

The Wanderer's Chronicles – Major Races of Earta

Humans

Humans comprise the bulk of the world's population. They are as varied and different as the cultures that have generated them. Their variety is both their strength and their weakness. With a short lifespan, most humans are driven by some internal force to achieve. They are both the greatest force for good and evil in the world.

Personality: As a whole, humans are infinitely adaptable. They often change their daily routines to adapt to new situations. As many humans travel as stay at home.

Physical Description: Humans range in heights from about 5 feet to 6 feet, with some being shorter or taller. Weights range from 100 to 350 lbs, with men generally taller and heavier than women. Due to their short lifespan and the human penchant for migration, human hair, eye and skin colors range all across the map. Many humans have a non-human parent in their distant past, so traces of elven, orcish or other ancestry is not uncommon.

Relations: Thanks to, or perhaps because of, their infinite diversity, humans have little trouble relating to other races. Humans serve as go betweens for the other races, as most other races have to travel through human lands in order to reach each other.

Alignment: Humans have no alignment bias.

Human Lands: Human lands are often changing, some lasting only a generation, others standing for centuries. Longer lived races find human culture exciting, but wearying after a while.

Human leaders are younger versus their counterparts of the other races, Even where individual humans can be conservative, their institutions change and evolve faster than parallel institutions of other races. This makes them adaptable, and often other races will simply wait out negative trends while advancing positive trends.

Religion: Human religion is by far the most diverse of the races, with no one deity as the chief deity of the race. Humans have even incorporated some monstrous deities (Bahamut and Tiamat being the most prevalent examples) into their pantheon of worshipped gods. Human religious fervor runs the range from insatiably zealous to extremely impious.

Languages: Humans speak Common. They learn other languages as well, some even learning rare or impossible to speak languages (Such as the clacking language of the thri-kreen) just to show how adaptable they are.

Names: Human names vary greatly. Without a unifying deity or cultural anchor stone, and with a short lifespan, humans socially mutate quickly. As a result, human culture is more diverse, and this is expressed in their names. Some humans even carry elven, dwarven or other racial names.

Adventurers: Humans adventure for any number of reasons.

Racial Traits:

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

Dwarves

Dwarves are known for their combat skills, stone work, hardiness, strength, and their ability to drink most other humanoid races under the table. Their kingdoms under the mountains of the world are renowned for their treasures, metalwork and extreme defenses. There are three major dwarven races:

Stone dwarves are what most people think of when they think of a dwarf. Stout of body and somewhat withdrawn, most people would describe stone dwarves as gruff or grim. This is simply the image projected by the dwarves. In private, stone dwarves are as raucous as some humans. But they are productive. A typical stone dwarf at home might rise in the morning, work for twelve hours, go drinking for two or three hours, then go home, interact with his family and go to bed, repeating the process again the next day. Most stone dwarves are family and clan oriented, with few travelling for long away from home and hearth unless that travel includes crushing the forces of

The Wanderer's Chronicles – Major Races of Earta

evil, goblinoids, trade or visiting other dwarven cities. Stone dwarves don't make friends lightly, but they keep friends for life, even if separated by circumstances. Stories abound of dwarves showing up at human funerals decades after being separated from the deceased. The phrase, "loyal as the stone," grew out of these stories.

Jungle dwarves evolved from a clan of dwarven worshippers of Thard Harr who traveled into the jungles of the world to both become closer to their god and follow the call of the natural world. Though jungle dwarves respect Moradin as the creator of the dwarven race, there are very few priests of the Soulforger among their ranks. Jungle dwarves are often surprisingly outgoing, being almost elf-like in their interactions with other races. But jungle dwarves still retain the dwarven sense of clan and loyalty. They are less skilled with the traditional dwarven weapons, being more skilled at using the clawed gauntlets of Thard Harr, and are not as skilled with moving in heavy armors, though they still retain the dwarven stability.

Deep dwarves are all spawned from five clans of dwarven miners that dug too deep into the earth; coming across a strange material they called glow rock. This rock, however, caused some of the children of these miners to be born different, with extra arms, or sometimes just large, rubbery tentacles instead of arms. Others were born without eyes, but with an ability to sense the world around them with perfect clarity. Deep dwarves are even more insular than their stone dwarven cousins, but they are stronger, having lived mining the hardest of stone in the depths of the earth.

Personality: Stone dwarves are generally slow to trust, but often open and giving to those they consider friends. Stone dwarves value gold, gems and other items of wealth. This sometimes gets them in trouble, as their greed and lust for these precious items gets the better of them, but few completely give in to these desires. They fight with a solid and cautious tenacity. Their sense of justice is strong, but it can turn into vengeance at its worst. Stone dwarf lands often abut and are shared with gnomes, who see them as stern older brothers who mean well.

Jungle dwarves are extremely open. They have evolved this outlook in part to their living conditions, where friends and allies are long distant, and monster threats, natural disasters and other nasty events are close at hand. With their connection to nature, most jungle dwarves, even if not rangers or druids, are often abhorrent of ecological destruction as well as aberrant monster races, such as the beholder and the mind flayer. Treasure holds little interest for jungle dwarves, though finely crafted weapons or small jewelry awakens this latent need in them.

Deep dwarves are extremely insular. They find other races hard to interact with. This has come partly from their isolation and partly from their mutations. They also tend to be very short spoken. A deep dwarven saying reflects this: "Why waste words?" Most deep dwarves will use one word to answer questions unless explanation is necessary. Those with hands often learn a form of the drow sign language, to make communication more efficient, since this means no air is wasted and no sound is made.

Physical Description: Stone dwarves stand between 4 to 5 feet tall, and nearly as wide. They weigh as much, or sometimes more than, humans. Dwarven men are slightly taller, and noticeably heavier than women. Stone dwarven hair tends towards dark colors, though bright red is possible. Dwarven males grow long beards, but never past the belt. After all, too long of a beard can be a weapon for an enemy. Stone dwarven hairstyles are simple, with some dwarves shaving their hair off to make sure they have a proper helm fitting.

Jungle dwarves are about the same height, but often much lighter and leaner. Jungle dwarven hair is often either very light (blonde or light red) or very dark (black, brown, russet). Most jungle dwarves tie small shiny stones in their hair, which is worn long. Jungle dwarven males do not have long beards, with most either going shortly trimmed or occasionally clean shaven.

Deep dwarves share the heights of their stone kin, but are heavier, with some weighing upwards of 400 lbs. Deep dwarven hair is almost universally black, with some having brown hair. Only mutation can change this hair color, and it usually turns to a strange, sickly green. Eye colors for all three dwarven races vary wildly, with jungle dwarves having lighter eye colors. Dwarves are considered adults at age of 40 and they typically live for 400-500 years old.

Relations: Stone and deep dwarves get along well with gnomes, and passably with humans, half-elves and halflings. Although most dwarves see elves as fickle and flighty, they often work together to fight the forces of evil. Thus, elves have earned the dwarves grudging respect. As a whole, stone and deep dwarves mistrust half-orcs, half-ogres, drow and other races with a dark reputation, but are open enough to allow an individual to impress them.

