

The Wanak

Background

People

To look at, Wanak are the most physically imposing of the civilized peoples. They average between 7' and 8' in height and are phenomenally strong. They are covered head to toe in thick brown fur which resembles human hair. They wear no clothing except for the odd piece of jewelry or belt with pouches on it. Their arms are disproportionately long compared to human arms, and they are able to use them to great effect as they move through the trees. All Wanak are capable of brachiated movement as well and are prodigious climbers. Basically, while they are in their home terrain, they can move at walking speed by hanging, swinging, and leaping through the trees.

They are intelligent but cannot speak the common tongue. Very few humans can speak Wanak either. This communication problem is strictly physiological, although many Marotians assume these forest giants are just stupid. In truth, many Wanak understand Tradespeak; they just can't make the sounds. Non-Wanak can learn to understand Wanak but speaking it is very difficult.

History

The whole of Wanak history is only about three hundred years, yet the origins are already obscured by legend and by their lack of a written language. The elders say that where they have come from is less important than where they are going and most Wanak believe this. As with most of the Changed peoples, no one is sure when the first Wanak actually came into being. The Wanak believe that they were created by the gods because the Marotians were turning away from their beliefs and especially the nature gods. The first village of Wanak consisted of a dozen or so individuals who came together to protect each other from the Beast-men. From this village, eventually more were established.

This first village was formed only a few hours distance from the Marotian city of Relic and exists today as the town of Open Sky. The people of Open Sky eventually grew too numerous and some of the villagers set out to form new villages. Over the course of the next two hundred years, more villages were established. In those early days, the Wanak were in danger of not surviving and so they had more children than they do now. Once those children were old enough to travel, some of them would journey to a new place. In those days, the priests of Kiltor were very important, as it was they who picked new settlements. They were also the best source of communication between the villages as they traveled a great deal. In recent years, Kiltor has been less important and has returned to an essentially equal footing with the other gods.

The Marotians discovered the Wanak about 150 years ago, about the time of their first crude airships. Again, Open Sky was the first village discovered. The Wanak had heard tales of the Marotians from some of the tribal humans and were concerned. They knew the Marotians were different from them, and that Marotians would likely try to exploit them in the same ways as they had exploited the Tribals. They resolved not to be treated in this way and so most villages remained hidden.

It was decided by the elders that the village of Open Sky, which was already exposed, would be made easily accessible to the Marotians. The villagers there live a different life than most Wanak, as it is their goal to deceive the Marotians into believing that the Wanak are a docile and stupid race. The plan has worked well so far, and the Wanak of Open Sky have adapted well.

Culture

Culturally, the Wanak are in a transition from hunter-gatherer to a more agriculturally based society. They are impeded in this effort primarily by the difficulty of protecting herds of animals. Thus far, they are still forced to turn to hunting to get their meat, but they do grow most of their own produce and grains.

The Wanak revere their elders and they treat them with respect and honor. The younger Wanak are expected to listen to the older ones. By and large, the Wanak are a peaceful people, but they are not stupid or passive. Their gods teach

them all beings have a right to live and they should not be killed needlessly. In particular, creatures which are self-aware should be killed only when necessary.

The Wanak live in a hostile environment, and they consider it their duty to shelter travelers, just as they themselves would like to be sheltered. A visitor's wounds are tended as best as possible; he is treated to the best food and drink, and he is provided with the best directions possible. No payment is asked, but it is common to give a gift to the elders and to provide news of what you have seen in your journeys. Where the visitor may pose a threat to the village or to the Wanak in general, the demands of hospitality are met, but the visitor is encouraged to leave as soon as he is able. If the visitor is dangerous to himself or others, then he is provided with a host, a hunter whose job is to keep him out of trouble and from finding out too much about the village and its citizens.

Males and females are considered equal among the Wanak, since they are equally self-aware. Children are not allowed to speak at tribal meetings. In most cases, younger members of the tribe will make their suggestions to their family elder who will then present them to the group.

Conversely, they believe those who show no respect for life do not deserve to live themselves. Wanak generally do not believe in taking prisoners. Enemies should be killed or rendered harmless and released, preferably the former. Most Wanak will release someone who attacked them only if it can be shown the person thought his own survival was in danger.

Government

Wanak have essentially a gerocracy. Each village is run by a council made up of the eldest member of each family. These elders are led by a village elder or chief who is the oldest among them. The elders rely on the priests for advice. In any situation, the eldest Wanak is assumed to be in charge. In situations where there is a question, or where someone else is obviously better suited to the task, most elders will allow a younger Wanak to take their place as leader.

