

Wilden

Wilden are wardens and guardians. They defend the forests that are home to them, the dryadkin, and many kinds of fey. They build their homes in the branches of the great trees in the deepest parts of the forest and adapt to the growth of the trees. The wilden do not trust outsiders, but once their trust is earned, they are stalwart allies, even friends.

Physical Description

The wilden stand between four and a half and five and a half feet tall. Their skin is anywhere from a pale tannish color to rich brown and their hair is a deep brunette to rich black. Their eyes are green to brown. They decorate their hair with wooden beads, leather ties in complex patterns, and feathers.

Society

The wilden live in small clans that rarely grow larger than two or three hundred inhabitants. Wilden clans are lead by a chieftain and different clans coordinate through a chieftains' council that is supposed to resolve disputes between the clans and organize patrols along the edges of the forest.

Relations

Given their similar outlooks, the wilden get along well with both the forestkin and the dryadkin they share the forests with, often working together to avoid potentially disastrous disputes. On the other hand, they do not get along well with most humans and orcs, and despise the day elves and ash orcs. The two other races they are at least tolerant of are the starlit and the night elves.

Alignment and Religion

Wilden are typically true neutral to chaotic neutral. They worship the spirits of nature, though a few of the clans charged with tending to the dead also worship the Maiden of Dawn and the Maiden of Dusk.

Adventurers

Wilden adventurers are not as rare as their standoffish nature would lead many to believe. Those wilden that do leave the forests are often seeking something, whether it is fame for themselves or some artefact to aid their clan. Wilden tend to be rangers, druids, and barbarians.

Wilden Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Wilden are agile and possess keen senses, but they find it difficult to relate to others.

Medium: Wilden are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Wilden have a base speed of 30 feet.

Low-Light Vision: Wilden can see twice as far as humans in conditions of dim light.

Elven Immunities: Wilden are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Hunter: Wilden receive a +2 racial bonus to survival and stealth checks.

Animal-minded: Wilden receive a +2 racial bonus on handle animal and wild empathy checks.

Call of nature: Wilden can cast *speak with animals* 3/day as a spell-like ability.

Weapon Familiarity: Wilden are proficient with longbows (including composite longbows), battleaxes, throwing axes, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Languages: Wilden begin play speaking the Trade Tongue, Elven, and Sylvan. Wilden with high Intelligence scores can choose from the following: Aklo, Draconic, Goblin, Orc, Terran, and Celestial.

Frostwalker

The frostwalkers roam the frozen lands that lie beyond the realm of the great norden clans. They follow the herds of caribou and woolly bison that roam the tundra. They see the other races of Aletheria through eyes that learn of loss early and know only the unforgiving tundra. Many see them as cold, but they see the others as soft, unable to live, much less thrive, in their chosen home.

Physical Description

Frostwalkers are less slender than their day elf cousins. They stand between 5 and 6 feet tall with a few being closer to 6 and a half feet tall. Their skin is fair at it's darkest and can be an almost snow-white at its lightest. Their eyes can be blue, gray, or purple while their hair is often blonde to platinum, with a few frostwalkers having hair that is white or silver with a very faint tint of blue.

Society

Frostwalkers travel in small family groups of no more than one or two hundred. They are leader by a council of the families' heads, both patriarchs and matriarchs. Throughout the year there are several meetings between these groups, often happening at the solstices and the equinoxes, where marriages are held and the families trade with each other.

Relations

Frostwalkers have little contact with people beyond the family groups that they meet with every year. Occasionally, the frostwalkers will meet a caravan from the Sunlit Empires or a group of norden rangers along the northern edges of the evergreen forest that mark the northern edge of the Norlands. They prefer to keep to themselves and do not easily trust anybody.

Alignment and Religion

Frostwalkers tend to be true neutral. Survival is paramount to them, and it is hard to survive the cold winters they live through if you take pity on every fool that comes to their lands ill prepared. They worship the Maiden of Day, as an example of honor, and the Maiden of Night, as the keeper of lore.

Adventurers

Frostwalker adventurers are rare, even in the Norlands. Those that do strike out on their own do so to seek their fortune or to satisfy their curiosity. Frostwalker adventurers tend to be barbarians, and rangers.

