

The Pendelcot Adventurer's Guide

A comprehensive guide to exploring the beautiful Continent of Anthema. Let us Delve deep into its culture, its history, people, and places. Join Sir Avendor Pendelcot the 26th as he Travels Anthema to give you a comprehensive guide to it all.

Chapter 1

The Races of Anthema:

“There are many races that walk Anthema, some are found in every corner of it’s countries while others only call home to a specific place. Let us discuss these races, while categorizing them by whether they’re exclusive or Abundant.”-Sir Avendor Pendelcot The 26th

“Firstly we will start off with all the races that adorn Anthema as a whole, whether it be in the plains of Orchestrana or the Cities of Neo Genesis you will surely find them somewhere.”-Sir Avendor Pendelcot The 26th

- Humans: “Ah yes, Humans, the most common yet most feared race of all Anthema, arguably Nirvanus. Humans inhabit every corner of Anthema, adapting scarily quickly to any environment that they’re faced with. Humans are also one of the more diverse looking races in Anthema”.
- Elves: “Elves do Originate from the country of Orchestrana. After the first war they started migrating to other parts of Anthema. Now adorning every corner of its land they have all adapted differently to their environment. For example the Elves of Metalia turned darker with their skin becoming either a faint gray or black with their eyes turning a more ember red. These new variants of elves are referred to as the Ashen Elves while the Elves that adorn Neo Genesis take an entirely different appearance. The elves will get their own section in a different book”-Sir Avendor Pendelcot The 26th
- Chimeren: “The Chimeren are all vastly different in appearance and even biology, which allows them to appear anywhere in Anthema. Whether it be the forests of Avantium or the mountains of Metalia. The Chimeren’s beastial appearance helps make that transition easier, for example the ursus-chimeren of Avantium are larger in size with brown or black fur while the Ursus-chimeren in the shivering fjords of Orchestrana are smaller but heftier with pure white fur”-Sir Avendor Pendelcot The 26th
- Tieflings: “These demon like creatures have an unknown origin, some say they were the first attempt of ████████ control others say they are a breed of Chimeren that took a more humanly form while retain some of their animalistic features (such as horns and fangs). Regardless of where they come from they are a staple race of Anthema, inhabiting all four major countries. Just like elves, Tiefling evolves their appearance based on where they

are from. The Tieflings of Avantium are more faint purple with their horns resembling that of bulls or young billy goats. Tieflings will also get their own section in an upcoming book”-Sir Avendor Pendelcot The 26th

- Gnomes: “Ah Gnomes, one of the more creative races of Anthema. They are some of the most prized scholars and mechanics in all the land, with their skills contributing to the birth of many technological advancements. One of the most prolific gnomes goes by a miss Herenfield Tolyfell, who invented indoor plumbing and gave all citizens of Orhestrana running water. She now runs Bachem University in the heart of Trishelton, Orhestrana’s capital.”-Sir Avendor Pendelcot The 26th
- Halflings: “These light hearted folk and kind creatures bless the land of Anthema. They can be found in quaint little towns or hearty shires, ready to welcome all into their home. Don’t let country location fool you, even the Halflings of Metalia are the same as the Halflings in Orhestrana besides their religion and style”.-Sir Avendor Pendelcot The 26th
- Satyr's: “ever adventurous and ever promiscuous, Satyr’s galavant around the lands of Anthema playing their marry songs. A nomadic people, Satyr’s don’t stay in place too often, the ones that do are known as “Grazzers”. For they are named after cattle that stay in one place, it is unknown if that is supposed to be insulting or a term of phrase, but one can merely guess. Satyr’s are Chimeren known as the Lycanborn, since they don’t take a full animalistic appearance.”.-Sir Avendor Pendelcot The 26th
- Genasi: “The Genasi are an interesting folk, they are simply born through the conjoined love of nature and notestral magic. A fire Genasi can be born through the sparks of a blacksmith, while an earth Genasi can spring to life after being sculpted. A lot of Genasi are born either as young adults or children, it simply depends on the circumstances in which they are created. I myself have a genasi daughter, she was a water Genasi born from the joined tears of me and my wife when we lost our son”.-Sir Avendor Pendelcot The 26th
- Centaur: “Just like their Satyr cousins, Centaur’s are also Lycanborn. Taking the bottom half of a horse these hardy and Valiant people gallop into the wind. Naturally Nomadic they wander the lands, taking pleasure in long travels. The ones who choose to stay in their desired country often join the military becoming valuable members of any cavalry division. With some brave (and or shameless) Centaur allowing people to ride atop them like noble steeds”.-Sir Avendor Pendelcot The 26th
- Goblin’s: “Ah yes, goblins. Little green balls of energy, their ever expanding numbers and boundless pursuit of knowledge (and treasure) makes them inhabitants of every single nook and cranny of Anthema. Though some do choose a less noble path (thievery, assassinations, etc) there are also some who seek to do greatness. Since goblins are very energetic and eager they will take on any task with the utmost urgency regardless of what it is. Similar to Gnome’s, Goblins can be very tech savvy, unlike gnomes they were never given the proper materials, time, or attention to really perfect their craft. You will find most goblin engineers working with scrap and spare parts”-Sir Avendor Pendelcot The 26th