The village elders meet informally nearly every day and formally about once a week. Anyone may attend a meeting of the elders and most Wanak do. This means that most of them have a good idea of what is going on in their communities and why things are the way they are. At these meetings any adult may speak.

The various villages communicate in a variety of ways. First, and foremost, the lesser priests and loresingers still travel from village to village bringing news. In more urgent situations, Wanak priests have a special spell which allows them to communicate with neighboring settlements. Settlements only ask for help when it is needed, as the Wanak consider it somewhat embarrassing to be caught in a situation one can't handle. When help is requested, it comes; no settlement has ever refused to aid another.

Settlements

The average Wanak village consists of six to eight families of four to seven members each. The villagers usually come from different villages originally, so that no village is an island every Wanak has relatives in different villages and most have relatives in several. This helps to promote a feeling of a larger community and to make the villages more interdependent on each other.

Within a village, each member has specific responsibilities to his family and to the village. Most families have at least one hunter and several farmers. The hunter goes out on hunting trips with the hunters from other families and the farmer will tend shared crops with the other farmers. In a Wanak village, all go hungry or none do. Everything is basically shared equally.

There are also those who specialize in specific skills, such as carpentry or medicine. Frequently, these roles are passed down within a family, so the sons of the village carpenter become carpenters themselves. This is not always true, and variations are not entirely uncommon. Typically, a village is located well beneath the canopy and consists of a large number of interlocking branches with huts on them. Nearby will be the crops tended by the farmers. Most of these crops are vines and berries, although some might include specific plants from the local area. The hunters usually hunt every day, although they rarely journey more than a few hours travel from the village.

Defensively, the Wanak use several strategies at most of their villages. First, they will have some sort of sentry. In some villages, they use local creatures, like treehounds, melkars and spitting monkeys, but most often the watchers are the Wanak themselves. The villages are usually built to be at least somewhat defensible, with a combination of local flora used to create nearly impenetrable walls in some places. Some villages also use carnivorous plants, but this is extremely rare.

Perhaps the best defense for the average Wanak village is the Wanak themselves. While slow to anger, they are formidable warriors and their intelligence and strength make them superior to most of their natural enemies. Many an ape-man tribe has attacked a Wanak village only to find itself in grave danger as the very forest seemed to swallow them up and kill them.

Technology

The Wanak are basically a stone-age civilization, although they have made several advances in their areas of interest. They are limited to weapons of wood and bone (stone is very hard to come by in the forests of Torok). They are also famous for their blow guns, a weapon which human science has not been able to duplicate. In the hands of the Wanak, the blow gun is a deadly weapon. They are capable of firing not only darts, but also several seed pods which make the weapon even more effective. The major pods are from the Kilarja bush and the Mikanji bush. The Kilar pods explode into a sticky mess when used and allow the Wanak to easily capture birds and small game. The Mikan pods are more lethal, exploding into fire when they burst. The Mikan pods are not easy to come by and when a Wanak uses one, he means business.

The Wanak gather silk and harvest flax. Both of these materials are then woven into cloth or braided into cord and rope. Cloth is used for bandages, wall hangings, screens, and for decorative and ceremonial clothing. Basically, cloth is used when the durability of leather is not required. Clothes are an idea that the Wanak got from the Marotians and improved upon greatly. The flowers, leaves, roots, and bugs all around them yield a considerable range of dyes, providing a rainbow of colors, the manufacture of which is not known to the other peoples of Torok. Cloth, particularly silk, is one of the few goods which the Marotians eagerly trade with the Wanak.

Although they are certainly bright enough to embrace the technologies employed by the Marotians, most Wanak choose not to do so. There are several reasons for this, some practical, some cultural. From a practical aspect, most Wanak have little interest to trade with the Marotians, so they have difficulty acquiring the goods. Similarly, maintenance equipment is difficult to come by and many Marotian gadgets are not large or strong enough for the Wanak to use easily. Culturally, most Wanak prefer the smooth graceful beauty of nature to the hard edges of Marotians technology. Wanak occasionally own human-manufactured weapons, but for the most part are not interested in the Marotian technology.

Arts

Despite their somewhat difficult existence, the Wanak believe that art and the soul are important too. Adult Wanak are skilled in at least one art, usually the carving of wood or bone, although some are skilled at drawing, leatherwork, sewing or other skills. Wanak are a very artistic people and believe art to be as important as science.