Frostwalker Racial Traits

+2 Dexterity, +2 Constitution, -2 Charisma: Frostwalkers are light on their feet and hardy, but are as cold as their home to outsiders.

Medium: Frostwalkers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Frostwalkers have a base speed of 30 feet.

Low-Light Vision: Frostwalkers can see twice as far as humans in conditions of dim light.

Snowsight: Frostwalkers are immune to being dazzled.

Elven Immunities: Frostwalkers are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Inured to the Cold: Frostwalkers gain Endurance as a bonus feat, a +2 racial bonus on fortitude saves to resist the effects of cold weather, and cold resistance 2.

Weapon Familiarity: Frostwalkers are proficient with longbows (including composite longbows), battleaxes, throwing axes, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Frostwalkers begin play speaking the Trade Tongue, and Elven. Wilden with high Intelligence scores can choose from the following: Aklo, Draconic, Goblin, Orc, Sylvan, and Nordic.

Day Elves

The day elves are the most commonly met of the elven races in Sal-Kavun. They are a proud, some say arrogant, people that see themselves at the height of sophistication, both culturally and magically. Only the Kavuni are close to them in their eyes. They live in the grand cities of the ancient kingdom that still stand, clinging to their past glory as much as their Kavuni friends. Those that do not live in villages nestled within groves of trees that they have "tamed," and it is these that claim to be the *true* wardens of nature.

Physical Description

Day Elves are tall and slender, standing between five and a half feet to six and a half feet tall. Their skin is fair and their hair ranges between blonde, brunette, and occasionally red. Their eyes are often blue or green, though gray eyes are not unheard of. They dress in the same styles as the Kavuni nobles, tailored and altered to better match their slender forms, and decorate their persons with rich, delicate jewelry worth more than most of the lower class will earn in a lifetime of toil. Assuming they are among the fortunates to belong to a family in power rather than belonging to the lower classes that are ground under foot.

Society

Day Elf society revolves around prestige and affluence. Those that have it rule those that don't. In many ways, the day elves and the Kavuni have the same social mores and hierarchy. Which means that most day elves are little better off than the lower class Kavuni.

Relations

The arrogance and condescension that characterizes the interactions day elves, or the interactions day elf nobles, have with other races leaves many of the races less than enamored with them. Only the Kavuni really get along with the day elves, at least Kavuni nobles and day elf nobles at any rate.

Alignment and Religion

Day Elves are lawful neutral to neutral. They revere the Maiden of Day as the shining example to strive for, and perhaps surpass, and pay lip service to the other two Maidens.

Adventurers

Day Elves that become adventurers come in two distinct groups. The smaller of these two consists of the nobles that go out and "rough it" with a passel of servants and guards in order to build a reputation as a hard-bitten adventurer among their fellow nobles. The other, and much larger group is made up of those day elves seeking to pull themselves or their families out from under the grinding poverty that they share with the lower class Kavuni.

Day Elf Racial Traits

+2 Dexterity, +2 Intelligence, -2 Constitution: Day Elves are nimble, both in body and mind, but their form is frail.

Medium: Day Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Day Elves have a base speed of 30 feet.

Low-Light Vision: Day Elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Day Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: Day Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses: Day Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Day Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Day Elves begin play speaking Common and Elven. Day Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Goblin, Orc, and Sylvan.

Night Elves

Night Elves dance, sing, and recount their stories and legends beneath a canopy of stars. The night is a time of play and celebration for them. To them, life is to be enjoyed to its fullest. They are a people of great passions, lasting friendships, and a love of lore and legend. They are also a people of fierce anger, and there is no better way to ensure a lifelong enemy than to rouse that anger.

Physical Description

Night Elves are as slender as their day elf cousins, but they stand between four and a half and five and a half feet tall. Their skin can be pale and cool as moonlight or as dark and warm as the caverns they often explore. Their eyes seem to be black at first glance, but a closer look reveals the sparks of sapphire, amethyst, emerald, silver, or even gold that glitter like stars appearing after sunset. Their hair is similarly subtle, black to midnight-blue with shades of lighter blues and purples threaded throughout and a sparkle like the heavens above when struck by moonlight, though every now and again, a night elf is born with hair of brilliant silver. The decorations they choose to wear in their hair are simple and well made, with small gems set just so they are able to enhance rather than compete with the shine of their locks.

