

Spilled Ale Studios



RACES OF GALLIAN
THE DREMUND

RACES OF GALLIAN: THE DREMUND

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CREDITS

Races of Gallian: The Dremund by: RDD Wilkin

Layout and Formatting: RDD Wilkin

Graphics and Images: cover design by and © Dave Zajac, layout elements by and © Corey Johnston, parchment sidebar by and © Billiam Babble, “Ratfolk Luminaire” by Jayaraj Paul, “Ratfolk Pirate” by and © Gary Dupuis

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Benito smiled at the corpulent human trader sitting across from him. His opponent in this negotiation thought himself a savvy businessman, but he would learn differently. The fool had made it all too easy. Oh, he knew the worth of the stirge eggs as a material component, and their relative scarcity. But what he didn't know was that, quite unaccountably, some fool had served up stirge eggs at a feast in Espara's capital and now they were fashionable. It was a fact no one in Arisia should know yet. Benito only knew himself thanks to the swift thinking of his brother based in the Esparan branch, and the effort of a well-rewarded messenger who rode tirelessly for two days to bring Benito the news. Thanks to this, Benito would be able to buy the eggs at a competitive price. This trader would think he was getting a fair deal — but not a great deal, on Benito's pride as a negotiator — but Benito's brother would make triple back in Espara. And in a few days, when he finally heard the news, this fool human would be kicking himself. When would they ever learn? It pays to keep close business links with family.

Although their homeland is Vanica, a country adjacent to the western border of the Holy Empire, populations of the rodentlike dremund are widespread throughout the continent. They are an adaptable people who can thrive in most environments, and they are known to be keen and proficient traders. Their ability to grease the wheels of commerce can make them welcome in any nation.

Dremund are very fecund: with a gestation period of just over five months and an average of seven newborns per birth, it is possible for a dremund mother to bear in excess of fourteen children in a year. Dremund family units can become very large, and extended families are sprawling. A given dremund usually has dozens of aunts and uncles, and many more cousins. As for neices and nephews - well, it's usually impossible to keep track. One reason that dremund culture has evolved to favour mercantile ventures is their need to provide for a large number of dependants.

SMALL OF SIZE, BIG OF HEART

Dremund are a race of humanoid rodents. Standing at 3 and a half feet tall, dremund look up at a world much larger than they are. But this doesn't scare them; they instead see a challenge to which they can rise.

Dremund weigh approximately 40 pounds. They tend to be slim, and are often physically active. Even when still, they are full of restless energy, although this is a characteristic that older dremund eventually grow out of.

A dremund's body is covered with a thick coat of fur, except for its tail - a fleshy appendage nearly as long again as its body, which has a thinner covering of coarse hairs. The dremund's fur may be any colour or combination of colours. Its iris is typically black, dark enough that it



DREMUND AGES

Age of Maturity: 10

Average Lifespan: 46

Oldest Known Example: 64

is not easy to distinguish the pupil.

As a mercantile culture, dremund are prone to displays of prosperity. Members of well-off households are known for wearing elaborately embroidered clothes coloured vibrantly with exotic dyes, as well as bejewelled earrings, finger and toe rings, and arm and tail bands. Dremund who have not achieved their fortune, or who belong to a family that has fallen on hard times, do their best to present themselves as richly appointed beyond their current means, for they apply the lesson "fake it until you make it."

MERCHANT VENTURERS

Dremund live and thrive almost anywhere, being every bit as adaptable as humanity. Wherever they settle, they seek positions of influence within the wider community. In foreign states, many immigrant dremund find that an efficient way to assure this is to establish themselves as a merchant family. They are often able to achieve this in a few of their short generations by exploiting their natural fecundity, cultural proclivity to family loyalty, and induction of their own descendants as well as children of lesser families as cheap labour during the rite of Becoming. Apprentices to these merchant families often get to see the world without recourse to an Absent Becoming, since they may be called upon to travel as part of trading expeditions by caravan or sailing vessel.

