

Low Men

Low men, like high men, are deeply tied to the Otherworld. They are known by many names: the dvergr, hulder and trow are all such examples. All low men are craftsmen and enchanters of some skill. While the men sport beards and are stalwart warriors, the women are either monstrous or beautiful and often employ potions and scrolls to appear as witches.

A low man is often a tad shorter than common men, though this is by no means the rule. Their coloration runs the full gamut of that seen among common men. The men seem to age before their time, with grey hair and wrinkled skin, but this effect appears to be largely vestigial.

Enchantment: A low man has the ability to create items of magic. Armor, weapons and other sundries may be crafted and enchanted if the needed resources are obtained. The required raw materials and time needed should reflect the items value. A low man can use any item they have constructed.

Magic Item Creation

Item	Cost
Scroll of spells	100 silver & 1 week/CR*
Healing salve	250 silver & 1 week
Drought of Giants	1,000 silver & 4 weeks
Enchant 20 arrows	1,000 silver & 4 weeks
Enchant armor to +1	2,000 silver & 2 months
Wand of cold	10,000 silver & 6 months
Ring of vision	50,000 silver & 1 year

** CR is short for Complexity Rating. It will be a value of 1 to 6 that will be detailed further in the "spells" section.*

Proficiencies: Low man may use any armor, shield or weapon they themselves have crafted. The use of a weapon which was not crafted by the low man using it, will subtract -1 from all combat rolls made with the weapon. Armor will count as the next lower type (example: leather and shield is considered only a shield), if it was not crafted by the low man wearing it. No matter the armor worn, a low man's speed is equal to an armored man.

Skill-at-Arms: Each low man may choose a single weapon, often an axe or hammer for the men-folk or a spear for the lady-folk. When using this type of weapon, a low man will gain the benefits of the fighting-man ability of the same name.

Relatives: At fourth level, a low man will begin to attract other family members to their cause. The number of family members who heed this call will increase over time. A fourth level low man gains a single first level low man aide. At seventh level they gain another and at tenth, a third aide will be gained. If an aide adventures, they are entitled to a share of the experience and loot. When a relative dies, a first level replacement will arrive within a month. If the relatives are abused, they will eventually leave.

Hidden Hall: At tenth level, a low man may build a hidden hall within which to craft or horde. Though not commonly fortified, nor covering vast area, such a hidden hall will offer the same benefits to a low man as lands do a fighting-man. A hidden hall will not be heavily populated, by any means, but it will generate a sizable income.

Precession of Low Men (Attribute: Constitution)

Level	Experience	Fighting Ability	Hits	Save*
1	0 to 2,500	man +1	1	14
2	2,501 to 5,000	2 men +1	2	13
3	5,001 to 10,000	3 men or hero -1	3	12
4	10,001 to 20,000	hero	4	11
5	20,001 to 40,000	hero +1 or 5 men	5	10
6	40,001 to 80,000	hero +1 or 6 men	6	9
7	80,001 to 160,000	great hero -1	7	8
8	160,001 to 320,000	great hero	8	7
9	320,001 to 640,000	great hero +1	9	6
10	640,001 & higher	great hero +1	10	5

* A low man adds +2 to all saves against any form of magic, including spells, the effects of a magical device, or the influence of illusions on one's perceptions.