Jungle dwarves, on the other hand, are often friendly to everyone. They find themselves befriending the outcasts and others who are out of place. Jungle dwarves only dislike goblinoids, aberrations, orcs, and the undead. However, this hate does not extend to elan, which the jungle dwarves consider a weird variety of human. Jungle dwarves don't travel much outside of their jungle homes, but when they do it's usually for a purpose. Only jungle dwarven druids do not have ties to their individual family, but to their clan and village as a whole. A jungle dwarven village may only have two or three druids, despite numbering in the hundreds.

The Wanderer's Chronicles – Major Races of Earta

Alignment: Dwarves of all stripes tend towards lawful, with stone dwarves tending the strongest towards lawful good and deep dwarves tending towards lawful neutral. Jungle dwarves are the most widely varied of alignments, but even they are usually at least neutral. Adventuring dwarves can buck this trend, which is why they travel.

Dwarven Lands: Stone dwarves live in most of the major mountain ranges of the world. Deep dwarves live in the Underdark and lowest reaches of the dwarven mountain homes. Jungle dwarves have taken mostly to the jungles of Soltara and the denser forests of Rikka. Stone and deep dwarves dig for metals and gems, making some of the strongest weapons, armor and tools in use today. Trusted members of other races are allowed almost full access in stone dwarven kingdoms, with only some areas closed to them. Deep dwarves often have sections of their cities for surface dwellers, with other areas restricted or outright closed to everyone but certain members of the clergy or royalty. Jungle dwarven villages are open places, with only individual homes restricted in access. Since dwarves dislike travel or cannot leave their village short-handed, humans and half-elves usually trade in dwarven-crafted merchandise.

In human lands, dwarves are usually working as guards or in their various crafts. Dwarven bodyguards are regarded as courageous and loyal. “Solid as a dwarven shield,” is often used to refer to bodyguards who rarely falter in their charge. This refers to both the strength of the dwarven word and of their crafts.

Religion: Stone dwarves revere Moradin Soulforger, their creator, as the head of the dwarven racial clan. Deep dwarves respect Moradin, but most of their prayers go to Dumathoin. Jungle dwarves revere Thard Harr.

Language: Dwarves all speak Dwarven. Deep dwarves often use words from Undercommon, while jungle dwarves mix in animal sounds and odd noises. The dwarven script is used (with some variation) for the Gnome, Giant, Goblin, Orc, and Terran languages. Most scholars believe that the Terran language was the root for all of these languages, though dwarves will declare that their script was forged with them, and Terran is just a dialect of dwarven.

Names: A dwarf is named by his clan elder, and these names are often used and reused throughout history. A dwarf's name is not his, and can be stripped from him by the clan. Dwarves stripped of their name usually either adopt an alias, or go by the dwarven word *thixx*, which means “Unnamed”. They are forbidden to use any dwarven name. Surnames vary, but the dwarven name is always written in the order: given name, surname, and then clan. Dwarves ejected from their clan only use their alias and surname.

See PHB for names.

Clan names (Additional): Baddin, Creik, Faldoar, Kirrid, Locrean, Mordisaam, Opthag, Vadassar, Zungeit

Jungle dwarves are the only exception. Jungle dwarven given names vary greatly. Many are names created on the spot, or are of great heroes of the individual clan. The clan name is used as the surname.

Jungle dwarf clans: Bridgeleaf, Danjuro, Gesdal, Hepshall, Madith, Pik, Sanjru, Treetopper, Zwill

Adventurers: Dwarven adventurers usually seek fame, honor and glory to impart to his clan. As long as these are accomplished, he will earn honor and respect. Destroying giants and orcs, creating or gaining powerful magic, and founding new clan holds are sure ways to gain this respect.

Racial Traits:

Stone Dwarves:

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

The Wanderer's Chronicles – Major Races of Earta

- **Weapon Familiarity:** Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Common and Dwarven. **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- **Favored Class:** Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

Jungle Dwarves:

- +2 Dexterity, -2 Charisma: Jungle dwarves are more flexible than their stone dwarf counterparts, but they are socially inept and often blunt to the point of rudeness. And some people find their friendly natures to be grating.
- **Medium:** Jungle dwarves are medium creatures
- **Base land speed** is 20 feet. However, just like other dwarves, jungle dwarves retain this speed even when carrying a medium or heavy load or wearing medium or heavy armor.
- **Darkvision:** Jungle dwarves retain the 60' dwarven darkvision.
- **Weapon Familiarity:** Jungle Dwarves are proficient in clawed gauntlets, instead of the dwarven waraxe and urgosh.
- **Stability:** Jungle dwarves are just as hard to knock down as regular dwarves.
- +2 racial bonus on saves vs poison
- +2 on saves vs. spells and spell-like effects.
- +1 racial bonus on attack rolls against aberrations, goblinoids and orcs.
- +4 dodge bonus to AC against giants.
- +2 racial bonus on Appraise checks related to gemstones and wooden items.
- +2 racial bonus on Craft checks when working with gemstones, wood or metals. Jungle dwarves remember some of their ancient racial tendencies.
- **Automatic languages:** Dwarven, Common. **Bonus Languages:** Giant, Gnome, Goblin, Elven, Terran. Since jungle dwarves share their territories with wild elves, they learn their language in place of Undercommon.
- **Favored Class:** Ranger

Deep Dwarves:

- +2 Strength, +2 Constitution, -4 Charisma: Deep dwarves are extremely insular and feel that other races stare at them because of their mutations
- **Medium:** Deep dwarves are medium creatures.
- **Base land speed** of 20 feet. As with other dwarves, this speed remains the same despite load or armor.
- **Darkvision:** Deep dwarven darkvision extends 120 feet in range.
- **Stonecunning:** Deep dwarves share the stonecunning trait of their stone dwarf ancestors.
- **Weapon Familiarity:** Deep dwarves treat dwarven waraxes and urgoshes as martial weapons.
- **Stability:** Deep dwarves are just as stable as other dwarves.
- +2 racial bonus to saves vs. poison
- +2 racial bonus to saves vs. spells and spell-like effects.

The Wanderer's Chronicles – Major Races of Earta

- +1 racial bonus to attacks vs. drow and goblinoids. Deep dwarves often fight drow and their goblinoid slaves for territory.
- +4 racial bonus to armor class when fighting giants: Despite their separation from their roots, deep dwarves are still better able to avoid giant attacks.
- +2 racial Appraise check bonus related to stone or metal items
- +2 racial bonus on Craft checks when working stone or metal.
- Mutation: Deep dwarves have a 50% chance for 1d4+1 random mutations. These mutations usually have both a benefit and penalty. These mutations are drawn from Table GM-14: *Random mutation effects*.
- Automatic Languages: Dwarven and Undercommon. Bonus Languages: Drow hand signals, Elven, Giant, Gnome, Goblin, and Terran.

