

THE RACES OF MAN LORE

MIRKEMENAGERIE LORE INDEX ARCHIVES

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RE: Sounsyy's Lore Compilations Index |

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The Races of Man

Elezen

[-Elezen Naming Conventions](#)

Encyclopedia Eorzea Wrote:According to their own histories, the Elezen are the original inhabitants of Eorzea, having called the realm home since the First Astral Era - a heritage they take pride in to this day. In those bygone times, they lived a pastoral life on the vast fertile plains, but were displaced to the outer reaches as their hereditary lands were overtaken by the Hyur, who had migrated to the realm in great numbers. Time and again they waged bloody war against the Hyuran invaders. In time, however, the two races came to a mutual understanding, and they live in harmonious coexistence to this day.

Encyclopedia Eorzea Wrote:Valuing discipline and order above all, and with a natural proclivity for organization and collaborative effort, the Elezen made great contributions in the founding of the city-states of Ishgard and Gridania. That these great nations still stand strong centuries later is a remarkable testament to the Elezen talent for governance. On the other hand, their preoccupation with history and tradition, tendency to relive past glories, and propensity for pretentious speech can occasionally alienate them from other races.

Encyclopedia Eorzea Wrote:Though the Elezen adopted the common tongue to facilitate communication with their Hyuran allies, the old Elezen tongue is far from a dead language. On the contrary, numerous words from the old tongue have found their way into common parlance, earning a place in the day-to-day vocabulary of other races.

Lodestone Wrote:The Elezen are a characteristically tall people, long of limb and slender of build. They are also possessed of a somewhat extended lifespan in comparison to the Hyur. The Elezen once claimed sole dominion over Eorzea, their presence predating that of the other races, and, as such, developed a heightened sense of honor and pride. In years past, the Hyur migration into Elezen lands sparked bitter conflict. At present, however, the mutual understanding reached between the two races allows them to work towards mutual peace and prosperity.

Encyclopedia Eorzea Wrote:The Elezen tend to favor sharply-cut attire that accentuates their slender physiques. Even their functional adventurers' garb is crafted with an eye for fashion, down to the exquisite silverwork that adorns it. The heightened aesthetic sensibilities of the Elezen are not limited to clothing, and can be observed in their numerous contributions to myriad genres of the fine arts.

Lodestone Wrote:Leatherworkers are craftsmen who refine the hides, pelts, and furs of Eorzea's wildlife into garments to be worn from head to toe. Foremost among their creations are leather protectives, which are more substantial than cloth, but lighter and more pliable than chain or plate. The Elezen have long been known for their skill in leatherworking, yet for centuries their techniques were heavily guarded. Once they agreed to share their wealth of knowledge, the quality of Gridanian leather goods improved significantly, creating an increased demand for the superior products.

Lodestone Wrote:With a bow in hand and a quiver on his back, the archer strikes at the enemy from afar. In Eorzea, two schools of archery have risen to prominence: that of the longbow sentries of the Elezen military, and that of the shortbow hunters among the Miqu'te.

Archers constantly assess the battlefield in order to determine the most advantageous ground from which to loose their arrows, as well as the nature of the shaft, point, and fletching best suited to their foe. It is said that master archers are capable of showering their targets with a veritable deluge of death well before a counterattack can ever be mounted.

Beatin: The Elezen once favored shields of wood, do you know this? Today, it is not so. They, like your adventurer brethren, are wont to choose the surety of the armorer's metal. But a shield of wood provides ample protection for a lower price. It is readily made and readily replaced if broken. And while not quite so sturdy, it may yet serve to spare a man his doom just as readily as any shield of metal.

1.0 Character Creation Wrote:In former times, the Elezen were the sole inhabitants of Eorzea, claiming dominion over her. Traditionally a nomadic people, the tall, slender Elezen believed the realm to be theirs by divine right - a gift from the Twelve themselves. Unfortunately, this belief made the eventual appearance of the Hyur in their multitudes akin to an invasion, and a long history of conflict ensued.

Ultimately, the Elezen diverged into two clans which exist today. The Wildwood Elezen took to the forests in their ongoing fight to protect their homeland against the encroaching Hyur, while the Duskwight Elezen withdrew to caves and subterrane opting instead to avoid all contact with any but their own.

Encyclopedia Eorzea Wrote:The two most prominent Elezen clans are the forest-dwelling Wildwood Elezen, who make their home in the Shroud, and the reclusive Duskwight. The former have a long history of cooperation with the Hyur, having jointly formed the forest nation of Gridania, while the latter have long since eschewed contact with other races to pursue their own path in the shadowy secusions of Eorzea's deep tunnels and caverns. As such, the Wildwood and Duskwight each consider each other traitors to their race, and tensions between the two clans continue to the present day.

Velodyna Carp Wrote:This scarlet cousin to the maiden carp can most commonly be found in the Velodyna and Hathoeva rivers. A favorite amongst Wildwood and Duskwight Elezen - amazingly one of the few things the clans actually agree on.

Wildwood

Encyclopedia Eorzea Wrote:The ancestors of the Wildwood Elezen were displaced from their ancestral home on the plains when the Hyurans came, migrating in part of Coerthas, where they established the nation of Ishgard, and in part to the Shroud, where they formed the nation of Gelmorra (the ancient subterranean state that predates Gridania). Though nowadays "Wildwood" is typically used to refer to the forest-dwelling Elezen, the Elezen of Ishgard, too, share the same common ancestry. As such, Gridania and Ishgard have traditionally enjoyed close relations, with each nation readily coming to the other's aid in times of need.

Lodestone Wrote:The forests, of which the Black Shroud is the tangled heart, have been home to the Wildwood Elezen for hundreds of years. Many of the Wildwood, however, have been drawn to the

city-states they helped found, such as Ishgard and Gridania. Their fondness for law and order has contributed to a reputation for being haughty and argumentative.

1.0 Character Creation Wrote:For hundreds of years the Wildwood Elezen have lived in the relative safety of Eorzea's lush forests. They are blessed with extremely keen eyesight - a contributing factor to their famous talent for archery. With the formation of Eorzea's governments, many Wildwood ventured forth from the forests, drawn either to the exhilarating cosmopolitanism of the cities or the simple nomadism of the plains. There is minimal dimorphism between the two genders, though males are generally considered to be milder and more chivalrous in demeanor, and females are generally considered wiser and more intellectual. Among their Duskwight brethren, Wildwood Elezen are referred to as "Greens," for their love of the forest.

Encyclopedia Eorzea Wrote:The Wildwood Elezen are long of limb, with males and females oft reaching heights of greater than eighty and seventy-seven ilms, respectively. With lifespans one- or two-tenths again as long as their fellow races, their physical maturity is somewhat delayed. It is not uncommon for Wildwood children to look up to their Hyuran friends in their early teens, only to rapidly outstrip them around the age of twenty. Owing in part to their large ears, they possess a sense of hearing keener than that of the other races. The Wildwood Elezen also display a natural affinity for magic, with great mages hailing from this clan seen throughout history.

Encyclopedia Eorzea Wrote:Living a nomadic existence on the plains, the ancestors of the Elezen originated the art of archery to protect their lands and livestock from outside threats. From the strings of the bow were born stringed musical instruments, and song and poetry in turn. Their long and graceful limbs also lent themselves to dance, and the myriad manifestations of Elezen art and culture quickly spread to the surrounding lands and peoples. The Elezen were also pioneers in fashion, their unique tanning techniques and exquisite accessories earning great renown across the land.

Prosperlain Wrote:We Wildwood have lived amongst the trees for nigh on nine hundred years. We share the same tall, slender physiques as our Duskwight brethren, but are known for our sharper vision--a trait which lends itself well to our prowess with the bow. Our clan is also known for its innovative genius. The carpentry of Gridania's immense wooden structures of the leather trade--these and more are the products of Wildwood ingenuity, handed down through the ages.

Duskwight

Encyclopedia Eorzea Wrote:Making their home in deep forest caves and caverns for centuries, the Duskwight Elezen are the descendants of those who parted ways with their brethren after the founding of Gridania, choosing instead to remain in the stone-hewn chambers of Gelmorra and seek out new subterranean sanctums. Shunning the fetters of government and society, a great majority of the Duskwight keep wide berth of the city-states, with some even resorting to brigandry as a means of survival. As a result, they are often looked upon with scorn by the citizens of Gridania, and those who have chosen to make their home in the city often suffer undue discrimination at the hands of their neighbors.

Lodestone Wrote:For the past several centuries, the Duskwight Elezen have lived in the woodland caverns of Eorzea. These cave-dwelling Elezen are the descendants of a branch that split from the main Wildwood clan during the founding of Gridania. The Duskwight despise the "shackles" of urban life, and it is not uncommon for this reclusive people to avoid the city-states altogether.

