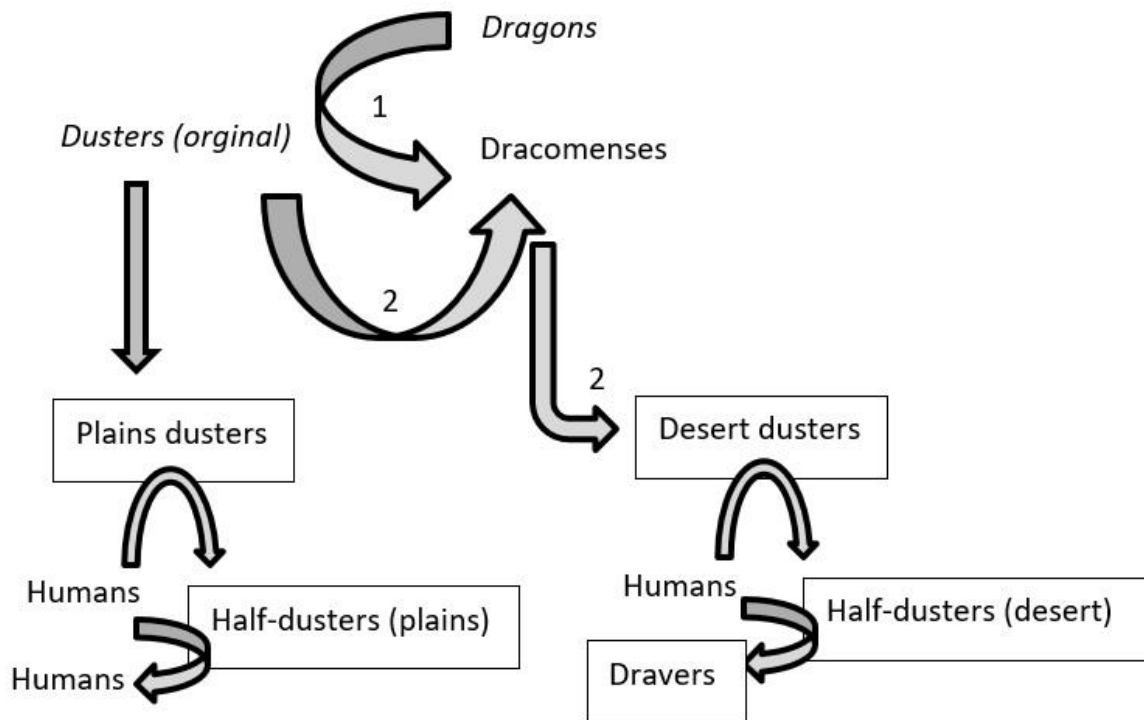


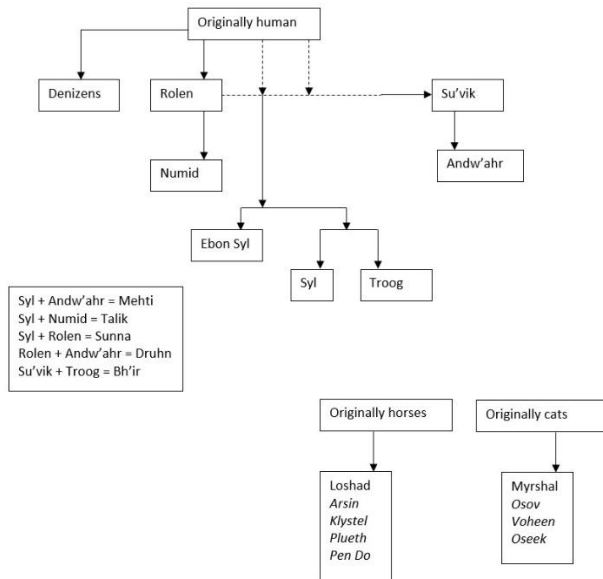
UNDISCOVERED / DISCOVERING DUSTERS

This is the lineage and designations for the Dusters and their progeny.