Elves:

Elves are frequent visitors to human lands. The race is known for its poetry, music, dances, lore and magical arts. Elves generally favor natural and simple beauty. However, threats to their homelands are dealt with swiftly and skillfully, blending archery, swordplay and magic into a potent force.

There are eight elven races. *Forest elves* are the most numerous of the surface-dwelling elves. They are generally open and kind, with an open mind in most circumstances and are generally well-liked. *High elves* are somewhat more insular, but still open enough. They are mostly scholars and spellcasters. Many high elves consider themselves the nobles of their race, despite all three major elven kingdoms not being ruled by them. *Wild elves* live deep in the forests of old, be they temperate conifers or steamy jungles. These elves are very nature oriented, living in small tree house villages or comfortable wooden huts grown from the trees themselves. *Sea elves* live under the waves, assisting ships of many races as guides and sailors. They spend much time fighting the evil underwater races to keep them from ravaging the coastline. *Grey elves* are the most travelled of elves, as merchants, negotiators and cartographers. Most people encounter grey elves either travelling or in cities. *Arctic elves* live in the coldest of climates, living off of the fishing and hunting arts. The generally evil *drow elves* proliferate in the Underdark, fighting with other races for the limited space. *Vulcan elves* are a new race, having only been formed a thousand years ago. Unlike other elves, they are very logical and organized, often seeing their kin as dwarves do.

Personality: In general, elves are mostly amused with the world, rather than excited. They're naturally curious, and tend towards having a broad perspective. However, when focused on a goal, elves can become relentless and unstoppable in their pursuit. Friendships are slow to form, as elves will outlive almost all of the other races, as are enmities. But once formed, these are rarely forgotten. Petty insults are brushed aside, but serious insults are met with steel.

Drow are the only elven race that finds the world bothersome to interact with. They treat all other races as worthless, except for their value as slave labor. Only races that have power are considered allies, and they are quickly betrayed when it is convenient and beneficial. Few drow find lasting partners, discarding current favorites for others as most people change clothes. The few drow who excel do it at the cost of others lives. Only those drow who worship good deities (Mostly Elistraee or Corellon) do not follow this trend, though they bear the brunt of the distrust and hatred their evil kin's outlook has created.

Vulcan elves are another variant. Vulcan elves see the world as an item needing order. Most Vulcan elves are logical, lawful, and thorough in their actions. Because of their creation and lifestyle, many Vulcan elves have more in relation to dwarves than their elven kin. These elves live very structured lives, and often are seen as odd in their outlook. As they are a minor race at the moment, few people know more about them than this. Vulcan elves still have literature, poetry, music and art, but it is art of precision, not the free-flowing art of their elven kin.

Physical Description: Forest and grey elves are about as tall as humans, with heights ranging from just under 5 feet to just over 6 feet. High elves are shorter, with the tallest high elves reaching only 6 feet. Arctic, drow, sea, and wild elves are shorter, being between 4-1/2 and 5-1/2 feet tall. Vulcan elves, on the other hand, are taller, with most being over 6 feet tall and several being 7 foot tall. Males are generally taller than females, except for grey elves. Grey elves have no discernable differences in heights. Elven hair can be dark or light, with eye colors usually being lighter colors, though dark colored eyes are not unheard of. Elves have no facial hair. Forest, grey, sea, wild, and drow elves have no body hair other than eyebrows. High and arctic elves have fine body hair, with the arctic elves' hair being coarse and visible at distances. Vulcan elves have body hair only on their torsos, and then only on the males. All elves excluding Vulcan elves dress in simple, comfortable clothes, which are usually cut for maximum movement. Vulcan elven clothing is very utilitarian, all made in a similar fashion. All elves bear an

The Wanderer's Chronicles – Major Races of Earta

unearthly grace and fine features, considered by many humans to be hauntingly beautiful. Most elves reach adulthood after about 100 years and can live to be over 1000 years old.

Elves do not sleep. Rather they enter a meditative trance-like state for 4 hours daily. This resting gives the same benefits as a human would gain from 8 hours of sleep. This dreaming trance is more of reflexive mental exercises than rest. Though humans call this a trance, the elves call it *samhaa*, or “restorative dreaming.”

Relations: Elves in general see humans as somewhat unrefined, but on the right track. Halflings are considered a bit staid. Gnomes are seen as focusing too much on trivialities. Dwarves are, “stubborn old codgers who need to lighten up.” Half-elves are viewed with a small degree of pity, and half-orcs are seen as troublesome. While haughty, elves are not as set in these ways as halflings or dwarves, and are generally graceful and pleasant.

Drow see any non-drow as either a slave or a target. Drow like nothing more than to torture other races, sometimes for mass entertainment. They see elves as the ultimate waste of material, and will gleefully destroy anything elven that isn't a piece of equipment they can use. Drow believe that only the strong are worth wasting any time on, but those in power can be toppled by an underling with enough daring and fortitude. Murdering siblings to get to power is considered normal social climbing.

Vulcan elves are more pragmatic. They see all races as useful in some way. Though they dislike the chaos that many of the goblinoids races live under, they see it as necessary to promote the overall order of the universe, for without chaos, how would you define order and logic? Though this can be irritating to other races at times, most Vulcan elves have learned to move past these feelings and keep working.

Alignment: Most elves are of some form of chaotic alignment. Most are also of good alignment, though fully 99% of drow are chaotic or neutral evil. Vulcan elves are the only primarily lawful-aligned elves, with most being lawful neutral.

Elven Lands: There are three major elven kingdoms. The island of Tirra on the northwestern section of Euroa is the only purely elven land, with non-elves only allowed in the capital city of Onden. Tir We'tarre, the elven kingdom in the northwestern section of Notara is by far the largest, taking most of the land west of the Stormwrack Mountains and north of the Kingdom of CalNev. The land varies from temperate forest to arctic tundra and has the greatest swath of elven races living in its borders. Tir Solara is the oddest land in that it has no fixed eastern border. The lands of the jungle dwarves lie to the east, and the border seems to change almost hourly. Rumors persist that the wild elves (The largest contingent of elves living in Tir Solara) and jungle dwarves either do this to annoy mapmakers or plan on one day merging their realms into one country.

In human-controlled lands, elven towns and cities dot the landscape, and it is not uncommon to see elves living in human settlements. These settlements often have high populations of half elves.

Religion: Most elves worship Corellon Larethian as the Lord of Elves and pay homage to him at least once a month. All of the elven deities are represented in most cities, and villages have at least a shrine that is set aside for all of the elven gods, even if that god has a temple in the village. Drow cities always have at least one major temple to Lolth, and usually each individual house has a temple or shrine to Lolth, and the more martial have a shrine to Selvetarm. Some even have (very hidden) shrines to Ghaunadaur or Vhaeraun. Only those houses in open rebellion against the Spider Queen or are surface houses would have shrines to Elistraee, though these consist of merely empty glens. Kiaransalee has shrines inside temples of Lolth and most graveyards. Rumors persist of one drow city that has completely abandoned Lolth for the Goddess of Undeath, but no one can find the location of said city.