Dremund merchants are known for honest dealings, a consequence of their adherence to the Conventions of Comportment. However, honest does not always mean "fair" - a dremund will not cheat or go back on their word, but they will still squeeze from a deal every bit of profit that they can manage and are perfectly happy to negotiate terms without concern for the cost to the other party.

As far as the dremund merchant is concerned, a bad negotiator brings it on themselves.

HONOURABLE AND LOYAL

Dremund families tend to self-police. An individual dremund is expected to act with honour, not so much out of deference to a personal code but rather to the code of his or her family. Acting dishonourably could damage their

family's standing, and there are few greater wrongs a dremund can commit. A dremund that dishonours their family risks becoming a social pariah until they can atone, or in the worst cases they may be permanently exiled from the territory of the family even if they otherwise avoid punishment from the law.

Dremund society as a whole respects the the Conventions of Comportment, ancient societal laws that encourage respect for other individuals, to one's family, and to the social hierarchy. Each family line also has their own code, which they call their Decorum, established by the family's founder and expanded upon throughout the generations. A bloodline's Decorum rarely contravenes the universally accepted Conventions. Instead, they define the family's specific interpretation of Conventions of which the meaning may be up for debate, or make rulings on circumstances that the Conventions do not adequately cover.

Because they are used to forming close bonds, dremund can be the best and most loyal of friends, treating their closest companions just as though they were members of family. However, they expect the same loyalty in return, and are quick to sever ties with erstwhile companions that betray them.

SHORT LIVES, BIG AMBITIONS

Dremund have comparatively short life spans, with most not living to be over 60. They are not considered old-aged until 50 years of age.

A dremund is physically matured by the age of 10, although it is recognised that a 10 year old has not yet had enough life experiences to learn the wisdom and patience required to truly join the adult world. At the age of 10, the dremund youth faces their Becoming, a 5-year rite of passage. On the eve of their Becoming, the youth participates in a formal event where, in front of the entire community, they declare their plans for the Becoming period.

The most conservative option is to enter into an apprenticeship and learn



THE OPINIONS OF OTHERS

Dragonborn: "They share our respect for the clan. Sadly, it is about the only thing we have in common. They are trying people, with personalities that are often insufferable."

Dwarves: "A race to respect, for they appreciate worth. Trust to their honesty, but don't deal with them if you're hoping for a bargain. They know the true value of all things is whatever the buyer is prepared to spend."

Elves: "The dremund seem to care about only two things: riches and family. The former is a fool's ambition, but the latter is an admirable trait. If they can learn to respect the bonds that link us all in the same way they respect their bonds of blood, they will be much improved for it."

Gnomes: "They seem like decent people, if only they'd lighten up a bit! They need to learn life's not all about working."

Half-Elves: "I'm half human and I fit in amongst

humans less well than a dremund trader. They insinuate themselves in wherever they happen to live and make themselves indispensable. A trait that is as admirable as it is fearsome."

Half-Orcs: "They use words as weapons, a trait for which I rarely have the patience. Still, I have known one or two who were loyal friends and worthy comrades."

Halfings: "They are definitely more avaricious than us, but the truth is we have a lot in common with the dremund. Which is a good thing, since we often end up living in the same districts. They make good neighbours, and they can be good friends."

Humans: "There's a saying: never deal with a dremund with a full wallet." If they can they'll take you for all you're carrying. But there's no denying they're scrupulously honest - you'll get exactly what you paid for."

Tieflings: "Their ability to ingratiate themselves into society is enviable, if only the other races would accept our kind as easily."

a trade. A dremund entering into an apprenticeship declares who they wish to be their master. Their prospective master must accept them as part of the ritual. In reality, the places are allocated informally long in advance. Apprenticeship places are limited, and they ensure the dremund a future, and that they will remain safely close to their family. They are therefore highly coveted, and the connections and societal importance of the dremund's parents or other relations are leveraged to secure them. Adult dremund work very hard to advance themselves in life, not just to meet their own ambitions, but also to ensure bright futures for their descendants or younger siblings and cousins.