The Wanak are also a musical people. Their voices are capable of an extreme range. The young are taught with song, with the knowledge and history of the Wanak passed on by the voices of the loresingers. The Wanak use several instruments, although they are most fond of percussion and wind instruments. String instruments, such as those used by the Marotians, are a curiosity, and the Wanak are always eager to see and hear a performance on such instruments. The most common instruments of the Wanak are:

- Whistles - whistles are just that, hollow sticks that play a single note.
- Rattles - rattles are usually gourds filled with small bits of bone or wood. They are used rhythmically and are rarely played by serious musicians.
- Pan Pipes - the pipes are common as they are easy to make and play. Many Wanak children can manage a passable tune on these, although in the hands of a master, they can be truly glorious

- Occuc - a round flute made of two pieces of shell joined together, with various holes bored in it to produce the various notes.
- Blow Pipe - by blowing into it, the blow gun can be made to produce a sound not unlike a didgeridoo. This is used musically and as a gathering call; the distinctive tone is easily heard at even long ranges.
- Lur - a double-horn made by hollowing the horns of a shamus. The two horns usually produce notes an octave apart to allow playing your own accompaniment. This is the most complicated instrument to play.
- Bodhran - the most common percussion instrument as it is highly portable and easily made.
- Friction Drum - this is made with a large gourd and an animal skin. The skin is pierced with a long bone and the instrument is played by moving the bone back and forth.
- Kettle Drum - a large drum with a large sound.
- Gong - gongs are made of wood, although metal models made by Marotians are gaining in popularity.
- Chime - likewise, the chimes have long been made of wood but are slowly being replaced by metal models.
- Xylophone - the most complicated of the Wanak percussion instruments.

Leisure and Recreation

Wanak are fond of games and play a number of them. Most of their games are directly related to survival activities and even the simplest children's game will include lessons intended to aid children in survival.

- Rwr Gal is a three dimensional game similar to lacrosse. Each team moves the ball toward the opponent's net using long rackets. Scoring is simple; one point for each time you place the ball in the opponent's net. A player with possession of the ball is allowed five "moves" (either swings, leaps or steps) before he has to shoot or pass. Dropping the ball gives the other team possession and obligates the offender to retrieve or replace the ball. Usually, the goals are 200 yards apart and there is no side boundary. Children play on 100 yard square courts with nets rigged in the most dangerous areas.
- Krar Kek literally means catch the monkey. A spitting monkey is caught and a red silk streamer is attached to its back. It is then let loose in the village. The children chase it and the one who catches it is the winner. No props or tools are allowed. It is considered bad luck if the monkey is killed, and if it is injured the offending party has to nurse it back to health. The monkey is released once caught and the victorious hunter is given a place of honor at dinner that night.
- Jabal is a strategy game played on a round board which is covered with concentric circles. The rings are colored blue for the sky, green for the canopy, and brown for the branches. It is supposed to represent the three dimensional environment of the jungle. Jabal is more popular among older Wanak and skill at the game often impresses them greatly.

Pets and Companions

Wanak are also fond of animals and may keep them as pets. Small pets are usually associated with a single family; sometimes a whole village might contribute to the care of a larger pet. Although some of these pets are useful for protection, that is not the primary reason the Wanak include them in their village. Some popular pets include:

- Trelle - a bat with a 30cm wingspan. These inoffensive creatures eat insects by the pound and are popular for this reason. Trelle are usually kept in a cage while young. Later, they are given a perch. When they see the moon, they emit a soft cooing mating call.
- Dasnek - a small, iridescent toad considered inedible by nearly every creature on Torok. The Dasnek not only controls nuisance insects but is quite pleasant to look upon. Children often hold contests to see whose Dasnek can leap the furthest.
- Tasmia - a predatory marsupial. These animals are about the size of a tree kangaroo, weighing around 20kg. The animal's hind legs are disproportionately long and strong, and it moves primarily by jumping. They are as intelligent as most dogs and take well to training. The Tasmia attacks with a bite or with a leaping claw attack using their hind legs

Fashion

Wanak use beads of horn, wood, bone, amber, and ivory. These are carved into a variety of designs, then polished. Beads are used for both decoration and status. Decorative beads tend to be brightly colored and made from wood or bone. They are usually worn as necklaces or bracelets.

Honor beads are woven into the braids near the face. As Wanak achieve passages in their lives and accomplish other noteworthy feats, these beads are presented to them. Most children will have only one or two such beads. Honor beads are made as trophies and indications of status. The significance of an honor bead is based on its shape and color, while its importance is related primarily to its size; the bigger the bead, the greater the honor. Some typical shapes include:

- Tubular - indicate the characters calling in life
- Round - Passages achieved by the character
- Flat Discs - an achievement of note
- Animal tooth or claw - a difficult bead to earn; it is presented for slaying an animal that threatened the village; the bead is usually carved to scale from the actual tooth or claw of the animal.

