

ICON	ANCESTRY IS ...	NOTES
	Native or naturalized to this Realm, has or is part of communities (as above, but specifically naturalized immigrant ancestry, if indicated)	Click on the sheet tabs at the bottom to navigate see all Realms , or see only certain Realms.
	Not naturalized and/or has no distinct or noteworthy communities Not permitted in this Realm	Check the Communities/Notes column for a given Realm to see specifics on how this ancestry is or is not integrated there.
	<i>A non-standard option</i> and restricted to this Realm* [1]	Ancestries that are listed in <i>italics</i> are not part of standard character creation options, and locked to a Realm. <i>Locked ancestries</i> may not travel freely between Realms, except to another Realm that also permits them.

ANCESTRY	TYPE	SOURCE	ANA'QAPA	LARGEST CONGREGATIONS	POLITY	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM		Nid Ul'ena		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Asimar	Humanoid	MoM		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Air Genasi	Humanoid	MoM		Gobedroch are nomadic.	Gobedroch Nomads; Dáláshge'e Nation (with their cousins, the Lewudroch, the Confederated Islands of Vedesbroch), the Ojjoba Princedom	Gobedroch	
Bugbear	Humanoid	MoM		Faathawsa Wildwoods, Soolabu Steppes	Háns-ó-kóy Hórná Dynasties, The-Kreen Hunter Bands, Chóluinya Bands, n' Dnái'gs Reign, Great Zvaragwati	Ch'amajaqi The Dynasty's Vanguard: Ch'amajaqi are the massive, bulky cousins of Jijaqi, Ukaqi, and Chinjaqi. They claim ancient ancestry with underground dwelling insects, particularly those that hibernate for long periods of time, but they appear in some of the creation stories of Great Zvaragwati as well, where they are mentioned as forest hunters who were eventually turned out from their homeland for being excessively wasteful. Ch'amajaqi have extremely long arms compared to their relatively stubby legs, and are covered with thick, coarse fur. They have long, pointed ears and rows of shark-like sharp teeth. Although they are built to be thick and muscular, they are gifted at skulking and sneaking, and squeezing through tight spaces. This combination of raw physical power, a gift for prowling, and bravery in the face of overwhelming odds, places the Ch'amajaqi in the natural position of the outsiders of the Háns-ó-kóy Hórná Dynasties. Their ruggedness and skill, as well as a willingness to put themselves in dangerous situations, often earns them battlerier leadership status. Some of them even ascend to Dynasty Lords, though not nearly as many as Fu'ka and Jijaqi. Imisawen Daughters of the Grass: Imisawen—or the people who run on four legs—possess a wide variety of appearances, which are often traced back to their ancestral homelands. However, as Imisawen in the Fourth Cycle have emigrated into most other major polities, the only subrace one can make from their appearance is about the origins of their ancestors, and not the living individuals. By and large, Imisawen has an upper body which resembles the Old Ones, and although some few claim descent from the Runa, most Imisawen believe themselves descendants of the mysterious People of the Grasses, of which very little is recorded save for in Q'ayralaqa Libraries. Their skin tone ranges from a deep, coal black, to as light as a coppery brown. However, it is their bottom halves—resembling various four-legged fauna—which have differ distinctly in appearance. The most common variety are Imisawen with a camel's lower half, and among them are two distinct varieties which resemble either dromedaries (with a single hump) or bactrians (with two humps). The second most common variety have the lower halves of guanacos, llamas, vicuñas, and alpacas—and while the distinction between these four varieties is obvious to Imisawen, other Ana'qapacans often struggle to see the distinction. The third, and least common variety are Imisawen with the lower half of zebras. This variety tends to be the largest of the Imisawen, while those with the lower halves of vicuñas and alpacas are the smallest. Nhevanhu Adaptable Survivors: Nhevanhu almost nearly wear the shape of other Ana'qapacans, instead of their own. While they might have a favored form, for the purposes of assimilation and survival, they most often wear faces and bodies that blend into the communities they insert themselves into. A Nhevanhu living amongst the Confederated Islands is likely to take on the scaled form of the Bah'r's and Temer'sr, while one who lives in the jungles of Great Zvaragwati decorates themselves in the leaves and flowers of the Mutanhu, or else the turreted and feral coats of the Sangori and Erankiyán.	
Centaur	Fey	MoM		Q'ayralaqa Empire	Q'ayralaqa Empire; any, Great Zvaragwati, the n' Dnói'qa Reign, the Tauarwha City-States, the Ojjoba Princedom, the Háns-ó-kóy Hórná Dynasties		
Changeling	Fey	MoM		They are everywhere.	Fifo Nomads; any	However, when Nhevanhu remain amongst their nomadic clans, they almost universally prefer to wear their "true" faces (although most of them would argue that the truth of their appearance is whatever they wish it to be). In their true forms, Nhevanhu resemble the Runa of old, between five and six feet tall with long limbs and digits. But this resemblance fades upon closer look. Nhevanhu have faded brown-gray skin which seems to shift and peel away when they choose to alter their appearance. They have large, pale eyes, all sclera and no iris or pupil. Their mouths noses and ears are blurred dark openings in their faces that seems to change shape a little when they speak and breathe, but there is no definition to them. It is as if they were hidden behind a thick fog that only offered a hint of these features. Their hair is pale and thin and sometimes carries streaks of faded color in them, but more often than not is just a lighter shade of the brown-gray of their skin. Their limbs are a little too long, and their fingers and toes are almost the same length. There are no defining gender characteristics in their natural form, and they tend to perceive themselves as either all sharing one gender, or else identifying with the gender of their chosen shape of the moment.	
Custom Lineage *	Humanoid	TC&E		By lineage			
Deep Gnome	Humanoid	MoM		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Dampir (Lineage)	Humanoid	VRQR		O'urinaq			
Dragonborn	Humanoid	PHB		Bikédáshgo	Dáláshge'e Nation; E' Otucha Federation, Eight Sivuyaak Tribes; Háns-ó-kóy Hórná Dynasties, the Pytucha Queendóm	Ashó'Ilto	
Dragonborn, Chromatic	Humanoid	FToD		Bikédáshgo	Dáláshge'e Nation; E' Otucha Federation, Eight Sivuyaak Tribes; Háns-ó-kóy Hórná Dynasties, the Pytucha Queendóm	Ashó'Ilto	
Dragonborn, Draconite	Humanoid	EGW		Bikédáshgo	Dáláshge'e Nation; E' Otucha Federation, Eight Sivuyaak Tribes; Háns-ó-kóy Hórná Dynasties, the Pytucha Queendóm	Ashó'Ilto	
Dragonborn, Gem	Humanoid	FToD		Bikédáshgo	Dáláshge'e Nation; E' Otucha Federation, Eight Sivuyaak Tribes; Háns-ó-kóy Hórná Dynasties, the Pytucha Queendóm	Ashó'Ilto	
Dragonborn, Metallic	Humanoid	FToD		Bikédáshgo	Dáláshge'e Nation; E' Otucha Federation, Eight Sivuyaak Tribes; Háns-ó-kóy Hórná Dynasties, the Pytucha Queendóm	Ashó'Ilto	
Dragonborn, Ravenite	Humanoid	EGW		Bikédáshgo	Dáláshge'e Nation; E' Otucha Federation, Eight Sivuyaak Tribes; Háns-ó-kóy Hórná Dynasties, the Pytucha Queendóm	Ashó'Ilto	
Dvergar	Humanoid	MoM		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Dwarf (Hill)	Humanoid	PHB		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Dwarf (Mark of Warding)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	
Dwarf (Mountain)	Humanoid	PHB		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Earth Genasi	Humanoid	MoM		(n/a)		Earth Genasi (lbwedroch) were Indigenous to Ana'qapa, but are an extinct people.	
Eladrin	Humanoid	CAE		Dduwdinas, CAE		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Elf (Dark)	Humanoid	PHB		Dduwdinas, CAE		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Elf (High)	Humanoid	PHB		Dduwdinas, CAE		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Elf (Mark of Shadow)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	
Elf (Pallid)	Humanoid	EGW		Dduwdinas, CAE		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Elf (Wood)	Humanoid	PHB		Dduwdinas, CAE		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Fairy	Fey	MoM		Dduwdinas		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Firbolg	Humanoid	MoM		Zvaragwati	Great Zvaragwati; the Eight Sivuyaak Tribes, the Ojjoba Princedom	Sango Hofori, Sangori	
Fire Genasi	Humanoid	MoM		Bikédáshgo	Dáláshge'e Nation; the Q'ayralaqa Empire, Gobedroch Nomads, Great Zvaragwati	Lewudroch	
Giltvanki	Humanoid	MoM		Rtrápá	Tauarwha City-States (Rtrápá); Dáláshge'e Nation, Háns-ó-kóy Hórná Dynasties, the Ojjoba Princedom, the Q'ayralaqa Empire; never amongst Unallied Bands	Rirantuli	
Githzerai	Humanoid	MoM		Maharapá	Tauarwha City-States (Maharapá); any	Wahimulti	
Gnome (Forest)	Humanoid	PHB		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Gnome (Mark of Scribbles)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	
Gnome (Rock)	Humanoid	PHB		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Goblin	Humanoid	MoM		Faathawsa Wildwoods	Háns-ó-kóy Hórná Dynasties; any	Ukjaqi	
Goliath	Humanoid	MoM		Karagruk	The Eight Sivuyaak Tribes; Dáláshge'e Nation, the E'Otucha Federation	Grukíga	
Half-Elf	Humanoid	PHB		Dduwdinas, CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Half-Elf (Aquatic)	Humanoid	SCAG		Dduwdinas, CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Half-Elf (Drow)	Humanoid	SCAG		Dduwdinas, CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Half-Elf (High)	Humanoid	SCAG		Dduwdinas, CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Half-Elf (Mark of Detection)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	
Half-Elf (Mark of Storm)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	
Half-Elf (Wood)	Humanoid	SCAG		Dduwdinas, CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Half-Orc	Humanoid	PHB		Soolabu Steppes	Háns-ó-kóy Hórná Dynasties; any	Fu'kwaay	
Half-Orc (Mark of Finding)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	
Halfing (Ghostwise)	Humanoid	SCAG		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Halfing (Lightfoot)	Humanoid	PHB		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Halfing (Lotusden)	Humanoid	EGW		CAE, Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Halfing (Mark of Healing)	Humanoid	ERLW		(n/a)	(n/a)	(n/a, Dragonmarks are not permitted in Ana'qapa)	

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Halling (Mark of Hospitality)	Humanoid	ERLW	(n/a)			(n/a, Dragonmarks are not permitted in Ana'qapa)	
Halling (Stout)	Humanoid	PHB	CAE, Newdd Kor Portship			Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Harengon	Humanoid	MotM		Gompani Plains	The n'Dhol'qa Reign, Hole-Dwellers, Great Zvaragwati, the E'Otucha Federation	Tsuvanhu	
Hexblood (Lineage)	Fey	VRGR		Faathwasa Wildwoods, Yno'oga Morass, Zvaragwati			
Hobgoblin	Humanoid	MotM		Soolabu Steppes	Háns-ó-kóy Hóhà Dynasties; any	Jijaji	
Human	Humanoid	PHB	CAE, Newdd Kor Portship			Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Human (Mark of Finding)	Humanoid	ERRLW	(n/a)			(n/a, Dragonmarks are not permitted in Ana'qapa)	
Human (Mark of Handling)	Humanoid	ERRLW	(n/a)			(n/a, Dragonmarks are not permitted in Ana'qapa)	
Human (Mark of Making)	Humanoid	ERRLW	(n/a)			(n/a, Dragonmarks are not permitted in Ana'qapa)	
Human (Mark of Passage)	Humanoid	ERRLW	(n/a)			(n/a, Dragonmarks are not permitted in Ana'qapa)	
Human (Mark of Sentinel)	Humanoid	ERRLW	(n/a)			(n/a, Dragonmarks are not permitted in Ana'qapa)	
Human (Variant)	Humanoid	PHB	CAE, Newdd Kor Portship			Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Kalashitar	Humanoid	ERRLW		Alaniyan are nomadic.	Opwanu Oju Tribe, any Nation	Alaniyan	
						Dzovanhu	
Kenku	Humanoid	MotM		Q'ayralaқта Empire		Beak and Feather: Dzovanhu are the only Ana'qapacans who hold any kinship with avian species, and that kinship is both respectful and adversarial at times. There are many stories and legends about the importance of winged-beings in Ana'qapa, and their relationship with the sky and the Unish'ohri who hold the domain of the sky. Some of them claim that the power to touch the sky is sacred and should belong to no one, others claim that the sky is a place of danger and death for the people of Ana'qapa. Whatever the story is, the fact that despite their long black beaks, black-feathered bodies, winged forelimbs that end in clawed hands, and light, hollow bones would seem to connect them with other avians, their lack of ability to fly naturally is a reassurance to both themselves and the rest of the people of Ana'qapa.	
						Q'ayralaқта Empire: Great Zvaragwati, the Eight Sivuyyaak Tribes	
Kobold	Humanoid	MotM		Bikeddángo	Dláshge'e Nation, the E'Otucha Federation, the Háns-ó-kóy Hóhà Dynasties, the Tsuarwha City-States, the Q'ayralaқта Empire	Na ashó	
						Ibhuzwe	
						Scions of the n'Qa: All Ibhuzwe consider themselves to be the direct inheritors of the n'Qa, whom the Kullsaq merely call the 'Iaguar Lords.' They do not consider themselves direct descendants of the n'Qa, as all Ibhuzwe believe they were created by Yurun the Sun Lord, but when the n'Qa of old found them, the n'Qa loved them, because they saw that they looked very much the same.	
Leoni	Humanoid	MOoT		Mnamduma Hills	The n'Dhol'qa Reign, Great Zvaragwati, the Ojjoba Princedom		
						In fact, nearly all Ibhuzwe resemble the n'Qa, except that they are bipedal, walking on their hind limbs and using tools with their forelimbs. Like the n'Qa, they have something between paws and feet, both which end in retractable claws. They are tall and thin, averaging around seven feet tall, and their heads closely resemble the squares, bovy heads of jaguars and pumas. Most Ibhuzwe possess golden to leamy fur with unique black marks called rosettes. While Ibhuzwe families often have similar enough patterns in their rosettes that they can immediately identify a relative, no two Ibhuzwe have the exact same pattern.	
						There are other, rarer colorations of Ibhuzwe, the first being the black and fawn coloration of those who appear more like pumas. These Ibhuzwe almost universally live further northeast than their spotted cousins, and sometimes roam the Sól'ushan Desert, further separated from their homelands. The rarest coloration is those who possess an almost purely black pelt. They are not completely black, as their rosettes are still visible as a deep reddish-brown, but they are rare enough that their birth is often seen as a sign of a direct blessing from n'Qa Usaku, the Unish'ohri of the Night, whom most refer to as merely the Shade.	
Lizardfolk	Humanoid	MotM		Jahoga Bayou	The E'Otucha Federation, independent bands, Opwanu Oju Tribe, the Eight Sivuyyaak Tribes, the Dláshge'e Nation, the Pysucha Quesendom	Kuaronare	
						Feelnaas	
						Long Trunks and Powerful Tusks: The Feelnaasi claim to giant-heritage is difficult to dispute. One of the largest peoples of Ana'qapa, they stand between seven and a half and nine feet tall. Like many peoples of Ana'qapa, they are bipedal with four digits on their hands and feet. However, their feet are flat-bottomed, and their digits are pressed closely together to help maintain the balance of their massive bulk. Their skin tends to vary from grayish brown, to light gray, to an almost black color, and is thick and wrinkly. They have massive ears which they use to help control the temperature of their bodies, turning them toward or away from the sun depending on whether they are trying to warm up or cool down, but their most unique feature is their long trunks which dominate their faces. Their trunks act as a fifth appendage, and although not dexterous, can still perform basic tasks around. Additionally, most, if not all, Feelnaasi also possess a pair of long tusks which protrude from either side of their mouths. In their culture, the size, length, and curve of tusks are considered to be a beauty standard. Often they will carve or decorate their own tusks to enhance their beauty.	
Loxodon	Humanoid	GGR		Maharapá	Tuarwha City-States, the Ojjoba Princedom, the n'Dhol'qa Reign, the Háns-ó-kóy Hóhà Dynasties, Great Zvaragwati, avoid the Eight Sivuyyaak Tribes		
						An alternative to carving their tusks for looks and fashion that many elder Feelnaasi, or those charged with keeping stores, will engage in is to carve marks for the stories that they collect. Sometimes these are simple hatches which communicate to others how many, and what kind of story that the Feelnaas has memorized, but sometimes they are elaborate markings which tell stories in and of themselves.	
						Esouwen	
						Children of the White Bison: Esouwen usually stand around eight to twelve feet tall, and dwarf most other Ana'qapacans. There are some stories that suggest that like the Feelnaasi, Grukiga, and Sangori, that they possess giant's blood, but most Esouwen story keepers deny this. Nevertheless, most Esouwen speak a variant of Kúkak and use it to interpret their most ancient oral traditions. Esouwen stand upright and have two legs and arms. Their feet end in black hooves, but their hands have four independent digits. Their bodies are covered in thick, bristling fur which is usually a shade of brown somewhere between tan and walnut and sometimes even black. While-furred Esouwen are not unheard of, but one has not yet been born in the 4th Cycle.	
Minotaur	Humanoid	MotM		Rirapá	Tuarwha City-States; n'Dhol'qa Reign, the Ojjoba Princedom, the Q'ayralaқта Empire, the Eight Sivuyyaak Tribes and Háns-ó-kóy Hóhà Dynasties		
						Esouwen tend to be top-heavy, with broad, thick trunks and wide, muscled shoulders. Their manes and beards (all genders grow beards) are the thickest fur on all of their bodies, and some Esouwen, particularly those that live more sedentary lives and alongside other Ana'qapacans, take great pride in the volume of their manes, and often style and them and dye them with colorful greases. Their broad faces end in thick, black noses with wide-set nostrils. Their eyes are relatively small and set wide-apart on their faces. Most (but not all) Esouwen grow thick, black, conical horns by the time they reach adulthood.	
Orc	Humanoid	MotM		Soolabu Steppes	Háns-ó-kóy Hóhà Dynasties, Great Zvaragwati, the n'Dhol'qa Reign, the Tsuarwha City-States	Fu'ka	
Owlin	Humanoid	SACoC		Nid d'Lena		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Reborn (Lineage)	Humanoid	VRGR		O'ichwanu		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Salix	Fey	MotM		Dowúdnas		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Saa Eir	Humanoid	MotM		CAE, Dowúdnas		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Shadar-kai	Humanoid	MotM		CAE, Dowúdnas		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
						Erankiyan	
Shifter	Humanoid	MotM		Zvaragwati	Great Zvaragwati; any, but uncommon amongst the Confederated Islands of Yedesétochi, the Ojjoba Princedom, the Tsuarwha City-States		
						A Beast Within: Erankiyan somewhat resemble the Runa, and sometimes others of the Old Ones, though those bloodlines are diminished day by day. Due to this they are bipedal peoples, walking on two limbs with five fingers on their arms that they use to operate tools. Where they differ from the appearance of the Old Ones, however, is that all Erankiyan have a special relationship with one particular animal nation, whether it be deer, llama, jaguar, boar, or elk. Whatever nation they are related to, it is obvious upon their features. Most Erankiyan are considerably hirsute, and even those more closely connected to bird, serpent, or insect nations are likely to sport feathers, scales, and chitinous plates where hair might otherwise grow. Likewise, deer and elk Erankiyan often have racks growing out of their skulls, bird Erankiyan sometimes have beaks instead of lips, and predators of all types have sharp teeth and claws.	
Slimic-Hybrid	Humanoid	GGR		(n/a)			
Tabaxi	Humanoid	MotM		Mnamduma Hills	The n'Dhol'qa Reign; any, except the Confederated Islands of Yedesétochi, the Eight Sivuyyaak Tribes	Igotzwe	
Tiefling	Humanoid	PHB		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Bastebuhl)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Disaster)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Eterna)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Glasava)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Leviath)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Mammoon)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Mephistopheles)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Variants)	Humanoid	SCAG		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
Tiefling (Zaris)	Humanoid	MToF		Newdd Kor Portship		Colonial immigrants. (While present in Ana'qapa, they are not an option during character creation.)	
						Q'ayralaқта Empire: the E'Otucha Federation, Pysucha Quesendom, n'Dhol'qa Reign, and Great Zvaragwati; Yedesétochi*	
Turtle	Humanoid	MotM		Q'ayralaқта Empire, Karumbaká		Vyatonare	
						Temer'sr	
						Pearls and Crystals of the Deep: Like many Ana'qapacans who claim Runa heritage, the Temer'sr are a proud people, who spend significant time on their clothing, jewelry, and general appearance. Their skin-colours range from green-blue turquoise and jade, to an almost red, deep purple. But they most commonly have dark blue or dark purple scaled skin. They have long, pointed, almost fin-like ears, and large black eyes which radiate to almost a quarter again their size in the darkness to draw in more light. Otherwise, their appearance is reminiscent to the Runa, with two legs, two arms, and a fleshy protrusion for a nose. Their hair is sparse, and grows most prominently on their heads. Both masculine and feminine Temer'sr can grow facial hair, but it is usually very thin.	
Tolon	Humanoid	MotM		Gungwarino, Yedesétochi	The Confederated Islands of Yedesétochi, the E'Otucha Federation, the Pysucha Quesendom; Great Zvaragwati; Gótedtoch Nomads		
						Temer'sr tend toward elaborate hairstyles which favour braids, and weave in shells, fish-bones, shiny stones, crystals, pearls, and even seaweed and coral. They also heavily favour tattoos, either depicting family stories (most often stories of their parents, but sometimes more ancient ancestors), or else tattoos which display the Quandir script, and list the names of their families and loved ones, the enemies they've killed, or both. They have perfected a tattooing technique in which their tattoos carry phosphorescent qualities, and glow in the dark.	
						Temer'sr clothing is highly sought after across Ana'qapa, not only because there is no one in the realm who constructs sturdier water-resistant and cold-resistant clothing, but because their textiles are considered to be some of the most elaborate, and hence beautiful, in all of Ana'qapa. Religious Temer'sr tend to favour T'hirri (Taunty Dilly), but a close second is Isúrewe (Limpfitha) because of the favour she draws from artists.	
Vedalken	Humanoid	MotM		(n/a)			