Language: All elves speak some form of Elven. Drow also learn Undercommon very early on, as well as their own sign language. Elves also learn the languages of the races around them, with wild elves usually picking up Sylvan and dwarven. Elven script is used for several different nature-based languages, and some of the elven language has been absorbed into the druidic tongue.

Names: Elven names are usually nature-based.

Adventurers: Elven adventurers have varied reasons for leaving their homes to wander the world. Some even do it just because they were bored one day. Drow adventurers often are exiles from their homes, no matter their alignment. Vulcan elf adventurers usually adventure for a particular reason, and when that is done, they usually return to their homes. Wild elves are adventurers more out of weird circumstances than anything else. Most grey elves are adventurers by trade and racial background. High elves are often adventuring for knowledge.

Racial Traits:

Forest Elves:

- +2 Dexterity, -2 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.

The Wanderer's Chronicles – Major Races of Earta

- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

High Elves:

- +2 Intelligence, -2 Constitution: High Elves are very learned, spending more time in the instruction of basics during their younger years than other races. However, like other elves, they are not as hardy.
- Medium: As Medium-sized creatures, high elves have no special modifiers for size
- Elf base land speed is 30 feet
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: High elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions
- Weapon Proficiency: High elves receive Martial Weapon proficiency feats for the longsword, rapier, longbow (including the composite longbow) and shortbow (including the composite shortbow) as bonus feats. High elves revere the arts of archery and swordplay much like their forest elven kin.
- +2 racial bonus on Listen, Search and Spot checks. A high elf that passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively searching for it. An elf's senses are so keen that he practically has a sixth sense about hidden portals.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan. High elves study the languages of their allies and enemies to better interrupt their spellcasting with appropriate counterspells.
- Favored Class: Wizard

Arctic Elves:

- +2 Constitution, -2 Strength: Arctic elves are far hardier than even normal humans, in order to survive the cold temperatures. However, the long winter months make keeping themselves in shape somewhat difficult.
- Medium: As Medium-sized creatures, arctic elves have no special modifiers for size
- Elf base land speed is 30 feet
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: Arctic elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions
- Arctic elves are proficient in short swords, rapiers and long swords like their elven kin. However, they have developed skill with spears, harpoons and javelins instead of bows.
- +2 racial bonus on Listen, Search and Spot checks. An arctic elf that passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively searching for it. An elf's senses are so keen that he practically has a sixth sense about hidden portals
- Automatic Languages: Common, Elven. Bonus Languages: Aquan, Draconic, Gnoll, Goblin, Giant, Orc, Sylvan. Arctic elves have invented several words in elven that are not used by other elves. These are usually weather or terrain related words that apply to their cold environment.
- Favored Class: Ranger

Sea Elves:

The Wanderer's Chronicles – Major Races of Earta

- +2 Dexterity, -2 Intelligence.
- Sea elves have the aquatic subtype.
- Medium: As Medium-sized creatures, sea elves have no special modifiers for size
- Elf base land speed is 30 feet
- Sea elves have a swim speed of 40 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Gills: Sea elves can survive out of the water for 1 hour per point of Constitution before suffocating. Submergence in water (Any type) for 10 minutes per hour spent out of the water is sufficient to relubricate the gills.
- Superior Low-Light Vision: Sea elves can see four times as far as a human in starlight, moonlight, torchlight, etc.
- Weapon Proficiency: Sea Elves receive Martial Weapon proficiency feats for the net, rapier, shortspear, and trident, as well as light and heavy crossbows as bonus feats. Sea elves have adapted their training to match their watery environment.
- +2 racial bonus on Listen, Search and Spot checks. Sea elves also have the ability to find secret doors just by passing by them, like forest elves.
- Automatic Languages: Common, Elven. Bonus Languages: Aquan, Draconic, Goblin, Orc, Sahuagin. Sea elves learn the languages of their enemies and allies.
- Favored Class: Fighter

Grey Elves:

- +2 Dexterity, +2 Intelligence, +2 Charisma, -2 Constitution: Grey elves are just as dexterous as their other cousins. They are also more personable and taught to think on their feet at an early age. However, they still have the less hardy frames common to the elven race.
- Medium: As Medium-sized creatures, grey elves have no special modifiers for size
- Elf base land speed is 30 feet
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: Arctic elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Grey elves are proficient with the long sword, short sword, rapier, and hand crossbow. These represent the weapons most merchants are trained in, as are most of the travelers of the world. The hand crossbow is usually because larger missile weapons would draw attention under the counter.
- +2 racial bonus on Listen, Search and Spot checks. A grey elf that passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively searching for it. An elf's senses are so keen that he practically has a sixth sense about hidden portals.
- Automatic Languages: Common, Elven. Bonus Languages: Any non-secret languages. As consummate merchants and traders, grey elves have learned many of the languages of the world.
- Favored Class: Wizard (Male) or Cleric (Female) Female grey elves are usually the spiritual advisors of their families. Males are usually focused on mercantile pursuits.

Wild Elves:

- +2 Dexterity, -2 Intelligence.
- Medium: As Medium-sized creatures, high elves have no special modifiers for size
- Elf base land speed is 30 feet
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: High elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Wild elves gain free Weapon Proficiency in the hand and throwing axe, short spear, spear, javelin, sling, short sword and machete.

The Wanderer's Chronicles – Major Races of Earta

- +2 racial bonus on Listen, Search and Spot checks. A high elf that passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively searching for it. An elf's senses are so keen that he practically has a sixth sense about hidden portals.
- Automatic Languages: Common, Elven. Bonus Languages: Sylvan, Dwarven, Giant, Goblin, Draconic.
- Favored Class: Sorcerer

Drow Elves:

- +2 Dexterity, +2 Intelligence, +2 Charisma, -2 Constitution
- Medium: As Medium-sized creatures, drow elves have no special modifiers for size
- Elf base land speed is 30 feet
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Spell resistance = 11 + class levels
- +2 racial bonus on Will saves against spells and spell-like abilities
- 120' Darkvision
- Spell-like Abilities: *dancing lights*, *darkness*, and *faerie fire* 1/day. Caster level equals the total of the drow's class levels.
- Weapon Proficiency: Drow elves are automatically proficient in the hand crossbow, rapier and short sword.
- Light blindness: Abrupt exposure to bright light (such as a *daylight* spell or sunlight) blinds a drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- +2 racial bonus on Listen, Search and Spot checks. A drow elf that passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively searching for it. An elf's senses are so keen that he practically has a sixth sense about hidden portals.
- Automatic Languages: Common, Elven, Undercommon, Drow Sign Language. Bonus Languages: Abyssal, Aquan, Draconic, Gnome, Goblin, Kuo-toan.
- Favored Class: Wizard (males) or cleric (Females) Drow society is matriarchic in nature, and only in rare circumstances do males have any real power in the society.

