

The Moreau

Even before the fall of the Seelie Court and the attack by the horrible creatures from the mountains, the Sidhe were creating the first of the Moreau. The Sidhe recognized the moral pitfalls in slavery, but they also recognized the economic benefits of cheap labor and labor that the other races found too distasteful. So, in answer to this dilemma, the Moreau--an animal magically given the gift of speech and humanoid mobility (standing upright and hands)--were created.

The first Moreau were sheep, goats, and cattle creatures. Each in possession of human-like bodies, but with the heads and minds of their respective animal stock. And in the beginning, these beings served their masters well enough, but each successive generation of Moreau grew in intelligence. Particularly the Goat Moreau, they became more difficult to manage.

At about the time the experiment was deemed a failure, the dark age of the mutants began. After a number of horrifying defeats, the Sidhe created additional fodder for what appeared to be a lost war; more and different Moreau were created. First were the Liuns and then the Hoks and Wolves. Within months, hundreds of additional Moreau were created to fight the Sidhe's battles.

The Moreau, though simple-minded, nearly held their own against the incoming tide of darkness, saving many Elven cities that would have otherwise fallen. Then, suddenly, the dark creatures disappeared. The war was over. And the Sidhe were left with hundreds or even thousands of Moreau, many of which were carnivores trained for war.

The first approach to the problem was mass extermination, which, although moderately successful with some of the more passive early Moreau, failed miserably. The Moreau that remained were not necessarily more

violent or any more evil than their creators, so instead of an outright war, they unified in order to escape the known continent.

Those Sidhe who know anything about this dark time in their history, also know of a rumor that equally dark magic was employed to plant the suggestion in the Moreau's minds to run instead of fight. In either case, the Moreau stole a number of ships and travelled east into the open sea.

There are no records of any major islands thousands of miles to the east, let alone small continents, but after a long and harrowing journey, the Moreau found a home near the equator. The small continent was eventually colonized by the survivors, each type of creature finding its place and purpose.

Although bad blood exists between some of the Moreau (particularly the Scorpions and many of the others), most of the Moreau live a relatively peaceful existence only slightly more civilized than the animals from which they were created. The one enduring, shared law of all Moreau is that none may feed upon another.

The Moreau were barely more than myth even when they existed on the known continent. Over the centuries, the Moreau were entirely forgotten by the world, forgotten, that is, by everyone but the nearly immortal Sidhe, who assumed the Moreau died lost in the endless sea, ending an embarrassing segment of their history.

The curiosity of some of the human races, however, has led them further and further from shore, and it is only a matter of time before the world discovers the Moreau, an entirely new race of beings sequestered on their own little continent.

Moreau

Liun

BASE SKILLS	LIUN
Agility	10
Alertness	9
Charm	8
Cunning	5
Dexterity	6
Fate	2
Intelligence	4
Knowledge	7
Mechanical	3
Nature	11
Stamina	12
Strength	13

Specialties: Preach, Bully, Brawling, Sincerity

Age: Intelligence + Knowledge +1d6

Nightvision: Yes

Racial Ability: Roar

Uses per Day: Three

Effects: With a majestic roar, Liun's increase their fighting prowess, such that all hand-to-hand attacks are +1 column shift for Bully vs. Passable turns.

Description

The Liun's tend to be noble, courageous, and perhaps a little arrogant. Many of the other Moreau look to the Liuns as the natural leaders of them all, and even the scorpions do not wish direct confrontations with them. Physically the Liuns are powerful, sporting a feline's head (maned if male), and tawny fur over their bodies. They are also blessed with a tail that aids in balance. Mentally, as with most

of the other Moreau, the Liuns are not overly intelligent; although, they tend to think of themselves as quite witty.

Liuns live in small grass-hut villages surrounding a large fire pit. They tend to stay to warm, wide-open areas, savannah usually. They are usually very giving, and their communities share most possessions communally. Liuns like to live life to its fullest, but they are also fond of enjoying quiet moments in the sun or shade. That said, they hunt wild game for most of their diet, which keeps a Liun village population limited by the food supply. It is rare to find a village of greater than 80 individuals.