ANCESTRY	TYPE	SOURCE	ANAQAPA	LARGEST CONGREGATIONS	POLITY	COMMUNITIES / NOTES	FAMOUS PEOPLE
Warforged	Humanoid	ERH/LW		Newdd Kor Porship		The Forged: throughout Gylldir history, the magic of the Inaethri has been described as working wonders. The heavens and the earth were at their command, and although they could bend reality to their whim, the one power that remained forever beyond them was the ability to create new life. They could scold from other forms, often using the mutable, shape-shifting Aethrin race to forge their likeness (as Galletis did with the wood elves, Jomsund did with the mountain dwarves, and so on), but never truly creating life where there had been none - a power reserved only for the Incari of Myzalis itself. In the midst of the Age of Faith, through trial and error, the first Forged were crafted and granted sentience through magic. Although debate rages on whether they are yet another failure to innovate or a sign of true creation serving as the final masterpiece of the Inaethri, the secrets of crafting the Forged have been shared far and wide between conclaves and communities of Aethrin looking to follow in their gods' footsteps. Though by no means is it written into their consciousness, the Inaethric secrets that craft the Forged are often similar enough by the creed of their patron deities to classify them in the following ways: to the gods of Arcana, they are known as the Rune-forged; to the gods of Death, the Necro-forged; to the gods of the Grave, the Spirit-forged; to the gods of Knowledge, the Tome-forged; to the gods of Life, the Life-forged; to the gods of Light, the Sun-forged; to the gods of Nature, the Earth-forged; to the gods of Order, the Law-forged; to the gods of the Tempest, the Storm-forged; to the gods of Trickery, the Shadow-forged; to the gods of War, the War-forged; and to the gods of the Forge - and most of Gylldir - simply the Forged. They are far too rare to form their own communities, but over time enough Forged of a similar make may congregate and create their own society.	
Water Genasi	Humanoid	MoM		Zvaragwati	Great Zvaragwati, the Confederated Islands of Yedesstochi, the E'ouacha Federation, the Pytuicha Queenom, and even the Colonias Arenias Unidas	Weredroch	
Yuan-ti	Humanoid	MoM		Mba'ovu Fens	Pytuicha Queenom, the E'ouacha Federation, Great Zvaragwati, and The Confederated Islands of Yedesstochi, the Qayralaqa Empire, Zu-kuo-toa bands	Jeronare	
<i>Astral Elf</i> *	Humanoid	SAIS		(n/a)	(n/a)	(n/a. Astral Elves are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
<i>Autognome</i> *	Construct	SAIS		(n/a)	(n/a)	(n/a. Autognomes are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
<i>Giff</i> *	Humanoid	SAIS		(n/a)	(n/a)	(n/a. Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
						Q'ayra They-Lost-Their-Tails: Q'ayra are one of only a few amphibious Ana'qapan ancestries, and are not born "live" but rather in clutches of eggs. The oldest stories of Q'ayra egg-clutches link their origins to Lake Unquncha, but in the Fourth Cycle, most Q'ayra clutches are deposited by their mothers in specially built cisterns located at the heart of Q'ayra temple-cities. Sometimes Q'ayra who give birth further away from these cities will choose special parts of the qay'ran aqueducts, or even the ancient way, in rivers, streams, and pools—but this is rarely considered a safe way to raise a clutch. When Q'ayra are born, they are always a dull grey colour, and have tails which disappear as they mature and gain their colours. Q'ayra all sport specific skin colours which indicate their societal role, and the 'caste' to which they belong. The colours are green, the 'lowest' strata, which are usually the laborers, soldiers, and common folk amongst the Q'ayra. After that are the blue, who are artists, artisans, creators, and inventors. They are most often responsible for refining the raw materials provided by green Q'ayra. Purple Q'ayra are usually seen as administrators, bureaucrats, and sometimes low-level leaders. They are often more charismatic than most Q'ayra, trained from birth to help keep society running. Red Q'ayra are scholars and the caste which is responsible for studying secrets and mysteries; the Q'ayralaqa Astrotheology is made up almost entirely of red Q'ayra. There are also two other castes, which sometimes are only recognized as a single caste: orange and gold. Orange are usually great heroes who have achieved an impossible miracle for their people—those born Orange are rare. Finally, golden Q'ayra, the rarest caste, are the Q'ama and Q'oya of the Q'ayralaqa Empire, and their children. All that said, no single Q'ayra is stuck in their caste and skin-color from birth. If an event or social shift would force a Q'ayra into another role, their skin-color merely changes to adapt to their new position; whether it is a Purple Q'ayra forced to labor to feed her family in times of poverty becoming green, or a blue Q'ayra who finds herself wrapped up in a heroic tale and saves her people becoming orange. Q'ayra also secrete a fine liquid from their skin in the same way that many other people sweat, but it is more viscous, if still invisible. It is completely harmless to themselves, but can be quite poisonous to others, even other Q'ayra. Due to this, there is an entire society of blue Q'ayra who refine this substance into a poison which is often used to coat Q'ayra weapons and darts, making their warriors especially devastating on the battlefield. Even the Kullisaq fear to meet prepared Q'ayra warriors in open battle, due to the horrific stories of the overwhelming pain and eventually gruesome death that many have suffered merely from the scratch of one of their weapons. Q'ayra are a small people, usually only two to three feet tall. They have stout bodies, and large, rounded heads with protruding eyes and a long, sticky tongue that is not quite prehensile, but can be used to transfer food into their mouths. Although all Q'ayra are predominantly one of the above-described skin-colorations, they also often have widely varying patterns and colors accompanying their primary color.	
<i>Grung</i> *	Humanoid	OGA		Q'ayralaqa Empire	Q'ayralaqa Empire		
<i>Hadozee</i> *	Humanoid	SAIS		(n/a)	(n/a)	(n/a. Hadozee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
<i>Plasmoid</i> *	Ooze	SAIS		(n/a)	(n/a)	(n/a. Plasmoids are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
<i>Thri-kreen</i> *	Monstrosity	SAIS		Sé'fúshán Desert	Néédlishiya Hunter Bands; Chúniya Bands, the Ojjoba Princedom, the n' Dho'ga Reiqn, the Tausarwha City-States (Rírúspá)	Néédlishiya, Suntu, Surtulaqta, Mamurt	(n/a)
<i>Kender</i> *	Humanoid	DSoDQ		(n/a)	(n/a)	(n/a. Kender are not a standard character creation option and do not exist in nor can they enter this Realm)	
<i>Locathah</i> *	Humanoid	LR		Gungwarino, Yedesstochi	Néédlishiya Hunter Bands; Chúniya Bands, the Ojjoba Princedom, the n' Dho'ga Reiqn, the Tausarwha City-States (Rírúspá)	<i>Bahr'sr</i> The Rainbow Schools: <i>Bahr'sr</i> resemble large bipedal fish, most commonly resembling thunnus (tuna), salmonids (salmon), and catfish, although all <i>Bahr'sr</i> tend to have prominent catfish-like barbels. <i>Bahr'sr</i> have thick trunks, and a layer of fat that helps them survive cold oceanic waters. They have little to no neck, and while their arms are thin and finned, their legs are thick and end in long, spindly webbed toes acting as fins when in the water. Most <i>Bahr'sr</i> also have thick, finned tails which make up about a third of their entire body length. <i>Bahr'sr</i> are hairless, and instead have colourful, spined fins protruding from the back of their heads and sometimes growing all along their backs. While <i>Bahr'sr</i> come in a great variety of colours, the most common values are a bright, metallic blue with yellow fins, a gunmetal grey with pink bellies and lips, or a drab brown with black and white striped fins.	
<i>Verdan</i> *	Humanoid	AI		Faathawsa Wildwoods	Háns-o-kóy Húñá Dynasties, Unallied Bands	Chirjaqi	
<i>Dryad</i> *	Fey	Ana'qapa		Zvaragwati	Great Zvaragwati, rarely aligned with but amongst any near significant foliage; Opurwan Oju Tribes, Háns-o-kóy Húñá Dynasties, the Eight Sivuyaaq Tribes	Mutanhu	
						Chúniya Sé'fúshán Marauders: Chúniya (which means The People Who Sing) in Ba'byasli, are often viewed by their neighbors as fierce, violent raiders, whose presence always means death and loss. Their raids often seem undisciplined and chaotic, which lends to the perception that they are a wild people. However, in reality, Chúniya live by a dogmatic warrior code, and are incredibly clever guerrilla tacticians, and hold a reverence for nature and their deities that dictates their way of life. Chúniya are bipeds with a resemblance to hyenas. Their hair grows in brown, black, and tan mottled stripes and spots. They are tall and strike a magnificent (or terrifying) image. Female Chúniya are almost entirely indistinguishable from male Chúniya, but in fact are somewhat larger, and more likely to be leading raiding bands (as they are considered more ferocious and clever than male Chúniya). Chúniya are believed to only live into their forties or fifties, but due to the fact that they almost always die violently, this is not known for certain.	
<i>Gnoll</i> *	Humanoid	Ana'qapa		Sé'fúshán Desert	Chúniya Bands; Dúshá'n's Nation; Háns-o-kóy Húñá Dynasties; the Ojjoba Princedom, the n' Dho'ga Reiqn, the Tausarwha City-States (Rírúspá)	Chúniya are semi-nomadic. They make temporary camps and seasonal villages, but most other Ana'qapans only encounter their raiding parties, and so the perception is that they are always on the move. Their closest territorial neighbors (n'Doh'vans, Fílo and Goedroch) nomadic peoples. Thri-Kreen Bands, and Tausarwha Hole-Dwellers) fear and despise them and the Kullisaq see them as hardly different from Demons. The solitary exception are the Tausarwha City-States, whose Dauntless Legions regularly repel them from their borders (at least when they are not engaged in civil war with one another). However, Chúniya devoutly follow a warrior code which not only encourages personal concepts of honor and battlefield behavior, but also demands a rigorous devotion to protecting their territory and lands, both through martial and spiritual means. They do not practice agriculture, partially because they see it as a corruption of the land in its natural state, and choose to raid their neighbors that engage in farming. This is both as a means to gather needed resources, and a form of justice delivered to their neighbors who do not have a proper relationship with the land. Despite the lack of love from neighboring cultures, there is nevertheless a grudging respect. Both for their martial ability and for their willingness to stand up to the Kullisaq. Many Ana'qapans wisely choose to not engage with Kullisaq in open combat, but Chúniya will raid their settlements and scouting parties - sometimes suffering for doing so - with a tenacious bravery.	
						Ojjoban Prophecy of the Moon: The Ojjoban claim heritage both from Aloro, the last Night Prince of the Runa, and Dupu, the Unlish'ihri of the Moon and the Night, who stole Aloro away with her into the darkness in order to stave off her loneliness. While they are not the only people who claim heritage from Ojjoban, no one would refute them, as they walk always cast in the shadows of Dupu, the Shade. Although they can be regarded as somewhat hubristic, and there are many who mark them with scorn for the relationships they initially built with the both the Kalmansontes and the Hibeaux Cielonie, they now stand opposed to those forces to the last, and as a people are prepared to die not only to defend their own nation, but their Ana'qapan cousins as well. For although their heritage has influenced their egos, they also do not hold to only what they have been given, and set themselves a standard higher than they would ever expect of any other People of Ana'qapa. They are the inheritors of Dupu, who was the sole protector of the People when the Destroyer Unlish'ihri turned their wrath upon them. They are the living standards of the Shade, and they are responsible for protecting both people and land from the corrupting and destructive influences of the Kullisaq, as well as the dangers that have infected Ana'qapa in their wake. The Ojjoban who would shrink from their duty are few and far between, and even when they do, they are nearly always outcast for being poor examples of their birthrights.	
<i>Kuo-toa</i> *	Humanoid	Ana'qapa		Keef Keele Zifa, sea-borders of Bonwooyo	Zy-kuo-toa Bands; the Eight Sivuyaaq Tribes, the Confederated Islands of Yedesstochi; the Pytuicha Queenom	Zy-kuo-toa, Na'el'oo, Sifhrarak	

ANCESTRY	TYPE	SOURCE	EMERALD ISLES	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarabocr	Humanoid	MotM		Sky Village district in the City of Jewels (along with other Avian/Winged Ancestries)	More likely to follow Avander due to his association with the sky.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Followers of Avander may view themselves with higher standing due to being closely connected to his domain.	
Aasimar	Humanoid	MotM		n/a	More likely to follow Joule due to his association with Celestials.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Celestials are directly connected with Joule's will, so Veldoni Aasimar will likely feel a connection to Joule as well. Those with more prominent celestial ancestry will have a stronger association and may receive special treatment from Joule's followers. Aasimars are considered fully native in the sense that the Aasimar / Veldoni children of Joule have been around longer than any recorded history. While Aasimars have this connection, they may also worship any other God they choose.	Skaldor the Crimson (Ancient historical figure, also Gemstone Veldoni, Paladin of Joule, namesake of Crimson Order Paladins)
Air Genasi	Humanoid	MotM		n/a	More likely to follow Avander due to his association with the weather, wind, and sky.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Bugbear	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Centaur	Fey	MotM		n/a	Fey Ancestries are most likely to follow Bess due to her association with the Occult, or Korus due to her association with magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Changeling	Fey	MotM		n/a	Fey Ancestries are most likely to follow Bess due to her association with the Occult, or Korus due to her association with magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Custom Lineage *	Humanoid	TC&E		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Custom Lineage characters are well suited to the Emerald Isles, as cultural groups are mostly based on religious following rather than ancestry.	
Deep Gnome	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Emerald Isles is cut off from the Underdark, as subterranean expeditions are considered religious taboo. Any character with an ancestry of subterranean origin would come from another realm.	
Dhampir (Lineage)	Humanoid	VRGR		n/a	More likely to follow Bess due to her association with the undead.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Although undead are common in the Emerald Isles, both Gemstone and Shardborn Veldoni have zero and significantly less blood, respectively. So vampirism developed as the leeching of light rather than blood. Vampires are widely feared and distrusted in the Isles.	
Dragonborn	Humanoid	PHB		n/a	More likely to follow Avander due to his association with dragons.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Dragonborn are likely to feel reverence for Avander since Veldoni Dragons are directly connected with Avander's will. Most Dragonborn will visit the Isle of Avander at some point in their lives, in particular, the Hold of Exalos, where the first Veldoni Dragons are said to have emerged from Avander's domain. While this connection exists, there are still plenty of Dragonborn who worship other Gods.	Exalos (Ancient historical figure, philosopher, follower of Avander, founder of the Order of the Burning Wind)
Dragonborn, Chromatic	Humanoid	FtD		-	-	-	
Dragonborn, Draconic	Humanoid	EGW		-	-	-	
Dragonborn, Gem	Humanoid	FtD		-	-	In addition to the above, Gem Dragonborn may have an especially strong tie to Avander due to the crystalline nature of much of the Emerald Isles.	
Dragonborn, Metallic	Humanoid	FtD		-	-	-	
Dragonborn, Ravenite	Humanoid	EGW		-	-	-	
Dwarfgar	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Emerald Isles is cut off from the Underdark, as subterranean expeditions are considered religious taboo. Any character with an ancestry of subterranean origin would come from another realm.	
Dwarf (Hill)	Humanoid	PHB		Isle of Joule (if Aredani Exile)	Descendants of Aredani Exiles may worship Alakani or Joule, but fully naturalized ancestries would have no particular affiliation.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Aredani Exiles from the Second Landing (see Terota World Anvil) included Tritons, Humans, Dwarves, and Elves of all varieties.	
Dwarf (Mark of Warding)	Humanoid	ERLW		-	-	-	
Dwarf (Mountain)	Humanoid	PHB		-	-	-	
Earth Genasi	Humanoid	MotM		n/a	More likely to follow Joule due to his association with geology.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Eladrin	Humanoid	MotM		n/a	Fey Ancestries are most likely to follow Bess due to her association with the Occult, or Korus due to her association with magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Elf (Dark)	Humanoid	PHB		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Emerald Isles is cut off from the Underdark, as subterranean expeditions are considered religious taboo. Any character with an ancestry of subterranean origin would come from another realm.	
Elf (High)	Humanoid	PHB		Isle of Joule (if Aredani Exile)	Descendants of Aredani Exiles may worship Alakani or Joule, but fully naturalized ancestries would have no particular affiliation.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Aredani Exiles from the Second Landing (see Terota World Anvil) included Tritons, Humans, Dwarves, and Elves of all varieties.	
Elf (Mark of Shadow)	Humanoid	ERLW		-	-	-	
Elf (Pallid)	Humanoid	EGW		-	-	-	
Elf (Wood)	Humanoid	PHB		-	-	-	
Fairy	Fey	MotM		n/a	Fey Ancestries are most likely to follow Bess due to her association with the Occult, or Korus due to her association with magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Firbolg	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Fire Genasi	Humanoid	MotM		n/a	More likely to follow Joule due to his association with fire.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Githyanki	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Githzerai	Humanoid	MotM		n/a	-	-	
Gnome (Forest)	Humanoid	PHB		n/a	None in particular	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Gnome (Mark of Scribings)	Humanoid	ERLW		-	-	-	
Gnome (Rock)	Humanoid	PHB		-	-	-	
Goblin	Humanoid	MotM		n/a	None in particular	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Goliath	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Half-Elf	Humanoid	PHB		Isle of Joule (if Aredani Exile)	Descendants of Aredani Exiles may worship Alakani or Joule, but fully naturalized ancestries would have no particular affiliation.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Aredani Exiles from the Second Landing (see Terota World Anvil) included Tritons, Humans, Dwarves, and Elves of all varieties.	
Half-Elf (Aquatic)	Humanoid	SCAG		-	-	Any underwater ocean community in the Emerald Isles would remain relatively close to shore, due to the prevalence of deep ocean monsters.	
Half-Elf (Drow)	Humanoid	SCAG		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Emerald Isles is cut off from the Underdark, as subterranean expeditions are considered religious taboo. Any character with an ancestry of subterranean origin would come from another realm.	
Half-Elf (High)	Humanoid	SCAG		-	-	-	
Half-Elf (Mark of Detection)	Humanoid	ERLW		-	-	-	
Half-Elf (Mark of Storm)	Humanoid	ERLW		-	-	-	
Half-Elf (Wood)	Humanoid	SCAG		-	-	-	
Half-Orc	Humanoid	PHB		n/a	None in particular	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	Benji (founded the left-wing Emerald Party, follower of Effie)
Half-Orc (Mark of Finding)	Humanoid	ERLW		-	-	-	
Halfing (Ghostwise)	Humanoid	SCAG		n/a	None in particular	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Halfing (Lightfoot)	Humanoid	PHB		-	-	-	
Halfing (Lotusleaf)	Humanoid	EGW		-	-	-	
Halfing (Mark of Healing)	Humanoid	ERLW		-	-	-	
Halfing (Mark of Hospitality)	Humanoid	ERLW		-	-	-	
Halfing (Stout)	Humanoid	PHB		-	-	-	
Harpenon	Humanoid	MotM		n/a	More likely to follow Effie due to her association with nature, and mammals in particular.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Anthropomorphic mammalian ancestries are more common in the Emerald Isles due to the influence of Effie.	
Hexblood (Lineage)	Fey	VRGR		n/a	Fey Ancestries are most likely to follow Bess due to her association with the Occult, or Korus due to her association with magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	

