

WAR Culture Package

Halflings

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Post-Shattering:

Recently, before The Shattering occurred, the Dwarf (or as the Halflings refer to them, “Dwarfie”) King Banzai Stonehealer arrived one night and told a story to the Halflings. He said he had a special dream that told him the Halflings should go to live with them in a new home in a far-away mountain castle called Hammerhandt Citadel. He told them that he would give them new and fun games to play in the mountains. Since King Banzai used to be a Knight in Lumberton, they liked him a lot and, of course, thought this would be a great adventure- they packed up all of their stuff in lots of wagons that the Dwarfie king brought and crossed the grasses with them. The first and best game they found to play on the ride was to hide things so the Dwarfies could seek it. Dwarfies grumbled and complained about a lot about things they couldn’t find, which is how the Halflings figured out that the Dwarfies favorite game was pretending to be grumpy when they are having fun. Dwarfies seemed to have a LOT of fun. Once all of the Halflings reached Hammerhandt Citadel, the new Dwarfie kingdom, King Banzai offered to let them do lots of different things. He told them they could play in the caves and help the Dwarfies with stuff or they could live outside and still cut down trees. Most of the Halflings decided to live outside, but some stayed with the Dwarfies to show them how things should really be done.

Society:

Halflings were originally from the Lumberton Shire part of the northern Forest of Tears. They were a fun-loving group of lumberjacks who cared little for the affairs of the outside world. The Halflings were very mobile and did not long stay in one place. They had a few permanent winter sites within the Forest of Tears, which looked like mounds built into the earth. During the summer months they traveled around seeking out good lumbering opportunities and domesticating small dogs, known as Vorks, as pets and working animals.

The last Halfling King of Dyllaria, the Great Old Guy, was the only form of government that the Halflings had. After his death, his apprentice Berry Thimblethorn took over, but after two weeks he became bored and quit. This caused the Halflings to stop their lumbering operations because there was no one directing them. When Artemis Silvertree became the Count of the region, he decided to make the running of the lumber operations a game for the Halflings. He brought a list of things that needed to be done and a big hat that he named The Great Old Hat. He said that whoever wore the hat got to be in charge and got to make sure the list got done. When the Halfling in charge tired of playing the game, he gave the hat to someone else so that they could play at being in charge for a while. This worked surprisingly well.

The anarchist nature and small numbers of the Halflings prevented them from being more influential in the region, but their trade treaty with Stonegate was a very important agreement for both sides. The Halflings respected then King Balladan and Count Silvertree above all others- except for the Great Old Guy of course.

There is little to no distinction between the sexes in the society of the Halflings. Males and females share workloads, and there is no such thing as a male-oriented job or a female-

oriented job.

Laws:

Just after he made the bad Faeries go away, the Great Old Guy established some laws that the Halflings have lived by ever since. They are called the Rules of Seven. Any Halfling that breaks one of the rules is sent to a place deep within the dark caves called the Ledge of Spooky Noises, where he/she will have to stay the night (a very scary experience, as all of that howling is surely caused by ghosts or werewolves!)

The Rules of Seven

No fighting each other.

No stealing.

No public nudity.

No wandering around alone.

No chopping trees with spirits.

No playing with Faeries.

Always listen to your Elders.

Names:

Most Halfling names have to do with something found in nature. A Halfling child is named at birth, but as adults, sometimes change their name as they get older. Some Halflings are known to change their name every year or so just because they want to, but this is becoming less and less common. Males and females use the same first names, as there is little distinction between masculine and feminine roles in the society. Family names have become prevalent in the last few decades, with the child adopting the mother's family name. Examples of some Halfling names are:

First Names- Ash, Beany, Berry, Brushy, Cotton, Crasanthis, Daisy, Elm, Fern, Holly, Ivy, Lark, Leafy, Maize, Millet, Oak, Pine, Rose, Sprig, Sprout

Family Names- Ashbriar, Berrymouth, Brandymoss, Bristleberry, Brushybrow, Burrflip, Burrowback, Gardentoe, Greenthumb, Honeydew, Lillyhair, Mellonlip, Oakenweed, Ricecup, Roseythorn, Smallfoot, Songwhistle, Tanglefoot, Thistlethorn, Thornapple, Trailfoot

Personality:

Halflings are the most easy-going, fun-loving race in all of The Shattered Lands. They love stories, singing, dancing, and all sorts of games. They talk in high-pitched voices and have a tendency to really annoy everyone, save for one another.

Most Halflings are not very combat oriented as a result of their disposition, but can be very fearsome when defending their home. Those that are combat oriented, however, are fierce and often underestimated. All Halflings have extremely curious attitudes toward new things. Often items happen to end up in a Halfling's pouch for one reason or another. Usually it got there by accident, according to the innocent looking Halfling. Due to their carefree and play hard attitude, members from many other cultures believe the Halflings to be not especially bright. This is a mistake – Halflings are intelligent and sensitive, and hate it when someone hurts someone they care about.