The typical meanings associated with specific colors include:

- Red - Hunting, bravery
- Green - Farming, agriculture, deeds of Gaea
- Blue - Priests, wisdom, difficult decisions, perseverance, deeds of Kiltor
- Grey - Loresingers, craftsman, discovery of a new technique, creation of an item, deeds of Hastor.
- White - deeds of self-sacrifice; the marriage bead is usually a flat white disc. It is often the only white bead Wanak earn.

The fur of the mane is sometimes braided, especially by women and hunters. A variety of styles are used and can become quite elaborate, including threads of various colors, strips of cloth, and even pieces of wood. Clothing is generally not necessary for Wanak, but it is sometimes a matter of ceremony or practicality. Many Wanak wear a brightly colored sash. The colors of the sash indicate the family and village of the wearer. The more ornate the pattern, the more likely it is the Wanak is considered important in his home village or family.

Politics

The Wanak basically have politics only at the tribal level; beyond that, there is no standard leadership, something for which the Marotians should be grateful. Within the tribe, the eldest male usually leads. He has two primary advisers, the medicine man and the war chief. The medicine man is the highest level priest in the village and the war chief is a younger man who can still lead the tribe into battle. These three are the official leaders of the tribe although the elders have much to say about what happens.

In regard to the other civilized peoples, the Wanak are basically neutral. They believe that each race should co-exist peacefully with the others. In most conflicts, they can be counted on to side against the aggressor if asked. They generally do not voice their opinions to outsiders, and so they are seen as completely neutral by everyone else.

Societies, Orders & Groups

The Wanak don't usually form the sorts of hidden and secret societies that other people do; they tend to be more open in their allegiances, so there isn't as much need to identify sub-groups. Most of their social groups are based on their specific talents at arts & crafts, or upon the work they do. Hunters do tend to spend more time with other hunters than with farmers, but there usually isn't a political agenda as would be found in other races.

Religion

The Wanak do not discuss their religion or their beliefs with others and this has led many to assume that they do not practice religion. This is not true, although the Wanak do not make the production of their beliefs that some races do, they all pay homage to the gods of their people. The Wanak follow a pantheon of only three gods, but their priests

represent all three. This seems odd to outsiders, but to the Wanak, the three gods are actually one and so the priests can be one as well. The members of the pantheon are:

- Gaea - the earth mother and queen of the gods. She brings forth life and was the first of the gods known to the Wanak. She is the one of whom the others are but a part. Most Wanak priests place her first.
- Kiltor - the sky lord and master of weather. Kiltor is an aspect of the mother, and he represents the sky and what it offers. In his guise, he also represents death and the night, since both are part of the sky. In some cultures, he himself would seem to be two gods, but to the Wanak, Night and Day are the same.
- Hastor - the god of knowing. To the Wanak, all civilized people must acknowledge Hastor. He is the god of self-awareness but also of intelligence and craft. He is said to have taught the Wanak to use the gifts they now have, everything from hunting to magic and from music to language.

Passages

Like most peoples, Wanak have a variety of ceremonies which are observed throughout a person's life. Most of these are minor, such as the birthday ritual and the wedding anniversary ritual, but the following are the major points in a Wanak's life.

Adulthood: The Wanak progression to adulthood is measured on three levels, the physical, the emotional and the spiritual. In the eyes of the Wanak, if you act as an adult you are an adult. If you do not, then you are not. Still, few Wanak are able to complete the three tests before their fourteenth birthday. The Rite of Adulthood usually carries the first honor bead earned by a Wanak. It is a solemn ritual and includes the addition of the new adults name to the role-song of the village. Small gifts appropriate to adult life are usually given, although sometimes larger gifts are given. Once the ceremony is complete, the entire village erupts in a boisterous party.

The three steps are:

The Act of Gaea is an act of protecting or nurturing one who needs such attention. Some examples include returning a fallen chick to its nest, protecting your little brother from a leopard, or comforting another despite your own pain.

The Act of Kiltor is expressed in an understanding of your environment, or in the patterns and or power of the world around you. Some examples include sitting outside during a thunderstorm and wondering at the beauty and fury, marveling at the complexity of a feather and marvel at the freedom flight affords, and not railing against the damage caused by the rains because they are just a part of the cycle.