1.0 Character Creation Wrote:Centuries ago, a number of Elezen sought out a life of peace and seclusion in the depths of Eorzea's caves and caverns. Today, they are called the Duskwight, though to their Wildwood cousins they are known simply as the "Greys," after their preference of darkness and stone. As part of their physical adaptation, the Duskwight have developed an acute sense of hearing, capable of detecting the faintest of sounds. This natural gift grants them uncanny awareness, which many

have put to exemplary use in the field of hand-to-hand combat. The cave-dwelling ways of the Duskwight persist today, with some among them turning to robbery and pillaging to survive, earning them the scorn of their woodland relatives. There are few differences between the genders, but Duskwight males are often regarded as being more stern and authoritative of the two, while females are often regarded as the more passionate and unyielding of the two.

Prosperlain Wrote:The Duskwight are cousins to us Wildwood, and the same blood of the first Elezen courses through both our veins. We are not entirely unlike in appearance, but generations spent in the darkness of caves have created rift enough between our ways of life. Mind you, I bear their kind no ill will. I simply keep the records. And the records state that the Duskwight are generally believed to be...shall we say, unruly, and stubborn. Many turn to thievery and banditry to survive, and are seen as a disgrace to the nobility espoused by the Wildwood. Should you encounter any beyond a city's boundaries, you had best be wary.

Encyclopedia Eorzea Wrote:Similar in height and build to their Wildwood cousins, the defining trait of the Duskwight is the color of their skin, which has come to take on darker hues after generations of calling shadowy caverns home. For the selfsame reason, they also possess an evolved sense of hearing - their ability to ascertain the source of a sound with unerring accuracy, unaffected by echoes or reverberations, is often likened to that of the shadow-dwelling bat.

Encyclopedia Eorzea Wrote:The customs of the subterranean city of Gelmorra are still practiced by the Duskwight to this day, from architectural advances developed to stake out comfortable residences in dank, humid caves to mystical wards that serve to stave off the wrath of the Elementals. The Duskwight-fashioned pomanders - urns engraved with mystic glyphs of great power and filled with fragrant herbs - are an art without parallel in the realm. Duskwight cuisine is famous for its use of Mun-Tuy beans, a staple food in the subterranean depths, where they grow in abundance with no need for sunlight. That these dishes have come to be considered a Gridanian delicacy is an ironic twist, given the history between the two clans.

Irielle de Nevelle Wrote:Oh, the ruins you see down there are part of the ancient subterranean city known as Gelmorra. For Duskwight Elezen such as ourselves, it represents a valuable and unexpected opportunity to learn more about the settlement where our ancestors once dwelled.

Rolandaix de Nevelle Wrote:My work here is far from done, but this discovery brings me one tantalizing step closer to realizing my dream; the restoration of these ruins, and their reestablishment as a settlement for the Duskwight Elezen. Gridanians have long perceived my people as outcasts and brigands, yet if we Duskwight can return a measure of prosperity to this fallen city, we would no longer need to resort to common theft or banditry in order to make ends meet. Imagine it!

Hyr

[-Hyr Naming Conventions](#)

Lodestone Wrote:Over the course of some one thousand years and three great migratory waves, the Hyur have come to be the most populous of the civilized races in Eorzea. Compared to the others, theirs is an average physique, both in terms of height and build. The Hyur champion personal freedom and liberty, and their espousal of an eclectic variety of languages and traditions is a legacy of their diverse heritage—as is their resulting lack of a unified cultural identity.

1.0 Character Creation Wrote:The Hyur are said to have first traveled to Eorzea from her surrounding continents and islands. Some one thousand years and three great migratory waves later, they are now the most populous of all the civilized races. They exhibit a relatively modest physique, both in height and build, and are known for their peculiarly short, rounded ears. Hyur are well suited for traveling long

distances by foot, a trait thought to account for their swift proliferation. Their espousal of an eclectic variety of languages and traditions is a legacy of their diverse heritage - as is their resulting lack of cultural identity.

Encyclopedia Eorzea Wrote:The Hyur arrived in Eorzea prior to the First Astral Era, when they were but one undistinguished race among many. Three great migratory waves later, the Hyur had spread from the northeast reaches of Ilsabard to all corners of the realm, expanding their presence and influence to become Eorzea's predominant race, a position they maintain to this very day. As they settled in new frontiers, the Hyur often found themselves in conflict - even outright war - with the native peoples of those lands. Still, none can deny that the knowledge, technology, and ideas they brought with them have served as the driving force behind the rapid spread of culture and civilization in Eorzea.

Albin the Ashen Wrote:When the Hyuran tribe came to Thanalan some 800 years ago, Albin the Ashen was at the head of one of the columns. Then-native Belah'dians rose against the invaders and prevailed, as history records. Albin was but one of many slain in the abortive conquest, yet his mortal coil still roams the land in search of vengeance.

Encyclopedia Eorzea Wrote:The Hyur boast myriad languages and cultural backgrounds rooted in their respective places of origin. On the other hand, lacking a single, overarching culture, any universal Hyuran sense of cultural identity is tenuous at best. Perhaps owing to this, the Hyur are wont to value personal freedom more so than the other races, distinguishing themselves in wide range of disciplines and industries with little concern for tradition or heredity. As such, they can be viewed by other races as overzealous and unprincipled.

Encyclopedia Eorzea Wrote:In times of old, countless tongues and dialects were spoken regularly by the various peoples of Eorzea. As migration and cultural exchange between the races became more common, a universal language arose, easing the burden of communication between different people. This language, which came to be known as the common tongue, is now spoken by the vast majority of the realm's residents. It is believed that Hyuran priests also played a vital role in the creation of the Eorzean alphabet at the end of the Fourth Astral Era, though the precise details are lost to history.

Encyclopedia Eorzea Wrote:The Hyur of Eorzea comprises two clans: the Midlanders, who settled in the realm's low-lying regions, and the Highlanders, who claimed the high mountains as their home. This does not, however, represent the entirety of the Hyuran people. Outside of Eorzea, Hyur can be found in Ilsabard in the north, Othard to the east, and even as far as the New World, their manifold clans and houses as innumerable as the stars in the night sky.

Midlander

Encyclopedia Eorzea Wrote:The most populous clan of the most populous race, comprising over half of all Hyur, Midlanders can be found in city-states and villages the realm over, earning their keep in myriad trades and vocations. A highly cultured people, Midlanders have traditionally compensated for their lack of exceptional physical prowess with enterprise and ingenuity, contributing to great advances in all manner of disciplines. Indeed, many of the realm's greatest inventors and innovators have been Midlanders. With some exceptions, a comparatively large number of Midlanders are educated in letters from a young age, giving rise to a healthy population of academics and intellectuals.

Lodestone Wrote:The Midlander clan comprises over half of Eorzea's total Hyur population. The name derives from the clan's long tradition of settling in low-lying regions, though in truth Midlander lines hail from a wide variety of ancestral homelands. They have established themselves in every city throughout the realm, and can be observed leading lives as diverse as their heritage.

1.0 Character Creation Wrote:The Midlander clan comprises over half the total population of Eorzea's Hyur. They have established themselves throughout every city in the realm and lead lives as diverse as their heritage. Trained in letters from infancy, the Midlanders are generally more educated than many of

the other races and clans. Despite the fact that males tend to be slightly taller than females, there are no significant differences between the genders.

Merewina Wrote:Midlanders do not possess the endless stamina of the Roegadyn, nor the hawk-like eyes of the Elezen, nor the hound-like noses of the Miqote, nor the deer-like ears of the Lalafell, nor even the muscle-bound builds of their cousins, the Highland Hyur. Then how, you ask, is it that they became the most prevalent race in the realm? Why, I believe it is their creativity and craft, combined with their intrinsic ability to adapt and borrow from other cultures.

Encyclopedia Eorzea Wrote:Midlanders often display a keen aptitude for magic, with Midlander mages adept in teleportation magic serving a vital role in many an adventuring party.

Encyclopedia Eorzea Wrote:Quick to adapt to local customs and traditions wherever they settle, Midlanders excel at acquiring and refining new knowledge. For example, it was a Midlander culinarian who created the popular dish known as bouillabaisse, inspired by the simple seafood stews favored by Sea Wolf fishermen. As befitting their status as contributors to the Eorzean alphabet, Midlanders show a proclivity for letters, and have made considerable contributions to literature through the ages. Such contributions also extend to the fine arts - Midlander artists, as one example, were the first to employ perspective in their paintings.

