar, with a political and trading relation with Ierendi and some with Minrothad. Another known and important locations is Suthus.

They are in war with the Devilfish (Ixicachitl). Therefore they maintain a regular army, uncommon in Undersea. They favor spear and tridents, with nets used to capture enemies. Armor is made from shells, turtle shells, kelp wood, or plates of bone stitched to fabric made from kelp fibers.

Their tools and weapons are made from shells, coral or fishbones, with Bronze being popular as well. Tin and copper used for making the bronze is brought from the surface by the families of the Kna (the underwater Traders). Recent exterminations by Kopru with steel and iron production are still rare due the need of air in the production of the material.





Fire, blisters and burns

Sea creatures are born and raised in the sea. Few races other than Shark-kin and Aquatic elves ever venture onto dry land. When they do, they are vulnerable to fire-based attacks. Sea creatures save vs. Fire-based attacks at -2, and the fire damage inflicts an extra point of damage per Hit Dice of the effect against sea creatures. Example; Kervo the wizard throws a fireball against a Triton. Kervo is a 10th level wizard and thus rolls 10d6+10 (+1 per die of damage). Lucius the Triton tries to dodge the spell and attempts a saving throw, subtracting a -2 from the result. He fails and ends up roasted. Meanwhile, Gormaka the dwarf swings his lit torch at a Merrow. The Merrow suffers 1d4+1 points of damage.



Ecology:

Tritons are omnivorous and live on fish, shellfish, and sea weed. They have no natural enemies save the giant squid, which is immune to the effects of their conch shells. Normal tritons live approximately 300 years while their leaders and spellcasters have life expectancies of 500 years or more.

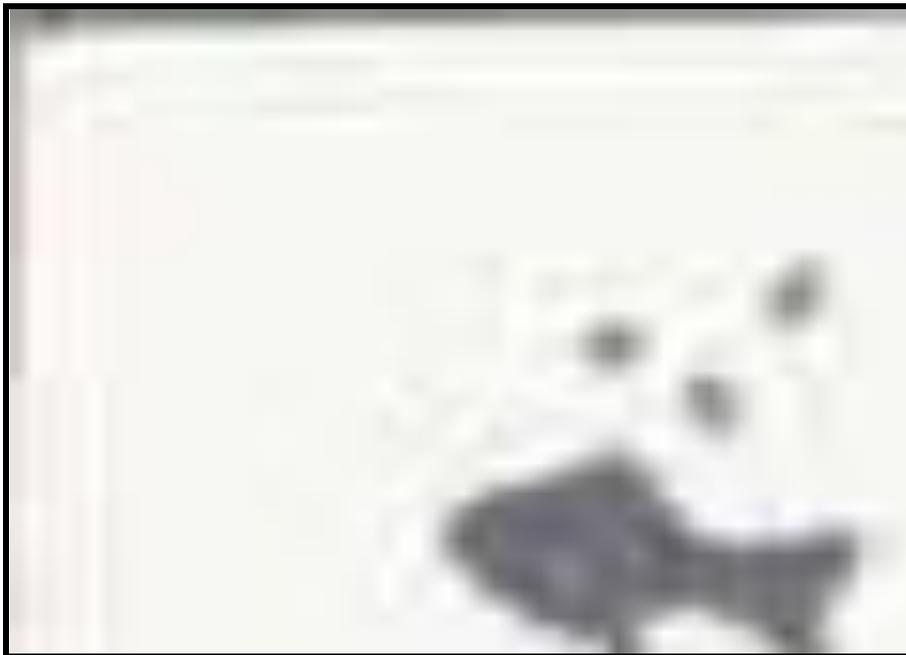
Racial preferences:

Kopru -3, Nixy +1, Sharkkin -2, Devilfish, -8

They are a peaceful folk who delight in life. Growing their own food, herding fish, maintaining kelp forests. By mixing this kelp with other sea vegetables and small crustaceans, the Tritons can create some wonderful tasting foods. And the types of fish they herd are just incredible, all providing them with meat. They use trained dogfish to prevent the free wandering fish from going too far like a shepherd. They avoid the cooler and darker waters and preferring the more colorful scenic parts of the sea. They need the visibility and temperature to thrive. They have a long historic mind, keeping far from volcanic areas to build due the destruction of a baron's castle a few hundred years ago. A memory still within the Elder tritons.

They have a lifespan equal to that of Dwarves, ranging to 210 years of maximum age.

Technology;	any depending on culture, but mostly stone-age with magic							
Life-Style;	any depending on culture							
Population;	Outer World:		1.500.000 all over					
	Hollow World:		150.000 all over					
Existing;	OW;		Since 6000 BC		Greatest Expanse 1000 AC - today			
	HW;		Since 2500 BC					
Faith;	Any							
Language;	1-3 depending upon scholar-level of country +1 / int bonus							
Age	Baby	Youngster	Teenager	Young Adult	Adult	Mature	Elder	Death
Tritons	0-6	7-15	16-30	31-55	56-78	79-119	120+	190+2d10



Baroness Maseea of Clarhaks of the Undersea Kingdoms.

Merrow (Aquatic Ogre) Homo monstrum Amphibious

There exists a Humanoid (ogre) subspecies named also Merrow, These are living thus far in sweet water in Karameikos Kelvin Moor, Thyatis Postern/Striyi White Lakes and Lake Amsorak Darokin. The Thyatians named these Merrow without seeing the difference between the real Merrow and the Aquatic Ogre. Although this Aquatic Ogre is able to breath under water, they also live on land (wet lands but still) and are infact amphibious. They are in most aspects equal to common ogres from which they were evolved. It is rumored this evolution was magically created by Ogre Magi of the Broken Lands. When these creatures will settle in the sea, they could evolve like the Merrow in a pure aquatic breed. It is assumed their racial name will then change, as the true Merrow will not accept these monstrosities to bear their name.