The Act of Hastor is taking or giving enjoyment through learning. Some examples of this Act could be to learn something just for the sake of learning it, you take that extra step in the attempt to raise your craft to an art just because, or you could simply inspire another to learn.

Marriage - Wanak marry for life and so marriage is a very serious and solemn thing. Following a rather lengthy ceremony, there is a boisterous party. Typically, the couple is given gifts which they will find useful in their new home. There is no concept of bride price or dowry in the Wanak community.

Death - when a Wanak dies, the body is shrouded in cloth and placed on a litter, along with his grave goods. The grave goods of a Wanak would include his sash, a tool that represents his trade, and his knife. The rest of the deceased's personal possessions are spread around the pallet. The family come forth, each stating what they learned from or will remember about the deceased. They then can claim something from among the deceased's goods, usually something symbolic of their relationship. First the children come forth, then the spouse, then siblings and parents, and finally his friends. If the body is for some reason lost only the grave goods will be upon the litter. Following a prayer to Gaea, the body is born to the spirit tree. The pallet is suspended by its four corners in the branches of the tree and left to Gaea. The spirit tree is fairly isolated from its neighbors. It is said that spirit trees are guarded by the spirits of fallen Wanak warriors. They stand their watch until another of their brothers fall. Then the newly departed takes up his watch and the eldest of the guardians continues his journey.

Playing a Wanak Character

Common Roles

Wanak can serve in several different roles in an adventuring party. They know as much or more about the forest than the Tribals, and their great size can make them excellent front line warriors and intimidators. They are also excellent planners and are not hasty to judgment. While not the best choice for diplomatic missions, with a translator, a Wanak could make an excellent party leader.

Wanak also serve well as advisors to the leader, since they tend to be less brash than most adventurers. They are rarely surprised by any turn of events since they constantly turn over possibilities looking for new alternatives. Priests often fall into this group.

Adventuring Archetypes

Wanak tend to adventure with a goal in mind; perhaps more so than any other race, they feel the need to do something valuable with their time. This is tied to their religious beliefs, which state that everyone has a purpose and that one way to happiness is to fulfill that purpose. Although not everyone falls into one of these categories, Wanak adventurers belong primarily to one of four groups.

Searchers - Searchers are looking for someone or something, usually in order to meet or learn about that thing. The most common search is for new techniques in the arts, although some Searchers look for early history of the Wanak, or for a specific legendary person. If searching for a person, it's usually a non-Wanak, but it could be someone who left the village many years ago and did not return.

Avengers - Avengers have been wronged by someone in the past and they seek to find that person and punish them. In rare cases, a Wanak will be trying to recover some stolen item; more often, they seek only to harm the party who harmed them. This is not a common reason for adventuring among Wanak; they tend to let most transgressions go.

Brash Youth - The strain of being under the yoke of an elder is too much for some Wanak, and they are forced to leave their village. Most often, these Wanak are hot-blooded hunters and warrior-types; less often they hold beliefs that run counter to those of the elders.

Outcasts - a very few Wanak adventure because they have been outcast from their Village. Usually, an outcast will have done (or seemed to have done) some terrible misdeed, such as killing another Wanak or habitually disobeying elders. Less often, an outcast will have been accused unjustly. Some Wanak cast themselves out of their villages for reasons similar to those of the brash youth; the difference is the outcast has no intention of returning. Outcasts are the most likely to embrace non-Wanak ideas and technology.

Role-Playing Hints

Wanak like to plan things and to be ready for what may be required of them. By and large, they are not an aggressive people, preferring a good defense to a good offense every time. They are thinkers and tend to weigh their words and deeds carefully. They usually look for a non-violent solution first, but aren't afraid to use force when necessary.

Wanak believe that all sentient creatures have an inherent right to life. They are reluctant to kill other sentient beings unless those beings have demonstrated a clear lack of respect for the rights of others.

Wanak tend to be a bit stubborn and set in their ways. Since they spend a fair amount of time before coming to a decision, they aren't prone to re-evaluate without compelling new evidence. They aren't always worried about the niceties and politics of a situation -- if a direct question is asked, they tend to give a direct answer.

Relations

Marotians - Wanak see Marotians fairly accurately; they believe that most Marotians are out to make as much gain at the expense of others as they can. They are aware that Marotians take slaves and that Marotians consider them lesser creatures. Wanak have little patience for Marotian word games and rationalizations. They generally dislike them until proven otherwise. However, they try not to be openly hostile without provocation; they are carefully

hiding their numbers and strengths from the Marotians in order to be prepared when the Marotians decide to enslave them like they have the Dwarves.