Highlander

Encyclopedia Eorzea Wrote:Descendants of a people who followed the stars to the mountains of Gyr Abania in the wake of the Sixth Umbral Calamity, the Highlanders founded the city-state of Ala Mhigo, a bastion of military might until its fall to the Garlean invasion two decades ago. Many stayed behind, and now live a toilsome life under the yoke of their imperial masters, while those that fled their homeland now live as refugees in Eorzea. Their numbers are greatest in the Shroud and greater in Thanalan, where their presence has resulted in no small degree of social strife. Among the refugees are those who have put their considerable martial talents to use as sellswords and gladiators.

Lodestone Wrote:The Highlander name comes from the clan's history of dominion over the mountains of Gyr Abania. Compared to their Midlander brethren, the Highlanders are noticeably larger in build and musculature. Following the fall of their ancestral homeland of Ala Mhigo, many have sought refuge in the bustling mercantile nation of Ul'dah.

1.0 Character Creation Wrote:The Highlanders were the first of the Hyur to reach Eorzea. Their name derives from their long tradition of building strongholds in the mountains. Compared to their Midland brethren, the Highlanders are noticeably larger in build. They adhere to the doctrine of the Twelve, and are devout followers of Rhalgr, the Destroyer. Ancient Highlander practices of tattooing and tooth filing are very much alive today. Of late, Highlanders have become an increasingly rare sight in Eorzea, their number represented almost exclusively by those who fled Ala Mhigo after its fall, and now work in other city-states as mercenaries and sellswords.

Encyclopedia Eorzea Wrote:Highlanders are noticeably taller and more muscular than Midlanders, with full-grown men reaching towering heights of nigh eighty ilms. Some posit that the impressive Highlander physique is the fruit of countless generations spent residing in harsh, unforgiving mountain climes, where the air is thin and each day a struggle for survival. Though some discount this theory, none can deny that the physical prowess of the Highlanders greatly outstrips that of their Midlander cousins.

Vavaki Wrote:The Highlanders are a clan of Hyur whose name derives from their long tradition of building strongholds in the mountains. Long years at high altitudes endowed them with a stamina that lent itself well to physical activity, and both the men and women are trained in the arts of combat from childhood, which accounts for their thick musculature. They are truly beautiful physical specimens—from a purely scientific point of view, of course.

Encyclopedia Eorzea Wrote: Like Midlanders, Highlander names have their origins in words of the common tongue. One difference of note is the prevalence of violent-sounding surnames, rooted in epithets and monikers earned on the battlefields of war-torn Gyr Abania. Given names display the influence of Northern dialects, often bearing more than a passing resemblance to those of the Roegadyn Sea Wolf clan. "Bastard son of a Sea Wolf" is an insult often hurled at Highlanders in tavern brawls, not infrequently with painful consequences for the fool who uttered it.

Hyr Naming Conventions Wrote: Some Midlanders like to joke that because Highlander names have a very Roegadyn feel to them (in addition to highlanders being very large and muscular), that the clan is somehow "less Hyuran." Many an alehouse brawl has broken out as a result of a Midlander in his cups uttering such quips as 'Your mother was a Sea Wolf' in the presence of a Highlander. Needless to say, most of these quarrels do not end well for the instigator.

2014 Lore Panel Wrote: Q: Why don't male Highlanders have eyebrows?

MCKF: There is a reason. Highlanders are a very violent group of people. Their clan is always warring amongst each other and against the Midlanders as well back in their homelands. They like battle. They fight and the women fight and their children fight, because that's their culture. When you have this culture of everybody being able to fight, it's all about getting the one-up on your opponent. Everyone's good with a sword or a club or whatever, so you need something extra. Everyone expects their opponent to have eyebrows. So if someone goes into battle and your opponent doesn't have eyebrows, it psychs you out and your head gets chopped off. Different tribes have their different rituals but one of those rituals is shaving off the eyebrows to put fear into your opponent.

Q: So they do have eyebrows, they just shave them off?

MCKF: Yeah, it's not a genetic thing. They shave them off or they give themselves scars or pull out their teeth. Things like that to make them look more imposing.

Fruhybolg Wrote: Smallfolk tell of how many young daughters were left behind in Ala Mhigo to fight. Turns out most of them Highlander girls swing as word as well as any adult. I'd dearly love to see for myself. The Miqu'te known as the Hellfire Phoenix was a sight to behold, that's for sure, but they say all them Highlanders are possessed of the same fury.

Encyclopedia Eorzea Wrote: With a spiritual tradition dating back to times of yore, Highlanders are known to sport wood-carved talismans woven into their underclothes, and votive tattoos adorning their bodies. While some find Highlander aesthetic sensibilities crude, one cannot deny their uniqueness and the manner in which they evoke unadulterated strength of nature. Such ruggedness can also been seen in their preferred fare - Highlanders often dine on simple yet impressive dishes such as massive aldgoat steaks, seared perfectly to seal the natural juices. Overcooking is taboo in Highlander kitchens, to the degree that some consider them raw meat eaters.

Aldgoat Steak Wrote: A traditional dish of the Highland Hyur consisting of a thick cut of aldgoat chuck charred over an open flame.

Lalafell

[-Lalafell Naming Conventions](#)

Encyclopedia Eorzea Wrote: Stocky and squat of stature, the Lalafell are by far the most diminutive of Eorzea's races. Typically maintaining a youthful appearance even in advancing years, a Lalafell's true age is oftentimes difficult for members of other races to ascertain.

Lodestone Wrote:The Lalafell are a folk both rotund and diminutive. Small by any race's standards and possessed of a childlike countenance, it proves difficult for non-Lalafell to gauge an individual's age with any degree of accuracy. Originally an agricultural people inhabiting the fertile islands of the south seas, they found their way to Eorzea via the burgeoning trade routes. Lalafell are welcoming of outsiders, and share prosperous relations with all of the other races of Eorzea.

1.0 Character Creation Wrote:A wee people sporting short, rotund bodies, the Lalafell appear as no more than children to the eyes of most. Many of these nimble folk hail from the islands of the southern seas, where they practice a simple agricultural lifestyle. It was not until the opening of maritime trade routes that the gradual migration of Lalafell to Eorzea began. Now one of the most established races in the realm, Lalafell can be found in great numbers in nearly every city. Though Lalafellin culture places great emphasis on blood relations, individuals are known for getting along amicably with members of all races.

Encyclopedia Eorzea Wrote:Originally an agrarian people hailing from the southern islands, the Lalafell gradually migrated to Eorzea over the years in pursuit of trade. In the Fifth Astral Era, they played a key role in the foundation of the city of Nym on Vylbrand, as well as the mystic city of Mhach in the lowlands of Yafaem. When both civilizations fell to the Sixth Umbral Calamity, the Lalafell were forced to seek new homes. The Nymian Lalafells employed their seafaring talents and returned to the south sea isles, while the survivors of Mhach wandered the lands before eventually settling in the wastes of Thanalan.

DAT Files Wrote:Throughout history, the Lalafell passed their histories down through song, which is why even now many use heavy alliteration in their speech.

Encyclopedia Eorzea Wrote:While placing great importance on familial bonds, the Lalafell are by no means exclusionary. This is manifest in the cordial relations they enjoy with their fellow races, and the success they have achieved as a race of traders and merchants. Though their singularly business-minded nature can lead to them being perceived as greedy and calculating, few can find in their hearts to entirely dislike the Lalafell, with their inherently bright and jovial nature. As such, examples of Lalafell being persecuted by other races are few and far between.

Lodestone Wrote:Masters of Science and Nature, the devilish and the divine, alchemists ensure their livelihood through the transmogrification of mundane materials into wondrous waters—from curative concoctions to potent potables. The Ul'dahn school only recently came to be recognized in scientific circles as a valid branch of alchemical orthodoxy. It is based on fundamental principles originating in the Near East tradition, but draws heavily upon esoteric elements of both Lalafellin herbalism and Miqu'te occultism as well.

Encyclopedia Eorzea Wrote:A distinctive element of traditional Lalafellin garb is the scarf, which also serves an eminently practical function - it can be unfurled to serve as a signal flag on the wide seas or vast deserts, allowing a Lalafell to stand out beyond his or her modest stature. They are also known to favor relaxed, loose-fitting garments that conceal their naturally rotund builds.

Encyclopedia Eorzea Wrote:As befitting their status as a race of traders, the Lalafell were unsurprisingly among the first to adopt and master the common tongue of the Hyur. Nevertheless, it is said that the old Lalafellin tongue is still spoken today on their island homes to the south.