ANCESTRY	TYPE	SOURCE	EMERALD ISLES	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Hobgoblin	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Human	Humanoid	PHB		Isle of Joule (if Arediani Exile)	Descendants of Arediani Exiles may worship Alskani or Joule, but fully naturalized ancestries would have no particular affiliation.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Arediani Exiles from the Second Landing (see Terota World Anvil) included Tritons, Humans, Dwarves, and Elves of all varieties.	
Human (Mark of Finding)	Humanoid	ERRLW		-	-	-	
Human (Mark of Handing)	Humanoid	ERRLW		-	-	-	
Human (Mark of Making)	Humanoid	ERRLW		-	-	-	
Human (Mark of Passage)	Humanoid	ERRLW		-	-	-	
Human (Mark of Sentinel)	Humanoid	ERRLW		-	-	-	
Human (Variant)	Humanoid	PHB		-	-	-	
Kalasthar	Humanoid	ERRLW		n/a	More likely to follow Bess due to her association with dreams	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Kenku	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Kobold	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Reptilian ancestries are more recently being associated with the Church of Medios, a new religious movement worshipping the "God of Change". Medios himself has an affinity for reptiles.	
Leonin	Humanoid	MoToT		n/a	More likely to follow Effie due to her association with nature, and mammals in particular.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Anthropomorphic mammalian ancestries are more common in the Emerald Isles due to the influence of Effie.	
Lizardfolk	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Reptilian ancestries are more recently being associated with the Church of Medios, a new religious movement worshipping the "God of Change". Medios himself has an affinity for reptiles.	
Loxodon	Humanoid	GGRR		n/a	More likely to follow Effie due to her association with nature, and mammals in particular.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Anthropomorphic mammalian ancestries are more common in the Emerald Isles due to the influence of Effie.	
Minotaur	Humanoid	MotM		n/a	More likely to follow Effie due to her association with nature, and mammals in particular.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Anthropomorphic mammalian ancestries are more common in the Emerald Isles due to the influence of Effie.	
Orc	Humanoid	MotM		n/a	None in particular	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Owin	Humanoid	SACoC		Sky Village district in the City of Jewels (along with other Avian/Winged Ancestries)	More likely to follow Avander due to his association with the sky.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Reborn (Lineage)	Humanoid	VRGR		Rattletown in the City of Jewels	More likely to worship Bess due to her association with Death.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Those who are reborn may be raised by necromancy. A spirit trapped in an undead body will be able to live as a citizen of Veldoun. A mortal given artificial immortality may earn the ire of society, as immortality is considered the property of the Gods. Such a character may even be a fugitive of the Occult Institute or Crimson Order. A Reborn raised by Bess or one of her minions is directly connected to her will, and will typically be brought back to fulfill a particular duty. Such a character will be treated with hospitality by followers of Bess, including the Occult Institute.	Ixren (infamous lich and provocateur of the Skeleton War)
Salvir	Fey	MotM		n/a	Fey Ancestries are most likely to follow Bess due to her association with the Occult, or Korus due to her association with magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Sea Elf	Humanoid	MotM		n/a	More likely to worship Avander due to his association with the Sea.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Any underwater ocean community in the Emerald Isles would remain relatively close to shore, due to the prevalence of deep ocean monsters	
Shadar-kai	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Emerald Isles is cut off from the Underdark, as subterranean expeditions are considered religious taboo. Any character with an ancestry of subterranean origin would come from another realm.	
Shifter	Humanoid	MotM		n/a	More likely to follow Effie or Bess if associated with one of the major packs	Lycanthropes in the Isles have two major communities. The Hematic Pack is affiliated with Effie and the Shattered Pack is affiliated with Bess. Members of the Hematic Pack have large concentrations in the capital City of Jewels as well as Sparkroot. Members of the Shattered Pack mostly stick to the Isle of Bess, unless they are on official business or otherwise leave the pack.	
Slimic Hybrid	Humanoid	GGRR		n/a	More likely to follow Effie due to their adjacency with druid magic.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Tabaxi	Humanoid	MotM		n/a	More likely to follow Effie due to her association with nature, and mammals in particular.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Anthropomorphic mammalian ancestries are more common in the Emerald Isles due to the influence of Effie.	
Tiefling	Humanoid	PHB		n/a	More likely to follow Bess due to her association with fiends.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Devils within the Emerald Isles are directly connected to Bess' will, so Tieflings share a connection with Bess as well. Devils themselves often assist Bess as soul collectors, and the typical trickery associated with Devils is often a way for them to pass their duty onto another mortal, who may become a devilish servant of Bess after their death. Some devils may wind up as rogue entities in defiance of Bess, but this stigma is not passed onto Tieflings, whose ancestry is often too ancient to decipher what manner of Devil they descend from. Although Tieflings have a connection with Bess, this relationship is not prescriptive, as an individual Tiefling may follow whichever God they wish.	Akrea (renowned healer and druid, daughter of Effie), Tryton (Founder of Occult Party and Occult Institute, former Prime Minister)
Tiefling (Bastabul)	Humanoid	MToF		-	-	-	
Tiefling (Disaster)	Humanoid	MToF		-	-	-	
Tiefling (Eterna)	Humanoid	MToF		-	-	-	
Tiefling (Glasya)	Humanoid	MToF		-	-	-	
Tiefling (Levatus)	Humanoid	MToF		-	-	-	
Tiefling (Mammon)	Humanoid	MToF		-	-	-	
Tiefling (Meschistopheles)	Humanoid	MToF		-	-	-	
Tiefling (Variants)	Humanoid	SCAG		-	-	-	
Tiefling (Zariel)	Humanoid	MToF		-	-	-	
Tortle	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Triton	Humanoid	MotM		Isle of Joule (if Arediani Exile)	Descendants of Arediani Exiles may worship Alskani or Joule, but fully naturalized ancestries would have no particular affiliation.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. The Arediani Exiles from the Second Landing (see Terota World Anvil) included Tritons, Humans, Dwarves, and Elves of all varieties. Any underwater ocean community in the Emerald Isles would remain relatively close to shore, due to the prevalence of deep ocean monsters.	Evona (Shardborn Arediani descendant, follower of Fetuma, famous architect)
Vedalkan	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Any underwater ocean community in the Emerald Isles would remain relatively close to shore, due to the prevalence of deep ocean monsters.	
Waterforged	Humanoid	ERRLW		n/a	More likely to follow Fetuma due to their association with engineering.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Those who create constructs are likely to be followers of Fetuma or Korus, so the culture of the constructs themselves may reflect this.	
Water Genasi	Humanoid	MotM		n/a	More likely to follow Avander due to his association with the sea.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized. Any underwater ocean community in the Emerald Isles would remain relatively close to shore, due to the prevalence of deep ocean monsters.	
Yuan-ti	Humanoid	MotM		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Reptilian ancestries are more recently being associated with the Church of Medios, a new religious movement worshipping the "God of Change". Medios himself has an affinity for reptiles.	
Astral Elf *	Humanoid	SAIS		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Autognome *	Construct	SAIS		n/a	More likely to follow Fetuma due to their association with engineering.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Those who create constructs are likely to be followers of Fetuma or Korus, so the culture of the constructs themselves may reflect this.	
Gif *	Humanoid	SAIS		n/a	n/a	(This ancestry does not exist in the Emerald Isles and can not enter from another realm.)	
Grung *	Humanoid	OGA		n/a	None in particular	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion.	
Hadzee *	Humanoid	SAIS		n/a	More likely to follow Effie due to her association with nature, and mammals in particular.	Any ancestry naturalized to the Emerald Isles likely has crystalline characteristics, whether or not you choose to use the Veldoni, Shardborn Lineage. Anthropomorphic mammalian ancestries are more common in the Emerald Isles due to the influence of Effie.	
Plasmod *	Ooze	SAIS		n/a	A plasmod would have likely arrived in the Isles via meteorite, possibly granting them an affinity for Avander and his followers.	This ancestry has no distinct culture or community apart from other Veldoni, who typically are categorized by their religion. Plane-touched or extraplanar ancestries are not considered unusual in general due to interplanar bleeding throughout the Isles. However, no particular plane-touched ancestry is considered naturalized.	
Thri-kreen *	Monstrosity	SAIS		n/a	n/a	(This ancestry does not exist in the Emerald Isles and can not enter from another realm.)	
Veldoni, Gemstone	Humanoid	-		Veldoun, City of Jewels and Emerald Cove are the largest gathering points for Gemstone Veldoni specifically.	Cultural subgroup usually determined by Patron God. However, some Gemstone Veldoni may feel they have a stronger connection to the Gods than Shardborn Veldoni.	Primary native ancestry of the Emerald Isles. Crystalline humanoids of varying shapes. Rather than congregating based on ancestry, Veldoni of all ancestries gather based on religion, politics, and common trades.	All important figures in Emerald Isles' history have Veldoni ancestry, whether they be Gemstones or Shardborn. The founders of Veldoun, Korus and Astraea, were very Aethrin-like Gemstone.

ANCESTRY	TYPE	SOURCE	EMERALD ISLES	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Veldoni, Shardborn <i>[Lineage]</i>	Humanoid	-		Shardborn Veldoni exist everywhere in the Emerald Isles, even outside the borders of Veldioun.	Cultural subgroup usually determined by Patron God.	Shardborn Veldoni retain the primary physical traits of their main ancestry, with additional crystal characteristics. This crystal is similar in nature to Gemstone Veldoni, but does not necessitate combined ancestry of Gemstone Veldoni and non-Veldoni. Shardborn ancestry will manifest even in completely insular communities of non-Veldoni who travel to the Emerald Isles.	-

ANCESTRY	TYPE	SOURCE	GYLIDD	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM		Orleyvnd	Gylidder	The Cliffs of Orleyvnd: Drawn to the wealth of breezes and clear skies of the Western Inland Sea, Aarakocra of Gylidd congregate in the thousands in the northeastern cliff district of Orleyvnd. They are renowned for their colorful, inventive kites, and intricate banners, depicted here in bustal artwork and descriptions of the City of Sails. Famed Aarakocra musician Shaz Ibrulisham is the most prominent of the Aarakocra legislators who represent this community within the Gylidring. The Get of Gerrod: a commune of outcast asiamar live in Kor under the watchful eye of the Three Speakers, an inscrutable triumvirate of unsavory warlocks who have - thus far - kept themselves out of trouble. Many claim direct descent from Gerrod, the Gylidder Inaethri of perfection, ego, and supremacy. Many more find soothing in the cause less soothing than enjoying the presence of others who refuse to judge the Fallen Asiamar for their corrupted blood or misdeeds. The New Dawn: Many Protector Asiamar flock to this church of Lysav (at Tywodden) and the tutelage of High Priest Hyndag Delfaic, whose congregation numbers in the thousands of bright and hopeful asiamar looking to leave the world better than when they were born into it. They are descended from the celestial servants of Lysav, the Gylidder Inaethri of mercy, order, empathy, and life. Lysav is one of the oldest Inaethri - part of the Pantheon of Ancestry and the most prominent of the oldest buildings on the island. Many politicians, negotiators, and diplomats study the finer aspects of negotiation and peacekeeping here. The Claws of Shula: Originally a fully fledged faction with representation across not only Gylidd but the larger world beyond, a series of setbacks and mismanaged battles have caused the numbers of this community of like-minded Scourge Asiamar to dwindle down to only a few dozen, who gather strength within the halls of Castle Inaethridd. They are descended from the avenging angels of Ysardan, the saint of disproportionate retributive and righteous fury, and their sigils take likeness from Ysardan's fabled pantheric companion. They currently have no leader, but the eldest among them is a Scourge Asiamar named Yiboc Fahl. Gylidder Genasi are descended from Inaethri who left Myzalis for the inner planes of Air, Earth, Fire, or Water long before the Mortal Era began. Their ancestors were infused with the essence of those planes and became elementals in their own right, summoned to the material plane for a medley of arcane reasons. Over time, the elementals' essence was transmuted into mortal bloodlines and the Genasi were the result. There is no single commune of elemental Gylidder Air Genasi, but there are some families well known for their affinity for the element; the Zenit of the Loch District, the Sashdani of Tywodden (literally descended from the Inaethri Ysardan), and Clan Zephous in the Bone Sea. Eyes of the Xhogumal: Bugbears are commonplace among the people of the wandering Xhogumal of southeastern Gylidd, a commune of families comprised of orcs, humans, elves, and other goblinoids. Goblinoids and orcs are relatively recent migrants to Gylidd Syn Aethri, and the realms from which they came were lost to the Brume long ago. Among the Xhogumal, Bugbears are reliable, strong, and cunning scouts and hunters. A prominent Bugbear Clan Leader is Figg Jek Chol, an intimidating - but fair - warlock who venerates Bruwyddir Daudrag, the Ghost of the Ranges.	Shaz Ibrulisham
Asiamar	Humanoid	MoM		Kor, Tywodden, Gylidd Syn Aethri, Castle Inaethridd	Gylidder		The Three Speakers, Hyndag Delfaic, Lysav, Yiboc Fahl
Air Genasi	Humanoid	MoM		Loch District, Gylidd Syn Aethri, Tywodden, the Sea of Bones	Gylidder		Zenit Family, Saqhdani Family, Zephous Clan
Bugbear	Humanoid	MoM		Southern Rachis Range	Gylidder, Xhogumal		Figg Jek Chol
Centaur	Fey	MoM		The Gwassten	Gylidder	The Gwassten Runners: Centaur communities are commonplace upon the Gwassten, where they congregate in herds of free-running families that gather beneath the colossal Cloud Trees. Their open demeanor is quite giving and forgiving, and their architecture - mainly huge, flowing cloth pavilions that can be seen for miles around - is entirely without solid walls, preferring instead to use space and dividing curtains for privacy. Each of the families that roam together send their eldest capable members to gatherings among their own kind, and some among those are granted the authority to represent the Gwassten Runners in the Gylidring. One such leader is Gwendli Tora, a Centaur who channels the summer lightning and speaks with the voice of thunder.	Gwendli Tora
Changeling	Fey	MoM		Egwyddor District, Gylidd Syn Aethri	Gylidder	The House of Change: Changelings in Gylidd are a reflection of the Aethri, a species of supreme shapechangers from which all other races of Myzalis originated. Although nearly all of their legacy is spent, the Inaethri of the god Aurelion contained old magic, which sustained a spark of that infuse mutability to be passed down through the ages. Although they are not automatically venerated as saints of the Morphic Avatar, those whose conduct reflects the god of the spectrum of life and light are often taken under the tutelage of Eobrida, sovereign cleric of the House of Change in Gylidd's Egwyddor District.	Eobrida, Aurelion, Cantha Eryniss
Custom Lineage *	Humanoid	TCoE			Gylidder		
Deep Gnome	Humanoid	MoM		Dragothir, The Effluvian Jungle	Gylidder	Gems of the Jungle: deep beneath the thick canopy of the Effluvian Jungle, under its dense foliage and rich, black earth, are a series of cavernous tens of miles long known collectively as the Dragothin. Within these caverns is the kingdom of the deep gnomes, one of the only legitimate monarchies recognized by the Gylidring. Due to the magical nature of the gemstones they harvest, the earth itself in these subterranean holds responds only to the Dragothin Tsan, the deep gnome monarch who has the blessing of the four Daudrag (elemental dragons) of Gylidd, and without their blessing the entire community would collapse. Through thousands of years of diplomatic evolution (and the influence of the Heartwood's old magic), the feudal society of Dragothir has become a constitutional monarchy with representation by and of the people. Their leader is Dragothin Tsan Hettan XII, a shrewd and brilliant woman with several decades of experience against the horrors of the Brume of the Underdark.	Hettan XII, Seamfinder
Dragonborn	Humanoid	VRQR			Gylidder	In Gylidd, vampirism (and thereby dhampirism) are exceedingly rare. Their creation stories are often as individually unique as they are tragic, since legal undeath is typically highly regulated and even then not often vampiric. There is one particularly famous exception in the Realm, however: Ley Dhampir A ley vampire is a vampire who has undergone ritual experimentation and meditation to sate their thirst for blood by instead drinking from the inherent ley energy of the planet. In this way, a vampire can learn to avoid causing death and pain to their other beings, preventing the inexorable shift toward evil that usually follows in vampiric walks. In addition to their vampire no longer fear sunlight, running water, and other weaknesses of vampires, although they must return periodically to meditate in an area with a high confluence of ley energy to maintain their strength. There is currently only one true ley vampire in existence, Amrith Hogane, who has been attempting to replicate the process with other vampires for over 50 years. In recent weeks, the Advocate of Gylidd has had a breakthrough with lesser vampires, demonstrating the ability to wear vampire apparel (but not yet true vampire like horns) from their taste for blood and dependence upon the night, transmuring them into Ley Dhampirs. They do not share his mastery over the Ley Energy of Myzalis, but they are also unbound from it, allowing them the freedom to pursue their own lives once again.	Amrith Hogane
Dragonborn	Humanoid	PHB		(Anywhere in Gylidd)	Gylidder	Blood of the Dragons: Many of the Dragonborn of Gylidd are the direct descendants of the Great Wyms of Gylidd. Four of them - known collectively as the Daudrag - are something more, having blended their essences with the elementals of the inner planes, but the others of great might and incredible lifespans still reside with their children in lairs and homes all across the island. The Daudrag are as follows: Iztrichia the Red, Bruwyddir the Gold, Vykdamir the Shadow, and the four harmoniously in and around Gylidd Syn Aethri itself. In the outer reaches of the island are the rest of the Chromatics and Metalls. Among them are: Shangg Swarth the Blue, Eir Karanmas the Black, Houladrucing the Green, Jin Jeth Basim Nim the Copper, Bekrahnikna the Silver, Oatsegg Meirien the Brass, and Klathou Omra the Bronze. These homes are among the oldest and best guarded secrets in Gylidd, although they are occasionally seen in the skies above and among the people during important events. Their descendants and bloodlines permeate much of Gylidd, and so too do the Dragonborn.	The Dragon Lords of Gylidd, Ilymsureng Hwaithra, Kavr
Dragonborn, Chromatic	Humanoid	FTaD		(Anywhere in Gylidd)	Gylidder	As Gylidder Dragonborn, although this species takes more after their draconic ancestor's force of personality than their inherent element.	The Dragon Lords of Gylidd
Dragonborn, Draconic	Humanoid	EGW		(Anywhere in Gylidd)	Gylidder		The Dragon Lords of Gylidd
Dragonborn, Gem	Humanoid	FTaD		(Anywhere in Gylidd)	Gylidder		The Dragon Lords of Gylidd
Dragonborn, Metallic	Humanoid	FTaD		(Anywhere in Gylidd)	Gylidder		The Dragon Lords of Gylidd
Dragonborn, Revenant	Humanoid	EGW		(Anywhere in Gylidd)	Gylidder	As Gylidder Dragonborn, although this species takes more after their draconic ancestor's force of personality than their inherent element.	The Dragon Lords of Gylidd
Duergar	Humanoid	MoM		Gwrande Dda, Gylidd Syn Aethri	Gylidder	Children of the Shift: many clans of Grey Dwarves live beneath the surface of Gylidd Syn Aethri in expansive caverns and fortified holes easily as impressive as any that reside on the surface. Much of their history was meager until the great Shift of 14,180 BA, when Vrokiva's wrath drawn by the hubris of the Golemic Pantheon caused all of the city to shift and the surface to crack, which had catastrophic consequences for the subterranean survivors. In response, those heroes, veteran explorers, deep gnomes, and other subterranean species underwent their Inaethri and immediately used their powers to carve out greater holdings for their people below, leading to an explosion of political, economic, and a renaissance of the city. The largest grey dwarf settlement is the city named Gwrande Dda (Gylidder Duergar for "Luten Welt"). Duergar clans to this day draw their favor from the Grey Councilors, who have boldly led the mighty houses forward to prominence in the Gylidring so they would never be overlooked again. One of their greatest Councilors is Nathuri Hakbrikkan, an arcane priest of Jyudah who has earned great favor with Vykdamir - the guardian of the depths they share.	Nathuri Hakbrikkan, Brasagh, Katron, Jyudah
Dwarf (Hill)	Humanoid	PHB		The Hangor Hills	Gylidder	Hangor Hillpeople: Within the Gylidd Valley, upon the northern reach just before the settlement of Hangorfydd lie the Hangor Hills, where the largest concentration of hill dwarves hail. They are renowned for their affinity for the arts such as music and open air theaters which offer breathtaking views of Gylidd Syn Aethri from the broad rises upon which their communities are built. Although the hill dwarves are very supportive of the metropolis to their south, they tend to pay lip service to its politics, and as a result not many living hill dwarves from this region have made a name for themselves. Instead, they try to live up to the memories of their ancestors' great deed names: Titansmasher, Vexhammer, Onastiller, and Cloudcaller, just to name a few.	Clan Titansmasher, Clan Vexhammer, Clan Greatfiller, Clan Cloudcaller, Aukkyroma (aspect), Jomrune
Dwarf (Mark of Warding)	Humanoid	ERILLW		(Anywhere in Gylidd)	Gylidder	As any Gylidder Dwarf, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Makk
Dwarf (Mountain)	Humanoid	PHB		The Halfen Valley, Dobkwar	Gylidder	Dobkwar's Finest: the Fading Peaks of western Gylidd are a mist-cloaked dagger directly into the heart of the island, and the mountain dwarves of the fortress city Dobkwar are the first line of defense between Gylidd and the horrors of the Brume. Highly populated and just as expansive above the surface as the works below, the community has not only become a safe haven but none more than the folk of the mountain town Kor Hlasiu. Dobkwar has many districts split between the caverns of the lightdark, the fortresses of the eastern slope, and the tiered farmlands that stretch out into the western plains of Orleyvnd. Each of these districts has a representative, and the most respected mountain dwarf among them is Yumchakko Volan, minister of the High Fortress of Freksaboth ("the hundred untouched steps") a landmark of peerless defenses that has never been conquered by any invader.	Yumchakko Volan, Glathen Grand Stonesaber, Rahrun
Earth Genasi	Humanoid	MoM		The Southern Rachis Range, Dobkwar, Hangorfydd	Gylidder	Gylidder Genasi are descended from Inaethri who left Myzalis for the inner planes of Air, Earth, Fire, or Water long before the Mortal Era began. Their ancestors were infused with the essence of those planes and became elementals in their own right, summoned to the material plane for a medley of arcane reasons. Over time, the elementals' essence was transmuted into mortal bloodlines and the Genasi were the result. There is no single commune of elemental Gylidder Earth Genasi, but there are some families well known for their affinity for the element; the Stonemom of the nomadic Xhogumal, the Obelisk family of Dobkwar (literally descended from the Inaethri Jomrune), and the Shaleren of Hangorfydd.	Stonemom Tribe, Obelisk Family, Shaleren Family
Eladrin	Humanoid	MoM		The Gwassten, the Verdant Mesa, the Peefilled Wood, Lumyn Hills	Gylidder	Season's Path: Though Eladrin can be found in many places in Gylidd - most especially Hynfaol and Zhen Israhadasha - there is only one group in Gylidd that can claim the highest concentration of these elves. Known as Luby Timor ("Season's Path") this nomadic society of eladrin-led sylvan races journey between four specific locations within the island throughout the year: following the summer to the humid Gwassten, the fall to the arborous Verdant Mesa, the winter to the tundra Petrifed Wood, and the spring to the floral Lumyn Hills. A rotating title among this society is that of the Aedling, a title of leadership that is passed between elders of the eladrin who are chosen by the Incant of the seasons they worship, who effectively speak for their seasons within the Gylidring. The current Winter Eladrin Aedling is Simbhabinn ("Frostbones"), an ancient elf with the patience of gathering snow.	Simbhabinn, Sarinaya, Chimniansi
Elf (Dark)	Humanoid	PHB		Ymora, Serisenmur, Ahalyedar, Gulpatha, Ozanika, Nyh Gylid	Gylidder	Six Cities of Darkness: beneath the western half of Gylidd lay are a series of six cities populated primarily by dark elves. They are Ymora (beneath Gylidd Syn Aethri City), Serisenmur (beneath the Northern Rachis Range), Ahalyedar (beneath the Gwassten), Gulpatha (beneath the Orleyvnd plain), Ozanika (beneath Hynfaol), and Nyh Gylid (beneath Gylidring). Connecting them in a circular fashion is a single road crafted by the deep elves' Inaethri during the Age of Stone, which is a chasm wide and tall enough to sport its own ecosystem as it stretches for hundreds of miles between the six major settlements and deep enough to avoid the waterways on the surface. Though dark elves have (as many other races) spread out to form sizeable communities among the other deep dwellings of the island, the rich history of each of their settlements is even enough to encourage tourism - and even migration - into their realms. The leaders of the six settlements are their prime ministers, who also serve as their representatives in the Gylidring. They are Mahremsein of Ymora, Gurscaraya of Serisenmur, Athlkhian of Ahalyedar, Peymimaken of Gulpatha, Atephris of Ozanika, and Bewinbreth of Nyh Gylid.	Mahremsein, Gurscaraya, Athlkhian, Peymimaken, Atephris, Bewinbreth, Tuuth
Elf (High)	Humanoid	PHB		Zhen Israhadasha	Gylidder	Archons of Haech: the greatest concentration of High Elves in Gylidd live in Zhen Israhadasha, where worship of the ancient Hachaywiddic pantheon - the trinity of Calelis, Kethiarqueya, and Tahisail - is commonplace. The city's founding traces back to a schism at the end of the Hachaywiddic empire between the High Elves who revered Tahisail as the greatest of the three) and the Wood Elves who revered Calelis as the greatest of the three), around the year 33,179 BA. This resulted in the migration of the high elven population of Hynfaol north to the Effluvian Jungle, where the high elves created a new city worthy of their sun god. Although the two species have become far less segregated over time as their contentious history and have become more integrated, most high elven born in Gylidd still draw their lineage from Zhen Israhadasha. The leader of the high elves at one time was synonymous with the high priest of Tahisail, but in light of that god's departure into darker methods, once a century the Zheni now elect their leader from among their greatest political minds. Lenrithron al Bofa - a high elf cleric of Kethiarqueya - is their current speaker, at the head of a council of twelve district representatives.	Lenrithron al Bofa, Aukkyroma (aspect), Rasafal, Tahisail
Elf (Mark of Shadow)	Humanoid	ERILLW		(Anywhere in Gylidd)	Gylidder	As any Gylidder Elf, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Oaisrebren Ushavedd, Relerin
Elf (Pallid)	Humanoid	EGW		Lyn Yfedd and Lyn Yfede, Gylidd Syn Aethri	Gylidder	Selaruun's Children: many elven settlements had existed on Gylidd island before the Ripple and the Brume that followed. While Hynfaol on the southwestern side survived the event relatively unscathed, the cities of the Pallid Elves - known in Myzalis as Selaruun (Moon Elves) - on the eastern half were mercilessly gaged by Vrokiva. The descendants of those who survived the event have spread throughout the island, mostly congregating within Gylidd Syn Aethri itself. Their species has never since reached a plurality anywhere, but the highest concentration of these elven families can be found in the twin towns of Lyn Yfedd and Lyn Yfede - the Selaruun Elven terms "to see" and "to rise" - under the high priest Yondhrith, whose congregation is the grand Lumyn Hills and have become the soundest in the biosphere. In fact, it is said that this is one of the most peaceful places in all of Myzalis that Vrokiva will never go - as the erasure of the elves would cause more harm than good to nature. The wood elves past and present have been its wardens for so long that no recognizable system of governance is necessary, but the eldest dwarf among them at present the legendary ancient Arch Hierophant Tabbasemayuk - sends representatives to the Gylidring to retain the votes entitled to Hynfaol to ensure that the woods are protected from both within and without.	Yondhrith, Kethiarqueya
Elf (Wood)	Humanoid	PHB		Hynfaol	Gylidder		Tabbasemayuk, Calelis