Tribals - Wanak view the Tribals as poor cousins and sometimes as younger brothers. They try to look out for Tribals who wind up in their ranges and some Tribals live in or very near to Wanak villages. They don't understand why the Marotians don't help the Tribals more, since they are obviously kin, but it's not really their concern.

Avariels - Wanak view the bird men as lackeys of the Marotians and therefore under-estimate them. Like the Marotians, they have been duped by the Avariels subservient ways. Some Wanak envy the Avariels' ability to fly, but most point out that there is more forest than air.

Dwarves - Wanak almost never encounter dwarves, but when they do it is with a profound sadness. What they know of Dwarves leads them to believe that they have been denied their own destiny for the betterment of the Marotians. They will gladly and willingly help any dwarf who hopes to leave his Marotian captors.

Creating a Wanak Character

Naming Conventions

Wanak characters have two names. The first is given shortly after birth 'by their parents and is used until the child reaches adulthood. This birth-name is usually the name of a close friend or a family member and is prefaced with the word "Little".

Upon reaching adulthood, Wanak are given a second name by their peers (farmers by farmers, warriors by warriors, etc). The name selected by his peers will usually be fairly serious but not always complimentary. The name won't be horribly offensive, but it could be less than glorious.

Whatever the name, it always take the same form. The first part is usually a verb directly related to the characters occupation and the second part is a describing or modifying the verb. Occassionally, a non-occupational verb is used if the Wanak has some outstanding characteristic not related to his profession. Some typical verbs include:

- Hunters - Hunts, Stalks, Tracks, Shoots
- Warriors - Fights, Kills, Wars, Slays, Guards, Watches
- Farmers - Sows, Grows, Plants, Reaps, Prunes,
- Loresingers - Drums, Plays, Sings, Howls, Blows, Chants, Pipes, Keeps, Travels, Tells
- Priests - Speaks, Guides, Sees, Dreams
- Craftsmen - Makes, Crafts, Builds, Sculpts (etc)
- Attributes - Towers, Eats, Drinks, Swings, Climbs, Jumps, etc.

The following list of sample names may prove useful:

- Hunters - Hunts in darkness, Stalks in silence, Stalks with fervor, Tracks by sniffing, Tracks with passion, Shoots at shadows
- Warriors - Fights with fury, Kills for vengeance, Wars with beast-men, Wars with honor, Slays on sight, Slays with reason, Guards by watching, Watches for enemies, Guards with fury
- Farmers - Sows with glory, Grows with kindness, Plants with fervor, Plants in season, Reaps with sorrow, Prunes by tearing
- Loresingers - Drums with sorrow, Sings in silence, Pipes for glory, Keeps by talking, Travels for knowledge, Tells of travels, Tells of others
- Priests - Speaks with wisdom, Guides to glory, Sees in dreaming, Dreams of futures
- Craftsmen - Sculpts with beauty, Builds with strength, Makes by watching
- Attributes - Towers to treetops, Towers in canopy, Swings while sleeping, Jumps to glory

Racial Abilities

Height: Male Wanak start at 82"; females at 78". Both add 2d6 to obtain their final height in inches.

Weight: Male Wanak start at 280 lbs.; females at 250. Both add 4d10 to determine their starting weight.

Age: Wanak Characters start at 14 and add 2d4; they typically live to about 140 years of age.

Wanak characters share the following traits & abilities:

- They are size L creatures: (-2 Dexterity, +2 Strength, -4 Stealth, Reach 5', -1 AC, -1 to hit, +1 CMB and CMD)
- Movement: 30'
- They are incapable of human style speech
- **Powerful:** +2 Strength, +2 Constitution, -2 Charisma
- **Hardy:** +4 on saves vs. disease and poison, even magical afflictions
- **Climber:** +8 to Climb checks, Climb 20'
- **Practical:** Choose one Craft skill and one other skill which are treated as class skills; gain 1 rank in each.
- **Perceptive:** Low-light vision (see twice as far in dim light)
- **Stable Metabolism:** Wanak are unaffected by eating green plants or herbivores.

Alternate Racial Traits

Speaker: +2 Constitution, +2 Wisdom, +1 Skill bonus on Bluff, Diplomacy, and Knowledge (Local) checks. This trait replaces the Powerful trait.

Hunter: The character can ignore the -4 penalty on stealth checks and gains +4 on Stealth checks made in the Canopy. This trait replaces the Practical and Hardy traits

Favored Class Options

Wanak may be members of any class, but they are most often found in the following classes. When taking a level in their favored class, they may choose the alternate benefit instead of +1 hit point or skill point.