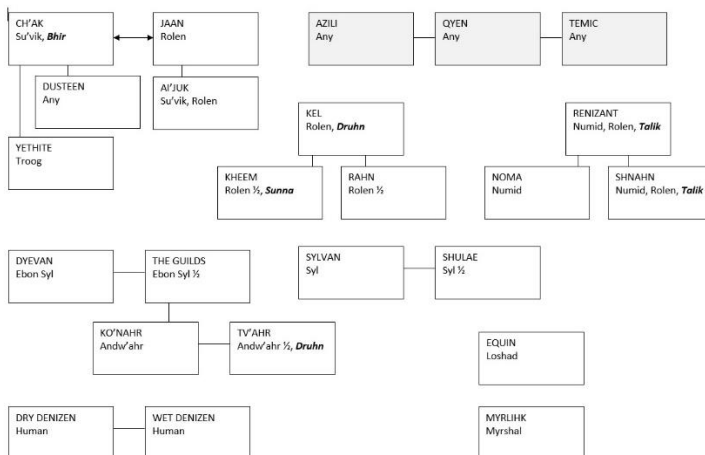


PROMISED SANDS

This is the genealogy of the races, with the hybrids set off in the box.



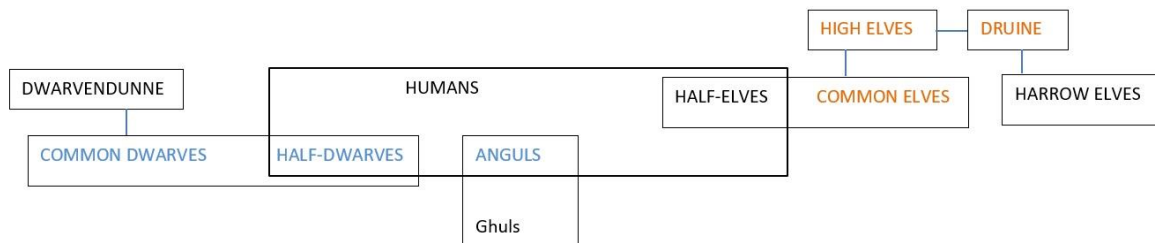
This is the array of cultures.



- If a culture is listed with just one race, then that race originated it, and is still the majority, with other races being involved on an individualized basis.
 - If it's listed with a "½," then it's a similar situation except that now that race is only about half the individuals in that culture, with individuals of most other races born into it and living as families and groups just like the original one does.
 - If more than one race is listed then the second holds a significant minority presence in the culture, often with a recognizable political and status position.
 - "Any" means the culture is almost completely ideological and has little ethnic identity left, if it ever had any (note the three grey cultures, which are the branches of crystal wizardry).
 - If a hybrid name is listed, it means that this type of hybrid is typically generated in, raised in, or gravitates toward this culture, but not that they comprise a large percentage of the population.
- I'm a little sad not to have included the diversity of handling the dead, cannibalism, and slavery among the cultures, but that's three variables to color-code and is too messy. Maybe some other time. Trust me that it's interesting and playable.

DARKURTHE: LEGENDS

This is my diagram of the races and a bit of cultural comparison regarding the half-humans.



The Dwarvendunne and High Elves are not happy with their "fallen" common branches and pretty much refuse to associate with them.

The blue text refers to general affinity and association. Common dwarves, in this setting, are a bit psycho and violent, but more or less decent at heart - romanticized bikers. They don't integrate well into human power structures but they get along with humans wherever they are. Furthermore, the half-dwarves (or "great dwarves," with human height) are treated by everyone just as common dwarves with no prejudice, and both kinds get along really well with the Anguls, themselves considered not much different from another human group despite being huge and scary-looking.

The orange text refers to self-perceived ethnicity, the term "True Elf," which includes even the Druine, who are corrupted High Elves who self-mutilate and basically run the whole "evil" side of the war. The common elves qualify basically because they self-identify this way and won't be told otherwise.

Interestingly, although common elves and half-elves do integrate better into human power structures (when they live with them), they get along with humans less well psychologically. The former practice internal separatism via their "true elf" tag, and the latter - in addition to being a bit barmy - include a whole city-state of radical racist separatists.

And then there are the poor Harrow Elves, who are rejects and rebels from the Druines who somehow make their way into human society, all withered and wretched, and despised by all elvenkind.

