



## MALLEAN

Type: Monstrous Humanoid

Pronounced: (MAL-ee-un)

Singular/Adjectival: Mallean

Plural: Malleans

Frequency: 4 - Uncommon

### Frill's Notes:

"A more durable race I have yet to find. Their lack of a solid skeletal structure provides them with the uncanny ability to ignore most bludgeoning damage. I once saw a mallean warrior fall over one hundred feet into a pit and live to tell the tale. All he had were a few nicks and bruises!"

### Background:

Malleans are generally found in the larger cities throughout the world. They are still uncommon, but their numbers have grown substantially since their initial discovery some three thousand years ago. They embody a wide variety of philosophical ideals, but are most noted for their ability to endure amounts of physical punishment.

### Personality:

Malleans do not have a general racial personality. Rather, they tend to adopt behaviors and cultural mores from the societies that play host to their various settlements. Thus, a mallean may have any conceivable personality type, tempered by the greater community's ideals and expectations.

### Physical Description:

Malleans stand from 5½ to 7 feet tall, and weigh between 100 and 230 pounds. Their size range is much like that of humans. Malleans can live to be over 120 years old.

Malleans are stout, bipedal humanoids, with greenish-gray skin. Their small, round and beady eyes are

typically blue, green, or brown in color. Since their hair growth patterns are generally patchy and erratic, most malleans choose to shave their bodies or have the hair removed by a local alchemist or magic user.

The mallean head is slightly ape-like, with a pronounced, heavy jaw, a large forehead, and small ears. This often gives the malleans an appearance of being simple-minded, which is often the case.

Their arms, legs, and torsos display a highly-defined network of rippling muscles, further accenting their otherwise intimidating physique. Mallean hands have three fingers and an opposable thumb and their feet have four toes each. Typically, they walk in a semi-hunched fashion, which often makes them appear shorter than they actually are.

Mallean females reach reproductive age at 35 and are fertile for a period of twenty to thirty years thereafter. A typical mallean family unit will have 2-4 offspring during this period, as infant mortality among the race is high. The reasons for this are not yet fully understood.

### Diet:

Standard.

### Relations:

Mallean relations with other races run the gamut from completely harmonious to openly hostile. Their interaction with non-mallean peoples over the centuries have been determined solely by the respective personalities and alignments of the malleans and the other races involved. In general, malleans tend to get along

well with humans, elves, dwarves, kefgalds, half-elves, orusks, and other races that have a broad spectrum of alignments.

### Alignment:

Malleans can be of any alignment.

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## Lands:

Malleans have no lands of their own, but are generally found in small enclaves within larger, more cosmopolitan cities. Capital cities and large port towns are most likely to have a settlement of malleans of some size. Outlying towns and villages will rarely have a small mallean population, but only in the more populous kingdoms of the world.

## Religion:

Most malleans are religious and worship whatever deity is most compatible with their particular alignment. Since mallean alignments are as diverse as human alignments, their religious beliefs and practices tend to follow the same range of variation. Thus, malleans are free to worship whatever they choose or nothing at all.

## Language:

Malleans speak Common, as it is the most widely-spoken language in the various kingdoms of Evernor. In addition to Common, they are also likely to speak the dominant language in their particular home area (if different than Common). There is no mallean language.

## Names:

Mallean names are taken from the culture that surrounds their enclaves. In an effort to blend in with other races and societies, malleans adopt whatever naming conventions are most prevalent in an area. Thus, they are as likely to have human names as goblin names, depending on their geographical location.

## Adventurers:

Malleans have produced a great number of superb adventurers throughout the years. They are highly adaptable and have a natural affinity for exploration. Generally, their motivations for going on adventures are as varied as they are for humans or any other common race.

As far as adventuring classes go, malleans excel in the disciplines of monk, rogue, and fighter. Mallean clerics, paladins, and rangers are also fairly common. Since they are not generally adept at the arcane arts, there are few bards, sorcerers, or wizards among their kind. Mallean barbarians are possible, but are exceptionally rare.

## In the Realms of Evernor:

The malleans have shared a long history with the common races of Evernor, such as the humans, elves, dwarves, gnomes, orcs, and others, with whom they co-exist.

In years past, mallean troops have often been involved in major battles between nations and political factions of the world. Many of the larger kingdoms employ

mallean troops to bolster their armies, often using them as elite ground forces for special detachments.

Malleans have generally not made much of a contribution to world culture, art, or language, due to their tendency to adopt the ways of the dominant culture in their area.

## Role Play Tips:

- Malleans prefer to wade into melee combat, relying on their natural toughness to carry them through to victory.
- Malleans behave much like the people in their culture or geographical area of origin, adopting the same dress, speech patterns, and mannerisms that are most common near their home settlement.
- Malleans are fonder of action than reflection.
- Malleans see little use for study or meditative thought. They generally believe that those who engage in these activities are “wasting valuable time” that could be used in some other, more engaging pursuit.
- Malleans fear large bodies of water, such as lakes and oceans. They will cross them, but only if they are convinced that the journey will be absolutely safe.

## Adventure Seeds

- The party rescues a mallean prisoner who pledges to aid them in the remainder of their travels.
- Mallean fighters attack the party en route to their destination.
- The players enter a new city and first arrive in a substantial mallean enclave within it. The malleans here are treated as social inferiors by the mayor or ruler of the city.