Encyclopedia Eorzea Wrote:The Lalafell are primarily composed of two clans: the grassland-dwelling Plainsfolk and the desert-dwelling Dunesfolk, with both tracing their roots to the south sea isles. Though slight differences in physical appearance have emerged over the many generations spent living apart, the two clans harbor no particular resentment for each other, and inter-clan marriages are commonplace, with many Lalafell today possessing both Plainsfolk and Dunesfolk blood.

Plainsfolk

Encyclopedia Eorzea Wrote:Seen in the greatest numbers on Vylbrand, the Plainsfolk trace their history to the maritime traders who settled in Limsa Lominsa to deal in pillaged and plundered wares. In the years to follow, they were joined by their families, who would become pioneers of the greater La Noscea region. While their descendants today are predominantly farmers, there are those who turned to shipping and fishery in those years when skirmishes with the kobolds stalled further exploration of the continent. Today, the Plainsfolk represent a significant part of the Lominsan populace, and are known for their relaxed, comfortable lifestyle.

Lodestone Wrote:The Plainsfolk have settled in La Noscea and other regions where the ground is flat and easily cultivated. Though many live the life of farmers, it is not uncommon to see Plainsfolk residing in Limsa Lominsa, holding positions in the navy or working in the fisheries. They are well known for their relaxed and carefree demeanor.

1.0 Character Creation Wrote:The flat landscapes of the Plainsfolk's home islands are dotted with the clan's traditional thatched huts, beneath which lie intricate networks of underground passageways. Their distinct hair coloration - a myriad of earthy and grassy tones - helps them blend in well with their environment, acting as an effective camouflage against would-be attackers. The long, pointy ears of the Plainsfolk are extremely sensitive, said to be able to detect the faintest scampering of the prairie's various fauna.

They are clever and opportunistic people, and crafty with their words. These traits have helped the Plainsfolk excel in the arena of business. The generally accepted view of Plainsfolk males is that they are a cheerful lot, with a weakness for festivals and celebrations. The generally accepted view of Plainsfolk females is that they are a vibrant lot with a penchant for excessive conversations.

Encyclopedia Eorzea Wrote:Averaging some thirty-five ilms in height, the Lalafell are by far the smallest of Eorzea's races. What they lack in physical strength, however, they more than make up for in swiftness of reflexes and sharpness of mind. Underestimating a Lalafell has been a costly mistake for more than a few men. Hair of grassy and earthen colors is common among Plainsfolk, with dubious theories claiming that these hues evolved to camouflage their bearers from the sight of the fearsome vultures that roam the skies above their island home.

DAT Files Wrote:Plainsfolk males—notable Syndicate member Teledji Adeledji included—usually go by their entire full name, rather than first or last name alone.

Encyclopedia Eorzea Wrote:Lalafellin names are made up of a given name and a "courtesy name" bestowed upon reaching adulthood. The latter is not a family name, but rather unique to the individual. Lalafellin names trace their origins to songs and poems in the old tongue, and are ruled by rhyme, rhythm, and repetition.

Merewina Wrote:The Plainsfolk are descendants of the Lalafell tribes who lived on the massive expanses of grasslands covering a stretch of islands far to the south of Limsa Lominsa, across the Rhotano Sea. While their bodies are small, their ears are markedly large and developed- a trait thought to have been once necessary to locate food, as well as detect enemies in the wide expanse of the steppe. One of the theories as to why many of them have green hair is that the color helped them blend into the tall grasses, making them more difficult to find by avian predators such as the giant rocs known to hunt the region.

Encyclopedia Eorzea Wrote:On their island homeland to the south, the Plainsfolk lived as farmers, residing in thatched-roof houses connected by subterranean tunnels modeled after ant colonies. Their gardening and horticultural skills knew no peer, and it was in this capacity that they shined as pioneers of new and theretofore-unbroken lands. Making the most of their light and compact bodies, they traveled remarkable distances in simple-yet-sturdy canoes, developing their own unique seafaring and navigational methods, which they employ to great success as fishermen and maritime traders even today.

Encyclopedia Eorzea Wrote:As mantis sightings in Eorzea coincide with the time period in which Lalafellin settlers from the south arrived in Vylbrand, it has been concluded that the giant insectivorous vilekin (also found in abundance in the Lalafell's homelands) were unintentionally brought over by the Plainsfolk - eggsacs most likely attached to the reeds from which the clan wove its sea ships.

Dunesfolk

Encyclopedia Eorzea Wrote:The sons of fallen Mhach concealed themselves in the remote outlands for a time, before venturing into Thanalan in caravans propped on the backs of great beasts of burden. Living a nomadic existence in the sandy wastes, they came to be called by the name they bear today. It was the Dunesfolk who founded the great civilization of Belah'dia, which would later splinter into Sil'dih and Ul'dah, the latter of which prospers still today. Practical by nature and swift to put ideas into action, their temperament is well-suited to seizing business opportunities, and it is little surprise they played such a great role in building Ul'dah into the bustling center of trade and commerce it is today.

Lodestone Wrote:The Dunesfolk can be found on the scorching sands of Thanalan and other such arid areas. As the founders of the merchant city of Ul'dah, they are famous for their obsession with commerce. A natural inclination to transform ideas into action has served the Dunesfolk well in their business dealings.

1.0 Character Creation Wrote:Perhaps the most unique characteristic of the Dunesfolk is their native dwellings - structures affixed to the backs of large beasts of burden. It is in this way that they are able to traverse the vast deserts expanses of the islands which they call home. The luminous eyes of the Dunesfolk are a result of a glossy, protective layer which covers the pupil, an evolutionary response to the region's glaring sunlight.

Many individuals wear a small, traditional gemstone on their forehead, a symbol of their zodiacal sign. They are adamant about scholasticism, placing the advancement of knowledge before all else. Other races tend to perceive male Dunesfolk as introverts who care more for books than the goings on of the realm. Other races tend to perceive female Dunesfolk as gentle souls with a love for fortune-telling and divination.

Encyclopedia Eorzea Wrote:While many are familiar with the Dunesfolk custom of attaching a small orb to the forehead as a symbol of their guardian deity, it is less well-known that this practice dates back to - and serves to honor - their ancestors, the sorcerers of Mhach. Another unique Dunesfolk practice is that of feeding their children cups of herb tea infused with minuscule portions of diluted snake and scorpion venom. As such, Dunesfolk raised in traditional households often display a remarkable resistance to certain poisons.

Vavaki Wrote:I myself am a Dunesfolk, as you may have noticed. Our kind is a feisty little bunch, with a long history of life in the desert. From an early age, we are made to drink a traditional herbal concoction to raise our resilience to poison, as nearly all the plants and animals in our native lands are venomous.

But since migrating to Eorzea, this resilience seems to have absolutely no effect—an interesting fact of Eorzean toxicology! And please, take note of my eyes. There is what appears to be a thin layer covering the pupil, yes? That too is an evolutionary response to the environment—our bodies' way of protecting the eye from the harsh rays of the sun and errant grains of sand. Unfortunately, it limits detailed ocular research to Dunesfolk cadavers.

Encyclopedia Eorzea Wrote:The degree to which the Dunesfolk have adapted to their surroundings can be seen in their tanned skin, able to withstand the harsh rays of the sun that beat down on Thanalan, and their eyes, clear as glass with pupils covered by a thin membrane to keep out the sand. Many are blessed with an aptitude for magic, with Dunesfolk accounting for numerous accomplished thaumaturges as well

as high-ranking members of the Order of Nald'thal clergy. Dunesfolk miners also rival the Roegadyn in their numbers and accomplishments, making up for their lack of brute strength with resourcefulness and the ability to delve into the narrowest tunnels.

Urianger Wrote:The Dunesfolk have long laced their teas with traces of venom, that they might better survive in a land rife with deadly snakes and scorpions.

Fafajoni Wrote:Permit me to tell you something of this place. The name comes from an ancient tongue, Halatali meaning "the land of many shadows." It was here that our distant ancestors first settled, and—Bah, you have not come all this way for a lesson in history.

Neymumu Wrote:Most don't know it, but Ul'dah was once ours - the Lalafells'. Till the promise of gil brought in all the others, that is. Now I can't talk to half these leeches without looking up. Ruined my bloody neck, it has. This city is our by rights. There ought to be a tax, if you ask me. Aye, all non-Lalafells should pay for the privilege of living here—or at least for being so godsdamned tall! What? Might not my neck complaint actually be caused by gazing up at Dalamud, you say? Well then, we will need to find a way to make that vexatious hound pay as well!