One note jars me a little, in that Ghuls cannot be player-characters (hence the lower-case). Even Druines get an optional character-race build, appended to the "official" options, and the Druines are outright awful, monsters in every sense. It seems only logical to allow the whole range into the family, as it were.

LEGENDARY LIVES

Here's the full descriptive text for Elfin, the setting name for half-elf/human characters. Notice that they are always individual instances; there is no population thereof.

Description

A child born from the union of a human and an elf kin is known as an elfin. They are very rare, for few fairie folk will mate with a human. Elfin are indistinguishable from humans except that their skin is very pale and faintly translucent. For this reason, some elfin are mistaken for human albinos (and vice versa).

Elfin are raised solely by their human parent (if they were raised by their fairie parent, they grow up to be elves in every way). On occasion, the fairie parent will visit the child, but usually the elfin child knows little of his true heritage. An elfin may find that he is looked upon as evil because of his mixed parentage. Many elfin are poorly treated; some of them are beaten, deliberately crippled, or even killed.

The fairie folk treat the elfin with curiosity and a touch of animosity. Although they will let an elfin live in their community for a short while, they will ultimately encourage the elfin to live where the fairie folk believe he belongs: with other humans.

Elfin can see and sense things that humans cannot. Most elfin find this ability hard to live with, and they end up leading vicious, self-destructive lives. Many of them die at a young age; others simply disappear, without warning. The few elfin that are well-treated in their youth tend to become sympathetic champions of the underdog. They learn to live with their true sight abilities and use them wisely. The few that achieve this wisdom often become the finest artists or philosophers in their communities.

More than anything, elfin seek acceptance. For this reason, they make steadfast friends (although they may view an initial gesture of friendship with suspicion).

Elfin are clearly more human than elven. They are comfortable outside of the forest, do not fear being underground and their tastes in food and clothing are very human. On the other hand, they have the same respect for life and nature possessed by their elf kin cousins.

Common names: Bob, Albert, Amy, David, Jason, Rebecca

Okay, wow, I hadn't reviewed that carefully before the seminar, and there's more there than I'd remembered. First, that it's more negative than I recalled, that elfin are consistently discriminated against, and second, that although I stand by my comment as "race as player avatar," it also invokes a bevy of issues about geek culture (especially as perceived during the game's development in the 1980s) and the prejudices against gay people (ditto for that decade, big-time).

One strange thing I forgot to mention: there's another "derived" race, the Feral, defined as a child from some human community who's grown up in the wild. Each Feral is rolled for again to determine which sort of human they were born to, Northmen, Pirates, Gypsy, et cetera, all listed as races you can play. But there is no such thing for Elfin, which would be entirely logical – the human parent is curiously generic in light of the fact that there is no generic human option for player-characters.

RAMLAR

This is the excerpt from the book: it's not snipped out of a larger section, this is the entirety of anything to do with offspring between the races. Formatting follows the original.

INTERRACIAL BREEDS

It was written in the Hethmarkn Book of Histories the matter dealing with races and the union of the two:

Hethmarkn Book of Histories Volume 1, Book 963:

It was Voshurn who sat before the other Alari and Eleri as they looked upon him for guidance and law concerning the matter of the races. "My dear brothers and sisters," spoke Voshurn, "it is in my wisdom and that from the Father that the interracial couplings be denied procreation. The matter has weighed heavily on my mind, only after much thought and discussion with the Father do I tell you this. I do realize the power of Nate' upon the races. This does not forbid the joining of two from different humanoid species, although the union is for naught in regards to progenies. This may discourage the life-spending of all the races but I hope that is not the case, for the heart of the children are remarkable things and in this we have Nate' to thank. This I have spoken and if no one here objects, it will stand and be made so." All Alari and Eleri were in agreement and none lashed against Voshurn or Ramlar's will. "Be it then, this law and order I now deem to come to pass." When Silia sang this in the Song of Life, it was etched indelibly so.

Campaign Ramification

In the world of Ramlar, the marriage or coupling of two different races is always infertile and never does progeny result from such union. An elf and a Spirinari will not breed any offspring, for example, and neither will union of any other two races.