Vulcan Elves:

- +2 Intelligence, +2 Wisdom, -2 Charisma: Vulcan elves are highly logical and introspective. However, many people see their logical view as cold and off-putting.
- Lawful: Vulcan elves must be of lawful alignment or rarely neutral. Any vulcan elf that becomes chaotic in alignment is driven insane. A *heal* spell, followed by an *atonement* is required before the target is cured.
- Medium: As Medium-sized creatures, vulcan elves have no special modifiers for size.
- Vulcan elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: Vulcan elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Listen, Search and Spot checks. A vulcan elf that passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively searching for it. An elf's senses are so keen that he practically has a sixth sense about hidden portals
- Fire Resistance 10: Due to their alteration by Darvin in the incident a millennia ago, Vulcan elves are resistant to high temperatures.
- No Cross Breeding: Vulcan elves are an enclosed race. Unlike other elves, they cannot breed with humans. However, there are enough of them in the world that the subrace is in no danger of dying out any time soon.
- Automatic Languages: Elven and Common. Bonus Languages: Any non-secret. Vulcan elven settlements are sites of great learning. As such, they have access to beings that can speak virtually any language.
- Favored Class: Monk
- Level Adjustment +1

The Wanderer's Chronicles – Major Races of Earta

Half-Elves:

Humans and elves sometimes wed, the elf attracted to the human's energy and the human to the elf's grace. These marriage end quickly as elves count years because a human's life is so brief, but they leave an enduring legacy – half-elven children.

The life of a half-elf can be hard. If raised by elves, the half-elf seems to grow with astounding speed, reaching maturity within two decades. The half-elf becomes an adult long before she has had time to learn the intricacies of elven art and culture, or even grammar. She leaves behind her childhood friends, becoming physically an adult but culturally still a child by elven standards. Typically, she leaves her elven home, which is no longer familiar, and finds her way among humans.

If, on the other hand, she is raised by humans, the half-elf finds herself different from her peers; more aloof, more sensitive, less ambitious, and slower to mature. Some half-elves try to fit in among humans, while others fine their identities in their differences. Most find places for themselves in human lands, but some feel like outsiders all their lives.

These vagrancies of life do not affect those multi-generational half-elves. When one's parents have gone through the oddness of being both elf and human, it makes it easier for them to teach their children about how to cope. These multi-generational half-elves often are the best adjusted, knowing their unique place in the world as a mediator between elves and humans, as well as the lore keepers for the interactions between both races.

Personality: Most half-elves have the curiosity, inventiveness, and ambition of their human parent, along with the refined senses, love of nature, and artistic tastes of the elf parent.

Physical Description: To humans, half-elves look like elves. To elves, they look like humans – indeed, elves call them half-humans. Half elf height ranges from under 5 feet to about 6 feet tall, and weight usually ranges from 100 to 180 pounds, depending upon the elven parent. Multi-generational half-elves are often just as tall as humans, and weigh closer to human scales overall. Half-elf men are generally taller and heavier than half-elf women, but the difference is less pronounced than that found among humans. Half-elves are paler, fairer and smoother-skinned than their human parents, but their actual skin tone, hair color and other details vary just as human features to. Half-elves' eyes generally match their elven parent. A half-elf reaches adulthood at about age 20, and can live to be more than 200 years old.

Relations: Half-elves do well among both elves and humans, and they get along well with dwarves, gnomes, and halflings. They have elven grace without elven aloofness and human energy without human boorishness. They make excellent ambassadors and go-betweens (except between elves and humans, since each side suspects the half-elf of favoring the other). In human lands where elves are distant or not on friendly terms with other races, however, half-elves are viewed with suspicion. In lands like Mazin, half-elves are often seen as barely above slaves, and are often subjected to the same torments.

Some half-elves show a marked disfavor towards half-orcs. Perhaps the similarity between themselves and half-orcs (another partly human being) makes these half-elves uncomfortable.

Alignment: Half-elves share the chaotic bent of their elven heritage, but, like humans, they tend toward both good and evil in equal proportion. Like elves, they value personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Half-Elven Lands: Half-elves have no lands of their own, though they are welcome in human cities and elven forests. In large cities, half-elves sometimes form small communities of their own.

Religion: Half-elven religious practices are varied. Some devote themselves to human deities, others follow elven powers. Even in the same family there can be variance. In general, those raised in elven lands follow Corellon or Angharradh, while those in raised in human lands follow Tythia or Gaul.

Language: Half-elves speak the languages they are born to, Common and Elven. Half-elves are slightly clumsy with the intricate elven language, though only elves notice, and even so half-elves do better than non-elves.

Names: Half-elves use either human or elven naming conventions. Ironically, a half-elf raised among humans is often given an elven name to honor his or her heritage, just as a half-elf raised among elves often takes a human name.

Adventurers: Half-elves find themselves drawn to strange careers and unusual company. Taking up the life of an adventurer comes easily to many of them. Like elves, they are driven by wanderlust.

Racial Traits:

The Wanderer's Chronicles – Major Races of Earta

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

Gnomes:

Gnomes are welcome in almost any town as alchemists, technicians, inventors. They are also unwelcome in almost any town for these same reasons. Most gnomes live in their communities in lightly wooded hills where animals abound. Many adventurers joke that to find gnomish villages, one should look for the weird lights, multi-colored smoke, and sounds of explosions.

Personality: Gnomes love animals, gemstones, jokes and puzzles of all kinds. Members of this race have a good sense of humor, and although they like pranks, jokes puns and such, they love tricks, the more intricate the better. Many study the sciences to improve their pranks, often picking up useful skills along the way.

Gnomes are inquisitive. They love to find out things by personal experience. This occasionally leads to recklessness, but gnomes see this more as learning their limits, which is just another puzzle to them. Their innate curiosity leads them to becoming skilled engineers and scientists, since they are always trying new things.

Physical Description: Gnomes are between 3 and 3 ½ feet tall and weigh 45 pounds or so. They usually have dark tan skin and fair hair, though fair skin and dark hair is possible. Eye colors are usually a shade of blue or green. Gnomish males prefer neatly trimmed short beards and hair, while females often have shoulder-length hair. Gnomes tend towards earth tones and leathers, often with intricate embroidery or gemstones sewn into their clothes. Gnomes usually reach adulthood at about 40 years of age, and can live to about 400 years old.

Relations: Gnomes get along well with dwarves, who share their love of gemstones, their mechanical curiosity and hatred of the goblinoid races and giants. Halflings and gnomes get along well, as long as the halflings don't mind an occasional prank. Taller races are eyed with some minor suspicion, but this is rarely hostile, malicious or angry. Gnomes merely see the taller races as not seeing everything at the right level.

Alignment: Gnomes are usually good-aligned. The more lawful bent gnomes are sages, engineers, technicians and the like, while the more chaotic are minstrels, wanderers, tricksters and fanciful jewelers. Gnomes are generally good-hearted, with most of their pranks more playful than vicious. However, evil gnomes can be frighteningly vile in their actions and tricks.