Halflings love food and can easily become entranced by it. Eating is one of their favorite

pastimes. As a result, quite a few Halflings are expert cooks and bakers, and can always find a place to work in a kitchen. Deserts are a specialty of Halflings. (See Appendix A)

Halflings love to trade and generally collect all kinds of junk. It is not unusual for Halflings to have a collection of something or other that they guard fiercely. Often this collection is made up of items others would see no real value in – keys, buttons, recipes, etc. Most of them are easily distracted and cannot remain on the same subject for more than a few minutes. Halfling stories are filled with exaggerations and half-truths, which make them look heroic. They seldom blatantly lie, but instead use their imagination and a convenient omission of facts to shed a more favorable light on things. In any event, a Halfling seldom stops talking unless he is scared or asleep, though that is not always the case.

Appearance:

Halflings appear as Humans, but with hair on the backs of their hands and feet, and thick bushy side-burns. They speak in a high-pitched voice, which most other races find annoying at best.

Language:

Halflings speak the Common tongue of Ghaia.

Birth:

In the past, Halfling women were selected to attend to the Great Old Guy at different times. A man of his age needed constant assistance in day-to-day activities. Mysteriously these Halfling women always terminated their service to him in time to give birth to a child. How these two incidents occurred was a mystery to nearly all Halflings except for the Great Old Guy. Halfling men knew nothing of where children came from, and the women were nearly as mystified.

After the Great Old Guy died, there were no Halfling babies born for over a year. But slowly, that situation sorted itself out. Mysteriously, the Halflings remain quite clueless when questioned about any matters pertaining to making babies. They maintain that storks cause the whole thing.

Marriage:

Halflings "marry" freely and of their own will. Halfling "marriage" is a mockery and a game. Usually two Halflings claim to be married for a week or two, at which time they grow tired of playing games with one another and go out in search of new husbands and wives.

Death:

Halflings are only sad when someone they know has died, which lasts for ten to twenty seconds before they begin singing songs and dancing to celebrate the death. Halflings do not bury their dead, but instead usually burn the body.

Interracial Relations:

Halflings like all races. Even though sometimes certain ones get grumpy, they are usually a lot of fun.

Family:

There is no such thing as a conventional family in Halfling society. Instead the entire community takes care of raising the young. The group is one big family, which sleeps, eats, and plays together. The Halflings also prefer to sleep outside on the ground when the weather permits, and they will always try to sleep in a big pile that they just refer to as a sleeping pile.

Leisure:

Leisure time is all the time that Halflings have. They make a good game out of their work. They will play any game as long as it is simple. If the rules are too difficult they will quickly lose interest. If there are no games to be played Halflings will make up their own. Halflings are so attuned to making games of work that they often learn skills so that they can “play” along with their friends. A Halfling therefore has no set preference as to what skills he will take, but these will reflect the type of “play” that he has engaged in during his past, as well as what types of friends he has hung around with.

Legends and Heroes:

The Great Old Guy- The oldest and wisest of all Halflings. He died in 599 because he was old.

Blackberry Thornfoot- Defeated six dragons single-handed.

Ivy Yellow Hair- killed a big nasty bad guy

Ambassador/General Thistlethorn- Nearly defeated the Orc King Aug single-handed. He died in the Halfling Massacre of 596.

Blueberry Thistlebush- Beat Lord Stormwin at all kinds of games.

Daisy Greenstem- Outran forty or fifty Orcs on horses.

Raspberry Woodenleaf- Found the key to the Great Old Guy's treasure chest in his pouch. It had fallen in there by accident.

King Balladan- Was the second-greatest leader in Dyllaria. He would give out really neat shiny stuff to Halflings (and sometimes you didn't even have to ask).

Count Silvertree- He was a friend of the Great Old Guy and still is to all of the Halflings. Has really neat horns and teaches fun games.

King Aug- Big nasty Orc guy that attacks Halflings

Dozy Appleseed- Saved Lady Ashena and is really, really important in Stonegate

The Great Old Hat- If you wear it, you get to be in charge.

History: *(you can decide how much of it your character knows)*

The Halflings were originally sent to this region by a group of Evil Wizards called the Keepers of the Eternal Gate. The Keepers lived in a backwater barony to the east of Pre-Shattering Dyllaria, and they wanted the land that the Halfling village occupied. The peace-loving Halflings were forced to declare war on this group of powerful sorcerers, and the fighting led to the entire village being transported away to Dyllaria. The Halflings were also cursed so that they and their descendants would forever live a child-like existence.

This forced migration and subsequent curse were made possible due to a bargain made by the wizards with a powerful Faerie lord. For the next several years the dark Faerie greatly delighted in tormenting the Halflings, until the Great Old Guy found them. These initial years in Dyllaria were hard, as the Halflings had lost all memory of what had happened to them. By 498 they had degraded to a nomadic existence and lived solely on the nuts and berries that they gathered in the forest. Many of their people had died, and the Faerie relentlessly tormented them for their own entertainment. It was then that The Great Shaman and the Great Old Guy came to their rescue.