ANCESTRY	TYPE	SOURCE	GYLIDD	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Fairy	Fey	MoM		The Feywild; Hynfaol; Zhen Israhadasha; Corsdych; the Shadow Eives Domain, the Grove of the Fethine	Gyldider	Spirits of the Feywild: The Fairy species' presence in Gylidd is nearly as old as the entire island, dating back to the very first portals to the plane of the Fey. These interplanar gates were formed by the synergy of Floral and Faunal Incarni growing large and wild in the absence of mortals, long before any aethrin walked the land. Myzels was without guile then, but the untrained wildness of precivilization Gylidd was a dangerous realm of vicious, merciless predation, and the fair folk stayed near their portals to hear the news. Most even settlements were built around these gates, many of which stand to this day, such as in the heart of Hynfaol, Zhen Israhadasha, Corsdych, and the Shadow Eives Domain far from the surface. As the eastern end of the island begins to get more and more visitors, rumors abound of pockets of Faeries maintaining faint, weak leylines around Feywild portals in the Forest of Hope and the Coast Rebars, such as the Grove of the Fethine, where the last of the Gylidder Faerie Kings holds their court.	King Eimander, Queen Kaja
Furbolg	Humanoid	MoM		Fading Peaks, Melting Moor, Ghostflame Fields, Vrokiwa's Grasp, Forest of Hope	Gyldider	Tongue of the Wilds: Although no single settlement of the blue-skinned giants exists in large enough numbers to have a name of its own, several smaller communities of Furbolgs tend to the spaces near Vrokiwa's Brume. Their affinity for both material nature and the sylvan leywild allows them to exist in this perilous border realm as far from civilization as anyone can be on Gylidd. The fribolg of the Fading Peaks are led by a Rune Knight named Laughter-like-Rolling-Stones; the fribolg of the Melting Moor are led by a Shepherd named Fen-Cap-is-Breathing; the fribolg of the Ghostflame Fields are led by a merciless Zealot of Vrokiwa named Turn-Back-or-Die; and the fribolgs near Vrokiwa's Grasp by the Beasmaster Where-She-Goes-I-Go. The fribolg of the Forest of Hope are led by several naturalists - in the north by the Hunter Hands-Full-of-Beans and the Forest Druid Hungers-all-the-Time, in the south by the Totem Warrior Hoppeh-Bird and the Fey Wanderer Why-Walk-When-Run. They do not often send representation to the Gylidings, as their borders are clearly defined by Vrokiwa and not by any mortal law, but when they do show to vote it is to lobby others to aid them in repelling possessed beasts and the Greyfath.	Tabeadr, Laughter-like-Rolling-Stones, Fen-Cap-is-Breathing, Turn-Back-or-Die, Where-She-Goes-I-Go, Hands-Full-of-Beans, Hungers-all-the-Time, Hoppeh-Bird, Why-Walk-When-Run, Glory, Shadow
Fire Genasi	Humanoid	MoM		Sofren District, Gylidd Syn Aethri; Walhamen; Bumbleback	Gyldider	Gylidder Genasi are descended from Inaethri who left Myzels for the inner planes of Air, Earth, Fire, or Water long before the Mortal Era began. Their ancestors were infused with the essence of those planes and became elementalists in their own right, summoned to the material plane in a medley of arcane reasons. Over time, their elemental essence was transmuted into mortal bloodlines and the Genasi were the result. There is no single commune of elemental Gylidder Fire Genasi, but there are some families well known for their affinity for the element; the Bannin of the Sofren District (literally descended from the Inaethri Eilsanon), the Shachar Family of Walhamen, and the Burningham tribe of Bumbleback.	Bannin Family, Shachar Family, Burningham Tribe
Githyanki	Humanoid	MoM		Githyadnan District, Hynfaol	Gyldider	Astral Aethrin: The Githyanki are a race evolved from the shapechanging Aethri and invested with an affinity for the realm between realms. Originally they venerated an inaethri named Gith who sacrificed themselves to help their people escape from Vrokiwa's Brume by exiting them to the Astral Plane in 19,104 BAI (an event they simply call "The Exodus"). There they remained for tens of thousands of years, cultivating communities and civilizations of their own long after their Inaethri patron was destroyed. The Gith are innately physically talented, blending a mastery of mentalism (a necessary trait for navigating the often treacherous Astral Sea) with a skill at arms honed from countless battles against the endless presences of their domain. A few Githyanki have found their way back to the material plane over the millennia, either as emissaries to their people or as refugees seeking the stability of Gylidd Syn Aethri to make new lives for themselves. Those who remain in Gylidd have several communities, and the most well-known of these is the Githyadnan Enclave in sylvan Hynfaol, under the protection of the ancient matriarch Givren Aisoon, an war mage and peer.	Chennai Ajdel, Givren Ai-sool
Githzerai	Humanoid	MoM		Dreflen Lawr, Gylidd Syn Aethri	Gyldider	Aethrin of Limbo: The Githzerai were originally Gith, like their Githyanki cousins, and shared the same ancestral god. Unlike the Githyanki, the Githzerai were sent to an entirely different extraplanar realm during the Exodus - the realm of Limbo, a goddess plane of chaos. No Gith scholar still lives who knows the truth; some surmise that it was Vrokiwa's old magic that warped the spell, while others (especially the Githyanki) believe it was a lack of faith in their shared god that forced a schism. Due to their circumstances, the Githzerai were forced to master themselves or become the spawn of chaos, and so those Githzerai who survive to present day are the children of those who embraced magic, discipline, and shared faith in their community. Some Githzerai have found their way to the material plane in the millennia since the Exodus, and those who come to Gylidd Syn Aethri are sometimes diplomats or agents of their people, but are usually wanderers or refugees looking to embrace the stability and peace of Gylidd. The largest community of Githzerai in Gylidd form nearly ten percent of the township of Dreflen Lawr, on the "coast" of the Sea of Bones, and the wisdom of their council is the wisdom of their council of elders.	The Githzerai Council of Elders
Gnome (Forest)	Humanoid	PHB		Greenlea, Fain Wood	Gyldider	The Un-Fain: The largest community of Forest Gnomes in Gylidd lived in the shadow of the arcanist Fain, whose transmutation magic still permeates the Fain Wood to this very day. They came to Gylidd from a distant land called "Greenlea," consumed by the Brume thousands of years before the Mortal Era, and eventually came to call their wood Greenlea, until the arrival of Fain in the year 3011 AI. The transducer - by all accounts - somehow captured the entire settlement and held it for ransom with none the wiser until the Forest Gnomes themselves were able to overthrow him (with the help of the Henwyd druids) in 3488 AI. Their numbers have greatly diminished since those days, and so too has much of their legendary ritual magic learned from the arcanist's hidden libraries. These days, the community is watched over from the tower by the druids of Henwyddon, and left to govern itself under the leadership of the fiery sorcerer Machs Benef Orto, their representative at Gylidying.	Machs Benef Orto
Gnome (Mark of Scribing)	Humanoid	ERRLW		(Anywhere in Gylidd)	Gyldider	As any Gylidder Gnome, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	(na)
Gnome (Rock)	Humanoid	PHB		Hangorfeydd, Gylidd Syn Aethri	Gyldider	Shorn from Ard'dachwy'r: At the base of the southernmost grand peak of the Northern Rachis Range lies Hangorfeydd, one of the greatest cities of invention in all of Myzels. Its wonders and projects are crafted there, and very few exist that do not pass through the hands or pat the eyes of a rock gnome. Although not all are drawn to explore their innate talent with artifice, many of Gylidd Syn Aethri's gnomish population were raised to the song of the arvil. The High Priests of Jormune - currently led by Archpatri Lexim Dan'Yavin - are keen to make sure that no matter where their people go, Hangorfeydd is home.	Lexim Dan'Yavin
Goblin	Humanoid	MoM		Southern Rachis Range	Gyldider, Xhogumal	Faith of the Xhogumal: Goblins are commonplace among the people of the wandering Xhogumal of southeastern Gylidd, a commune of families comprised of orcs, humans, elves, and other goblinoids. Goblinoids and orcs are relatively recent migrants to Gylidd Syn Aethri, and the realms from which they came were lost to the Brume long ago. Among the Xhogumal, Goblins and orcs are often relied upon for their wisdom and patience, and tend toward roles that build community such as priests and teachers. A prominent Goblin Clan leader is Vrungia, a priest of life who espouses the teachings of Mihere the Arable Arrow.	Vrungia
Goliath	Humanoid	MoM		Dantawyr, Ymeradwyr	Gyldider	Gems of the Emperor: Perhaps unsurprising is the fact that when the Goliath Inaethri and their people came to Gylidd, they sought out the very tallest mountains they could establish themselves among. First and highest among all of the peaks of the Rachis Range is Ymeradwyr, the "Emperor", and naturally several hardy clans of Goliath have claimed its frost-tipped, highly-vertical, and treacherous slopes. Although the settlement of Dantawyr (Skyfang) is incredibly far from Gylidd Syn Aethri and many times harder to visit, the Goliath here are proud, and their contributions to the culture and protection of the city, taking their roles as the northeastern Brumewardeners very seriously. Their leader, Shalheh Starshot, is a legendary archer from a long line well known for their incredible precision at equally incredible ranges, repelling Brume-possessed winged terrors from crossing the Rachis into the Gwassten breadbasket.	Shalheh Starshot
Half-Elf	Humanoid	PHB		(Anywhere in Gylidd)	Gyldider	Children of Gylidd: Over tens of thousands of years of settled history on Gylidd, between the elves of Hynfaol and Zhen, those migrating to the island from elsewhere and those simply passing through, there are countless half-elves whose parents are descended from a broad manner of elves and other species of humanoid. This group represents those for whom the past is less of a guide and more of a wide and broad example of potential futures, and no one place in Myzels has a greater variety of half-elves than Gylidd Syn Aethri City.	Eblin, Koris
Half-Elf (Aquatic)	Humanoid	SCAG		Corsdych and Sudiboda, Gylidd Syn Aethri	Gyldider	As any Gylidder Half-elf, although this species usually draws heritage from the sea elves of the Inland Sea and the sunken townships of Corsdych and Sudiboda.	(na)
Half-Elf (Drow)	Humanoid	SCAG		Ymorra, Serisennur, Ahalyeadr, Gulpatha, Ozanika, Nyth Gylad	Gyldider	As any Gylidder Half-elf, although this species usually draws heritage from the deep elves of the six cities of Ymorra, Serisennur, Ahalyeadr, Gulpatha, Ozanika, and Nyth Gylad.	(na)
Half-Elf (High)	Humanoid	SCAG		Zhen Israhadasha	Gyldider	As any Gylidder Half-elf, although this species usually draws heritage from the high elves of Zhen Israhadasha.	(na)
Half-Elf (Mark of Detection)	Humanoid	ERRLW		(Anywhere in Gylidd)	Gyldider	As any Gylidder Half-elf, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Odaree
Half-Elf (Mark of Storm)	Humanoid	ERRLW		(Anywhere in Gylidd)	Gyldider	As any Gylidder Half-elf, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	(na)
Half-Elf (Wood)	Humanoid	SCAG		Hynfaol	Gyldider	As any Gylidder Half-elf, although this species usually draws heritage from the wood elves of Hynfaol.	(na)
Half-Orc	Humanoid	PHB		(Anywhere in Gylidd)	Gyldider, Xhogumal	Children of Gylidd: Over tens of thousands of years of settled history on Gylidd, between the orcs of the Xhogumal and Korgosha, those migrating to the island from elsewhere and those simply passing through, there are countless half-orc bloodlines whose parents are descended from all manner of orcs and other species of humanoid. This group represents those for whom the past is less of a guide and more of a wide and broad example of potential futures, and no one place in Myzels has a greater variety of half-orcs than Gylidd Syn Aethri City.	Ljottr, Maragh
Half-Orc (Mark of Finding)	Humanoid	ERRLW		(Anywhere in Gylidd)	Gyldider	As any Gylidder Half-orc, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Noddis
Halfling (Ghostwise)	Humanoid	SCAG		Varleef, The Petrified Wood	Gyldider	Chosen of Seamfinder: Halflings of this variety are exceedingly rare, but where one is seen there are likely an entire community of others, all drawn closely together out of a sense of community, necessity, and security. Ghostwise halflings come about in many places after halfling communities on weaker leylines were beset upon by the Brume during the Age of Isolation, forced to live quietly and in the shadow of monsters. While scholars agree that many more groups likely exist within it, several townships of these halflings exist within the protected borders of Gylidd, just within the edges of the Brume. One such community - the township of Varleef - nests near the heart of the Petrified Wood, cooked in the long shadow of the leafless trees. Their mayor is Fosco Deadwhistle, a retired and wealthy veteran of the Gylidder Guard.	Fosco Deadwhistle
Halfling (Lightfoot)	Humanoid	PHB		Bumbleback	Gyldider	Heroes at Play: Lightfoot halflings are commonplace in many locations all around Gylidd but nowhere are they gathered in greater numbers than Bumbleback, a large farming village near the head of the Southern Grand Canal where halflings make up most of the population. Most buildings there are small-sized as a result, with the only larger buildings located towards the center of town featuring dormers, rooms, and furniture for both large and small folk. Although casual passers-by may write off their value, those who stay and listen to the proud and noble halfling stories of sacrifice and generosity know that these halflings are anything but ordinary. The mayor of the Gylidder people, the mayor of Bumbleback, Gariad "Chilly" Ivina is a perfect representative of his seemingly lazy - but in truth quite motivated and capable - people.	Gariad "Chilly" Ivina
Halfling (Lotusden)	Humanoid	EGW		Coeden District, Hynfaol	Gyldider	Among the Trees: In Hynfaol, the crown of the Verdant Mesa, an entire district of the city has been run by sylvan halflings for millennia. The Coeden District's buildings are naturally accommodating for creatures large and small, as nature itself makes way for all shapes and sizes. While the people of this settlement are as seemingly whimsical as elsewhere, in truth their community follows the winds and listens closely to the guidance of nature. The leader of the sylvan halflings is Eysylia, a prophetic sorcerer.	Eysylia
Halfling (Mark of Healing)	Humanoid	ERRLW		(Anywhere in Gylidd)	Gyldider	As any Gylidder Halfling, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	(na)
Halfling (Mark of Hospitality)	Humanoid	ERRLW		(Anywhere in Gylidd)	Gyldider	As any Gylidder Halfling, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	(na)
Halfling (Stout)	Humanoid	PHB		The Halffen Valley, Dobkwar	Gyldider	Halffen Valley: To even get to the mighty defenses of the great Citadel of Dobkwar, one must first fight through the ferocious and stalwart warriors of the Halffen Valley, which carves its way east out of the Fading Peaks via the Halffen River to the Northern Grand Canal. Many of these halflings are related to the mountain dwarves, but they take far better to life on the surface than their subterranean cousins. These halflings are equally legendary for having been the people of Beryx, the Dog Knight, and their farmland hills are covered in the topography of faithful and beloved hounds. Carrying on in the proud tradition of their shared ancestor, their speaker is always the leader of the Order of the Dog Knight, currently Sir Hanfo Molybulb, a priest of nature whose guidance and martial skills are as respected as any Dobkwarden.	Hanfo Molybulb, Beryx
Haregon	Humanoid	MoM		Adrafale, the Sea of Bones, Eastern Gylidd Syn Aethri	Gyldider	Racers in the Badlands: The current denizens of Adrafale - a former sea-elf city now reduced to brittle ruins in the heart of the Sea of Bones in eastern Gylidd - court a considerable population of rabbitfolk families. These haregons are hardy and used to lengthy, necessary travel, chafing the desert for resources buried under centuries of sand. Life in the flat, barren wastes is uniquely suited to these high jumping, alacrotous folk, who can avoid the dangers that lurk just below the dunes with their keen senses and swift reactions. Adrafale is named after the first family among haregon populace descended from Aili Adrafale, a master scout whose tireless wandered the eastern Wastes until finally settling in the Sea of Bones upon the discovery of the ancient sea elf ruins around 2500 BAI.	Aili Adrafale, Lafa Adrafale
Hexblood (Lingsage)	Fey	VRGR			Gyldider	In Gylidd, entities capable of infusing aethrin with the energy necessary to transmute them into Hexblood are rare, and the number of creatures they are willing to transmute is even fewer. There are no communities of Hexblood, but there are some beings who are known to have created them for their own reasons. This is not a complete list, merely a sampling of the Hexblood one may meet.	
					Gyldider	Lady Elen of Summerstone: This patron of verdance and bloom is fond of bestowing Quests upon those who seek power, and her Fey are often infused with symbols that reflect her own Quest to seek the Summerstone. Her Hexblood have warm and vibrant tones and fertile plant themes, although it's important to note that brilliant colors can also herald poisons and danger. These Hexblood are colloquially known among the Lady's Fey as Summerstone Seekers or Seekers.	
					Gyldider	Tzokouda, the Dwarf Star: The bear cub of playtime and whimsy often infuses their Hexbloods with exaggerated youth. It is not uncommon for their fair folk to attract those who wish to be children in their lifetime, granting the Hexblood a second childhood. Rumor is that Tzokouda's Champion, Inaelny, guides some of these revitalized inaethri to take on a shadowed aspect to reflect their rage - if that first childhood was fraught with abuse. Tzokouda refers to their Hexbloods as Friends.	
					Gyldider	The Iokuni: These Vrokiwan spirits are exceedingly antagonistic to all but a select few who show the proper reverence for Myzels' untamed beauty when lost in nature near the Brume. Their exact criteria are unknowable, but those who survive the process of being nearly urmead by the Brume gain a unique perspective that few in the world can understand - rare still than near-death. The Iokuni are not known to name the Hexblooded they unneath upon the Realms, but the Greyfath call them Splinters.	
					Gyldider, Xhogumal	Will of the Xhogumal: Hobgoblins are commonplace among the people of the wandering Xhogumal of southeastern Gylidd, a commune of families comprised of orcs, humans, elves, and other goblinoids. Goblinoids and orcs are relatively recent migrants to Gylidd Syn Aethri, and the realms from which they came were lost to the Brume long ago. Among the Xhogumal, Hobgoblins are often relied upon for their uplifting spirits and iron will, and tend towards leadership positions such as guardians and diplomats. A prominent Hobgoblin Clan leader is Kidronr, a paladin of devotion who has spent decades uniting the clans and strengthening bonds between the established families and the newest additions to the Xhogumal.	Kidronr