[-Dunesfolk's Beasts of Burden](#)

[-Dunesfolk Forehead Gemstones](#)

Far East

Dark Sleeper Wrote:A small freshwater fish originally from the eastern continent of Othard. It is said that the first dark sleeper was introduced to Eorzea by an exiled Lalafellin prince who wished to once again experience the luxuries of his homeland.

Roegadyn

[-Roegadyn Naming Conventions](#)

[-Roegadyn Dictionary](#)

Lodestone Wrote:The Roegadyn are easily identified by their massive, muscular frames. They are descended from a maritime people that roamed the northern seas, though many of their ancestors turned their longships south to brave the crossing into Eorzean waters. Often considered a barbaric race, the fiercely competitive Roegadyn are also known for their compassion and unswerving loyalty. Many of the greatest warriors in history were born of Roegadyn stock.

1.0 Character Creation Wrote:Known for their brawny builds and piercing eyes, the Roegadyn are the largest and most rugged of Eorzean races. The majority of the realm's Roegadyn belong to the Sea Wolf clan, a maritime people who earn their keep on or by the sea, be it as sailors, fishermen, or pirates. Comparatively fewer in number are the Hellsguard, who are known for their earnest demeanors, and can often be found working as bodyguards and smithies.

Encyclopedia Eorzea Wrote:Massive and heavily muscled, the Roegadyn are easily the most imposing of Eorzea's races. Oft seen vying with one another in feats of strength, they can appear barbaric to the uneducated observer, but in fact are known to be an honorable and compassionate people. The histories are filled with tales of Roegadyn warriors and their courageous deeds.

Encyclopedia Eorzea Wrote:The Roegadyn are a maritime people hailing from the bleak isles of the Northern Empty, their name meaning "people of the rain." They still maintain a strong presence in their ancestral home on and around Aerslaent ("First Land" in the old tongue), whence many Roegadyn fled seven centuries ago to free themselves from the reign of a despotic tyrant. As is often told, they came

ashore on Vylbrand, and the city of Limsa Lominsa rose to prosperity not long thereafter. Many, many years prior to this, an entirely different group of Roegadyn had crossed over to the continent and settled in the mountains, where their descendants - the Hellsguard - reside to this day.

Encyclopedia Eorzea Wrote: From the angry seas of the Northern Empty to howling mountain peaks, the Roegadyn have historically made their home in rugged, inhospitable climes. Theirs is a culture that exalts the strong and looks down upon the weak, both among their own kind and outsiders. This is by no means limited to feats of physical strength - even a wee Lalafell might win a Roegadyn's respect with a display of mystical power or strength of will. Those who show no such qualities, however, will find it difficult to convince a Roegadyn to so much as give them the time of day without an exchange of coin.

Encyclopedia Eorzea Wrote: While the old Roegadyn tongue lives on in Aerslaent and the Abalathian hinterlands, the Roegadyn of Limsa Lominsa as well as those who ply their trade as sellswords and adventurers have learned the common tongue, born out of necessity due to their frequent contact with other races.

Encyclopedia Eorzea Wrote: The Roegadyn are roughly grouped into two clans: the Sea Wolves, descended from the seafaring peoples of the north, and the mountain-dwelling Hellsguard - though those belonging to neither clan can be found elsewhere in the Three Great Continents. This includes Garlemald, where Roegadyn officers can be sighted wreaking havoc on the battlefield in the name of the Empire, having been assimilated under the Garlean yoke.

Sea Wolf

Encyclopedia Eorzea Wrote: Descendants of a pirate clan long feared as the scourge of the Northern Empty, the Sea Wolves hail from the northern islands. Though many live there still today, a not-insignificant number left the homeland seven centuries ago, eventually settling in Vylbrand. There, they established the maritime city-state of Limsa Lominsa, which prospered and took its place as one of Eorzea's great city-states. True to their seafaring roots, many Sea Wolves have made their mark as pirates, sailors, and fishermen.

Lodestone Wrote: The Sea Wolves were once feared as brutal pirates of the north seas. Now, however, they are one of the principal races of Limsa Lominsa, most often seen employed as sailors or seamen. In keeping with the old ways, the Sea Wolves bear names taken from the ancient Roegadyn language.

1.0 Character Creation Wrote: Long ago, no vessel or coastal village was safe from the fury of the Sea Wolves and their maritime brand of brutality. The mere mention of the clan was enough to strike fear into the hearts of any who drew their livelihoods from the sea. The Sea Wolves originally hail from the islands of the far north seas, where they still subsist as fishermen and women.

It was not until the large-scale deployment of Limsa Lominsa's armada that the Sea Wolves' appetite for piracy diminished. Now, it is not uncommon to see them employed as sailors or naval mercenaries on all manner of vessels. They are typically open-minded, and blessed with a healthy sense of humor and booming laughter, which can be heard echoing around the alehouses of most ports.

Merewina Wrote: Every child has heard frightening bedtime tales of fearless, bloodthirsty vikings who would stalk the five seas in their longboats, mercilessly reaving and pillaging coastal villages until the shiploads were overflowing with plunder, and the villages with their bastards. Several hundred years ago, this was most certainly an accurate description of the Sea Wolf clan; however now, only a fraction of those characteristics remain. They still are recognized by their remarkable gait and girth, booming voices, and quick tempers, while many follow (albeit loosely) in the steps of their ancestors and excel in the art of sailing.

Encyclopedia Eorzea Wrote: Roegadyn hair is thick and hard, with some individuals showing a natural wave. They take pride in their locks, and have developed a tradition of unique braids and weaves.

Haraldr Haddock Wrote:A tasty saltwater fish indigenous to the cold waters of the Bloodbrine Sea. Its name comes from a legendary northern king who was said to have survived to the ripe old age of seven and fifty summers eating only the fatty flesh of this grotesque wavekin.

Encyclopedia Eorzea Wrote:Unsurprisingly, Sea Wolves favor fish and other fruits of the sea, prepared with simple and unpretentious seasonings. They make ample use of salt, which has the added benefit of serving as a preservative on long ocean voyages, and are known for a wide variety of cured foods. Sea Wolves are noted connoisseurs of ale and wine, which they prefer to the more easily perishable water, and many have made a name for themselves as brewers of potent potables.

Hellsguard

Encyclopedia Eorzea Wrote:Blessed with the same bulk and brute strength as their Sea Wolf cousins, the Hellsguard can be distinguished by the color of their skin, which often takes on reddish hues akin to molten rock. Many Hellsguard partake in ascetic firewalking, training from a young age to bring out their latent mystical talents. It is doubtless due to this age-old tradition that the Hellsguard have produced so many great mages, in addition to the fearsome sword and axe-wielding warriors for which their kind are best known.

In contrast to the Sea Wolves, the Hellsguard have adopted names rooted in the common tongue, that they might be more easily remembered and addressed by other races, in particular the masters they serve as sellswords. Names consist of two words, with male names typically derived from the natural world ("Tall Mountain") and female names often taken from flora ("Blue Lily"). Surnames are rare, perhaps owing to the fierce individuality of those that choose to leave their home behind. Though few in number, there remain some who still speak the old tongue.

With vegetation scarce in their mountain home, the Hellsguard believe in letting nothing edible go to waste, and have traditionally shown little interest in culinary developments or delicacies. Their preferred attire shows a similar propensity for rugged functionality, and consists predominantly of unadorned clothing fashioned from animal skins. The influence of the unforgiving climes they call home on their culture is readily apparent, as they value reticence and perseverance above all virtues.

Encyclopedia Eorzea Wrote:Few in number but burning with the fierce pride of warriors, the Hellsguard make their home in the desolate reaches of Abalathia's Spine. Their name is derived from the fiery peaks amidst which they founded their village - mountains of flame which they believe to be the gates to the underworld itself.

Lodestone Wrote:The Hellsguard are a small clan of Roegadyn that have carved out a home in the north of Abalathia's Spine. It is clan tradition to enter the mercenary trade; thus the Hellsguard took to giving themselves easily remembered names made up of words in the common tongue. They are a common sight on the streets of Ul'dah, earning a living as sellswords or bodyguards.

1.0 Character Creation Wrote:The Hellsguard are a Roegadyn clan with body and mind tempered by the unforgiving heat of the volcanic regions they inhabit. Believing these mountains of flame to be gates to the underworld, their line has for centuries stood vigil to prevent the passage of souls back to the realm of the living.

As the harsh environs of their homelands produce little sustenance, the second- and third-born are often sent forth from their mountain villages, with many and more making their way to the great cities. It is there that their sheer girth and steely demeanors place them in high demand as soldiers and sellswords, allowing the young of even the largest families to surpass their eldest siblings in prosperity.