A young dremund that fails to enter into an apprenticeship, or who seeks more adventure in their life, may instead seek their fortune away from the community. There is an Absent Becoming. On the first day of their tenth year, the dremund youth ventures out into the world to gain life experiences and find their own path. The morning's leaving ceremony is somber, as befitting an occasion that will separate the dremund from their family for at least five years, and from which many never return.

DREMUND ADVENTURERS

Those dremund who seek excitement and danger usually turn to adventuring during the years of their Absent Becoming. Many do so with the lofty goal of accumulating enough treasure that they can found their own business venture and return to dremund society with their head held high.

So highly do dremund rate the bonds of family, it is a rare individual who does not dream of returning to their home. If a dremund continues adventuring after their five year compulsory absence, it is possible that they have some reason to prevent them returning — or perhaps, that they have nowhere they can return to.

Although dremund adventurers of all types are possible, they make excellent bards and rogues and many gravitate to those heroic professions. Dremund who pursue the warrior's art are best suited to agile, swashbuckling fighting styles. They have no particular predilection towards magical pursuits, but dremund sorcerers, when they occur, are often powerful.

DREMUND NAMES

A dremund has a given name, and a family name. Many dremund in a family may share the same given name, but no dremund shares a name with an immediate siblings, so in conversation a dremund's father and mother may also be named to identify them.

Male Names: Adamo, Benito, Delmo, Ferruccio, Ippolito, Romolo, Silvio, Venerando

Female Names: Alba, Bibiana, Clelia, Giselda, Isidora, Liviana, Piera, Timotea

Family Names: Boni, Castiglione, Lucchese, Marino, Onio, Piccio, Russo, Sabbatini

DREMUND TRAITS

Ability Score Increases: Dexterity +1, Charisma +2

Age: A Dremund is considered physically mature at ten, but is not an adult until they finish their Becoming at the age of fifteen. Many Dremund adventurers start out on their career during their Becoming. Dremund generally do not live long past sixty.

Alignment: Dremund respect the local laws, and follow their own cultural and familial codes. They are almost all lawful in alignment. Morally they have no particular tendency toward good, evil or neutrality.

Size: Dremund are approximately the same size as halflings, though fashions favoured by Dremund typically incorporate thick-soled boots and large hats to make them appear taller. Your size is Small.

Speed: Your base walking speed is 25 feet.

Everything is Negotiable: Dremund always find a way to get the best deal. You have Proficiency in the Persuasion skill, and you have advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Loyalty: Dremund are extremely loyal to family and friends. While under the effects of any ability or spell that has charmed you, if you are compelled to take any action that is either directly harmful to an ally or that you know is against their wishes or best interest, you may immediately make a new Wisdom saving throw at the effect's original saving throw DC. On a success you shrug off the effect entirely and are no longer charmed. If you fail this saving throw you cannot use Loyalty again against this instance of the ability or spell.

Squeeze Through: Like the mice, rats, and other rodents they are distantly related to, dremund are capable of squeezing through smaller spaces than might be expected. While squeezing through a space large enough for a Tiny creature, you do not double the cost of your movement. Moving through a non-hostile creature's space does not count as difficult terrain for you. You can move through a hostile creature's space if it is one size larger than you.

Trading Places: As a free action on your turn you may switch places with one willing adjacent and non-hostile creature. Once you use this feature, you can't use it again until you finish a short or long rest.

Languages: You can speak, read, and write Common and Dremund. Dremund is a language of rapid sounds which can only be described as squeaking, but are deeper in tone than those of a mere rodent. If the dremund is in a happy mood, their speech is interspersed by audible grinding of teeth known as bruxing, which conveys meaning to other dremund but is particularly difficult for others who learn dremund as a second language to understand and near-impossible for them to replicate. When a dremund is angry or frightened their squeaking becomes loud and shrill. The dremund tongue is considered to be an annoying language by many, and outside of their own communities dremund tend to stick to Common. Nevertheless, they are often unable to completely contain their instinct to brux when happy.