Gnome Lands: Gnomes often live in hilly woodlands. The major gnomish kingdom lies in Euroa, in the kingdom simply called Thaan. Gnomes tend to live underground, but not as deep as many dwarves. Their residences are often built inside and on the hills. Gnomish settlements often have human-sized buildings on the surface for visitors and gnomish-sized buildings everywhere else. Visitors are welcomed in, and often ushered into the bright and warm places, while those who are not welcome either never find the villages or never leave.

Gnomes living in human lands are commonly gemcutters, mechanics, sages, scientists or tutors. Their homes are constructed in a similar manner to their normal villages whenever possible, otherwise they adapt the buildings to fit their size, often adding catwalks and ledges to make accessing things easier.

Religion: All non-evil gnomes, no matter who they worship, pay homage to Garl Glittergold as the Creator of All Gnomes and the Watchful Protector. Gnomes are taught that they should support their community. Pranks are both to lighten spirits and keep gnomes humble, not merely as ways to triumph over others.

Language: Gnomish uses the Dwarven script for its basis. Because of its extreme accuracy, many technical manuals and books about the natural world are written in Gnomish. Only the common tongue is used more in technical books, but they are often not as accurate.

The Wanderer's Chronicles – Major Races of Earta

Names: Gnomes often have three or more names before they include their surname. His mother gives him a name at birth, his father gives him a name at the age of ten, and the clan elder gives him a name as he reaches adulthood. Aunts and uncles often also give names, and nicknames often pour in from friends, cousins, neighbors and the like. These names are often versions of older names, names of heroes and variations on natural animals. When dealing with non-gnomes, most gnomes use the name their father gives them and their clan name, with the name given by their mother used as their middle name. But, this varies enough that non-gnomes can't be certain of this pattern. Nicknames are often silly alterations of various names given. Clan names are combinations of Gnomish words, and are always translated into Common in human lands (Or Elven in elven lands, etc)

[See PHB for names]

Adventurers: Gnome adventurers are curious, sometimes impulsive, and occasionally nosy. Many take up adventuring to see the world, learn new and interesting twists on old tricks, and just the need to see something with one's own eyes. Some adventure with the purpose of setting right the wrongs of the world, and these are by far the gnomes that travel far and wide. Some take the love of gemstones and jewelry to a bit of an extreme, becoming adventurers as a quick, if risky, path to this wealth.

Racial Traits:

- +2 Constitution, -2 Strength: Gnomes are hardy and healthy, but their size limits their strength.
- Small: As small creatures, a gnome gains a +1 size bonus to Armor Class, attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans, and his carrying capacity and lifting limits are only $\frac{3}{4}$ that of humans.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far in low light conditions as a human can. He can also still distinguish color.
- Weapon Familiarity: Gnomes consider gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions: Gnomes are particularly skilled at seeing the inconsistencies in illusions.
- +1 to the DC of all illusion spells cast by a gnome: Gnomes are also skilled at covering the inconsistencies that normally crop up in illusions. This stacks with the bonuses from various feats, including the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids: Gnomes have been fighting these monsters for centuries and practice special techniques to fight them effectively
- +4 dodge bonus to AC against monsters of the Giant type: Gnomes train alongside dwarves in fighting giants and other large creatures. Any time a creature loses its Dexterity bonus to AC (if any) for any reason, it also loses this bonus.
- +2 racial bonus on Listen checks: Gnomish hearing is keen.
- +2 racial bonus on Craft (Alchemy) and Knowledge (Chemistry) checks: Gnomes have a sensitive sense of smell, and this helps in formulation of mixtures.
- Automatic Languages: Common and Gnomish. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc, Sylvan. Gnomes often learn the languages of both their allies and enemies. In addition, a gnome may speak with a single burrowing mammal type. (As *Speak with animals*, animals such as badgers, foxes, rabbits, etc.) This is an innate ability.
- Spell-like Abilities: 1/day – *Speak with animals* (burrowing mammals only, 1 minute duration). A gnome with a Charisma of 10 or more also has the following abilities 1/day: *dancing lights*, *ghost sound*, *prestidigitation*. Caster Level 1st, save = 10 + the gnomes Cha modifier + spell's level. Note that the *Speak with animals* here can be used on any burrowing mammal, while the one chosen as a language does not require use of the spell.
- Favored Class: Bard

Halflings:

Halflings are clever, capable opportunists. Halfling individuals and clans find room for themselves wherever they can. They are often strangers and wanderers, and are reacted to with curiosity or suspicion.

The Wanderer's Chronicles – Major Races of Earta

Depending on the clan, halflings can be reliable, hard-working citizens, or they can be rogues, thieves and cutpurses. Regardless, halflings are survivors.

Personality: Halflings are always looking for excitement, and with their almost mythic ability to avoid danger or to escape, they demonstrate a daring that larger folks find hard to match. Halflings are nomadic, but only if somewhere else is better. If where they are is fine, then halflings will settle in for the long haul, building intricate homes with many hidden places and nooks. Halflings love wealth, and spend gold as quickly as they get it. They also love comfort, and will pay a great deal for it.

Halflings are also famous collectors. While more orthodox halflings collect weapons, art, jewelry, etc, some collect the hides of wild and rare beasts – or even the creatures themselves. Some of the most evil halflings have been known for their collections of body parts of their victims. The halfling assassin Galadar Renquin was known for collecting the left eye of his victims, and he could tell the difference between them.

Physical Description: Halflings stand about 3 feet tall and weigh about 35 lbs. They have ruddy skin and dark hair that is often straight, though curly hair is not unknown among them. Most halflings have brown or black eyes. Halfling men often have long sideburns, but rarely grow beards, and mustaches are unheard of. Halfling women often grow their hair long, but never past their shoulder blades. Halflings wear practical clothes, often with many pockets. They reach adulthood at the age of 20 and generally live to about 250 or so.

Relations: Halflings try to get along with everyone. They are adept at blending into a community and making themselves valuable and needed. Since human society changes most rapidly, it offers halflings the best chance to exploit situations, so that halflings are often found near human lands.

Alignment: Halflings tend towards neutrality. Though they rely on change, they tend to hold onto intangible constants, such as clan traits. As many halflings are good as are evil.

Halfling Lands: Halflings have no real kingdom anymore. Instead, they weave themselves into the kingdoms of other races where they can benefit from the resources those areas have to offer. Halfling communities are often tight-knit, with three or four clans working together. While these halflings will work with others, they often make friends only with their own kind. Occasionally, an entire group of halflings will pick up and move somewhere else if an opportunity for greater wealth or need for their skills crops up. Any halfling encountering others of his race in a town is welcomed in; as long as he follows the rules the halfling community has set down. Some halfling communities take to constant wandering, their homes becoming the wagons or boats they control.

Religion: Halflings primarily worship Yondalla, the Blessed One, as their queen. Yondalla promises blessings and protection to those who follow her teachings, defend their clans, and cherish their families. Halflings also recognize many other gods, some even worshipping human deities. These gods are honored when the halfling is undertaking something the deity has purview over.