ANCESTRY	TYPE	SOURCE	GYLIDD	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Human	Humanoid	PHB	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	Bond of the Gathered: Humans are by far the most ubiquitous species of all in Gylidd Syn Aethri, and very few truly "pure" bloodlines still exist. As of 3518 BA, most of what could be considered the "human" species on the island is comprised of people who share such a wealth of common ancestry that no one branch of their family tree can define them. While Changelings may be the greatest physical representation of the ancient chapechanting Aethrin race, humans are their spiritual Gyliddes: former people of Gyliddes, former people of Gyliddes, former people of Gyliddes.	Borsival, Elisaron, Enesh, Gerrod, Ianonrath, Imbar, lanfirya, Kjel, Omensul, Oynhasa, Parasac, Rymath, Sonemach, Tertiva, Y'aridan
Human (Mark of Finding)	Humanoid	ERLW	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	As any Gylidder Human, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Atnach, Mihere
Human (Mark of Handling)	Humanoid	ERRLW	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	As any Gylidder Human, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Erzides Kyssa
Human (Mark of Making)	Humanoid	ERLW	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	As any Gylidder Human, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Gheil, Iswa, Torсандan, Wyrran
Human (Mark of Passage)	Humanoid	ERLW	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	As any Gylidder Human, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Admos, Melmenth, Sonnor
Human (Mark of Sentinel)	Humanoid	ERLW	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	As any Gylidder Human, although this species has either been born of magic due to experimentation, or has undergone arcane rituals to become infused with power that flourishes as they grow. Gylidd does not have dragonmarked houses, instead each Aethrin race has natural affinity for certain types of bonded magic that manifest in similar ways. Their investiture can appear as a literal mark upon their skin, or it may not, as befits the character.	Aukkyroma (aspect), Mafis, Ory, Ruensul, Tseriv
Human (Variant)	Humanoid	PHB	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	As any Gylidder Human, although this species reflects slightly less of the universal nature of their inherent versatility and leans heavily into a particular focus that often corresponds with some particular aspect of their heritage.	(na)
Kalashar	Humanoid	ERLW	(Anywhere in Gylidd)	(Anywhere in Gylidd)	Gylidder	Far Realm Touched: Kalashar are humanoid touched (either at birth or later) by the will of the infinite cosmos and the unknowable beings that call the realm between realms home. Some are watched carefully by impassive or even beneficent entities, while others are driven to the supernatural, or attempt to live at least somewhat normal lives, their spiritual proximity to the Old Ones has left them uniquely talented - or scarred, as individual Kalashar see themselves. There are very few gathered communes of Kalashar in Gylidd, given their incredible rarity.	Rhieth Tychweil, Iles Inehren
Kenku	Humanoid	MoM	Gylidd Syn Aethri, the Effluvium Jungle	Gylidder	Noises and Voices: Kenku on the island are represented in two major communities - the Ashfishers and the Broadbeaks. The Ashfishers live among the central districts of Gylidd Syn Aethri City, where the incredibly dense population provides them the greatest variety of linguistic samples, and the Broadbeaks reside in the depths of the Effluvium Jungle, where the incredible biodiversity of nature provides an equivalent variety of natural sounds. The two groups are very close, but the Ashfishers are more socially integrated with the rest of Gylidd, while the Broadbeaks live with other humanoids rather than a caste. Travel between the two groups is highly encouraged by both communities, to provide future generations ever greater opportunities and knowledge. The leaders of the two groups are the arcanist (Unheard-Loving-Sigh), matriarch of the Ashfishers, and the druid of (Wind-that-Brings-Sweet-Dee), matriarch of the Broadbeaks.	(Unheard-Loving-Sigh), (Wind-that-Brings-Sweet-Dee)	
Kobold	Humanoid	MoM	Yukejter	Gylidder	Between Industry and Invention: Aside from secret warrens built up around the hidden homes of the Dragon Lords of Gylidd, the largest warrens belonging to kobolds on the island are nestled in the Fading Peaks along the Rhondak River, which flows into the Southern Grand Canal. From these caverns which they call Yukejter, the scaled folk mine riches from the earth while they observe three diverse markets of the world: the socialist Botswardens, the libertarian Coudaries, and the Mercantile Lords of Kor. They eagerly barter with all three to gather the best ideas to reinforce and defend their home, which exists along the edges of the Brume, and extends down far enough to reach the outskirts of the Shadow Elves' domains.	Zooskinyadis	
Leonn	Humanoid	MoT	The Gwassten	Gylidder	Prides of the Gwassten: Where the warmth of the Effluvium Jungle rolls over the Byrly Hills and the shade of the day follows the sundial canopies of the lonesome, colossal Clodd Trees, the vast majority of the Leonin people can be found. Much of the settlement of Seard is tended by the Ionfolk, and they can be seen traveling in highly mobile prides from as far west as the fields of Walmanen to as far east as the foothills of the Ble. The River Gylidd is sacred to them, featuring heavily in their sun-themed rituals as they seasonally make pilgrimages to it to cleanse themselves and protect its life-giving waters. Despite their highly mobile status, they have subterranean outpost lairs along the grasslands that remain guarded year-round, where the capable and prolific artisans of their species work in their own craft. There is no single pride that rules the others, and each one has separate representation in the Gylidding, but the most well-known of them is the Pride of Gylidd Dal (Gylidder Leonin for "Tall Tail"), led by Zelfie Dal, a ranger well-regarded for following in the footsteps of old Segunther Mardo's legend.	Zelfie Dal, Fakerook	
Lizardfolk	Humanoid	MoM	Gradiisa Fen, the River Waedden	Gylidder	Scales of the Delta: Between industrious Kor, and Ashiedo, the city of the dead, runs the River Waedden. At the point where it meets the Binding Sea it spreads out over the saturated landscape, filling the earth with pools of relatively warm water that steam off into the chilled coast air in great plumes of fog. Outside of Ormona and Kor, this area is one of the few places on the island where trading can occur without paying fees to secure passage into or through the Inland Sea. The lizardfolk here have a robust trading outpost - called Gradiisa Fen - comprised almost entirely of stilt-heightened buildings and large bridges over the deeper channels, and they specialize in taking goods upward and across the lowlands back to Gylidd Syn Aethri for resale. Their leader always takes the title "Godscale", and is believed to be a deity. The lizardfolk in each generation whose temperament and skills most closely resemble Gradiis, the first merchant of the delta. Currently their leader is Goldscale Cheaxokazi, an ascetic with great patience and a fair hand.	Gradiis, Cheaxokazi	
Loxodon	Humanoid	GGR	Tressogo, the Trod	Gylidder	Salt of the Trod: where the Northern Grand Canal and the Effluvium Jungle mix is a stretch of land over 150 miles long called "the Trod" by the loxodons who live there. It stretches between a dozen small communities connected by muddy, cart-unfriendly roads. This humid and hot area is home to many unique crops such as rice, bananas, sugar cane, cocoa, and coffee, and the loxodons are quite comfortable tending to them. Additionally, they maintain comfortable and cooling mist bathhouses, and offer services to transport goods between Gylidd Syn Aethri City and ports at Ormona for those without the coin or need to charter a boat. Though loxodon are often seen as peaceful, they are strong and stalwart defenders of the realm when called upon, and their leader - Exarch Sideroxylon of the Tressogo township, largest of the Trod - is a world-class warrior and veteran of many battles.	Xunrus Nunroaxth, Sideroxylon	
Mincour	Humanoid	MoM	Wharra Temal Demar, the Sea of Bones	Gylidder	Sailors of the Bone Sea: beyond the eastern edge of Gylidd Syn Aethri City lies a dustbowl composed of the shredded corpses of an entire sea of dead aquatic life. Winds that once carried sails now stir sandstorms that regularly obfuscate the obvious markers of the sun and the iconic Rachiis peaks, rendering traditional methods of navigation nearly impossible for those without the proper experience. In this environment there is a community of minotaurs known as the Wharres, who engage in trade, and guide others to and from Wharra Temal Demar, their sandlocked city of one sunken stone. Although many of their people live a life of subsistence farming and squeeze every drop of water from the shadow of rocky outcroppings, some are esteemed, knowledgeable archaeologists and anthropologists who have peerless skill at marking the passage of history by studying its remains. One of the most well known anthropologists - Professor Vyzyn Veryan Phivan - is a powerful diviner of the past, and leads the Wharran Academy.	Rinzell, Vyzyn Veryan Phivan	
Orc	Humanoid	MoM	Korgossia, the Northern Grand Canal	Gylidder, Xhogumal	Gatekeepers of the North: while several large families of orcs have also been seen in the company of the highly mobile and communal Xhogumal, the largest collective of the hardy, competitive, and friendly orc people can be missed by any who travel along the Northern Grand Canal. The city of Korgossia - also known as Korgoburg - is a beautiful town filled with a mix of colorful flora cultivated by the orcs, with every alleyway, along every road, adorning every garden, and spanning both sides of the stone canal that splits the city into a western and eastern half, connected by one of the massive Inaethrin bridges, so sailing along said canal help to smell the warmth on the wind and hear it in the music that the orcs play every day for hours of day and night along their waterway. Their society is one of full, hearty emotion, for better or worse, and they love their city like they love their country as an extension of their families. Scholars agree that to strike the heart of Gylidd you must first break the heart of the orcs, and under the inspirational lyrics of their Speaker - the silver-tongued bard Grekorek Vordragon - that would be a tall order indeed.	Kobeck Huan, Aurelion (aspect), Grekorek Vordragon	
Owl	Humanoid	SACoC		Gylidder	In Gylidd, the circumstances that result in an aethrin becoming Reborn are exceedingly rare. There are no communities of Reborn, except in one place - Ashiedo, the City of the Dead.		
Reborn (Lineage)	Humanoid	VRGR	Ashiedo	Gylidder	Ashedan Reborn While most of the dead in Ashiedo remain Gently Reposed and interred with respect and dignity, some few souls demonstrate signs of reverence that keeps them from finding the afterlife. The reasons are many and varied, and Ashiedo itself (as a conduit between the lands of the living and the dead) is prone to hauntings and possessions of this nature. Particularly so-called souls who only wish to remain for base or cruel reasons are dealt with in a more permanent manner than those who wish to pass on, but those souls whose causes are deemed righteous (not necessarily morally righteous) by Ianonrath are given the blessing of Rebirth. Their souls are reborn into their bodies in a stable between the worlds of the living and the dead, and they are given time enough to finish their business and return to Ashiedo before the Ruby Order (Ianonrath's faithful) comes looking for them.		
Satyr	Fey	MoM	The Verdant Mesa, the Effluvium Jungle, the Grey Depths, the Wastes, the Sea of Bones	Gylidder	Ambassadors to the Feywild: Many - but not all - of the Satyr species was called to Gylidd via the magic of the Inaethri during the Age of Faith. Their incredibly bright spirits helped bridge the gap between the burgeoning Feywild and the material plane, although as they settled in they began to lose their memories of home and shed their favor of a mortal lifespan as a result. Most Gylidder Satyrs of present day are as bonded to the prime material as any other race, and although they remain Fey, they are more akin to the bestial Incarni of Myztilis than their extraplanar brethren. Some communities of Satyr exist in places that governed by those who live with nature rather than attempting to control it, namely the Verdant Mesa, the Effluvium Jungle, the Grey Depths of Gylidd's Underdark, the Wastes of eastern Gylidd, and the Sea of Bones.	Arddan Goswren	
Sea Elf	Humanoid	MoM	Corsdych and Sudboda, Gylidd Syn Aethri	Gylidder	Sunken Citywellers: after the Shift in 14,180 BA - where the land of Gylidd Syn Aethri City was cracked by the power of Vrokiya and set to tilt ever so slightly to the west - the far western shoreline of the city was dragged beneath the surface of the Inland Sea. This region is primarily populated by the Sea Elves, Tritons, and other aquatic races, but their Sea Elves are more numerous than any of the others. It was they who spurred into action by the devastation of the Shift, they who swam into the depths to save thousands of lives that day, and they who continue to safeguard the most important docks of all Myztilis. Their leader, Iyarya Dakamdra, is a sea-bound wizard who has taken well to the responsibility of maintaining Corsdych's many magical wards.	Iyarya Dakamdra	
Shadow-elf	Humanoid	MoM	The Shadow Elf Settlements	Gylidder	Halfway between Worlds: In the depths of the underdark beneath Gylidd Syn Aethri, beyond even the most wizardly scouted tunnel of the deep dwarves holds, the furthest reaches of the dark elves' six cities, and the endless maze of the deep gnomes' Dragichic Kingdom, a civilization of shadow elves have cultivated a lifeline. Their settlements, which they purposefully never map and never name to keep them safe from outsiders, exist half within the material plane, and half within a section of the plane of shadow where their dark inaethric pantheon holds sway. They have existed beneath the surface for so long that legends say they were born there, independently of the other races. On occasion, individuals from their society travel to the surface, but rarely intentionally - usually they emerge due to the magic and treacherous nature of the Shadowwell, which sends space and time to deposit them in other realms with little hope to retrace their steps back home. Nothing is publicly known about their leaders, aside from the fact that they always side with Vykdrani Daudraig in votes at Gyliddering.	The Shadow Elf Lords, Xalith	
Shifter	Humanoid	MoM	Habloddi, Gylidd Syn Aethri, the Rumble	Gylidder	Genteel Lycanthropy: The Shifters of Gylidd are mostly descended from the heavily diluted bloodlines of lycantropes, some of whom were created by the Brume of Vrokiya herself to hide within civilization and lead it down from within. Over the millennia, enough of these beings have lost sight of their original goal to allow for entire generations of half-lycan, quarter-lycan, and ultimately descendants with only enough in common with their bestial ancestors to draw it forth for a very limited time. As many lycantropes - especially werewolves - are infamous as agents for the dead possessed Incarni, much of the populace is fearful of shifters, if mainly for adventitiously superstitious reasons. As a result, shifters in Gylidd often take great pains to appear exceedingly mild-mannered when they live near the central districts of Gylidd Syn Aethri City, but plenty of areas exist outside of it for those who chafe at the idea of hiding their truth to make peace. One such place that is well known to most everyone is the Rumble - a hilly region in southern Gylidd in the evening shadow of the Three Brother Mountains; Eld, Mydd, and Yae Brawd. They live territorially and distantly from one another, but never too far to share a howl when the moons are right. As for the endeavor of Shifters living in the township of Habloddi, this large gathering of farmers and craftspersons is led by Willemrya the Coppercoat, a reputable merchant who has worked very hard to earn a seat at Gyliddering with the endorsement of the Wild Synga.	Segunther Mardo, Willemrya the Coppercoat	
Simic Hybrid	Humanoid	GGR	Gylidd Syn Aethri; Kor, Ormona; Orlawynd	Gylidder	The Adapted: the same Inaethric pantheon that created the Vedalken also wrought the Adapted from the shapeshifting Aethrin, morphing them into creatures of instinct and bestial prowess while their cousins became detached, inquisitive, and analytical. Those same Inaethri, who have long since perished and left behind their Adapted, provide the Adapted with a vestige of self-determination usually commensurate by their subconscious (and on occasion, by the conscious strength of the willful among them) to continue their mutation further after birth. While physical pursuits come easily to them, they are by no means simple, and in many cases their mutable forms provide them with an incredible unique perspective. They are rare to find in numbers large enough to consider a community, although they have been seen gathered along the docks of major cities putting their physical prowess and unique talents to use while also keeping themselves aware of interesting news. The closest that the Adapted come to a singular culture is within the Longshore Guild of Gylidd Syn Aethri, where the retired Gylidder Guard captain - and ancient paladin - Hivoc' Van Meikh represents his peoples' interest in urban dealings while advertising to represent fellow Adapted from all across Myztilis.	Amphidromus, Hivoc Van Meikh	
Tabaxi	Humanoid	MoM	Toranduin's Span, Wyddien's Span, Difeht's Span, Firnyd's Span	Gylidder	The Span Striders: Extending out for tens of miles from the shores of Gylidd Syn Aethri City are four beautiful, colossal bridges crafted during the Age of Stone, meant to convey the riches and people of Gylidd to and from the capital of Gylidd. Of the four original spans, only two remain in service after the Shift of 14,180 BA, and each is well over fifty miles long. As a result, travel along these reaches can be quite difficult without a nimble, alert gait to convey oneself to and fro, or down to the Inland Sea in search of food and water. The Tabaxi of the Spans named their clans after the spans they were made, and all four still exist to present day. The Toranduin, led by Iones the Earthshar, is well known for the conveyance and production of high value artwork and luxuries. The Wydden, led by Arhein the Diplomat, is well known for its fierce soldiers and wise, philosophical speakers. The Feth, led by Karand the Messenger, is well known for safeguarding and guiding the fastest route to the hidden treasures of the Wastes. And the Firnd, under the wise tutelage of Areen the Scout, is well known for acting as the arm of the Wild Synga in the breadbasket of the Grand Canals, checking that other peoples do not take more than their fare share but also ensuring that no one goes hungry.	Ikefë	
Teffling	Humanoid	PHB	(Nowhere in Gylidd)	Gylidder	Span of Evil: As a species no judgment is passed upon tefflings, neither through codified Gylidder law, nor via social stigma. They are encouraged to join other communities and are not disallowed from congregating with other tefflings. However, the Inaethri and Patrona that would encourage Tefflings to gather together based solely upon their fiendish heritage have proven time and time again to be either overtly or covertly malevolent. Indulging cults dedicated to dark powers was once a function of the sheer variety of Inaethri that gathered in Gylidd during the Age of Stone, but there has been no such leniency during the Mortal Era's Second Founding. As a result, most Gylidder Tefflings who choose to avoid forming colonies with only other fiendfolks, knowing that it becomes very easy to lose oneself, and that maintaining populations of primarily teffling neighborhoods has inevitably attracted the worst sort of fiend worship that compels the city to respond.	Koren, Sheddren	
Teffling (Gaatezbul)	Humanoid	MToF	(Nowhere in Gylidd)	Gylidder	As any teffling, although there is no fiend with this name in Gylidder theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a teffling can come to be.	(na)	
Teffling (Dispater)	Humanoid	MToF	(Nowhere in Gylidd)	Gylidder	As any teffling, although there is no fiend with this name in Gylidder theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a teffling can come to be.	(na)	