Vavaki Wrote:There is no mistaking the Hellsguard among the Roegadyn. Their skin is as fiery red as their name implies. They hail from the northern mountains of Abalathia's Spine, where generations among the volcanoes have endowed them with rugged bodies and steely resilience.

Here in Ul'dah, they can oft be seen working as mercenaries and sellswords, or armorers and blacksmiths for those with no taste for violence. I suppose the forges remind them of home... The greatest hindrance in studying the Hellsguard is that they have no patience for Phrontistery members. They regard the alchemical trade as dark and sacrilegious sorcery that spurns the Twelve. I must find a way to study them closer. If only I could somehow procure eight live specimens... <sigh>

Beatin Wrote:Fascinating weapons, halberds. Did you know they were a Hellsguard invention? Their marauders first used them to repel mounted units. A skilled wielder could easily pull a rider from his saddle.

Warbear Mount Wrote:In generations past, warriors seeking fame and glory would journey out into the untamed wilds of Abalathia's Spine in search of the giant grizzled bears that roamed the mountains, and wrestle the bears into submission, riding their prizes back to civilization. That is, or die trying.

Smoked Raptor Wrote:A traditional Hellsguard staple consisting of a raptor leg smoked with aromatic wood chips.

Ilsabardian/Dalmasca Roegadyn

Encyclopedia Eorzea Wrote:Survival was no small task. In desperation, the Garleans began to employ Roegadyn magi from the central mountains to bolster its own army where it was weakest. They also waged war from the shadows, sending spies to incite conflicts betwixt the surrounding nations. For centuries, Garlemald prevailed, using every tactic at its disposal.

Encyclopedia Eorzea Wrote:ca. 930 - The Republic of Garlemald is dealt a crippling blow when its capital is raided by the Hyuran nomads of the north.

935 - The Republic forges an alliance with the Roegadyn mountain clans, enlisting Roegadyn battle mages as mercenaries to fortify defenses around the perimeter of the capital.

937 - Bolstered by the strength of the Roegadyn battle mages, the Garlean army succeeds in repelling the nomads.

Au Ra

[-Au Ra Tribe Lore and Naming Conventions](#)

Encyclopedia Eorzea Wrote:Auri creation myth tells of a world formed by the Dawn Father Azim and the Dusk Mother Nhaama. These two deities came to quarrel over which should rule the new world, and created mortals to serve as soldiers in their war by proxy. These were the first Au Ra - the Raen, children of the Dawn Father, and the Xaela, the chosen of Dusk Mother. Though they waged a bitter struggle in the name of their creators, they eventually put aside their differences and learned to love one another, giving birth to a new generation. On seeing this, Azim and Nhaama returned to the heavens, leaving the world below in the custody of their children.

3.0 Lodestone Wrote:The curved horns and beautifully patterned scales that characterize the Au Ra oft give rise to speculation that this Hyur-like race native to the Far Eastern continent of Othard are, in fact, the progeny of dragons. This, however, has long been disputed, with scholars citing several distinct differences in the two races as evidence of decidedly dissimilar roots - the first and foremost being the enhanced hearing and spatial recognition granted by an Au Ra's cranial projections (traits not attributed to

draconian horns), and the second being the gross disproportion in body mass between Auri males and females (again, a trait widely unseen in dragons).

Encyclopedia Eorzea Wrote: Possessed of a strong self-preservation instinct, the Au Ra believe in protecting tribe and family, though the means by which the two clans choose to do so diverges greatly. The Raen coexist peacefully with other races to ensure the safety of their own land, while the fiercely tribal Xaela shun relations with other races, even viewing strangers of their own kind as potential enemies. As such, the former are viewed favorably by the outside world, while the latter are typically regarded with suspicion and hostility.

Encyclopedia Eorzea Wrote: Most unique and striking among the traditional dress of the Au Ra are their belts, which feature prominent scale-shaped patterns. Inspired by the hardened skin of the Au Ra themselves, they symbolize health and vitality. While the sleeve appear as if they have been indiscriminately ripped apart, this too is an age-old tradition meant to evoke an air of rugged strength.

Wind-Up Odin Wrote: Many have pondered why a Dark Divinity with roots in northern mythology would wield a blade with a decidedly Far Eastern name. A popular theory is that Odin acquired the blade upon slaying an Auri warrior who was the first ever to notch his theretofore unsullied plate.

Fernehalwes Wrote: I just wanted to pop in and give a tiny update on the Au Ra. I'm still not allowed to reveal a lot (under punishment of defenestration...and we're on the 18th floor), but here are three things I can tell you:

1. What is the official pronunciation of Au Ra again?

Those of you who've already seen the Fan Fes videos will probably already know, but it's always good to have something in writing somewhere, just in case. Despite the similarity in spelling Au Ra does not sound like "aura." The official pronunciation is Au=Ow (as in "ou"ch) Ra=Raw (as in WWE sushi).

2. Hyur is Hyuran. Lalafell is Lalafellin. What on Earth Hydaelyn is the adjectival form of Au Ra?

This one's a little special. Instead of just tacking an 'n' to the end of Ra, the term takes on a slight metamorphosis. Au Ra -> Auri (pronounced Ow-ree, rhymes with Maori). Example: "An Auri warrior can eat a whole turkey in a single sitting."

3. When are we going to get a naming guide!? I need to start thinking of what I'm going to call the new character I roll in June!

The naming rules for both clans have been finalized and work is being done fleshing out the lore behind it all. Things will be somewhat similar to what was done with the Hyur (drawing from historic names) but the with the regional and linguistic roots being completely different. Surnames will also feature a special set of rules that can be followed to the T, or slightly modified if a player wants to be adventurous.

2016 Fanfest Lore Panel Wrote: **Fernehalwes:** First, it's hard for a tail or horn to be removed. They don't periodically fall off like the horns of a deer do. They grow continuously until they reach a certain size and then they stop growing. They don't get super long. They stop growing at a certain point. Now if they're damaged, whether it be a fall or in battle (if an axe takes half of it off) then the horns will slowly regrow until they reach that maximum point again. The horns themselves are hollow and the vibration of sound within the horns aides the Au Ra in hearing. Now does that make their hearing better, than say a Lalafell who're supposed to have the best hearing of all the five Eorzean races? No, their hearing is about as good as a normal Hyur, it's just that they hear sound in a different way, and they process it differently. They're processing that vibration of the air that's within their horns.

Fernehalwes Wrote: Now, as for how the Au Ra are regarded by others living in Eorzea, while there was racial tension in past ages, recently with the onset of the Age of Adventure and an influx in the amount of people of all races flocking to Eorzea, there truly isn't any form of heavy discrimination towards the Au Ra (it also helps that because very few Au Ra ever visited Eorzea before, there is little deep-seated hate

stemming from historical conflict). However, because they are new to Eorzea and there is much mystery surrounding them, a lot of native Eorzeans are still a bit wary (even if they don't really know why).

Encyclopedia Eorzea Wrote:On the steppes which they call home, the Xaela speak the old Auri tongue to this day. The Raen, however, having assimilated to Far Eastern culture, have adopted the common tongue of the Hyur. Their spoken language differs from that spoken in Eorzea, which leads many to perceive it as a slightly odd dialect.*

*This passage has caused some contention/misunderstandings and is addressed below in the [Languages of Hydaelyn post](#).

Encyclopedia Eorzea Wrote:Most widely known among the Auri clans are the Raen and the Xaela. The Raen now make their homes in central Othard and the surrounding islands, where they have forged strong relations with the Hyur and other races, adapting readily to new cultures. The Xaela, on the other hand, live still today on the vast Azim Steppe, clinging tenaciously to their traditional, nomadic way of life.

[Korean 2023 PLL](#) : Auri Limbal Rings “They are not something you’re born with but made through magical means, therefore Jandelaine can change them for you. It varies by era and region but it’s considered similar to face paint/decoration”

https://twitter.com/FFFF_Stella/status/1662053212931899392

Raen

Lodestone Wrote:Auri creation myth tells of a Dawn Father and a Dusk Mother from whom all Au Ra are descended. The Raen believe their veins to run thick with the blood of the former—their brilliant white scales and iron wills serving as proof of this divine lineage.

Unlike their sister clan, the Xaela, who bloody the land with endless tribal conflict, the Raen have embraced a life of tranquility and solitude, long abandoning the nomadic lifestyle of their ancestors to settle the deep valleys of Othard's mountainous eastern reaches. Only on rare occasions will one emerge from the valley mists to seek adventure in realms afar.