When arriving on the new continent, it was the Liuns who ordered that no Moreau would feed on another.



Size and Weight

Strength +d6	Size	Stamina + d6	Weight
15	average	14	average
16	average	15	average
17	tall	16	average
18	tall	17	heavy
19	tall	18	heavy
20	tall	19	heavy
21	very tall	20	heavy
22	very tall	21	heavy
23	very tall	22	very heavy
24	enormous	23	very heavy
25	enormous	24	very heavy

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
4	hermit	\$10	8	will, empathy
5	farmer	\$10	8	plants, intuition
6	gladiator	\$10	8	sword, intuition
7	gatherer	\$10	8	plants, intuition
8	tent maker	\$10	8	repair, build
9	hunter	\$10	8	forage, aim
10	hunter	\$110	7	forage, aim
11	hunter	\$110	7	forage, aim
12	warrior	\$110	7	polearm, brawling
13	warrior	\$110	7	polearm, brawling
14	chief	\$210	6	literacy, sword

Moreau Wulf

BASE SKILLS	WULF
Agility	9
Alertness	11
Charm	7
Cunning	8
Dexterity	6
Fate	3
Intelligence	5
Knowledge	4
Mechanical	2
Nature	12
Stamina	13
Strength	10

Specialties: Track, Stealth, Run, Listen

Age: Intelligence + Knowledge +1d6

Nightvision: Yes

Racial Ability: Howl

Uses per Day: Two

Effects: Wolves mimic their brethren's haunting howl, frightening up to four creatures within listening range, causing their attacks to be disjointed and more timid. For Nature vs. victim's Hostility turns, the wulf and her companions add +1 column shift on all defensive rolls.

Description

Slightly more numerous than the Liuns, the Wolves live in the forests of the new continent. They are happiest left alone to live out their lives with their soul-mates, the one other Wulf they will remain with in this life (and the next, according to the Wolves).

Wolves make excellent trackers and Rangers, and this has made them a target of the Scorpions, who see the Wolves as easy prey for slavers. By capturing a young Wulf, the Scorpions have been able to convince a parent to take up a life of indentured servitude in order to continue to protect the youth.

Not all Wolves suffer under the yoke of the Scorpions. Most live tranquil lives in the shadows of the great forests, hunting game, raising their children, and loving their mates. Wolves are, however, powerful warriors, and some--especially those who have yet to find their soul-mates--take on less savory professions where their martial talents earn them many comforts they couldn't find in the forest. Because of this, Wolves are one of the few races who are familiar with a wider variety of weapons, including swords and other forged weapons created by the Scorpions.

Because they are swift, near tireless runners, some Wolves act as trusted messengers between all of the Moreau.

The Wolves are on the best terms with the Liuns, and it was with their support that Liuns were able to influence all of the Moreau.



Size and Weight

Strength +d6	Size	Stamina + d6	Weight
12	average	15	average
13	average	16	average
14	average	17	average
15	tall	18	heavy
16	tall	19	heavy
17	tall	20	heavy
18	tall	21	heavy
19	very tall	22	heavy
20	very tall	23	very heavy
21	very tall	24	very heavy
22	enormous	25	very heavy

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
15	slave	\$10	8	dodge, empathy
16	derelict	\$10	8	bargain, lie
17	gatherer	\$10	8	plants, intuition
18	assassin	\$110	7	contacts, crossbow
19	spy	\$110	7	search, conceal
20	guard	\$110	7	bow, polearm
21	messenger	\$110	7	customs, direction
22	warrior	\$110	7	swords, brawling
23	hunter	\$110	7	climb, bow
24	beast master	\$110	7	tame, will
25	counselor	\$210	6	sincerity, customs

Moreau Hok

BASE SKILLS	HOK
Agility	12
Alertness	13
Charm	6
Cunning	7
Dexterity	11
Fate	3
Intelligence	4
Knowledge	5
Mechanical	2
Nature	9
Stamina	10
Strength	8

Specialties: Search, Forage, Direction, Aim

Age: Intelligence + Knowledge +1d6+2

Nightvision: Yes

Racial Ability: Flight

Uses per Day: Unlimited

Effects: Hoks fly at their Agility +2 column shift speed..