Society

Night Elf society revolves around the extended families that form the nomadic clans that travel over Aletheria. The clans are lead by a matron, wise and crafty in the ways of the world. The matron is elected by the heads of the families that make up the clan when her predecessor dies or decides to go off on one last journey by herself. Other than a few traditions so old that even the most knowledgeable of the night elf clans has long forgotten their origins, the night elves have little use for pomp and protocol. Each member of the clan is expected to find their own way and discover what it is that drives them. Despite the tightly knit families and clans, night elves are fiercely individualistic.

Relations

It is rare for the night elves to not get along with just about anyone, but there are a few exceptions. The ash orcs and darkwalkers are old and bitter foes, though the night elves are not blind to the fact that not even all of those two races are evil, though most certainly fall into that category. The great shame of the night elves, though are the drow. The drow were once night elves themselves, until they stumbled across some evil that twisted and warped them. The night elves see what happened when their lost kin were rediscovered as a failure to reach out and show them the light of the stars and moon, to remind them of what they once were, but they are not so naive as to not recognize the hostility the drow hold for them.

Alignment and Religion

Night Elves are often neutral good to chaotic good. They revere the Maidens, but they hold a special reverence for the Maiden of Night.

Adventurers

Night Elf adventurers are fairly common. They strike out for many reasons, but the only sure thing is that they'll never tell anyone who asks the real reason. That takes all the fun out of it. Night Elves tend to be fighters with bows or elven curved blades, bards, sorcerers, or, occasionally, rangers.

Night Elf Racial Traits

+2 Dexterity, +2 Charisma, -2 Wisdom: Night Elves are quick on their feet and to make friends, but are often rash and unobservant.

Medium: Night Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Night Elves have a base speed of 30 feet.

Low-Light Vision: Night Elves can see twice as far as humans in conditions of dim light.

Darkvision: Night Elves can see in the dark up to 90 feet.

Light Sensitivity: Night Elves are dazzled in areas of bright light.

Elven Immunities: Night Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Spell-Like Abilities: A drow can cast *dancing lights*, *darkness*, and *faerie fire*, once each per day, using her total character level as her caster level.

Weapon Familiarity: Night Elves are proficient with longbows (including composite longbows), longswords, scimitars, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Night Elves begin play speaking Common and Elven. Night Elves with high Intelligence scores can choose from the following: Draconic, Gnomish, Goblin, Orc, Sylvan, and Deepspeech.

Arcanakin

For the arcanakin, magic is quite literally in the blood. Their legacy is carried in the tomes and scrolls of wizards and bloodlines of sorcerers. They see the spells they craft as the work of art, and like any craftsmen, they seek to perfect that art and push it past the boundaries and to new horizons.

Physical Description

The arcanakin stand between five and six feet tall, with slender frames. Their hair can be of any conceivable color, sometimes even two or three, and their eyes are much the same, a mark of the magic that lies in their blood. They wear their hair in a dizzying array of styles, some choosing simplicity over ornamentation, and others choosing outrageous over practical.

Society

Arcanakin society is about as varied as their appearance, though they tend to adopt some of the customs and attitudes of the societies their communities find themselves embedded in. Some of those communities are led by a council, others are lead by an elected

representative, and some are lead by some convoluted system even the arcanakin can't explain.

Relations

The arcanakin are closest to the night elves in both outlook and temperament, each seeing the other as a kindred spirit. They tend to be on good terms with most of the other races, save those that tend towards cruelty, with one exception. Arcanakin and day elves do not get along. The latter seeing the former as flakey and unreliable, not to mention pretentious. The former believes that the latter suffer from a terminal case of collective hubris and a lack of anything resembling a sense of humor.

Alignment and Religion

Arcanakin tend to be chaotic good, though like most other things, there's a lot of variation. They worship the Maiden of Day as the seeker of truth, and the Maiden of Night as the keeper of lore.