Language: Halflings have their own tongue, which uses Common as its script. They write very little in their own language, however, so the body of halfling written work is small in comparison to other races. Halfling oral tradition, however, is vast and expansive. Though Halfling is not a secret language, it is rarely taught to others as halflings see little need for outsiders to know it. Very few halflings cannot speak Common, so that language is used the most.

Names: A halfling has a given name, a family name, and occasionally a nickname. Family names seem to have evolved from nicknames used millennia ago. The given name is usually chosen by both parents, though orphans are named by the clan elder. Halflings rarely banish anyone from their clans, but when it happens, the halfling is stripped of all names, and must choose a new one.

[See PHB for suggested names]

Adventurers: Halfling adventurers are out to see the world, and make their place in it. They are often looking for wealth or status. While halfling opportunism can often look like larceny or theft, a halfling that learns to trust her companions is worthy of trust in return.

Racial Traits:

- +2 Dexterity, -2 Strength: Halflings are flexible and quick, but they suffer from limited strength due to size.
- Small: As a small creature, halflings gain a +1 to AC, attack rolls, and a +4 bonus to Hide checks, but they use smaller weapons than humans, and only have ¾ the lifting and carrying capacity of humans.
- Base land speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks. Halflings are agile, sure-footed and athletic
- +1 racial bonus on all saving throws: Halflings have a unique luck that gets them out of sticky situations.
- +2 morale bonus on saves against fear: Halflings are stalwart. This bonus stacks with their racial bonus.

The Wanderer's Chronicles – Major Races of Earta

- +1 racial attack bonus with thrown weapons and slings: Halflings have take up the sport of stone flinging, and this sharpens their aim.
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin and Orc
- Favored Class: Rogue

Half-Orcs/Or-gianthian half-orcs:

Brutish. Thuggish. Half-orcs are called this and more. Where humans and orcs meet, either in war or peace, half-orcs will appear. These half-orcs can be beasts of destruction, or skilled warriors, using the best of both worlds to defeat their foes.

Personality: Half-orcs run the gamut from peaceful farmers to blood-thirsty murderers. In general, however, they are more short-tempered, quick to fight, and ready for a brawl. These are the more civilized ones, however. Some have simply gone crazy.

Half-orcs love simple pleasures, such as feasting, drinking, boasting, singing (often poorly), wrestling, and wild dancing. Most of the refined arts are lost on them. At the right party, they are the life of it. At the grand ball, however, half-orcs tend to stand out.

Physical Description: Half-orcs are usually 6 foot tall or taller, and often weigh in excess of 220 lbs. They carry the grey-green pigmentation of their orcish ancestry, along with the sloping forehead, large jaw (With prominent teeth) and coarse body hair. Half-orcs of Or-gianthian heritage often wear their hair in elaborate braids, which they braid into any beards they have.

Orcs like scars. Half-orcs often take this like with them, bearing them as marks of pride and ornamental scars as marks of beauty. Or-gianthian half-orcs, however, hate scars, and love the perfection of an unblemished form. All orcs like to be fit, so very rarely will you find a half-orc who is flabby and fat.

Half-orcs mature a bit faster than humans, reaching adulthood at the age of 14. Few make it past 75.

Relations: Since orcs are the enemies of elves and dwarves, half-orcs have problems relating to these races. Most other races are at least leery of half-orcs. Some half-orcs try to gain acceptance from these races, while others revel in the enmity they are bombarded with. Or-gianthian half-orcs do not suffer this disdain, but they are seen as extremely militant and cold.

Alignment: Most half-orcs are chaotic in nature, but favor good and evil like their human parents. Half-orcs raised by their orc parents tend to be the evil ones. Or-gianthian half-orcs are almost always lawful, with lawful neutral and lawful good being the most common.

Half-Orc Lands: Half-orcs live wherever they can, as they have no land of their own. Or-Giantha, in the southeast of the Notara continent, is the only kingdom settled by a half-orc. Over the years, this country has become a haven for many races that would not otherwise be working together. Or-Giantha is a military society, with strong laws and an even stronger army.

Religion: Half-orcs worship whatever gods they were raised with. If raised in orc lands, they worship Gruumsh or one of the other orc gods. If raised in human lands, they worship a human god. Or-Gianthian half-orcs worship Jenth Trian or Brias, with some worshipping Tor, Bahamut or Tibis.

Language: Orc uses Dwarven script when it is written down, which is rare and usually graffiti. Or-gianthian orcish, on the other hand, is extremely formal, and is sometimes mistaken for Dwarven, though occasional words and the sentence structure will differentiate it.

Names: A half-orc typically chooses a name that will make the impression he wants to make. In human lands, he carries a human name. In orc lands, he carries an orc name. Or-gianthian half-orcs tend towards human names, but each also carries his clan name,

[See PHB for names]

Or-gianthian Clan names: Abbak, Athan, Amanal, Barak, Bethan, Betal, Bortak, Canokk, Cenik, Dalthir, Demin, Demor, Fathor, Femik, Garr, Gon, Kemak, Kethis, Kellan, Korga, Kummik, Makko, Nara, Nalk, Neth, Nummin, Orth, Ovak, Pantol, Patak, Qu'ual, Rakkan, Rovokor, Sath, Sekon, Tekkamak, Telakan, Tumoth, Varak, Vekel, Vvamar, Zuluk

Adventurers: Half-orc adventures are already outcasts from their societies, so the life of an adventurer is appealing to them. Or-gianthian half-orcs often have some task to follow, and thus travel. Both types find their strength useful to any adventuring group.

Racial Traits:

The Wanderer's Chronicles – Major Races of Earta

- +2 Strength, -2 Intelligence, -2 Charisma: Half-orcs are strong, but tend to be a bit slow of thought and crude.
- Medium: Half-orcs are medium-sized creatures
- Base land speed is 30 feet
- Medium: As Medium-sized creatures, half-orcs have no special size modifiers
- 60' Darkvision: Half-orcs can see in the dark as clearly as humans see in daylight. This vision is black and white, however, so colors cannot be distinguished.
- Orc Blood: For purposes of effects related to race, half-orcs are considered orcs.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnome, Goblin and Abyssal.
- Favored Class: Barbarian

Or-gianthian half-orcs:

- +2 Strength, -2 Charisma: Or-gianthian half-orcs have the strength of their forbearers, but have gained intelligence. They are somewhat cold and off-putting, however.
- Lawful: Or-gianthian half-orcs must be any lawful.
- Medium: Or-gianthian half-orcs are medium creatures
- Base land speed is 30 feet
- Medium: As Medium-sized creatures, or-gianthian half-orcs gain no special size modifiers.
- 60' Darkvision: Or-gianthian half-orcs share the darkvision of their orcish forefathers
- Orc Blood: Or-gianthian half-orcs are considered orcs for purposes of race-based effects.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Dwarven, Elven, Giant, Gnome, Goblin.
- Favored Class: Fighter

Or-Gianthian Orcs

The Kingdom of Or-Giantha, founded by the half-orc general Martin Gianth, has become a haven for the orcs of Notara. The discipline and order imparted by the military state have steered away these orcs from their chaotic natures (Along with many of their goblinoid allies) and towards a more lawful bent. Though not all of them can abandon their evil natures, some do and even become upstanding members of humanoid society.