Description

The Sidhe created the Hoks as air support during the coming of the darkness. And as such, they had to be fast and very maneuverable, which they are. However, the Hoks are not the most intelligent of the Moreau. Their mannerisms are obviously bird-like, and they are easily distracted. In many ways they are the least human of the Moreau, and don't always feel comfortable with anyone other than their own kind.

Hoks wear little clothing because their feather make excellent insulation against the cold of the mountains and wind. Yet, they are attracted to bright cloth and ribbons, which they use to decorate their bodies and nests.

Hoks live in inaccessible aeries high on mountain peaks or cliffs overlooking vast stretches of lowlands or ocean, which become their hunting grounds. The aeries are preferably cave complexes, but more often simple cliffs and overhangs.

As with most of the Moreau, Hoks make excellent warriors. They learn to throw spears and javelin while very young, and they use these skills for hunting food, but also for killing snakes of any sort, which Hoks view with an almost unreasoning genetic hatred.



Size and Weight

Strength +d6	Size	Stamina + d6	Weight
10	very short	12	very thin
11	very short	13	very thin
12	short	14	very thin
13	short	15	very thin
14	short	16	thin
15	average	17	thin
16	average	18	thin
17	average	19	thin
18	average	20	thin
19	tall	21	average
20	tall	22	heavy

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
5	hermit	\$10	8	will, forage
6	farmer	\$10	8	Plants, intuition
7	fisher	\$10	8	swim, repair
8	rodent catcher	\$110	7	listen, traps
9	guard	\$110	7	polearm, listen
10	egg warder	\$110	7	sincerity, empathy,
11	healer	\$110	7	plants, medical
12	mercenary	\$110	7	polearm, stealth
13	hunter	\$110	7	polearm, track
14	snake fighter	\$110	7	brawling, dodge
15	chief	\$210	6	customs, preach

Moreau

Scorpion

BASE SKILLS	SCORPION
Agility	11
Alertness	4
Charm	2
Cunning	13
Dexterity	12
Fate	8
Intelligence	7
Knowledge	6
Mechanical	5
Nature	3
Stamina	10
Strength	9

Specialties: Lie, Bully, Poison, Quickness

Age: Intelligence + Knowledge +1d6

Nightvision: Yes

Racial Ability: Poison Sting

Uses per Day: Two

Effects: Twice per day Scorpions can attack with their tails for Brawling damage. If the attack succeeds, the victim is poisoned for Poison vs. Stamina turns, suffering -2 column shifts on all actions. If the victim rolls Catastrophic, he dies instantly.

Description

Although shiny black or red skinned, the Scorpions, aside from their four-foot stingers, are the most human-like in appearance of the Moreau, with human faces and nearly human bodies. Scorpions are the bureaucrats, wizards, slavers, and the closest purveyors of

civilization on the new continent. Whereas most of the other Moreau have the best qualities of man and animal, the Scorpions, it can be argued, have the worst traits of both.

The most numerous of the Moreau, the Scorpion population continues to grow rapidly, in part because they produce many young at birth, but also because they try to imitate the stories and legends of their creation and their creators. Scorpions build cities and live like they believe the Sidhe live. Of course, the centuries have distorted the image of the Sidhe dramatically.

In order to build and maintain these cities, but structurally and culturally, the Scorpions use other Moreau as slaves. Those Moreau who make poor slaves (Liuns and Goats, for instance) find themselves in the arenas. Still, for now, even the Scorpions respect the letter, if not the spirit, of the law set down in the beginning by the Liuns--no Moreau shall eat the flesh of another.

Scorpions have a wide range of personalities, again a trait from their human halves, but as a society, they tend to be vindictive, aggressive, and staunch advocates of "the ends justify the means." They believe that if all of the Moreau live as little more than animals, they will eventually die out, leaving nothing to show that they were ever here. Thus, the Scorpions have cities, literacy, magic, and culture.