- Half-Elves: "Half-Elves are a strange bunch, they are a product of scrupulous romances between Elves and humans, which in turn leaves them in a place of being welcome by no one. Oftentimes Half-Elves are raised by their Elven parents, it is unknown if it is done out of true maternal love, pity, or as an act of good grace in the public eye. Regardless, half-elves do take most of their looks from their elven parents while retaining the attitude and mindset of the human parent".-Sir Avendor Pendelcot The 26th
- Hobgoblins: "Hobgoblins are odd, for they are one of the only known races that take a specific pair to breed in order to be created. Hobgoblins are born from the "love" of a goblin and an orc or a goblin and a Metalian human. It is unknown why it must specifically be a Metalian Human, but we just know it is. Hobgoblins are total opposites when it comes to their personality. Where Goblins are outgoing and energetic the Hobgoblins are more Timid and lethargic. Hobgoblin's do have a profound sense of honor and are ADAMANTLY strong minded. It is difficult to near impossible to change a Hobgoblins mind, which can be both a great advantage and a sincere disadvantage."-Sir Avendor Pendelcot The 26th
- Triton: "Tritons, like Sea Elves, are descendants of The Inami. Unlike Sea Elves, Tritons aren't accidents; they instead come from the breeding of Humans and Inami. Why anyone would want to be coitous with a fish person, beats me, but that birthed the race known as Triton. Just like their Inami parents they are incredibly protective of the ocean, just like their human parents they are strong in mind and will".-Sir Avendor Pendelcot The 26th

The Races of Metalia:

- Orcs: "The Orcs of Metalia are a hardy folk, they were some of the first inhabitants of Metalia besides the Humans and Tremar. Orcs, just like their metal, are resilient and unbending. They are some of the wisest in Metalia with most orcs becoming assttue teachers, scholars, and generals. If you happen to be in Metalia I would recommend you visit Travahar University and attend one of Dorin's lectures, trust me you will be impressed".
- Half-Orc's: "As their name suggests, Half-orcs come from the love making of Orcs and Humans. They are in appearance, more like their orcish parents, taking on the shades of greens and tusks but have the same mindset of humans. Adventurous and eager to prove themselves to the world it isn't uncommon for a half-orc to venture out into the unknown in search of glory. It is even more uncommon to see a Half-Orc alone for they are always with a party of adventurers also seeking glory".-Sir Avendor Pendelcot The 26th
- Dwarves: "When Ozerus was making Metalia and its people he made them with specific purposes in mind. The Tremar were made by Anthema itself to be the body of Metalia, its protectors.

When Ozerus made Humans they were the heart of Metalia, made to spread and create, and Orcs were the brain of Metalia made to teach and plan. The dwarves, they are the spirit of Metalia. It's grit, it's iron, and it's loyalty. The dwarves were forged from the bedrock of the mountains, Ozerus's wife crafting them with her very hands, Small and stout they live within the mountains as expert blacksmiths, craftsmen and women, hardy warriors, and the best brewers of all time. With Dwarves you have a loyal friend and a devoted enemy, they never hide secrets and they always tell the truth."-Sir Avendor Pendelcot The 26th