Personality: Or-gianthian orcs are strict and militaristic. They are not always in command, but they make good low-range officers and non-coms. The nature of their country has focused the strength of the orc arm into a solid fighting force.

Few or-gianthian orcs hold many material goods. As most of them are either army grunt field troops or those field troops' immediate commanders, they are used to living in small quarters or being stationed in-field. Even the women have served in the military, so they too carry this thriftiness. An or-gianthian orc rarely owns more than he or she can carry, and only the most sentimental items are carried besides weapons and armor. Or-gianthian orcs are also highly trained warriors, so they do keep their gear in top condition.

Physical Description: Or-gianthian orcs carry their forbearer's size and mass, easily topping 6 feet and 220 pounds. Females are slightly smaller. Or-gianthian orcs wear their coarse hair long and in several braids, with the first two braided into their beards, looping behind their ears. The remaining braids are not allowed to grow past the shoulder. Women are allowed to wear their hair long, though many who served in front-line units braid their hair as the men do. Males also weave small semi-precious stones or pieces of metal into their braids, to signify the defeat of a major enemy or survival of a difficult campaign. Females wear a single metal neck ring when married, while males wear metal bracers. Most of these are made of bronze, though steel or gold are not uncommon.

Relations: Or-gianthian orcs are very formal, stiff, but orderly. They have marched alongside most of the forces of law at one time or another. Or-gianthian orcs often find work as mercenaries after their military service, so they are welcomed, grudgingly, by most races. Only elves and dwarves have any real antagonism for them, and most of that is because of ancient racial grudges. Their lawful natures have influenced many to, if not accept them outright, tolerate them.

Alignment: Or-gianthian orcs are always lawful, and most are lawful neutral. Few hold to good or evil, but there are some. They take this lawfulness almost to an extreme, since the law in their homeland is extremely strict.

The Wanderer's Chronicles – Major Races of Earta

Or-Gianthian Orc Lands: They only come from the kingdom of Or-Giantha. Taking a good section of the southeastern section of the Notara continent, this country is a mix of swamplands, forests, plains and mountainous regions. All of these areas have some form of military base on them, and most or-gianthian orcs have seen all of those bases during their mandatory seven years of military service. Most or-gianthian orc officers have also been to the capital of Annap as part of their officer training. For most non-citizens, this is one of the few cities of this country they see, as it has the continent's largest military training academy, and has several agreements with various military schools across Notara.

Religion: Almost all or-gianthian orcs worship Jenth Trian, with a few worshipping Brias. Those of good alignment may also worship Tor or Tibis, while those of evil alignments nearly all worship Xalthin, with a few worshipping Tiamat.

Languages: Or-gianthian orcs speak Orcish and Common. With some exceptions, this is all they speak. Their reports are written in Dwarven script (Which is used for Orc) and are extremely formal. Most other written documents are in Common, simply because they have either been written by non-orcs, or are from outside the country.

Names: Or-gianthian orc names are throwbacks to their old heritage. They list their names as personal name then clan name. Several of them carry nicknames, often given either for prowess in battle or for an odd physical feature.

Or-gianthian Clan names: Abbak, Athan, Amanal, Barak, Bethan, Betal, Bortak, Canokk, Cenic, Dalthir, Demin, Demor, Fathor, Femik, Garr, Gon, Kemak, Kethis, Kellan, Korga, Kummik, Makko, Nara, Nalk, Neth, Nummin, Orth, Ovak, Pantol, Patak, Qu'ual, Rakkan, Rovokor, Sath, Sekon, Tekkamak, Telakan, Tumoth, Varak, Vekel, Vvamar, Zuluk

Adventurers: Or-gianthian adventurers are usually mercenaries working on behalf of some group or other. Others adventure because they have no real skills other than fighting, but cannot serve in Or-giantha's military for some reason. A few are actually on a quest for a particular deity or goal.

Racial Traits:

- +4 Strength, -2 Wisdom, -2 Charisma: Or-gianthian orcs are just as strong as their ancestors, and are more intelligent. However, their military training dulls them from anything other than what the rules say, and they are stiff and formal in most of their dealings.
- Base land speed of 30 feet.
- Medium: As a Medium-sized creature, Or-gianthian orcs do not gain any special size modifiers.
- 60 foot Darkvision: Or-gianthian orcs share their ancestor's ability to see in total darkness
- Lawful: An or-gianthian orc must be lawful in alignment. He is still allowed to be good or evil.
- Automatic Languages: Orc and Common. Bonus Languages: Dwarven, Elven, Giant, Gnome, Goblin
- Favored class: Fighter

Other Races of Earta:

Elan: These psionically created beings exist across the planet. It is not uncommon to encounter one in any city or village. Your neighbor could be an elan and you might never know it. They blend into society. Elan could have started as any race, but they have chosen the process of conversion. See the XPH, pg 9 for all other details about elan

Dromites: Another psionic race, the master hive for their race lies deep in the country of Semnon on Rikka. The country is a place of total peace, having more than enough room for the eleven races that share it. Other hives exist across the world, but all trace themselves back to the hive under the city of Malacco. See the XPH, pg 6 for all information. Add R'tik to the list of Bonus Languages available.

Githyanki/Githzerai: These extraplanar races have no real permanent homes on the Prime Material. However, they do show up from time to time, and thus have been known to join adventuring groups. See the XPH, Pg 10 and 11 for other information.

The Wanderer's Chronicles – Major Races of Earta

Half-Giants: Created millennia ago by a wizard hoping to create a perfect race of slaves. They rebelled and helped to create the nation of Semnon. Half-giants appear in many cities and countries as warriors and workers. See the XPH, page 12 for information. Add R'tik to the list of Bonus Languages available

Maenads: These strange beings have their own country, Courva, on the southwest coast of Soltara, though they exist elsewhere. See the XPH, page 13 for other information.

Thri-Kreen: These bug men wander most of Rikka in their nomadic bands. They are prized in other lands as hunters and scouts, but rarely travel outside their normal wandering grounds. See XPH, page 14 for information, including weapons.

Xeph: The xeph are a recent appearance on Earta, only having lived here for two millennia. However, they have their own country (So'Rikka, on the southern tip of Rikka) that they keep extremely peaceful. The country is covered mostly by forest, though the capital of Ap-Hamn (Open Home in the xeph language) is a full city, complete with buildings and stone structures. Most other xeph live in small villages across the countryside which blend into the terrain. See the XPH, page 15 for more information. Add R'tik to the list of Bonus Languages available.

Gnolls/Goblins/Blue/Hobgoblins: These races cover the wild places of the world. But the more lawful of their members reside in Or-Giantha and serve in the military or in service roles. Unlike other situations, these races are not slaves to the Or-gianthian people; they are citizens with full rights and responsibilities. See the appropriate sections of the Monster Manual (Or the XPH for Blue) for relevant modifiers.