Size and Weight

Strength +d6	Size	Stamina + d6	Weight
11	short	12	very thin
12	short	13	thin
13	average	14	thin
14	average	15	thin
15	tall	16	average
16	tall	17	average
17	tall	18	average
18	very tall	19	average
19	very tall	20	heavy
20	enormous	21	heavy
21	enormous	22	very heavy

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
10	slave	\$10	8	will, listen
11	derelict	\$110	7	run, dodge
12	scribe	\$110	7	literacy, customs
13	gravedigger	\$110	7	caves, sanity
14	thief	\$210	6	filch, conceal
15	shopkeeper	\$210	6	bargain, contacts
16	concubine	\$210	6	entertain, empathy
17	engineer	\$310	5	build, repair
18	slaver	\$310	5	interrogate, business
19	sorcerer	\$310	5	bewitch, literacy
20	noble	\$410	4	contacts, preach

Moreau Turtle

BASE SKILLS	TURTLE
Agility	2
Alertness	4
Charm	7
Cunning	8
Dexterity	5
Fate	9
Intelligence	6
Knowledge	11
Mechanical	3
Nature	13
Stamina	12
Strength	10

Specialties: Swim, Intuition, Memory, Will

Age: Intelligence + Knowledge +3d6

Nightvision: Yes

Racial Ability: Shell

Uses per Day: Unlimited

Effects: Turtle Moreau's torso and, to a lesser degree, the rest of their bodies are protected by a bony carapace, which provides them with +3 defense scores to all body parts but their chest, which receives a +5 bonus. However, because of their metabolism and shells, Turtles' Run scores are halved.

Description

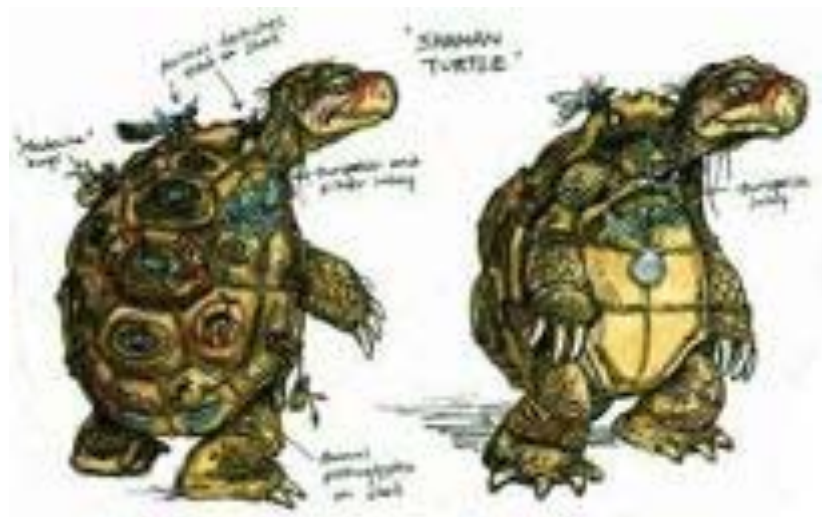
As a rule of thumb, there are only two Moreau capable of performing magic, the Scorpions and the Turtles. But where the Scorpions are power hungry and dangerous, the Turtles are tranquil and passive. Tending to be so contemplative

that the other Moreau lose patience with them, the Turtles are attracted to professions that are suited to their long lives and introspective ways. Because of their close association with the natural world, Turtles make fine Shamen, relying upon their Nature, Stamina, and Fate scores to decide their ability to become Shamen.

That said, Turtles will defend themselves and others, however, only relying upon the bare minimum force necessary to turn aside an attacker/force. Many learn to use the staff or spear.

Turtles decorate their shells with arcane symbols and will pierce their shells with trinkets and fetishes in an effort to show their appreciation of the natural world. Turtles value a savannah grass that they claim will allow them to perceive the world more clearly when smoked in special carved pipes.