ANCESTRY	TYPE	SOURCE	GYLIDD	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Tiefling (Fierna)	Humanoid	MToF		(Nowhere in Gylidd)	Gylidder	As any tiefling, although there is no fiend with this name in Gylidd theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tiefling (Glaaya)	Humanoid	MToF		(Nowhere in Gylidd)	Gylidder	As any tiefling, although there is no fiend with this name in Gylidd theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tiefling (Levistus)	Humanoid	MToF		(Nowhere in Gylidd)	Gylidder	As any tiefling, although there is no fiend with this name in Gylidd theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tiefling (Mammon)	Humanoid	MToF		(Nowhere in Gylidd)	Gylidder	As any tiefling, although there is no fiend with this name in Gylidd theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tiefling (Mephistopheles)	Humanoid	MToF		(Nowhere in Gylidd)	Gylidder	As any tiefling, although there is no fiend with this name in Gylidd theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tiefling (Variants)	Humanoid	SCAG		(Nowhere in Gylidd)	Gylidder	As any tiefling. The powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tiefling (Zariel)	Humanoid	MToF		(Nowhere in Gylidd)	Gylidder	As any tiefling, although there is no fiend with this name in Gylidd theology. Regardless, the powers granted by this particular bloodline are completely justified by the variety of fiendish sources from which a tiefling can come to be.	(n/a)
Tortle	Humanoid	MoM		Prakam Golundy, the Petrified Wood	Gylidder	Shell of the South Shores: the coastline of southern Gylidd, despite freezing early and often further inland, is warm enough to shelter several tortle communities - although they never go further east than the docks of Ashedo. They are master navigators of the rocky sandbars and choppy seas, maintaining several bright lighthouses on distant reefs that seem to disappear at all but the lowest tides. The largest settlement among them is known as Prakam Golundy, built at the nape of an inlet formed by the Vorlus, a subterranean river that flows south from the Rachis Range under the Petrified Wood. The harbormaster there - a priest of Araclade named Danmagn, doubles as the town's mayor and as the governor of the tortle villages.	Danmagn
Triton	Humanoid	MoM		Northern Grand Canal; Southern Grand Canal	Gylidder	Channe Watchers: the Northern and Southern Grand Canals are - like many of the superstructures left from the Age of Stone - immense beyond mortal's ability to replicate. But unlike the width of the canals, their depth is harder for surfacers to fathom - their perfectly square dimensions stretch hundreds of feet below the waterline. Over the millennia they have become home to a vast array of aquatic life uniquely suited to the lazy flow, but so too have they come to harbor the vast majority of the tritons that call Gylidd their home. These tritons have been steadfast defenders of Gylidd since the first founding, and have well-established allies from long before the Age of Stone when their people occupied the waters of the Binding Sea. They are the undisputed keepers of the Gylidder Navy, and their leader - the whaleating Admiral Kuen Mtaba - has been their captain of choice for many decades.	Kuen Mtaba
Vedalkan	Humanoid	MoM		Hangorfeydd, Gylidd Syn Aethri	Gylidder	Scholars of Tempest Sound: Hangorfeydd, in the shadow of the colossal mountain Arddachwyr, is built around a wide split of water the artificers call "Tempest Sound" after the rolling, thunderous echoes of industry cast over its depths by the sheer face of the stone pinnacle. All along its docks are hundreds of homes split between air and water, inhabited by a species of blue, sagely humanoids long abandoned and forgotten by their creators, a dead Inaethric pantheon also responsible for creating the Adapted (Simic Hybrids). The vedalken of Gylidd have earned on regardless, turning their faith to other Inaethri that share their appreciation for precision, patience, and curiosity, while also offering their services to Gylidd as assiduous entrepreneurs and inquisitive craftspeople. They know that Gylidd lies at the heart of Myzelic trade, and Hangorfeydd is uniquely positioned to remain at the cutting edge of mystery, artistry, and arcane. Administrator Lysaus Hozak, an artificer and professor at the Vault of Echoes - a prestigious, state-funded academy of advanced technological pursuits - coordinates a great deal of the Hangorfeydd vedalken's efforts in craft, research, and trade, and also represents his people's district in the Gylidding.	Inyddaska Anir, Araclade, Lysaus Hozak
Warforged	Humanoid	ERH/LW		(Anywhere in Gylidd)	Gylidder	The Forged: throughout Gylidder history, the magic of the Inaethri has been described as working wonders. The heavens and the earth were at their command, and although they could bend reality to their whim, the one power that remained forever beyond them was the ability to create new life. They could sculpt it from other forms, often using the mutable, shapeshifting Aethrin race to forge their likeness (as Caleis did with the wood elves, Jomrune did with the mountain dwarves, and so on), but never truly creating life where there had been none - a power reserved only for the Incari of Myzelis itself. In the midst of the Age of Faith, through trial and error, the first Forged were crafted and granted sentience through magic. Although debate rages on whether they are yet another failure to innovate or a sign of true creation serving as the final masterpiece of the Inaethri, the secrets of crafting the Forged have been shared far and wide between conclaves and communities of Aethrin looking to follow in their gods' footsteps. Though by no means is it written into their consciousness, the Inaethric secrets that craft the Forged are often similar enough by the creed of their patron deities to classify them in the following ways: to the gods of Arcana, they are known as the Runeforged; to the gods of Death, the Necroforged; to the gods of the Grave, the Spiritforged; to the gods of Knowledge, the Tomeforged; to the gods of Life, the Lifeforged; to the gods of Light, the Sunforged; to the gods of Nature, the Earthforged; to the gods of Order, the Lawforged; to the gods of the Tempest, the Stormforged; to the gods of Trickery, the Shadowforged; to the gods of War, the Warforged; and to the gods of the Forge - and most of Gylidd - simply the Forged. They are far too rare to form their own communities, but over time enough Forged of a similar make may congregate and create their own society.	Assessor
Water Genasi	Humanoid	MoM		Ormtona; Sudiboda, Gylidd Syn Aethri	Gylidder	Gylidder Genasi are descended from Inaethri who left Myzelis for the inner planes of Air, Earth, Fire, or Water long before the Mortal Era began. Their ancestors were infused with the essence of those planes and became elementals in their own right, summoned to the material plane for a medley of arcane reasons. Over time, the elementals' essence was transmuted into mortal bloodlines and the Genasi were the result. There is no single commune of elemental Gylidder Water Genasi, but there are some families well known for their affinity for the element: the Ilishren of Ormtona, the Cladeborn of Sudiboda (literally descended from the Inaethri Araclade), and the Haleckgaleran of the Sunken Shore.	Ilishren Family, Cladeborn Family, Haleckgaleran Family
Yuan-ti	Humanoid	MoM		Gylidd Syn Aethri	Gylidder	Serpentfolk of the Sacred Spaces: Within the limits of Gylidd Syn Aethri City, a fair amount of the capital has been preserved exactly as it was found when the city was first founded, tens of thousands of years ago. While much has changed around these places, the livelihood and health of the world-famous parks and preserves of the metropolis has been maintained without hesitation by a particular brood of Yuan-ti known as the Rhuddinsair. They place the health and safety of the Incari of Gylidd's lands, flora, waters, and fauna above all other considerations, living inside and among them as often as possible. While the larger and more mystical of the serpentfolk are bound to their wards, those Yuan-ti who have come about through the mingling of Aethrin blood feel less of a pull to remain and are more indulgent of their own needs, often stepping free of the natural euphoria of sheltering near the Rhuddinwyd to pursue other ends. One of the most famous living Rhuddinsair is the current Steward of the Parks of Gylidd, Syshenrys Creidda.	Syshenrys Ereidda, Anen Mimmysren
Astral Elf *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Astral Elves are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Autognome *	Construct	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Autognomes are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Giff *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Grung *	Humanoid	OGA	(n/a)	(n/a)	(n/a)	(n/a. Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadzee *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Hadzee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Plasmod *	Ooze	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Plasmods are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Thri-kreen *	Monstrosity	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Thri-kreen are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)

ANCESTRY	TYPE	SOURCE	HSAROVA	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM				I'm blocking starting feats for characters as a test	
Asimiar	Humanoid	MoM				I'm blocking starting feats for characters as a test	
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM					
Centaur	Fey	MoM				Centaur are humanoid, not fey, in Hsarovan canon	
Changeling	Fey	MoM					
Custom Lineage *	Humanoid	TC&E					
Deep Gnome	Humanoid	MoM					
Dhampir (Lineage)	Humanoid	VRGR					
Dragonborn	Humanoid	PHB					
Dragonborn_Chromatic	Humanoid	FTd					
Dragonborn_Draconic	Humanoid	EGW					
Dragonborn_Gem	Humanoid	FTd					
Dragonborn_Metallic	Humanoid	FTd					
Dragonborn_Ravenite	Humanoid	EGW					
Dwarf	Humanoid	MoM					
Dwarf_(Hill)	Humanoid	PHB					
Dwarf_(Mark_of_Warding)	Humanoid	ERLW					
Dwarf_(Mountain)	Humanoid	PHB					
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM					
Elf_(Dark)	Humanoid	PHB					
Elf_(High)	Humanoid	PHB					
Elf_(Mark_of_Shadow)	Humanoid	ERLW					
Elf_(Pale)	Humanoid	EGW					
Elf_(Wood)	Humanoid	PHB					
Fairy	Fey	MoM					
Firbolg	Humanoid	MoM					
Fire Genasi	Humanoid	MoM					
Githyanki	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome_(Forest)	Humanoid	PHB					
Gnome_(Mark_of_Scribing)	Humanoid	ERLW					
Gnome_(Rock)	Humanoid	PHB					
Goblin	Humanoid	MoM					
Goliath	Humanoid	MoM					
Half_Elf	Humanoid	PHB					
Half_Elf_(Aquatic)	Humanoid	SCAG					
Half_Elf_(Drow)	Humanoid	SCAG					
Half_Elf_(High)	Humanoid	SCAG					
Half_Elf_(Mark_of_Detection)	Humanoid	ERLW					
Half_Elf_(Mark_of_Storm)	Humanoid	ERLW					
Half_Elf_(Wood)	Humanoid	SCAG					
Half_Orc	Humanoid	PHB					
Half_Orc_(Mark_of_Finding)	Humanoid	ERLW					
Halfling_(Ghostwise)	Humanoid	SCAG					
Halfling_(Lightfoot)	Humanoid	PHB					
Halfling_(Lotusden)	Humanoid	EGW					
Halfling_(Mark_of_Healing)	Humanoid	ERLW					
Halfling_(Mark_of_Hospitality)	Humanoid	ERLW					
Halfling_(Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM					
Hexblood_(Lineage)	Fey	VRGR					
Hobgoblin	Humanoid	MoM					
Human	Humanoid	PHB					
Human_(Mark_of_Finding)	Humanoid	ERLW					
Human_(Mark_of_Handling)	Humanoid	ERLW					
Human_(Mark_of_Making)	Humanoid	ERLW					
Human_(Mark_of_Passage)	Humanoid	ERLW					
Human_(Mark_of_Sentinel)	Humanoid	ERLW					
Human_(Variant)	Humanoid	PHB					
Kalashitar	Humanoid	ERLW					
Kenku	Humanoid	MoM					
Kobold	Humanoid	MoM					
Leonin	Humanoid	MoT					
Lizardfolk	Humanoid	MoM					
Loxodon	Humanoid	GGR					
Minotaur	Humanoid	MoM					
Orc	Humanoid	MoM					
Owlin	Humanoid	SACoC					
Reborn_(Lineage)	Humanoid	VRGR					
Satyr	Fey	MoM					
Sea_Elf	Humanoid	MoM					
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM					
Simic_Hybrid	Humanoid	GGR					
Tabaxi	Humanoid	MoM					
Tiefling	Humanoid	PHB					
Tiefling_(Baatezub)	Humanoid	MToF					
Tiefling_(Dispater)	Humanoid	MToF					
Tiefling_(Fierna)	Humanoid	MToF					
Tiefling_(Glasva)	Humanoid	MToF					
Tiefling_(Leviata)	Humanoid	MToF					
Tiefling_(Mammon)	Humanoid	MToF					
Tiefling_(Mephistopheles)	Humanoid	MToF					
Tiefling_(Variants)	Humanoid	SCAG					
Tiefling_(Zariel)	Humanoid	MToF					
Tortle	Humanoid	MoM					
Triton	Humanoid	MoM					
Woadskin	Humanoid	MoM					
Water Genasi	Humanoid	ERLW					
Water_Genasi	Humanoid	MoM					
Yuan-ti	Humanoid	MoM					
Astral Elf *	Humanoid	SAIS					
Autognome *	Construct	SAIS					
Giff *	Humanoid	SAIS					
Grung *	Humanoid	OGA					
Hadozee *	Humanoid	SAIS					
Plasmoid *	Ooze	SAIS					
Thri-kreen *	Monstrosity	SAIS					

ANCESTRY	TYPE	SOURCE	KAEDO	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM					
Asanjar	Humanoid	MoM					
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM					
Centaur	Fey	MoM					
Changeling	Fey	MoM					
Custom Lineage *	Humanoid	TCoE					
Deep Gnome	Humanoid	MoM					
Dhampir (Lineage)	Humanoid	VRGR					
Dragonborn	Humanoid	PHB					
Dragonborn_Chromatic	Humanoid	FToD					
Dragonborn_Draconic	Humanoid	EGW					
Dragonborn_Gem	Humanoid	FToD					
Dragonborn_Metallic	Humanoid	FToD					
Dragonborn_Ravenite	Humanoid	EGW					
Duergar	Humanoid	MoM					
Dwarf (Hill)	Humanoid	PHB					
Dwarf (Mark of Warding)	Humanoid	ERLW					
Dwarf (Mountain)	Humanoid	PHB					
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM					
Elf (Dark)	Humanoid	PHB					
Elf (High)	Humanoid	PHB					
Elf (Mark of Shadow)	Humanoid	ERLW					
Elf (Palis)	Humanoid	EGW					
Elf (Wood)	Humanoid	PHB					
Fairy	Fey	MoM					
Firbolg	Humanoid	MoM					
Fire Genasi	Humanoid	MoM					
Githyanki	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome (Forest)	Humanoid	PHB					
Gnome (Mark of Scribing)	Humanoid	ERLW					
Gnome (Rock)	Humanoid	PHB					
Goblin	Humanoid	MoM					
Goliath	Humanoid	MoM					
Half-Elf	Humanoid	PHB					
Half-Elf (Aquatic)	Humanoid	SCAG					
Half-Elf (Drow)	Humanoid	SCAG					
Half-Elf (High)	Humanoid	SCAG					
Half-Elf (Mark of Detection)	Humanoid	ERLW					
Half-Elf (Mark of Storm)	Humanoid	ERLW					
Half-Elf (Wood)	Humanoid	SCAG					
Half-Orc	Humanoid	PHB					
Half-Orc (Mark of Finding)	Humanoid	ERLW					
Halfling (Ghostwise)	Humanoid	SCAG					
Halfling (Lightfoot)	Humanoid	PHB					
Halfling (Lotusden)	Humanoid	EGW					
Halfling (Mark of Healing)	Humanoid	ERLW					
Halfling (Mark of Hospitality)	Humanoid	ERLW					
Halfling (Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM					
Hexblood (Lineage)	Fey	VRGR					
Hobgoblin	Humanoid	MoM					
Human	Humanoid	PHB					
Human (Mark of Finding)	Humanoid	ERLW					
Human (Mark of Handling)	Humanoid	ERLW					
Human (Mark of Making)	Humanoid	ERLW					
Human (Mark of Passage)	Humanoid	ERLW					
Human (Mark of Sentinel)	Humanoid	ERLW					
Human (Variant)	Humanoid	PHB					
Kalashjar	Humanoid	ERLW					
Kenku	Humanoid	MoM					
Kobold	Humanoid	MoM					
Lionel	Humanoid	MoCoT					
Lizardfolk	Humanoid	MoM					
Loxodon	Humanoid	GGR					
Minotaur	Humanoid	MoM					
Orc	Humanoid	MoM					
Owl	Humanoid	SACoC					
Reborn (Lineage)	Humanoid	VRGR					
Salv	Fey	MoM					
Sea Elf	Humanoid	MoM					
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM					
Simic Hybrid	Humanoid	GGR					
Tabaxi	Humanoid	MoM					
Tiefling	Humanoid	PHB					
Tiefling (Baatezub)	Humanoid	MTof					
Tiefling (Dispater)	Humanoid	MTof					
Tiefling (Fierna)	Humanoid	MTof					
Tiefling (Glasva)	Humanoid	MTof					
Tiefling (Leviata)	Humanoid	MTof					
Tiefling (Mammon)	Humanoid	MTof					
Tiefling (Mephistopheles)	Humanoid	MTof					
Tiefling (Variants)	Humanoid	SCAG					
Tiefling (Zariel)	Humanoid	MTof					
Tortle	Humanoid	MoM					
Triton	Humanoid	MoM					
Woadskin	Humanoid	MoM					
Water Genasi	Humanoid	ERLW					
Yuan-ti	Humanoid	MoM					
Astral Elf *	Humanoid	SAIS	(n/a)		(n/a)	(n/a. Astral Elves are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Autognome *	Construct	SAIS	(n/a)		(n/a)	(n/a. Autognomes are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Giff *	Humanoid	SAIS	(n/a)		(n/a)	(n/a. Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Grung *	Humanoid	OGA	(n/a)		(n/a)	(n/a. Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadozee *	Humanoid	SAIS	(n/a)		(n/a)	(n/a. Hadozee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Plasmoid *	Ooze	SAIS	(n/a)		(n/a)	(n/a. Plasmoids are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Thri-kreen *	Monstrosity	SAIS	(n/a)		(n/a)	(n/a. Thri-kreen are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)