DREMUND NON-PLAYER CHARACTERS

DREMUND APPRENTICE

Small humanoid (dremund), lawful neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills insight +2, perception +2, persuasion +4, jeweller's tools

Senses passive Perception 12

Languages common, dremund, one other language

Challenge 0 (10 XP)

Everything is Negotiable: The dremund apprentice has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund apprentice does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund apprentice's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Unarmed Attack. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

DREMUND MERCHANT

Small humanoid (dremund), lawful neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Skills insight +5, perception +5, persuasion +7, jeweller's tools

Senses passive Perception 15

Languages common, dremund, three other languages

Challenge 1/8 (25 XP)

Everything is Negotiable: The dremund merchant has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Haggling Master: Whatever compromise their opponent is prepared to agree to on a price, the dremund merchant can always squeeze them for an additional five percent.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund merchant does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund merchant's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Unarmed Attack. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

DREMUND BARD

Small humanoid (dremund), lawful neutral

Armor Class 15 (studded leather armour)

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dexterity +5, Charisma +5

Skills acrobatics +5, arcana +3, deception +5, history +3, insight +2, performance +5, persuasion +4, flute, lute, lyre; the dremund bard adds half its Proficiency bonus (+1) to all ability checks in which they are not already proficient.

Senses passive Perception 11

Languages common, dremund, one other language

Challenge 1/2 (100 XP)

Bardic Inspiration (3/day): The bard may use a bonus action to give one creature within 60 feet a d6 Bardic Inspiration die. That creature can roll its Bardic Inspiration and add it to one ability check, attack roll, or saving throw made in the next 10 minutes.

Cutting Words: When a creature the bard can see within 60 feet makes an attack roll, an ability check, or a damage roll, they can use their reaction to expend Bardic Inspiration, rolling a d6 and subtracting the number rolled from the creature's roll.

Everything is Negotiable: The dremund has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Song of Rest: If the bard or a friendly creature who can hear it regains hit points at the end of a short rest during which the bard performed, they regain an additional 1d6 hit points.

Spellcasting. The dremund bard is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dremund bard has the following spells prepared:

Cantrips (at will): *minor illusion, vicious mockery*

1st level (3 slots): *comprehend languages, disguise self, dissonant whispers, sleep*

2nd level (3 slots): *calm emotions, silence*

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund apprentice does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund apprentice's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Rapier. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

DREMUND SWASHBUCKLER

Small humanoid (dremund), lawful neutral

Armor Class 15 (studded leather armour)

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Dexterity +5, Intelligence +3

Skills acrobatics +7, deception +7, persuasion +4, stealth +5, thieves' tools

Senses passive Perception 10

Languages common, dremund, thieves cant

Challenge 1/2 (100 XP)

Cunning Action: The swashbuckler can take a bonus action on each of its turn to Dash, Disengage, or Hide.

Everything is Negotiable: The dremund apprentice has advantage on Charisma (Persuasion) checks relating to barter or trade negotiations.

Fancy Footwork: On nits turn, if the swashbuckler makes a melee attack against a creature, that creature cannot make opportunity attacks against them for the rest of the swashbuckler's turn.

Loyalty: While charmed, if the dremund is compelled to take any action against the wishes or best interest of an ally, they may immediately make a new Wisdom saving throw at the original saving throw DC. On a success the dremund is no longer charmed. If they fail this saving throw the dremund cannot use Loyalty again against that particular instance of the ability or spell.

Sneak Attack (1/turn): The swashbuckler deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have advantage on the attack roll.

Squeeze Through: While squeezing through a space large enough for a Tiny creature, the dremund apprentice does not double the cost of their movement. Moving through a non-hostile creature's space does not count as difficult terrain for them. They can move through a hostile creature's space if it is one size larger.

Trading Places (1/short rest): As a free action on the dremund apprentice's turn they may switch places with one willing adjacent and non-hostile creature.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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