- **Alchemist:** Add one formula from the alchemist's list to his formula book. It must be at least one level lower than the highest level formula the character can currently use.
- **Barbarian:** Add +1 to the character's base speed; this stacks with and has the same limitations as the fast movement feature.
- **Bard:** Add +1 to the number of rounds of Bardic Performance per day
- **Cleric:** Choose one domain power normally used 3 + Wisdom times per day. Add +1/2 uses per day
- **Druid:** Add +1/2 bonus to skill checks to influence animals.
- **Fighter:** Add +1/2 bonus to combat maneuver checks for Bull Rush.
- **Inquisitor:** Add one spell known from the inquisitor's list. It must be at least one level lower than the highest level formula the character can currently use.
- **Magus:** Add +1/4 points to the magus' arcane pool
- **Monk:** Add +1/3 point to the monk's Ki pool.
- **Oracle:** Add one spell known from the Oracle spell list; this spell must be at least one level lower than the highest level spell the character can currently use.
- **Paladin:** Add +1 to Energy Resistance vs. one type of energy.
- **Ranger:** Add +1 hit point or skill point to the ranger's animal companion.
- **Rogue:** Gain + 1/4 of a new rogue talent; 4 levels of this allows a new talent.
- **Sorcerer:** Add one spell known from the Sorcerer spell list; this spell must be at least one level lower than the highest level spell the character can currently use.
- **Witch:** Add +1/4 to the Witch's caster level when casting spells provided by her patron.

- **Wizard:** Add one spell from the wizard's spell book. It must be at least one level lower than the highest level spell the character can currently cast.
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Equipment

Wanak are limited to wooden and stone weapons at creation. They rarely use armor of any type, but can employ small wooden shields. They can also use the blowgun and other specialized equipment described below.

As far as other equipment goes, they are limited to items which could be manufactured by a stone-age culture. Any other items they wish to own cost ten times the normal price. Wanak PC's normally start with 10 items of equipment, although a bow and 20 arrows counts as a single item. Likewise, normal clothing, pouches, and blankets do not count. For the pod and seed weapons, assume four count as an item (and yes, you can mix and match within the four).

Blowguns

The Wanak blowgun is a three foot tube with an inside diameter of almost an inch. Humans can only use them if their Constitution and Strength both exceed 14 and then only for half range. The statistics for the blowgun are as follows:

Ammunition	Range Increment	Damage
Needle	30'	1 pt; add half Strength bonus to damage
Dart	30'	1d3; add Strength bonus to hit and damage
Kilar	20'	Glue reduces movement to half for small and medium creatures; smaller creatures are entangled. Creatures can break free with a DC 15 Strength check
Mikan	20'	2d4 and ignites flammable objects doing 1 point of burn damage for 1d4 rounds or until extinguished.

Hunting Arrow - the heads of these arrows have a square cross section. The heads taper quickly to a chisel like point. After the broadest point the arrow tapers quickly to connect to the shaft. The head is attached to the shaft in such a way that the shaft fall away after impact, hopefully with the head left in the wound. Each face of the arrow head has a shallow depression for accepting poison. The head is carved from wood, hardened with fire, then coated with resin to reinforce it. This arrow is only good for one shot, as hit or miss the head will most often be broken off.

Wanak Bow - this composite long bow is approximately 5 feet long. The bow is fashioned from a branch of the Yew tree. The Wanak combine this natural spring with a heavy cross-section to make a powerful bow with ranges of 140.

Grenades - Wanak make grenades to use with a variety of substances. An egg about 2" in diameter is drained of its contents, filled with the desired substance and finally glazed to make it more resilient. Any blow gun pod can be made as a grenade. Grenades are usually carried in a sturdy, sealed container so that if the grenades should break the damage will be minimized.

Fire Arrow - A small Mikan pod is glued to the tip of a normal arrow. When the arrow strikes the target the pod detonates. A split second later the arrow itself strikes the target. If the arrow is being used against an air ship it may release some gas to the still flaming Mikan sap. While this small explosion is not enough to detonate the envelope it will cause considerable damage. Range increment is reduced by 20'.

Wrist Blades - When living in an area where there are known to be constricting snakes or aggressive vines these blades are worn. A complete set of these blades includes a pair of blades at each wrist and above each elbow. If your arms are pinned by a constricting attack the creature holding you takes 1d3 for each arm held. If the wearer of these blades is swallowed whole the creature suffers 1d6+1 points of damage until you are spit up or digested. This damage is inflicted regardless of your own actions. If someone or something is trying to overbear the wearer of these blades

the wearer get to make an unmodified to hit roll to see if his attackers have run afoul of the blades. In this case damage is 1d3.