## RACIAL TRAITS

- +2 Constitution, -2 Intelligence, -2 Charisma: Malleans are incredibly hardy, but do not have significant academic interests and possess a primitive demeanor.
- Medium-size: As medium-sized creatures, malleans have no special bonuses or penalties due to their size.
- Mallean base speed is 30 feet.
- +2 racial bonus to all Fortitude saves.

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- +2 racial bonus to Balance, Escape Artist, and Move Silently checks.
- Cartilage Skeleton (Ex): Malleans show a great deal of resilience to bludgeoning damage of all types due to their cartilage-like bones. As such, they reduce all damage taken from falling and normal (i.e., non-magical) bludgeoning attacks by 2 points per die. For example, if a mallean falls fifty feet, it takes 5d6-10 points of damage; if it is struck by a heavy mace, it takes 1d8-2 points of damage. Magical bludgeoning weapons, such as a *+1 club*, inflict normal damage on a mallean.
- Toughness: Malleans gain the Toughness feat for free at first level.
- Automatic language: Common. Bonus languages: any.
- Favored class: Any. A malleans highest class level does not count when determining whether it suffers an XP penalty for multiclassing.
- Level adjustment: +1. Malleans are a powerful race and gain levels more slowly than the races in Core Rulebook I.

### NEW FEATS

#### **Mind Over Matter [Mallean]**

By sheer strength of will alone, a mallean can override a small amount of damage from *any* weapon of up to +1 enchantment, regardless of type.

*Prerequisites:* Base Attack Bonus +9, Feats: Endurance, Iron Will, Stats: Wisdom 13+, Race: Mallean.

*Benefit:* Once per day, a mallean with this feat gains 5/+2 damage reduction for a number of rounds equal to 1+Wis Mod. This damage reduction does not stack with other sources of damage reduction.

*Normal:* Malleans do not possess any form of damage reduction.

#### **Improved Cartilage Skeleton [Mallean]**

Malleans with this feat can reduce the damage sustained from *all* bludgeoning weapons, including enchanted ones.

*Prerequisites:* Race: Mallean.

*Benefit:* This feat allows the character to apply the benefits of its cartilage skeleton to all bludgeoning attacks, including those from magical weapons.

*Normal:* Mallean skeletons cannot reduce the damage inflicted by magical bludgeoning weapons.

*Special:* This feat can only be taken at first level.

#### **Supple Bones [Mallean]**

Malleans with this feat are more resilient to bludgeoning damage than normal.

*Prerequisites:* Base Attack Bonus +6, Feats: Endurance, Race: Mallean.

*Benefit:* A mallean with this feat can reduce the damage it takes from falling or bludgeoning weapons by an additional -1 per die (a total of -3 points per die).

*Normal:* Malleans can only reduce bludgeoning or falling damage by -2 points per die.

*Special:* This feat can only be taken once.

### A PRIME EXAMPLE

#### **Jass Weela**

Male Mallean

Mallean 1/Fighter 1 [CR 2]

HD: 1d10+7 (17 hp)

Init: +1

Spd: 30 ft.

AC: 15 (+1 Dex, +4 chain shirt)

Attack: +4 Melee or +2 Ranged

Saves: Fort +8, Ref +1, Will +3

AL: Chaotic Neutral

Str 17, Dex 13, Con 18, Int 13, Wis 12, Cha 10

Languages: Common, Goblin

Skills: Climb 3(+6), Jump 3(+6), Ride 3(+4), Swim 3(+5)

Feats: Endurance, Iron Will, Toughness

Possessions: Chain shirt armor, great sword, *potion of cure light wounds* (1st), traveler's outfit, backpack, rations.

#### **Background**

Born in the remote, frozen reaches of Annaeve'Ithor on the continent of Aldoria, Jass Weela learned of the harsh realities of the world at an early age. When he was just eight years old, his father and mother were lost in a terrible blizzard and were never found again. As a consequence, Jass and his two younger sisters were raised by his eldest brother, Krig, who decided to move the family to the glimjaran city-state of Phest shortly after the death of their parents.

Once in Phest, the family did manual labor for merchants and whoever else would hire them, performing a wide variety of physically-demanding jobs for often very little pay. Sometimes, he and Krig worked sixteen hours a day in exchange for gruel and bread and a warm place to sleep at night.

When he turned just thirteen, Jass decided to find his fortunes elsewhere and soon hooked up with a party of adventurers that were traveling through Phest at the time. Impressed by the young mallean's physical abilities, the adventurers asked him to join them in their quest. In return for his aid, they would reward him with an even share of the spoils of the adventure. Jass readily accepted the offer.

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Jass told his elder brother and sisters of his decision and swore that he would return and share the money with them. With tears in their eyes, Krig and the two sisters wished Jass well and resigned themselves to wait patiently for his return.

After setting out on the adventure, Jass was given proper instruction on how to use weapons and armor in a more effective way by the party's grizzled dwarven fighter,

Strombold of the Anvil Jaw. After gaining rudimentary skills with weapons and armor, Jass was confident that he would be able to help his new-found compatriots in their journey and that he would one day return to his family with enough gold that they would never have to work for cruel and stingy glimjara merchants ever again. 🐉



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