Fernehalwes Wrote:Now, whereas the Xaela are made up of dozens of small tribes lead by khans, the Raen are mostly stationary and live near Doma or in the Far Eastern islands across the sea from Doma. However, due to the invasion of Othard by the Garlean Empire, a lot of Raen have been displaced and now flock to areas where they can find safety—like Eorzea (as was the case with Yugiri).

Encyclopedia Eorzea Wrote:Believing themselves the children of the Dawn Father, the forebears of the Raen left behind their homeland to settle across Othard. They were received with hatred and hostility by other races in the early years, until a prominent warlord of Yanxia, impressed with their valor, forged an alliance with the strange race and took them on as retainers. Before long, the Raen had assumed a prominent role as warriors in the service of countless great warlords. Some ventured across the sea to the Far East*, where they earned a reputation as legendary swordmasters.

*This last sentence doesn't make a lot of sense, and has been noted in the [Lore Book Errata Thread](#) for clarification.

Encyclopedia Eorzea Wrote:The Au Ra are unique among Eorzea's races in the extreme height disparity observed between genders. While male Au Ra can reach towering heights of over eighty ilms, females are short and slight, averaging no more than sixty. Their hardened skin and scaled tails, too, distinguish them clearly from other races. They take great pride in the majestic horns that protrude from the sides of their head, which also serve to enhance their hearing and sense of spatial perception.

Encyclopedia Eorzea Wrote:The Raen have fully assimilated to the cultures of Doma and Hingashi, and live faithfully according to the regions' traditions. Perhaps owing to their heritage and the status they

gained in the service of their warlords, they place particular importance on hierarchy and the master-servant relationship.

Xaela

Lodestone Wrote:Auri creation myth tells of a Dawn Father and a Dusk Mother from whom all Au Ra are descended. The Xaela believe their veins to run thick with the blood of the latter—their lustrous black scales and fiery wills serving as proof of this divine lineage. Unlike their sister clan, the Raen, who lead solitary lives hidden behind the savage peaks of Othard's eastern reaches, the Xaela are free spirits who roam the vast western steppe in close-knit tribes hunting, gathering, and warring as their ancestors have for countless generations.

Encyclopedia Eorzea Wrote:Children of the Dusk Mother of Auri creation, the Xaela have to this day not abandoned their ancestral home, living a nomadic life as hunters and gatherers on the vast Azim Steppe. With suitable grazing land sparse, conflict between individual tribes is common, with tribes forming, disbanding, and dying off in a ceaseless cycle of war and bloodshed. At last observation, Xaela tribes numbered fifty-one, though there is a high likelihood that recently splintered or merged tribes have rendered that count outdated.

Encyclopedia Eorzea Wrote:In contrast to the brilliant white scales of the Raen, the Xaela, children of the Dusk Mother, take pride in their scales of lustrous black. While their size and stature is almost identical to that of the Raen, their physical strength, hardened by generations of war and conflict, far outstrips that of other races.

Encyclopedia Eorzea Wrote:Xaela names are relatively orthodox, composed of a given name and a tribal name. They are unique, however, in that they were passed down as sounds instead of letters, as the Xaela did not develop a written language until comparatively recent times. As such, upon coming in contact with lettered cultures, individual Xaela are forced to come up with spellings of their own devising, leading many to perceive their names as needlessly confusing and nigh unpronounceable.

Encyclopedia Eorzea Wrote:As nomads, a Xaela tribe is only as wealthy or prosperous as the size of its herd. From horses and oxen to great winged beasts, preferred breeds of livestock vary from tribe to tribe, but nonetheless the herd - both its quality and scope - symbolizes the strength and status of the tribe as a whole. Meat, fur, skin, bones - the Xaela let no part of any beast go to waste. In this way, the herd provides not only food and clothing, but even shelter from the elements in the form of the tents that serve as temporary housing. The Xaela are known to consume not only the flesh of their animals, but their innards and blood as well. They are also known for their dairy products, including an alcoholic beverage made from beasts' milk. Those who have partaken of this drink beneath the yurt of a Xaela can take pride in knowing that they have been accepted as a friend - at least for the moment.

Fernehalwes Wrote:I first talk about the Xaela and how they mainly reside as nomads in an area known as the Azim Steppe (which, in relation to Doma is to the immediate northwest). Azim is the sun deity and it is believed that it is her light and blessing that allows the grass to grow that feeds their herds. Now, astute players may recognize a similarity between Azim the sun deity and Azeyma the Warden...also connected to the sun... However, the Au Ra do not worship the Twelve...nor do most other people living outside Eorzea, as belief in the Twelve is pretty much restricted to Eorzea. That is not to say however that somewhere in the past the two gods were... (and Yoshi-P cuts me off).

Alaqa Wrote:We Xaela are nomads who roam and live off the land. My tribe was no different. Yet though we did no harm to those whose lands we traversed, they treated us as vermin. In their ignorance, they feared us, and that fear manifested as spite and violence. My loved ones and I were cursed at, spat upon, beaten, and worse.

Sidurgu Wrote:The first Ishgardians to encounter Au Ra saw Dravarians. We had fled Garlemald's armies only to come to a land where we were mistaken for another nation's mortal enemy. They bared

steel and came to kill us...but we did not die so easily. We spared them and sent them on their way...and how do you think they repaid our kindness? With fire and blood! With death for every man, woman, and child!

...I was about Rielle's age when I came to Ishgard. My parents, they...they said we would find a better life here. When the Temple Knights we had shown mercy returned, they let us choose the order in which we would die. That would be their mercy to us, they declared.

List of the Fifty-one Xaela Tribes:

Adarkim Wrote:The largest of the Xaela tribes. While not the most skilled at battle, they overwhelm with numbers, taking losses in stride, knowing that a future victory over a weaker tribe will replenish their ranks.

Angura Wrote:A small tribe which keeps mainly to the mountainous region of northeastern Othard. The glare reflected by the everlasting glaciers upon which they travel has rendered this tribe's skin color a deep rusty tone.

Arulaq Wrote:A tribe thought lost 200 years ago, only recently discovered once again living in a secluded valley in the mountainous north.

Avagnar Wrote:Though defeated and absorbed by the Adarkim, several of the proud tribe's members still secretly use its ancestral name, knowing that it could mean death if they are discovered.

Bairon Wrote:A middle-sized tribe of the southern deserts and masters of survival in the driest of climes, the Bairon are all trained from a very young age to collect and drink their own bodily fluids, allowing them the ability to venture deep into places no other tribe will.

Bayaqud Wrote:A tribe of the steppe's western edges. Women from the Bayaqud tribe will traditionally take several husbands, as did the tribe's founding matron 2000 years ago.

Bolir Wrote:A small tribe that earns its living by collecting the dung of the beastkin herds which roam the steppes. The dung is dried, turned into charcoal in temporary kilns, and sold to other tribes.

Borlaaq Wrote:A tribe of all women. While breeding with men from other tribes is allowed, if a male is born into the tribe, he is given up within a year of birth.

Buduga Wrote:An all-male tribe which only increases its ranks through battle and kidnapping.

Dalamiq Wrote:One of only a few Xaela tribes which has abandoned the nomadic lifestyle and built a small village on an islet in the middle of a two-malm-wide span of the great inner river. It is said they once worshipped the now-fallen lesser moon.

Iriq Wrote:A tribe that follows the Borlaaq, taking on any male children given up by the female warriors and raising them as their own.

Jhungid Wrote:The second largest Xaela tribe. Mortal enemies with the Kharlu, the Jungid will spend the greater part of the year subjugating smaller tribes to swell their own ranks in preparation for an annual battle with the Kharlu--the winner gaining control over a large part of the eastern coastlands.

Kharlu Wrote:The third largest Xaela tribe. Mortal enemies with the Jungid, the Kharlu will spend the greater part of the year subjugating smaller tribes to swell their own ranks in preparation for an annual battle with the Jungid--the winner gaining control over a large part of the eastern coastlands.

Khatayin Wrote:A tribe which largely remains unseen, hunting goats in the mountains for nine moons of the year. The remaining three are spent at the foot of the great north range, where they survive off the dried meat they stocked.

Malqir Wrote:A western steppe tribe characterized by its unique leader-choosing ritual which, instead of the usual test of brawn, is a game of Kharaiq--a chess-like game played on a circular board divided into three rings.

Mankhad Wrote:A coastal tribe which fights with blow-darts made from bones dipped in the poison of the pufferfish. So practiced with the pipes are the tribe, that they can disable a target from 200 paces.

Mierqid Wrote:A desert tribe which, over the course of a year, travels between over a hundred secret buried caches of supplies restocked with each annual visit.

Noykin Wrote:Master trainers of the wild horses which populate the majority of steppe. It is said that the horsemasters of the Noykin can break any beast if given but a week.