ANCESTRY	TYPE	SOURCE	MAAZIHAAN	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM					
Asimiar	Humanoid	MoM					
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM					
Centaur	Fey	MoM				All Fey races must be from Gylidd as Exelor has no connection to their Fey realm	
Changeling	Fey	MoM				All Fey races must be from Gylidd as Exelor has no connection to their Fey realm	
Custom Lineage *	Humanoid	TCeE					
Deep Gnome	Humanoid	MoM					
Dhampir (Lineage)	Humanoid	VRGQR				Dhampir can find their origin in Gylidd as Exelor has no connection to their Shadowfell	
Dragonborn	Humanoid	PHB					
Dragonborn_Chromatic	Humanoid	FTd					
Dragonborn_Draconic	Humanoid	EGW					
Dragonborn_Gem	Humanoid	FTd					
Dragonborn_Metallic	Humanoid	FTd					
Dragonborn_Ravenite	Humanoid	EGW					
Dwarf	Humanoid	MoM					
Dwarf_(Hill)	Humanoid	PHB					
Dwarf_(Mark_of_Warding)	Humanoid	ERLW					
Dwarf_(Mountain)	Humanoid	PHB					
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM					
Elf_(Dark)	Humanoid	PHB					
Elf_(High)	Humanoid	PHB					
Elf_(Mark_of_Shadow)	Humanoid	ERLW					
Elf_(Palis)	Humanoid	EGW					
Elf_(Wood)	Humanoid	PHB					
Fairy	Fey	MoM				All Fey races must be from Gylidd as Exelor has no connection to their Fey realm	
Firbolg	Humanoid	MoM					
Fire Genasi	Humanoid	MoM					
Githyanki	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome_(Forest)	Humanoid	PHB					
Gnome_(Mark_of_Scribing)	Humanoid	ERLW					
Gnome_(Rock)	Humanoid	PHB					
Goblin	Humanoid	MoM					
Goliath	Humanoid	MoM					
Half-Elf	Humanoid	PHB					
Half-Elf_(Aquatic)	Humanoid	SCAG					
Half-Elf_(Drow)	Humanoid	SCAG					
Half-Elf_(High)	Humanoid	SCAG					
Half-Elf_(Mark_of_Detection)	Humanoid	ERLW					
Half-Elf_(Mark_of_Storm)	Humanoid	ERLW					
Half-Elf_(Wood)	Humanoid	SCAG					
Half-Orc	Humanoid	PHB					
Half-Orc_(Mark_of_Finding)	Humanoid	ERLW					
Halfling_(Ghostwise)	Humanoid	SCAG					
Halfling_(Lightfoot)	Humanoid	PHB					
Halfling_(Lotusden)	Humanoid	EGW					
Halfling_(Mark_of_Healing)	Humanoid	ERLW					
Halfling_(Mark_of_Hospitality)	Humanoid	ERLW					
Halfling_(Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM					
Hexblood_(Lineage)	Fey	VRGQR				All Fey races must be from Gylidd as Exelor has no connection to their Fey realm	
Hobgoblin	Humanoid	MoM					
Human	Humanoid	PHB					
Human_(Mark_of_Finding)	Humanoid	ERLW					
Human_(Mark_of_Handling)	Humanoid	ERLW					
Human_(Mark_of_Making)	Humanoid	ERLW					
Human_(Mark_of_Passage)	Humanoid	ERLW					
Human_(Mark_of_Sentinel)	Humanoid	ERLW					
Human_(Variant)	Humanoid	PHB					
Kalashitar	Humanoid	ERLW					
Kenku	Humanoid	MoM					
Kobold	Humanoid	MoM					
Leonin	Humanoid	MoT					
Lizardfolk	Humanoid	MoM					
Loxodon	Humanoid	GQR					
Minotaur	Humanoid	MoM					
Orc	Humanoid	MoM					
Owl	Humanoid	SACoC					
Reborn_(Lineage)	Humanoid	VRGQR					
Salv	Fey	MoM				All Fey races must be from Gylidd as Exelor has no connection to their Fey realm	
Sea Elf	Humanoid	MoM					
Shadar-kai	Humanoid	MoM				Shadar-Kai can find their origin in Gylidd as Exelor has no connection to their Shadowfell	
Shifter	Humanoid	MoM					
Slimic Hybrid	Humanoid	GQR					
Tabaxi	Humanoid	MoM					
Tiefling	Humanoid	PHB				Tieflings are exceedingly rare in Exelor and would have specific family ties. If you desire to play one your ancestry can be Gylidder	
Tiefling_(Baatezubu)	Humanoid	MTof					
Tiefling_(Dispater)	Humanoid	MTof					
Tiefling_(Fierna)	Humanoid	MTof					
Tiefling_(Glasva)	Humanoid	MTof					
Tiefling_(Leviasta)	Humanoid	MTof					
Tiefling_(Mammon)	Humanoid	MTof					
Tiefling_(Mephistopheles)	Humanoid	MTof					
Tiefling_(Variants)	Humanoid	SCAG					
Tiefling_(Zariel)	Humanoid	MTof					
Tortle	Humanoid	MoM					
Triton	Humanoid	MoM					
Woadskin	Humanoid	MoM					
Water Genasi	Humanoid	ERLW					
Water Genasi	Humanoid	MoM					
Yuan-ti	Humanoid	MoM					
Astral Elf *	Humanoid	SAIS	(n/a)		(n/a)		(n/a)
Autognome *	Construct	SAIS	(n/a)		(n/a)		(n/a)
Giff *	Humanoid	SAIS	(n/a)		(n/a)		(n/a)
Grung *	Humanoid	OGA	(n/a)		(n/a)		(n/a)
Hadzee *	Humanoid	SAIS	(n/a)		(n/a)		(n/a)
Plasmod *	Ooze	SAIS	(n/a)		(n/a)		(n/a)
Thri-kreen *	Monstrosity	SAIS	(n/a)		(n/a)		(n/a)

ANCESTRY	TYPE	SOURCE	RILUMIR	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM		Bulatai Mountains, Sabatai Plains, city of Uulyn-Dor		Found primarily among the Khazmag, with some groups adapted to mountain living, and others to the open plains	
Aasimar	Humanoid	MoM				(Fallen) Found primarily among the Dimek and Shan. (Protector) Found primarily among the Dimek. (Scourge) Found primarily among the Dimek and Eglii.	
Air Genasi	Humanoid	MoM				Found primarily among the Eglii, Khazmag, and Janeki	
Bugbear	Humanoid	MoM				Found primarily among the Wuapo'e	
Centaur	Fey	MoM				Found primarily among the Dimek and Janeki	
Changeling	Fey	MoM		Davkhar Basin, Tashtep Plateau, city of Quanh		Found all over, but often originating near regions with Age of Stone ruins	
Custom Lineage *	Humanoid	TCoE					
Deep Gnome	Humanoid	MoM				Found primarily among the Janeki	
Dhampir (Lineage)	Humanoid	VRQGR					
Dragonborn	Humanoid	PHB		Muarong Rainforest, cities of Daisong and Chamsong		Majority population of the Deng alongside Eladrin, especially black, bronze, and green-scaled varieties	
Dragonborn, Chromatic	Humanoid	FToD					
Dragonborn, Draconite	Humanoid	EGW					
Dragonborn, Gem	Humanoid	FToD					
Dragonborn, Metallic	Humanoid	FToD					
Dragonborn, Ravenite	Humanoid	EGW					
Dwarf	Humanoid	MoM				Found primarily among the Janeki and Eglii	
Dwarf (High)	Humanoid	PHB		Serkheg and Zunkhar Hills, Mrazly Mountains		Found primarily among the Khazmag and Janeki	
Dwarf (Mark of Warding)	Humanoid	ERLW					
Dwarf (Mountain)	Humanoid	PHB		Majority population of the Khazmag		Bulatai Mountains, city of Uulyn-Dor	
Earth Genasi	Humanoid	MoM				Found primarily among the Eglii, Dimek, and Shan	
Eladrin	Humanoid	MoM		Muarong Rainforest, cities of Daisong and Chamsong		Majority population of the Deng alongside Dragonborn, of which Summer is the most common variety	
Elf (Dark)	Humanoid	PHB		Bulatai Mountains, city of Uulyn-Dor		Found primarily among the Khazmag with some others in Janeki communities	
Elf (High)	Humanoid	PHB		City of Vernaro		Majority population of the Valcians	
Elf (Mark of Shadow)	Humanoid	ERLW					
Elf (Palis)	Humanoid	EGW					
Elf (Wood)	Humanoid	PHB		Muarong Rainforest, Obstrom Forest, cities of Chamsong and Marbor		Found primarily among the Deng and Janeki	
Fairy	Fey	MoM					
Firbolg	Humanoid	MoM		Obstrom Forest, city of Marbor		Found primarily among the Janeki	
Fire Genasi	Humanoid	MoM				Found primarily among the Eglii, Martelais, and Masinto	
Githyanki	Humanoid	MoM				Found primarily among the Shan	
Githzerai	Humanoid	MoM				Found primarily among the Janeki	
Gnome (Forest)	Humanoid	PHB				Found primarily among the Janeki and Martelais	
Gnome (Mark of Scribing)	Humanoid	ERLW					
Gnome (Rock)	Humanoid	PHB				Found primarily among the Khazmag and Shan	
Goblin	Humanoid	MoM				Found primarily among the Eglii	
Goliath	Humanoid	MoM				Found primarily among the Khazmag and Dimek, with a very few among the Varlings	
Half-Elf	Humanoid	PHB				Found all over, but primarily among the Valcians and Deng	
Half-Elf (Aquatic)	Humanoid	SCAG					
Half-Elf (Drow)	Humanoid	SCAG					
Half-Elf (High)	Humanoid	SCAG					
Half-Elf (Mark of Detection)	Humanoid	ERLW					
Half-Elf (Mark of Storm)	Humanoid	ERLW					
Half-Elf (Wood)	Humanoid	SCAG					
Half-Orc	Humanoid	PHB				Found primarily among the Khazmag, Eglii, and Janeki	
Half-Orc (Mark of Finding)	Humanoid	ERLW					
Halfling (Chestwise)	Humanoid	SCAG					
Halfling (Lightfoot)	Humanoid	PHB				Found primarily among the Shan	
Halfling (Lotusden)	Humanoid	EGW					
Halfling (Mark of Healing)	Humanoid	ERLW					
Halfling (Mark of Hospitality)	Humanoid	ERLW					
Halfling (Stout)	Humanoid	PHB				Found primarily among the Shan	
Harengon	Humanoid	MoM					
Hexblood (Lineage)	Fey	VRQGR					
Hobgoblin	Humanoid	MoM		Kibrati Desert, Erbett Hills, Arkalis Delta, Davkhar Basin, City of Iskandar		Found primarily among the Eglii	
Human	Humanoid	PHB		Cities of Perlingen, Kierental, Marbor, Rodezon, Galch'fyn, Iskandar, Elimusa, Nyoteno		Found across Rilumir and all its cultures to some extent, majority population among the Zamilsch, Janeki, Martelais, and Wuapo'e, namely the western half of the continent, as well as the Masinto in the southeast	
Human (Mark of Finding)	Humanoid	ERLW					
Human (Mark of Handling)	Humanoid	ERLW					
Human (Mark of Marking)	Humanoid	ERLW					
Human (Mark of Passage)	Humanoid	ERLW					
Human (Mark of Sentinel)	Humanoid	ERLW					
Human (Variant)	Humanoid	PHB					
Kalashtar	Humanoid	ERLW		Davkhar Basin, Tashtep Plateau, city of Quanh		Found all over, but mainly originating from regions with Age of Stone ruins	
Kenku	Humanoid	MoM				Found primarily among the Shan	
Kobold	Humanoid	MoM		Urtemen Mountains, Muarong Rainforest, cities of Iskandar and Daisong		Found primarily among the Eglii and Deng	
Leonin	Humanoid	MoC				Found primarily among the Martelais, Shan, Masinto, and Eglii	
Lizardfolk	Humanoid	MoM		Great Dokme Jungle, Makani Isles		Live in isolated tribes that make sporadic contact with the Shan and Wuapo'e	
Loxodon	Humanoid	GGR				Found primarily among the Eglii and Shan	
Minotaur	Humanoid	MoM				Found primarily among the Masinto and Valcians	
Orc	Humanoid	MoM				Found primarily among the Khazmag, Eglii, and Janeki	
Owlin	Humanoid	SACoC					
Reborn (Lineage)	Humanoid	VRQGR					
Satyr	Fey	MoM				Found primarily among the Janeki and Deng	
Sea Elf	Humanoid	MoM		Benang Sea, Konoh Sea, Makani Isles, city of Daisong		Found primarily among the Deng and Wuapo'e	
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM				Found primarily among the Janeki and Shan	
Simic Hybrid	Humanoid	GGR				Found primarily among the Wuapo'e and Deng	
Tabaxi	Humanoid	MoM				Found primarily among the Martelais, Masinto, Shan, and Wuapo'e	
Tiefling	Humanoid	PHB		Davkhar Basin, Tashtep Plateau, city of Quanh		Found all over, but mainly originating from regions with Age of Stone ruins	
Tiefling (Gaiazebul)	Humanoid	MTof					
Tiefling (Dispater)	Humanoid	MTof					
Tiefling (Fierna)	Humanoid	MTof					
Tiefling (Glasva)	Humanoid	MTof					
Tiefling (Leviatus)	Humanoid	MTof					
Tiefling (Mammon)	Humanoid	MTof					
Tiefling (Mephistopheles)	Humanoid	MTof					
Tiefling (Variants)	Humanoid	SCAG					
Tiefling (Zariel)	Humanoid	MTof					
Tortle	Humanoid	MoM				Found primarily among the Shan	
Trilon	Humanoid	MoM		Benang Sea, Konoh Sea, city of Daisong		Found primarily among the Deng and Wuapo'e	
Vedalken	Humanoid	MoM					
Warforged	Humanoid	ERLW		Cities of Marbor, Perlingen, Kierental, Quanh, Zhounan		Found all over, especially in regions with Age of Stone ruins, as well as among the Zamilsch where they are often constructed as community guardians and arblers, among the Janeki as durable pathfinders and pilots, and among the Shan as additional laborers able to clear the Dokme with resistance to tropical disease	
Water Genasi	Humanoid	MoM				Found primarily among the Eglii, Deng, and Wuapo'e	
Yuan-ti	Humanoid	MoM				Found primarily among the Eglii, Deng, and Masinto	
Astral Elf *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Astral Elves are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Autognome *	Construct	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Autognomes are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Giff *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Grung *	Humanoid	OCA	(n/a)	(n/a)	(n/a)	(n/a. Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadozee *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Hadozees are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Plesmoid *	Ooze	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Plesmoids are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Thri-kreen *	Monstrosity	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Thri-kreen are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)

ANCESTRY	TYPE	SOURCE	SKAFISLE	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM		(n/a)	Any	Found everywhere, but not in large concentrations amidst Skafisle's high rugged mountains and ancient forests. Also found in cities, but mostly nomadic and clan-like.	
Aasimar	Humanoid	MoM		(n/a)	Any	Rare, people born with celestial DNA in their heritage; it is said the appearance of a child born with celestial features is a good omen for the village they are born into, but their rare appearance means they have no central community.	The Prince of Petals
Air Genasi	Humanoid	MoM		(n/a)	Any	Rare, people born in areas with strong magical or elemental essence, or the result of magical experimentation gone awry.	
Bugbear	Humanoid	MoM		Talmaderian Mountain Range and it's foothills	Any	Common, especially in colder areas and all along the Talmaderian Mountain Range, living in mixed communities with many other ethnicities.	
Centaur	Fey	MoM				Uncommon, mostly found in the Feywild, occasional visitors to the material plane.	
Changeling	Fey	MoM				Uncommon, mostly found in areas between western Vrittania and Yammilrij valley. Communities are uncommon but do exist.	
Custom Lineage *	Humanoid	TCeE					
Deep Gnome	Humanoid	MoM				Common, found in larger communities all over. Also heavily mixed in with other communities and in major cities.	
Dhampir (Lineage)	Humanoid	VRQGR		(n/a)	Any	They used to be more uncommon, but due to recent events in The Great Necromancer War, they have become a more common sight all over, but mostly in the northeast. Usually they are the result of magical experimentation.	
Dragonborn	Humanoid	PHB				Common, with large communities found all over the realm, but also heavily mixed in with other communities and in major cities.	
Dragonborn_Chromatic	Humanoid	FToD				Common, with large communities found all over the realm, but also heavily mixed in with other communities and in major cities.	
Dragonborn_Draconite	Humanoid	EGW				Common, with large communities found all over the realm, but also heavily mixed in with other communities and in major cities.	
Dragonborn_Gem	Humanoid	FToD				Common, with large communities found all over the realm, but also heavily mixed in with other communities and in major cities.	
Dragonborn_Metallic	Humanoid	FToD				Common, with large communities found all over the realm, but also heavily mixed in with other communities and in major cities.	
Dragonborn_Ravenite	Humanoid	EGW				Common, with large communities found all over the realm, but also heavily mixed in with other communities and in major cities.	
Dwarfgar	Humanoid	MoM				Uncommon, not originally native but small groups of immigrants have been welcomed into various areas across the realm, mostly found in the Enclave or Southern Vrittania.	
Dwarf (Hill)	Humanoid	PHB				Common, found in abundance in both large communities near the mountains, or heavily integrated into other communities.	
Dwarf (Mark of Warding)	Humanoid	ERLW				Common, found in abundance in both large communities near the mountains, or heavily integrated into other communities.	
Dwarf (Mountain)	Humanoid	PHB				Common, found in abundance in both large communities near the mountains, or heavily integrated into other communities.	
Earth Genasi	Humanoid	MoM				Rare, people born in areas with strong magical or elemental essence, or the result of magical experimentation gone awry.	
Eladrin	Humanoid	MoM				Visitors from the Feywild, they can be seen anywhere but sighting of one is rare, as they are visitors from a spiritual realm who usually only cross over to the material plane as protectors of the natural world	
Elf (Dark)	Humanoid	PHB				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Elf (High)	Humanoid	PHB				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Elf (Mark of Shadow)	Humanoid	ERLW				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Elf (Palis)	Humanoid	EGW				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Elf (Wood)	Humanoid	PHB				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Fairy	Fey	MoM				Rarely sighted, live in sparse communities in the Feywild, typically only show themselves when playing pranks or when seeking adventure.	Ghost (Francis Hayman)
Firbolg	Humanoid	MoM				Common, live in shamanistic communities around Mt. Talmadra	
Fire Genasi	Humanoid	MoM				Rare, people born in areas with strong magical or elemental essence, or the result of magical experimentation gone awry.	
Githyanki	Humanoid	MoM				Common, Found mostly in Northwestern regions	
Githzerai	Humanoid	MoM				Common, Found mostly in Northwestern regions	
Gnome (Forest)	Humanoid	PHB				Common, found in larger communities all over. Also heavily mixed in with other communities and in major cities.	
Gnome (Mark of Scribing)	Humanoid	ERLW				Common, found in larger communities all over. Also heavily mixed in with other communities and in major cities.	
Gnome (Rock)	Humanoid	PHB				Common, found in larger communities all over. Also heavily mixed in with other communities and in major cities.	
Goblin	Humanoid	MoM				Common, though rarely found living in cities. Mostly live in familial communities doing trade with larger settlements	Valgrim
Goliath	Humanoid	MoM				Common, found in abundance in the mountains, but found all around the realm in large communities.	
Half-Elf	Humanoid	PHB				Common, found in abundance everywhere	
Half-Elf (Aquatic)	Humanoid	SCAG				Common, found in abundance everywhere	
Half-Elf (Drow)	Humanoid	SCAG				Common, found in abundance everywhere	
Half-Elf (High)	Humanoid	SCAG				Common, found in abundance everywhere	
Half-Elf (Mark of Detection)	Humanoid	ERLW				Common, found in abundance everywhere	Juniper Medani
Half-Elf (Mark of Storm)	Humanoid	ERLW				Common, found in abundance everywhere	
Half-Elf (Wood)	Humanoid	SCAG				Common, found in abundance everywhere	
Half-Orc	Humanoid	PHB				Common, found in abundance everywhere	
Half-Orc (Mark of Finding)	Humanoid	ERLW				Common, found in abundance everywhere	
Halling (Ghastwise)	Humanoid	SCAG				Common, found mostly in the east near fertile land	
Halling (Lightfoot)	Humanoid	PHB				Common, found mostly in the east near fertile land	
Halling (Lotusden)	Humanoid	EGW				Common, found mostly in the east near fertile land	
Halling (Mark of Healing)	Humanoid	ERLW				Common, found mostly in the east near fertile land	
Halling (Mark of Hospitality)	Humanoid	ERLW				Common, found mostly in the east near fertile land	
Halling (Stout)	Humanoid	PHB				Common, found mostly in the east near fertile land	
Haramon	Humanoid	MoM				Uncommon, found in scattered societies everywhere	
Haxblood (Lineage)	Fey	VRQGR				Rare, Found almost exclusively in the territories of The Research Enclave	
Hobgoblin	Humanoid	MoM				Common, Mostly found up north, but a common sight everywhere	
Human	Humanoid	PHB				Common, found abundantly everywhere	
Human (Mark of Finding)	Humanoid	ERLW				Uncommon, found mostly in the Research Enclave as specialist mages	
Human (Mark of Handling)	Humanoid	ERLW				Uncommon, found mostly in the Research Enclave as specialist mages	
Human (Mark of Making)	Humanoid	ERLW				Uncommon, found mostly in the Research Enclave as specialist mages	
Human (Mark of Passage)	Humanoid	ERLW				Uncommon, found mostly in the Research Enclave as specialist mages	
Human (Mark of Sentinel)	Humanoid	ERLW				Uncommon, found mostly in the Research Enclave as specialist mages	
Human (Variant)	Humanoid	PHB				Common, found abundantly everywhere	
Kalashitar	Humanoid	ERLW				Uncommon, Found In Enclave territory. Believed to be remnants of cast-off dreams	
Kenku	Humanoid	MoM				Uncommon, found mostly in central Skafisle	
Kobold	Humanoid	MoM				Common, found mostly in central Skafisle	
Lizardfolk	Humanoid	MoM				Common, Found more in Northern regions but seen everywhere	
Lizardfolk	Humanoid	MoM				Uncommon, many are explorers come from Thama, other non-Thamites are found in small, isolated communities	
Loxodon	Humanoid	GGR				Uncommon, Found everywhere	
Minotaur	Humanoid	MoM				Uncommon, Found everywhere	
Orc	Humanoid	MoM				Common, Found everywhere, mostly up north	
Owlin	Humanoid	SACoC				Uncommon, found living in forest communities but also have large numbers living in cities	
Reborn (Lineage)	Humanoid	VRQGR				Rare, depends entirely upon circumstances of death and rebirth. Most commonly found as experiments in the Enclave	
Satyr	Fey	MoM				Rare,	
Sea Elf	Humanoid	MoM				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Shadar-kai	Humanoid	MoM				Originating from an ancient migration movement from Esiaizeza, Elves arrived on the eastern peninsula of Skafisle.	
Shifter	Humanoid	MoM				Rare, origins range anywhere from failed experiments, to curses.	Nova
Simic Hybrid	Humanoid	GGR				Rare, origins range anywhere from failed experiments, to curses.	
Tabaxi	Humanoid	MoM				Common, found all over	
Tiefling	Humanoid	PHB				Uncommon, found all over.	
Tiefling (Baatzsbu)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Dispater)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Eterna)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Glasva)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Levistus)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Mammon)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Mephistopheles)	Humanoid	MToF				Uncommon, found all over.	
Tiefling (Variants)	Humanoid	SCAG				Uncommon, found all over.	
Tiefling (Zarai)	Humanoid	MToF				Uncommon, found all over.	
Tortle	Humanoid	MoM				Uncommon, found all over.	
Trilon	Humanoid	MoM				Common, Found along all coastlines, but most abundantly near the Empire	
Vedalken	Humanoid	MoM				Common, Found all over, mostly in southern regions.	
Warforged	Humanoid	ERLW				Rare, mostly a newer race created through sorcery and science. Found mostly in The Research Enclave Enclave	
Water Genasi	Humanoid	MoM				Rare, people born in areas with strong magical or elemental essence, or the result of magical experimentation gone awry.	
Yuan-ti	Humanoid	MoM				Rare, found mostly living in the fringes but a few have communities in cities	
Astral Elf *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Astral Elves are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Autognome *	Construct	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Autognomes are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Gif *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Grung *	Humanoid	OGA	(n/a)	(n/a)	(n/a)	(n/a, Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadzee *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Hadzee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Plasmod *	Ooze	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Plasmods are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Thri-kreen *	Monstrosity	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Thri-kreen are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)