- Duergar: "The Duergar or "sunken ones" are Dwarves that dwelled in the deepest parts of the Mountains. They are very familiar to Dwarves in personality with the only major difference being that Duergar tend to be a very shy race of people. Who wouldn't be after spending hundreds of years in the Undertow. Duergar rarely leave their mountain dwelling and when they do it is similar to a new world experience."-Sir Avendor Pendelcot The 26th

- Gnurphen: "The Gnurphen or Deep Gnomes are very simply the combination of a curious gnome and an even more curious Duergar. After two beers and a tent, a Gnurphen is born. Taking both the best and worst of their parents, Gnurphen are incredibly smart and skilled crafters, but are incredibly timid and potentially pretentious beyond belief. If you can break past their fragile shell, underneath you should find a noble heart".-Sir Avendor Pendelcot The 26th

- The Tremar: "The Tremar are an interesting people, for they are the descendants of Giants. Giants were first to walk the lands of Metalia, they are the only Metalian race to not have been made by Ozerus. Born from the eruption of Mount Kilmister, they were made to protect the land they called home. It was the giantess Kermia the Dominant that stole Ozerus's heart and became the mother to the six Metalian gods. After the great War for Anthema, the giants were but eradicated, with the remaining few using the magma from that eruption to forge a new race. That race is the Tremar. Just like giants, they are solitary and timid creatures. Using a few masterfully chosen words to describe their feelings, dwelling in the large forests, mountains, and hills of Metalia. (As a side note, there are rumblings of Tremar sightings in the blistering cold of Orchestrana)"-Sir Avendor Pendelcot The 26th

The Races Of Orchestrana:

- The Aasimar: "These divine beings are the true example of what it means to be Orchestranan. Graceful, Elegant, perfect in every way, but how could they not be? Some

say these very beings descended from the Heavens, the true children of Lynivia. It is unknown of that myth holds any truce, but believe me when I say they will NEVER let you believe otherwise.”-Sir Avendor Pendelcot The 26th

- The Yuan-Ti: “Ah yes, The Yuan-Ti, a race of Half-formed snake-like people. They are the only race in all of Anthema whose origins are unknown. Regardless they encapsulate the elite of Orchestrana, using their snake half to bolster themselves. Truly, they are, metaphor intended, a snake in the grass waiting to strike.”-Sir Avendor Pendelcot The 26th
- Vedalken: “The first race of Orchestrana, the ones who make up all of what makes an Orchestranan. They strive for absolute perfection even when it is a detriment to them and those around them. These tall blue skinned humanoids made Orchestrana what it is and never really want to leave it, believing that the outside world isn’t suitable for them”.-Sir Avendor Pendelcot The 26th

The Races of Neo Genesis:

- Changelings: “Changelings are strange in that, it is difficult to tell who they are. For all I know I can be a changeling, but one way to tell them apart is by asking them to perform an act. For example if a changeling is posing as a Fire Genasi ask them to conjure a flame if they cannot do that then they are a changeling. They use a special drug called “Mirage”, they inject it into their veins and use it to morph their bodies”.-Sir Avendor Pendelcot The 26th
 - Kalashtar: “Kalashtar are unique, for they are not the children of Exalta but instead her grandchildren, for Kalashtar are the children of K8tie. They aren’t necessarily born but created from fragments of K8tie’s consciousness, all Kalashtar are connected to each other and to their Mother. Able to communicate telepathically they are the only race to have a natural way of communication with the gods.”-Sir Avendor Pendelcot The 26th
 - Shifters: “Shifter’s are just like changelings, with the only difference being how they shift and what they shift into. Taking a different variation of “mirage” called “were-enthrall” they use it to shift themselves into a bestial image. Never going full animal they instead take different aspects and physical characteristics of the animal they wish to imitate”. -Sir Avendor Pendelcot The 26th
- Simic Hybrids: “these people are genuinely terrifying, these deranged lunatics who use science to mutate and morph their bodies into deranged vessels. Splicing DNA, adding body parts, and using chemicals to change their bodies they willingly take on aquatic traits. Whether it be giving themselves extra crab arms, gills, scales, or whatever else they change their bodies as they see fit”.-Sir Avendor Pendelcot The 26th
- Plasmoids: “These creatures are the sad byproduct of pollution. Plasmoids as they call them are what happens when too much pollution and magic meld together, creating a

sentient blob. In even more depressing cases, it is the result of a person falling into the sludge and becoming one of these things. Sadly, they have no true place in society with most of them wandering the streets trying to scrape by with the ones who are hired are basically slaves”.-Sir Avendor Pendelcot The 26th