Adventurers

Arcanakin adventurers are fairly common, most going off in search of magic lore, the tutelage of a great mage, some very specific ingredient, or for the heck of it. Many ar bards, sorcerers, alchemists, and wizards.

Arcanakin Racial Traits

+2 Intelligence, +2 Charisma, -2 Constitution: Arcanakin are bright and personable, but are frail of body.

Medium: Arcanakin are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Arcanakin have a base speed of 30 feet.

Elven Immunities: Arcanakin are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Rooted in Magic: Arcanakin receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items and a +2 racial bonus on Use Magic Device skill checks.

Spell-Like Abilities: Arcanakin can cast *detect magic*, *mage hand*, and *prestidigitation* once each per day, using her total character level as her caster level.

Keen Senses: Arcanakin receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Arcanakin are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Languages: Arcanakin begin play speaking Common and Elven. Arcanakin with high Intelligence scores can choose from the following: Abyssal, Celestial, Infernal, Aquan, Auran, Ingnan, Terran, Aklo, and Sylvan.

Drow

The drow were once night elves, seeking a mythical cavern known as the Starforge. What they found was an ancient being full of malice and long imprisoned in the caverns and tunnels of the Deep. The being, a long forgotten fiend of malignant power, twisted the hearts and bodies of the night elves, turning them into drow. When the night elves and drow met once again, the drow slaughtered the night elves, and began working towards the subjugation of all of Aletheria. Fortunately, for those on the surface, malice and deception run deep in the drow, as does a lust for power. For their part, the drow seem content to engage in the occasional raid on the surface or on the grey dwarves or the darkwalkers. After all, there are more important tasks at hand, such as improving one's position by planting a dagger in the back of one's superior.

Physical Description

Drow stand between four and a half and five and a half feet tall. Their skin is dark, being black with tinges of midnight blue, or purple. Their eyes are pure white as is their hair. Nobles decorate themselves lavishly, with gem studded jewelry draping over them. Commoners, on the other hand, favor simpler ornaments.

Society

Drow are ruled by the matrons, the leaders of the great noble houses. Outwardly, the drow appear to be a tightly integrated people with a hard sense of justice. In truth, there is only one inviolable law in drow society, don't get caught. To better one's lot, it's best to eliminate those blocking your path, and your rivals. Beneath the veneer of civility and order is a roiling underbelly of shifting alliances, betrayals, and assassinations.

There are a very few exceptions to this. Drow villages and nomads that have gotten as far away as possible from the drow city-states. Secrecy is their best defense, while cooperation is the only way to survive the dangers of the Deep.

Relations

No one trusts the drow, though some races, such as the ash orcs, the darkwalkers, and the grey dwarves will trade or even work with them, when they aren't fighting at least. The drow consider all others beneath them, but they especially hate the night elves. The drow take a special pleasure in demeaning and torturing their one-time kin.

Alignment and Religion

Drow tend to be neutral evil to chaotic evil. They do not worship the Three Maidens, or any of the guardians. Instead, they pay homage to the fiends, hoping to gain the power to rule as is their right.

Adventurers

Drow adventurers are vanishingly rare. When they do appear on the surface, or even in the Deep, they are acting as scouts, or looking for something to give them an edge over their

fellows. They tend to be fighters, rangers, and rogues, though a very few are sorcerers, bards, or wizards.

Drow Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution: Drow are nimble and manipulative, but are frail of frame.

Medium: Drow are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Drow have a base speed of 30 feet.

Darkvision: Drow can see in the dark up to 120 feet.

Drow Immunities: Drow are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.

Keen Senses: Drow gain a +2 racial bonus on Perception checks.

Poison Use: Drow are skilled in the use of poison and never risk accidentally poisoning themselves.

Spell Resistance: Drow possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: A drow can cast *dancing lights*, *darkness*, and *faerie fire*, once each per day, using her total character level as her caster level.

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Weapon Familiarity: Drow are proficient with the hand crossbow, rapier, and shortsword.

Languages: Drow begin play speaking Elven and Deepspeech. Drow with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Aquan, the Trade Tongue, Draconic, Drow Sign Language, Orc, or Goblin.