The blades are usually bone, although claws and teeth are also commonly used. Two blades are firmly woven into a braided strap, and the braid is finished when it is attached to the wearer, after all you don't want these coming off at the wrong time. As with anything the Wanak make these blades often become works of art, with a variety of colors used in the braids and beads included along with the blades. Only the Wanak would make such a mean weapon into something pleasing to the eye.

Retch Pod - taken from the retch plant, this pod can be disgustingly effective. When the pod impacts it releases a sticky, violet colored fluid. All creatures within five feet of the impact point must save versus poison or be retching and helpless for 3 rounds and at half strength for 3d6 rounds. Creatures actually struck by the pod save at -5. The stench is discernible from fifty feet and can only be removed with alcohol or a similar substance. The smell persists for 1d4 hours during which time the chance of random encounters is doubled.

Tear Pod - The liquid contained in these pods is the concentrated juice from a root similar to an onion. The fumes are so acrid that anyone within 5' must save versus poison or be blind. Creatures who successfully save are at -2 to hit. Any creature actually struck by the pod receive no saving throw. The effects of this pod persist for 2d4 rounds.

Kakal Leaf- Kakal is a small vine with red-veined leaves. The juice from these leaves makes a bright red dye which is very popular among the Wanak. The Kakal is most valued for its medicinal value. It is the bane of parasites. If its juice is applied to a wound, it quickly saturates the flesh and blood, making them toxic to the parasite. The substance can also be taken orally, in which case it takes 1d4 rounds to take effect. Smaller parasites such as rot grubs are driven out of the host or killed, larger pests such as stirges take 1d4 points of damage every round that they feed on the person using Kakal. The use of Kakal is very painful, inflicting 4 points on the user. Incidentally the affected area is stained red.

Sting of Peace - This poison is a thick green paste. It is a blood agent and must be injected to be effective. If the injection device, whether needle or arrow head, remains in the wound the victim has to roll an additional saving throw every round for three rounds. His second save is at -1 and his third is at -2. If the target fails his save, he will become very happy and be unable to do anything other than laugh for 3d4 rounds.

Ten Step Poison - This venom kills most human-sized creatures before they can take ten steps. Creatures struck with the poison must roll a saving throw or take 10 + 2d4 points of damage; a successful saving throw reduces the damage by half. The ingredients of this poison are hard to find and the poison loses potency within one week of its creation.

The Wanak have never revealed the method they use to pick and then prepare the pods, seeds, roots, etc. they use as weapons, so they remain the only source of such knowledge. Some Wanak tribes use various plant and animal toxins to coat their needles and darts. These toxins sometimes induce sleep, but others cause death.

Wanak Legends, Heroes, Celebrities, and Landmarks

Brings the Dawn	Legendary first priest of Gaia. It was he who created the village of Open Sky and who began the entire Wanak culture. He is considered the greatest hero in all of Wanak history.
Green Wind	One of the better known villages, the Green Wind is located near a large ravine. It is something of a crossroads for travelers and is one of the safest village (owing to its geography).
Open Sky	Probably the most famous of all Wanak settlements, the village of Open Sky has actually become a sham. It was once the founding settlement of all Wanak and now it exists to assure the Marotians that they understand all about the Wanak
Sings the Moon	The current ranking priest of the Goddess. Sings the Moon is known to be growing impatient with the Marotians and their slaving practices.
Song of Fury	Another Treats tune, this one is Sung before battle. Some say that if the cause is just, then the magic of the song will protect the warriors. Others just like its very martial rhythm.
Song of Sorrow	The song of sorrow is a famous composition written by the musician Treats in Darkness; it relates the tragedy of the Dwarves current State (Most Dwarves don't get its meaning; most Marotians consider singing it a hanging offence).
Drums in Darkness	A musician who was outcast by his tribe because he refused to pass on the old songs and instead wrote new ones about the same events. His songs are now widely accepted and generally more popular. He spent several years living with the Dwarves. After that, he tried to convince others to join him in freeing the Dwarves. He eventually disappeared and has not been seen again. He would be about 85 years old if he still lives.
Valley of Sins	This is a valley where it is said the Marotians killed any Tribals and enslaved others. It is supposed to be haunted by the spirits of the fallen Tribals
Hunts at Night	Enigmatic warrior from the village of the Green Wind who has freed many slaves and even slew the wizard Khinasek.