The Great Old Guy was ill when he first came to the village, but he got better thanks to The Great Shaman's medicine. He eventually took over running the village and cast a great spell that made the Faerie go away. He also looked for a way to end the curse that had been placed on the Halflings, but was never able to find a cure, and so he cared for them as his own children until his death in 599. He made it a strict policy that no Halflings should marry or mate with each other in order to try and introduce new blood lines as a way to phase the curse out over time, but this did not seem to work. His teachings are remembered by the Halflings (albeit most have childish reasoning behind them). After the Great Old Guy's death, long-time friend of the Halflings, Count Artemis Silvertree, took over as the new patriarch of the Halflings but eventually had to move on as his duties with Stonegate increased and removed him from the area. From that point, the current Baron or Baroness of the Barony of Lumberton Shire kept watch on them. They often lent aid to the Halflings but surprisingly, often received it as well.

When the prophecies of The Shattering became known, the Dwarven King Banzai Stonehealer had a vision showing that the Halflings and the Dwarves fates had become intertwined. He believed that when he moved his people to the Hammerhandt Citadel, he must bring the Halflings with him or both races would perish. On his route from the Beard Mounds, he diverted through Lumberton Shire and collected every single Halfling from the area and took them with him. The resulting cacophony caused by the Halfling pranks nearly brought the caravan to disaster on more than one occasion but the Dwarves held together long enough to reach the new home.

Time Line: (Taught to all Halfling children, although they may forget it)

490

We arrive in the Forest of Tears after playing with some bad wizards.

495

The Great Old Guy gathers up the Halflings who are scattered over Dyllaria playing games and teaches how to cut down trees.

520

The Great Old Guy scares away the bad people for good. He tells us that we have to learn to sing and tell good stories about stuff that has happened. We try, but the stories that we like best are the ones that have to do with stuff that never really happened.

556

We sold lumber to these soldier guys for some pretty rocks so that they could build a city. Silly soldiers...

570

The Great Old Guy meets Palinor Lorne for the first time. He is ok for a guy with skinny eyebrows.

577

Freddie Cowpie pulls a big fish out of the lake. We call him Freddie FisherHalfling.

580

We save Artemis and Balladan from a hundred orcs while they are hunting.

583

The Great Old Guy made us some neat magic items.

589

Bristle Oakenberry finds King Grell's axe when he visits the Great Old Guy. Good thing, what would a Dwarfie King be without his axe?

592

Balladan becomes Lord of Stonegate. We invite him to a big party, but he must have got lost because he didn't make it.

594

People start giving us these funny looking coins for lumber.

595

Lady Morgan signs a treaty with us for our lumber.

596

We declare war on King Aug, but he got lucky and destroyed our village and killed lots of us. But we beat him up later.

599

The Great Old Guy dies. We all cry and then go and lead all the Dwarfies, Humans, and Elves to the bad guys in the Horde.

600

We played a lot of games this year, including the Great Old Hat game.

602

The first baby in two years was brought by the stork

605

We saved Ashton from a sneak attack by some nasty undead

612

The dwarfie King Banzai moved us to the mountains to learn new games.

613

Some didn't like the mountains so much. Also it kinda smells underground, and the Dwarfies don't bath a whole lot. So some of us went by to the place they chop wood. It was a REALLY far trip. All thanks to guy with horn – Kassie - and Dwarfie Kil'ler. Some kinda angry, cause all the girls think think Kassie is all perfect and stuff.

615

A small number still remain with the Dwarves, but many have relocated back to Lumberton to chop'a trees. Some have traveled and grown up a bunch, bringing stories and songs back. Some are even becomin' merchants, like Guild Master Dozy. He oversees the Halfings of the Grand Market and the Baker's Guild in Ashton.

616

The Halflings continued logging and eating a lot of pie. Rumor has it there are going to be a lot of eating contests.

Appendix- Recipes and Treats, and Songs:

Kasnarticus Crème Puff

Ingredients:

Waffles

Delicious Pudding!

Directions: Take the delicious waffles that you make (or take out of the ice box). Put one on a plate. Put pudding on waffle. Feel free to add lots! Add another waffle. Really good chilled for a little bit. Eat!

Note: You can make lots of layers with lots of different flavors.

*Thanks! (Sung to Any Tune) Note- *Song is specifically for Kasnarticus the Great and Kilgorin the Wonderful and Halfings will sing a version (really anything they can think of) to them whenever they see them.*

We love Kassie and Kil'ler

They helped us take a trip

Back to the lands of the chop-chop

So Thanks!

Thanks!

Thanks very much.

Dwarves may not bathe,
But that's okay
Cause we're home! Home! Home!
So Thanks!
Thanks very much.

We're gonna chop chop chop
Alla wood wood wood
For the Big Red Flaming Lady
So Yay!
Cause we're home! Home! Home!
So Thanks!
Thanks very much.

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