Turtles live in villages of birch-bark teepees or stick huts built on stilts, near large bodies of water because of their love of swimming. And because of their slow metabolism, a Turtle can hold her breath for up to her Stamina score in minutes. Although certainly not fast runners, Turtles are excellent swimmers from birth.



Drawing by the singular Lela Dowling

Size and Weight

Strength +d6	Size	Stamina + d6	Weight
12	Very Short	14	average
13	short	15	average
14	short	16	average
15	average	17	heavy
16	average	18	heavy
17	average	19	heavy
18	average	20	heavy
19	tall	21	heavy
20	tall	22	very heavy
21	very tall	23	very heavy
22	very tall	24	very heavy

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
9	hermit	\$10	8	sanity, caves
10	Builder	\$10	8	Repair, build
11	Warrior	\$10	8	Polearm, Brawling
12	farmer	\$110	7	plants, wagoning
13	weaver	\$110	7	repair, artistry
14	fisher	\$110	7	boating, direction
15	Berry picker	\$110	7	forage, plants,
16	Seer	\$110	7	legends, empathy
17	Herbalist	\$110	7	Plants, forage
18	Healer	\$110	7	Heal, Medical
19	Shaman	\$210	6	Protect, Preach

Moreau Goat

BASE SKILLS	GOAT
Agility	13
Alertness	12
Charm	11
Cunning	5
Dexterity	10
Fate	3
Intelligence	6
Knowledge	4
Mechanical	2
Nature	8
Stamina	9
Strength	7

Specialties: Entertain, Forage, Dodge, Climb

Age: Intelligence + Knowledge +1d6

Nightvision: No

Racial Ability: Iron Stomach

Uses per Day: Unlimited

Effects: Goats can eat many things thought to be indigestible. This provides a +1 column shift vs. poisons and allows the Goat to not need to depend on typical food/rations for survival. Also, the Goats' horns provide +1 defense to their heads, but limits their use of armor heavier than leather from covering their heads.

Description

As one of the very first Moreau's created through the Sidhe magic, the Goats, as herd animals, were meant to be submissive, passive creatures, like the Moreau created from sheep and cattle. But as

anyone who has raised goats will tell you, goats are something else altogether.

Goats are not violent, aggressive, or angry. They are, however, tenacious, stubborn, and fun-loving--none of these traits made them particularly useful as slaves. They did quickly develop an interest in music and dancing. Fortunately, unlike the satyrs that the goats only vaguely resemble, goats do not care for alcohol.

Interestingly, Goats will eat almost anything else, including organic material (and sometimes non-organic stuff) that would poison almost any other creature. Because of this unusual and unexpected tolerance for toxins, Goats receive a +1 column shift against any poisons, including the affects of alcohol. This resistance to poison is one more aspect of the Goats that places them at odds with the Scorpions.

Goats live throughout the continent and are very adaptable. Many live in villages of field-stone huts, but they are often wandering--usually quite aimlessly--from place to place, singing and dancing, and eating whatever no one else will touch. Goats can survive well in the Scorpion cities as entertainers, but make miserable slaves in every sense of the word.

Often covered in brightly dyed leathers and linens, Goats are welcome diversions for most of the other Moreau.



Size and Weight

Strength +d6	Size
10	very short
11	short
12	short
13	short
14	average
15	average
16	average
17	average
18	tall
19	tall
20	very tall

Stamina + d6	Weight
11	very thin
12	very thin
13	very thin
14	thin
15	thin
16	thin
17	thin
18	average
19	average
20	average
21	heavy

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
5	slave	\$10	8	run, will
6	garbage picker	\$10	8	poison, will
7	gravedigger	\$10	8	caves, sanity
8	grazer	\$10	8	search, plants
9	pickpocket	\$10	8	filch, conceal
10	con artist	\$110	7	contacts, lie
11	farmer	\$110	7	intuition, forage
12	tanner	\$110	7	repair, artistry
13	dancer	\$210	6	empathy, quickness
14	minstrel	\$210	6	legends, customs
15	virtuoso	\$210	6	artistry, preach