The Races Of Avantium:

- Bugbear:”originally thought to be a breed of Chimeren, thorough research has concluded that they aren’t. Coming from the enchanted forest of Avantium they are considered to be a fey creature. It is said all fey are of the off-spring of Megahar, created by her vivid imagination. Bugbears a prime example of that, large beasts, with long arms, and grizzled teeth but they are incredibly sneaky creatures that actively chooses stealth over brute force”.-Sir Avendor Pendelcot The 26th
- Fairy:”Fairies are the smallest race in all Anthema, these fay creatures were another creation of Megahar. Small and adventurous, they make their homes in hollowed trees and logs. Fairies are a rambunctious bunch, playing tricks and pranks on those unlucky enough to enter their forests. Though there are a rare few Fairies that take themselves very seriously and go out seeking adventure.”-Sir Avendor Pendelcot The 26th
- Firbolg:”These timid creatures are odd, for they are the offspring of Megahar, but unlike their siblings they were born into the world through natural means. Legends say that Megahar fell in love with a Tremar that had traveled to Avantium, then nine months later the first Firbolg was born. Shy and withheld, they rarely leave the comfort of their forests but don’t let that fool you. They are strong bodies and capable, willing to protect their home and friends with their very life”.-Sir Avendor Pendelcot The 26th
- Verdan:”The Verdan are a new race, they are an immigrant people that comes from another continent entirely. Landing on the shores of Avantium they did not waste time getting situated into their new surroundings”.-Sir Avendor Pendelcot The 26th

Chapter 2

Elven Subraces:

“Like humans, elves are highly diverse in appearance depending on where they are from. This chapter will look into the multitude of different Elven subraces, where they originate, and the changes in appearance that nature has given them”.-Sir Avendor Pendelcot The 26th

The Different Elves of Anthema:

- Ashen Elves: “the Elves of Metalia turned darker with their skin becoming either a faint gray or black with their eyes turning a more ember red. These new variants of elves are referred to as the Ashen Elves. The most important is a change in attitude and general personality, while elves of Orchestrana are a lot more snooty and narcissistic. The Ashen Elves are more humble and honor bound, they take duty and valor very seriously, the current queen of Metalia is an Ashen Elf.”-Sir Avendor Pendelcot The 26th
- Sea Elves: “Sea Elves are unique, for they come through accidental means. The first known Sea Elf is a woman named Khana Intorai, who was born from an artificial insemination. Born from an inami mother and an Elven father she became the first sea elf. Through generational breeding with other Inami and Elves, the Sea Elves have become a lot more abundant in numbers. Their people live either in the ocean or on beaches, mainly in more coastal cities like Avantium or Neo Genesis”-Sir Avendor Pendelcot The 26th
- Astral Elves: “Now this sub-race of Elves are very unique, for we do not know their origin, some say they were born from the tears of Exalta when she lost her husband others say they were fallen stars that came to life due to the Notestral magic of Neo Genesis. Regardless of their origin they have made a big impact, they are the most gifted race when it comes to the use of common magics, with one Astral Elf named Cornivia being able to rival a Notekin in power. They are an elegant people, soft but intelligently spoken, and really do go against the norm of Neo Genesin society”.-Sir Avendor Pendelcot The 26th
- Timber Elves: “Ah yes, The Timber Elves, these secluded nature lovers inhabit the magical forests of Avantium. Their origins are widely debated with the southern forest tribes believing they were born as seedlings from “The Great Oak” but the northern forest tribes believing that they are the first children of Megahar. They tend to argue a lot but they

have one thing in common, they're love of the woods, and their duty to watch over The Wildhunt".-Sir Avendor Pendelcot The 26th

- The Splinter Elves:"These were former Timber Elves turned rotten, corrupted by greed and ever hungry for power they migrated to the lands of Orchestrana. Not much is known about them, some say they have a secret society known as Thistle Thorn Society. For my own safety and the safety of my family, I have decided to not pursue this anymore".-Sir Avendor Pendelcot The 26th