Olkund Wrote:Selective breeding has seen the average height of the central steppe-dwelling Olkund tribe males reach over two and a half yalms. The females, for whatever reason, remain of an average height.

Dazkar Wrote:Household duties such as cooking, cleaning, and childrearing are handled by the males of the Dazkar who, other than when on the move, rarely ever leave their family's yurts. Female Dazkar are tasked with hunting, and are known across the steppe as being some of the most accurate archers in the realm.

Oronir Wrote:All members of the Oronir tribe believe themselves to be direct descendants of Azim, the tribe's god of the sun.

Oroq Wrote:The Oroq create sleds made of reeds dipped in horse fat to help move their possessions and young children about the inner grasslands.

Qerel Wrote:The warriors of this tribe all wear complete suits of armor crafted from the bones of steppe tigers which they kill with their own hands upon their coming of age.

Torgud Wrote:This desert tribe does not wear any clothes, choosing instead to cover their bodies almost entirely in a white paint created from mud, lime, and bone meal. The paint helps to reflect the relentless desert sun.

Tumet Wrote:The children of the Tumet, upon seeing their tenth summer, are tied to a sacred tree while the remainder of the tribe packs up and moves to their next location. Those children who manage to break free from their bonds and catch up with the tribe at that next location, are given a name and allowed into the tribe.

Ugund Wrote:When members of this tribe die, their heads are removed from their bodies and placed in a jar of fermented goat milk. Once the liquid has been drunk by the head (in other words, evaporated), the head is then buried under an anthill so that the tiny workers can carry the spirit to the afterlife. The journey is thought to be a terrible one, the road filled with ghosts of the damned, so ensuring the spirit is drunk helps ease the journey.

Uyagir Wrote:One of a handful of Xaela tribes which have given up the nomadic lifestyle. The Uyagir reside in a system of limestone caves on the northern edge of the southern deserts which are believed to have been dug by a race of giant oliphant-like beetles which were placed on the land by the gods to punish the elder tribes that had grown too greedy.

Dhoro Wrote:An elusive tribe that avoids contact with most other tribes. Lookouts are posted all about their camps with orders to flee given the moment an outsider is spotted.

Orben Wrote:A tribe that rides up and down the great inner river on boats woven from reeds and reinforced with scales from their own skin.

Ejinn Wrote:A river tribe that chooses to swim from place to place rather than walk or take boats. It is said that members of the Ejinn can hold their breaths for up to a quarter bell, and will often migrate while almost completely submerged in order to avoid contact with hostile tribes.

Dotharl Wrote:An extremely violent tribe with members who revel in massacre and are taught from a young age not to fear death. While they are quick to attack other tribes, mortality rates are high, ensuring that their numbers never grow too high.

Hotgo Wrote:A tribe recently massacred by the Dotharl. The only members surviving are those who left the tribe to travel on their own and were not present during the killing. The Hotgo were known for their vibrant face paints which members would constantly change depending on their current mood.

Sagahl Wrote:A tribe which sees all beastkin as equals with man, therefore refuses to eat or use them as beasts of burden. As a result, the diet of the Sagahl mainly consists of steppe shrubs and vilekin.

Kahkol Wrote:A tribe made up of orphans and refugees from tribes defeated or destroyed. Many choose to combine the name of their old tribe with Kahkol.

Kha Wrote:Unlike most of the Xaela, the Kha live on the fringes of the Xaela lands, actively seeking contact with non Auri peoples, introducing many aspects of those cultures into their own.

Mol Wrote:A small tribe of devout worshippers of the elder gods, the Mol will consult with their deities (via a shaman conduit) before making any tribe-related decisions, from the direction of their next migration, to the beasts they will hunt each day for food.

Gesi Wrote:The Gesi are masters of the slingspear, a mid-sized javelin carved from mammoth bone which, instead of being thrown by hand, is flung with a leather sling to improve range, speed, and killing power.

Kagon Wrote:The Kagon are a nocturnal desert tribe who worship Nhaama, goddess of the moon and mortal enemy of Azim, god of the sun. Instructed by their goddess that to step into the sun is to succumb to the evil of Azim, they spend the daylight hours in their tents, only emerging to hunt and migrate at night. The result is an uncharacteristically pale skin for a group of people living in an almost eternally fair-weather locale.

Goro Wrote:The Goro believe horses to be perfect beings, and each male and female, upon their coming of age, is married to a horse of the opposite sex. Reproductive mates are chosen by lots.

Gharl Wrote:Before each migration, the Gharl will fill a sacred urn with the soil of the place they just camped. This soil is then dumped upon arriving at the next location. This tradition has been carried out for thousands of years, leading people to believe that most the steppe is now all of one soil.

Dataq Wrote:The Dataq cover quite possibly the most area in their migrations, for they rarely stop in one area for longer than a few bells. Sleeping is all done in the saddle, and tents are only used when the rains are heavy and unbearable.

Haragin Wrote:The legends of this coastal tribe tell of a group of their ancestors who crafted a giant ship and sailed out across the endless eastern ocean. The explorers are said to have returned with tales of a terrible island covered in massive grey monoliths and inhabited by fire-breathing steel demons.

Ura Wrote:This mountain-dwelling tribe is one of the few which instead of hunting, mine the precious ores of the peaks and trade them with the steppe tribes for food.

Moks Wrote:A tribe invisible for the fact that its members are spread out across many different tribes (unbeknownst to those tribes). Communication between its members is done on the rare occasion when two tribes meet, through an ancient set of hand signals only recognizable by those who know what they are looking for.

Geneq Wrote:In addition to the standard language used by most of the Xaela in cross-tribe communication, the Geneq employ a complex system of whistles and clicks which resemble the cloud- and wavekin of the steppe.

Horo Wrote:To those who live the meager lifestyles of the steppedwellers, being overweight is a symbol of affluence and power. To appear heavier than one in their station, the members of Horo will drink copious amounts of water to bloat their bellies.

Himaa Wrote:For reasons unknown, one out of every three pregnancies amongst the Himaa result in twins. As a result, over half the tribe's members have a doppelganger. This can prove an advantage during attacks, as it confuses the enemy into believing the dead have risen.

Malaguld Wrote:One of the only tribes that accepts people of the Raen--those that have been exiled, or those who have fled persecution--into their circle.

Urumet Wrote:This desert tribe has the queer custom of travelling with their elders carried upon their shoulders. It is believed that in the flat desert, this gives the tribe the advantage of being able to see farther.

Qalli Wrote:Also known as the songbirds of the steppe, the Qalli communicate through song, attaching a melody to their words to further add emotion to the meaning.

Qestir Wrote: This tribe refuses to speak, believing that all words are lies, and that a man's actions are the purest form of communication.

(Third Clan)

Fernehalwes Wrote: Finally, I mention that in addition to the Xaela and Raen clans...there are rumors of a different, much older clan. (and...this is where Yoshi-P cuts me off).

Race Lifespans

Las Vegas 2014 FanFest Lore Panel Wrote:Q: What are the age scales of every race? How long do they live and how long does it take them to become an adult?

Fernehalwes: Okay, yeah I asked about this and I was told that age-scale wise the five races biologically they can live about- they have the same lifespan as we do here on earth. They can live one hundred, one hundred and twenty biologically. The thing is, here we have modern medicine, we have jobs that don't take us on to the battlefield, we have food in refrigerators not sitting in a barrel. And so we can live that long, whereas, in Eorzea it's a much harsher realm. I mean you've got raptors roaming the jungle. "I need to go out and pick an ogre pumpkin!" "Oh sorry, daddy got eaten by a raptor as he was picking our dinner pumpkin so it looks like we're having nothing for dinner tonight." And so daddy dies of raptor and children die of starvation because they couldn't get the pumpkin.

On top of that you have wars and people are fighting Ishgard, I wouldn't expect most people would live longer than like thirty years. That's the thing, so you get an average lifespan that is a lot shorter, y'know in the forties, fifties. I mean there was the one quest about, back in 1.0... there was the Lalafell that was put in the Oubliette in Ul'dah, and he was in there praying and because he was this zen thing and he focused and he slowed his breathing and he lived for hundreds of years or whatever. Other than that people aren't going to live that long.

That said, Elezen actually do have a longer lifespan than the other four races. And this also appears in the- when they go from child to puberty to adulthood. So which is why you'll see in the- in 1.0 there was a bunch of Elezen children that appeared in some of the quests and they appear again in 2.0, and they're still children. And you think well it's been five years why are they still children? It's because again that childhood for Elezen can last much longer. And they end up living longer as well. Um, but for the most part it's pretty much just the same as us, but with more... fatality.