ANCESTRY	TYPE	SOURCE	TEROJA	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM	(n/a)	(n/a)	(n/a)	Forgien to Terota.	
Asamar	Humanoid	MoM	(n/a)	(n/a)	Any	Asamar are commonly believed to be the reincarnation of a Saint and are exceedingly rare. Often if found out to be a Saint, they would be attempted to be recruited into organizations like a Junta's military, to be used as propaganda pieces to claim legitimacy through the Ciclost religion. To avoid this, they would keep their powers hidden or run to an organization like the Guardians of the Last Words or seek asylum in a government that will not exploit them.	Guardian Santa Justicia Valda
Air Genasi	Humanoid	MoM	(n/a)	(n/a)	Any	Genasi are the result of over exposure in the elemental planes. Many workers and soldiers who have worked for long periods of time in refineries and power platforms made by the Ministry of Space Exploration have reported their children becoming this way, and the mutation would often persist for generations on and off.	
Bugbear	Humanoid	MoM	Niska Barrera, Sierra Apia, and Sierra Brumosa mountain ranges and foothills.	Apian, Ayain, Vallan, Illaguan, Niwelan, Prezian	Any	Bugbears are not uncommon and can be easily found in the cold and temperate environments of the realm. They have no pre existing disposition towards one activity over another, but because of the environments they typically live in it's not uncommon to find them as foresters and mountaineers.	
Centaur	Fey	MoM	(n/a)	(n/a)	Any	Centuars are forged to Terota.	
Changeling	Fey	MoM	(n/a)	(n/a)	Any	Historically changelings have been difficult to record. A stereotype earned in the pre-war era is that Changelings are tricksters and spies working for the infamous Ministry of Peace. Of course in the Post-War Era, that attitude is hard to find. It's thought that Changelings for the most part are productive members within whatever community they find themselves in. Whether it is to be in secret or out in the open is up to them.	Horia de Boria
Custom Lineage *	Humanoid	TCoE	(n/a)	(n/a)	Any	(n/a)	
Deep Gnome	Humanoid	MoM	(n/a)	(n/a)	Apian, Prezian, Vallan	(n/a)	
Dhampir [Lineage]	Humanoid	VRGR	(n/a)	(n/a)	Any	Vampires, and consequently as well as Dhampir, are mutants who are the result of experimental necromancy and biotechnology from the efforts of pre-war Imperial scientists to make devastating bioweapons. Around the Arenian Wasteland, creatures of this nature are commonly called "Sanguivulves" which translates to "Leeches" because of their tendency to have an appetite for blood. Vampires, unlike in most realms, are typically bestial in disposition and even the more tempered ones who have gone through a complete transformation are unhinged. A character who is a "Dhampir" would consider themselves lucky enough to not have their mind destroyed by the transformation and retain much of their physiological appearance. Becoming a "Dhampir" would likely involve an encounter with a Sanguivulves, from something as powerful as a Vampire to a pack of Mosquito Dogs, or uncovering the ruins of a lab that had material that could have done this to a character.	
Dragonborn	Humanoid	PHB	(n/a)	(n/a)	(n/a)	Although Dragons exist in Terota, they exist in very few number and were absent for the majority of it's history, and despite their innate power, were mainly controlled by the Arenian Empire and served as part of their elite. As such Dragonborn are forged.	
Dragonborn Chromatic	Humanoid	FToD	(n/a)	(n/a)	(n/a)	Although Dragons exist in Terota, they exist in very few number and were absent for the majority of it's history, and despite their innate power, were mainly controlled by the Arenian Empire and served as part of their elite. As such Dragonborn are forged.	
Dragonborn Draconite	Humanoid	EGW	(n/a)	(n/a)	(n/a)	Although Dragons exist in Terota, they exist in very few number and were absent for the majority of it's history, and despite their innate power, were mainly controlled by the Arenian Empire and served as part of their elite. As such Dragonborn are forged.	
Dragonborn Gem	Humanoid	FToD	(n/a)	(n/a)	(n/a)	Although Dragons exist in Terota, they exist in very few number and were absent for the majority of it's history, and despite their innate power, were mainly controlled by the Arenian Empire and served as part of their elite. As such Dragonborn are forged.	
Dragonborn Metallic	Humanoid	FToD	(n/a)	(n/a)	(n/a)	Although Dragons exist in Terota, they exist in very few number and were absent for the majority of it's history, and despite their innate power, were mainly controlled by the Arenian Empire and served as part of their elite. As such Dragonborn are forged.	
Dragonborn Ravenite	Humanoid	EGW	(n/a)	(n/a)	(n/a)	Although Dragons exist in Terota, they exist in very few number and were absent for the majority of it's history, and despite their innate power, were mainly controlled by the Arenian Empire and served as part of their elite. As such Dragonborn are forged.	
Dwarair	Humanoid	MoM	(n/a)	(n/a)	(n/a)	Grey Dwarves are forged in Terota and will have to come from another realm.	
Dwarf (Hill)	Humanoid	PHB	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Dwarven character in Terota as they can come from any landmass and region.	
Dwarf (Mark of Warding)	Humanoid	ERLW	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Dwarven character in Terota as they can come from any landmass and region.	
Dwarf (Mountain)	Humanoid	PHB	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Dwarven character in Terota as they can come from any landmass and region.	
Earth Genasi	Humanoid	MoM	(n/a)	(n/a)	Any	Genasi are the result of over exposure in the elemental planes. Many workers and soldiers who have worked for long periods of time in refineries and power platforms made by the Ministry of Space Exploration have reported their children becoming this way, and the mutation would often persist for generations on and off.	
Eladrin	Humanoid	MoM	Illagua, Ayain K'aax	Any	Any	Eladrin can be commonly found in places where the old Pivan (Fey) Monarchs had significant influence such as Illagua and the Aya Jungle which many lived and worked as envoys for their Pivan masters. However, after King Xosel's death and the Salvaxe's (Feywild) descent into anarchy there wasn't much choice for them and other Pivan descended people but to be assimilated to whoever people they ended up with.	
Elf (Dark)	Humanoid	PHB	Sierra Apia, Puerto Esperanza	Arenian, Apian, Niwelan, Illaguan, Prezian	Any	Due to their sensitivity to sunlight, many prefer to stay underground, indoors or to only go out during the late afternoons and nights. However, it's not uncommon to see them outside during the day with a pair of stylish sunglasses on.	
Elf (High)	Humanoid	PHB	Illagua, Prezian	Any	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Terota as they can come from any landmass and region.	
Elf (Mark of Shadow)	Humanoid	ERLW	(n/a)	(n/a)	(n/a)	Matt Mercers most disgusting creation. The leylines seem to reject this particular kind of elf.	(n/a)
Elf (Pallid)	Humanoid	EGW	(n/a)	(n/a)	(n/a)	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Terota as they can come from any landmass and region.	
Elf (Wood)	Humanoid	PHB	Aya Jungles, Costa Laau, Illagua, Las Duchow	Ayain, Illaguan, Niwelan, Prezian, Jarvish	Any	The Slavaxe is in anarchy, and nothing comes out from it that isn't in a feral state of nature. As a result faries haven't been seen for nearly 800 years, so any who do pop up would be from another realm.	
Fairy	Fey	MoM	(n/a)	(n/a)	(n/a)	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Firtolg character in Terota as they can come from any landmass and region.	
Firtolg	Humanoid	MoM	Sierra Apia, Sierra Hao, Niska Barrera, Kuria, Pajnonnaa	Apian, Ayain, Illaguan, Niwelan, Prezian, Jarvish, Randish	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Firtolg character in Terota as they can come from any landmass and region.	
Fire Genasi	Humanoid	MoM	(n/a)	(n/a)	Any	Genasi are the result of over exposure in the elemental planes. Many workers and soldiers who have worked for long periods of time in refineries and power platforms made by the Ministry of Space Exploration have reported their children becoming this way, and the mutation would often persist for generations on and off.	
Giftyanki	Humanoid	MoM	(n/a)	(n/a)	Forgien	Giftyanki and Gifzeral are not native to the realm.	
Gifzeral	Humanoid	MoM	(n/a)	(n/a)	Forgien	Giftyanki and Gifzeral are not native to the realm.	
Gnome (Forest)	Humanoid	PHB	Costa Rosa, Illagua	Any	(n/a)	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elf character in Terota as they can come from any landmass and region.	
Gnome (Mark of Scribbling)	Humanoid	ERLW	(n/a)	(n/a)	Any	(n/a)	
Gnome (Rock)	Humanoid	PHB	(n/a)	(n/a)	Any	(n/a)	
Goblin	Humanoid	MoM	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Orc character in Terota as they can come from any landmass and region.	
Goliath	Humanoid	MoM	Sierra Apia, Sierra Hao, Niska Barrera, Kuria, Pajnonnaa	Apian, Prezian, Randish	Any	Being able to withstand intensely cold temperatures and high altitudes, Goliaths in Terota tend to stay near their original homes because of the intense heat and moisture of the Talarenian Peninsula. In Karieba, where the mountains border the Brume, Goliaths in the past have taken to the hills and plains farther away from the Brume whenever disaster would strike settlements in the mountains, making the diaspora of Goliaths less concentrated.	
Half-Elf	Humanoid	PHB	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Terota as they can come from any landmass and region.	
Half-Elf (Aquatic)	Humanoid	SCAG	(n/a)	(n/a)	Arenian, Charstani, Illaguan	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Terota as they can come from any landmass and region.	
Half-Elf (Drow)	Humanoid	SCAG	Sierra Apia, Puerto Esperanza	Arenian, Apian, Niwelan, Illaguan, Prezian	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Terota as they can come from any landmass and region.	
Half-Elf (High)	Humanoid	SCAG	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Terota as they can come from any landmass and region.	
Half-Elf (Mark of Detection)	Humanoid	ERLW	(n/a)	(n/a)	Any	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Half-Elf (Mark of Storm)	Humanoid	ERLW	(n/a)	(n/a)	Any	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Half-Elf (Wood)	Humanoid	SCAG	(n/a)	(n/a)	(n/a)	(n/a)	
Half-Orc	Humanoid	PHB	Northern Arenia, Illagua, Karieba	Any	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Orc character in Terota as they can come from any landmass and region.	
Half-Orc (Mark of Finding)	Humanoid	ERLW	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Orc character in Terota as they can come from any landmass and region.	
Halfling (Ghastlike)	Humanoid	SCAG	(n/a)	(n/a)	Any	Not uncommon in ruins, especially in the Valida Wasteland, are the souls of those who violently perished in nuclear fire. Millions of souls roam the ruins of Conon alone. This results in many scavengers having close calls with the souls of the dead, or interacting with them extensively and thusly potentially gaining powers related to their interactions with the undead souls.	
Halfling (Lightfoot)	Humanoid	PHB	Karieba, Illagua, Costa Rosa	Any	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Halfling character in Terota as they can come from any landmass and region.	
Halfling (Lotusden)	Humanoid	EGW	Karieba, Illagua, Costa Rosa	Any	Any	Halflings that work and live in rural areas and with nature have often needed to adapt to the less urbanized environment and have learned to navigate the brush and the woods adeptly, and learning some magic to assist them.	
Halfling (Mark of Healing)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Halfling (Mark of Hospitality)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Halfling (Stout)	Humanoid	PHB	Karieba, Illagua, Costa Rosa	Any	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Halfling character in Terota as they can come from any landmass and region.	
Harengon	Humanoid	MoM	Kuria, Illagua	Randish, Illaguan, Niwelan	Any	Harengon originate from Kuria and Illagua and have dispersed from those landmasses to others and don't have origins in the Salvaxe.	
Hexblood [Lineage]	Fey	VRGR	(n/a)	(n/a)	Any	Aethrin inflicted with this type of mutation are often Salvaxe explorers, or people who have wandered too close to where there are openings into Salvaxe from the material. They often experience physiological changes associated with nature and supernatural preceptions of nature. As far as anyone knows, the changes are irreversible.	
Hobgoblin	Humanoid	MoM	Talarenian Peninsula	Arenian, Apian, Charstani, Vallan	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Hobgoblin character in Terota as they can come from any landmass and region.	
Human	Humanoid	PHB	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Human character in Terota as they can come from any landmass and region.	
Human (Mark of Finding)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Human (Mark of Handling)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Human (Mark of Making)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Human (Mark of Passage)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Human (Mark of Sentinel)	Humanoid	ERLW	(n/a)	(n/a)	Forgien	The practice of a Dragon bestowing power to an Aethrin is forged in Terota.	
Human (Variant)	Humanoid	PHB	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Human character in Terota as they can come from any landmass and region.	
Kalashitar	Humanoid	ERLW	(n/a)	(n/a)	Any	A Kalashitar can be born from any species, likely from a family that lives close to spirits like in ruins which make them relatively rare phenomenon. They are also not connected to just one spirit but to the afterlife as a whole to an extent, as such when they sleep and draw on memories of those who have passed it's a different one every night.	
Kenku	Humanoid	MoM	Arenia, Apia, Aya Jungle, Costa Rosa	Arenian, Apian, Charstani	Any	Kenku are thought to have immigrated to the realm in the year 2110 ISC to the Talarenian Peninsula and welcomed with open arms. Unlike in other realms, Kenku can speak regularly as long as they learned to speak from someone else who isn't a Kenku though they would have the exact same voice the person who taught them. However, theories also soon emerged that Kenku were the result of secret Bio-Engineering projects because of their tendency to hold positions in the Ministry of Peace, though no solid evidence of that claim has surfaced.	
Kobold	Humanoid	MoM	(n/a)	(n/a)	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Kobold character in Terota as they can come from any landmass and region.	
Leonin	Humanoid	MoTo	Kuria	Randish	Any	Randish Leonin are commonly found within the nomadic communities of their clans in the plains of Kuria, often traveling within the established territorial bounds that was dictated by the Oomaja in Kernenov. Some clans even wander beyond the established territorial lines of settled Kuria near the Brume, to look for especially dangerous game.	
Lizardfolk	Humanoid	MoM	Ayain K'aax, Costa Rosa, Southern Arenia	Ayain	Any	The Lizardfolk of Aya are the origin for the abasic term of Ayain, and hold the majority in the population within the Jungles by a slim margin, and primarily stay there because of the year long warmth of the equator and easy access to water.	
Loxodon	Humanoid	GGOR	Kuria	Randish	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Loxodon character in Terota.	
Mintotaur	Humanoid	MoM	Kuria	Randish	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Loxodon character in Terota.	
Orc	Humanoid	MoM	Arenia, Sierra Apia, Karieba	Arenian, Apian, Charstani, Jarvish, Randish, Prezian, Vallan	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Loxodon character in Terota as they can come from any landmass and region.	
Owlin	Humanoid	SACoC	(n/a)	(n/a)	Any	Forgien to Terota.	

ANCESTRY	TYPE	SOURCE	TEROJA	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Reborn IL lineage	Humanoid	VRGR		(n/a)	Any	Reborn are the result of souls leaking out of La Espera, due to either an unwillingness to die and reincarnate or other unknown metaphysical phenomenon. Whatever the case may be, a soul would find its way to a suitable body that isn't too damaged and hasn't gone too far in the process of decomposition. This makes for awkward awakenings, such as gaining consciousness in shallow or uncovered graves, or as a mercenary who met an untimely end on the wrong end of a gun. All the while trying to sort the fragments of memories from their previous life while at the same time dealing with the trauma of being back to life.	
Satyr	Fey	MotM		Ayain K'aax, Karieba, Illagua	Ayain, Randiah, Illagua, Niwelan, Valian	The Pixan origins of Satyr offer them an awkward position in the world. Similar to Eladrin, when the Salvaxe fell into chaos and anarchy Satyr populations could not retreat back their home and satulatory and have assimilated to the cultural populations that they most preferred.	
Sea Elf	Humanoid	MotM		Costa Rosa, Costa Laau, Aredian Sea	Aredian, Charstani, Illagua	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Elven character in Teroja as they can come from any landmass and region.	
Shadar-kai	Humanoid	MotM		(n/a)	Any	"Shadar-kai" are not a population that come from the Shadowfell, which is known as a Mirror Realm in Teroja, but are affected by an affliction that commonly happen to elves who stay and explore this plane of concentrated negative energy for too long, usually for years. Elves affected by this retain much of their physiological features, while gaining effects and powers from this plane.	
Shifter	Humanoid	MotM		(n/a)	(n/a)		
Simic Hybrid	Humanoid	GGR		(n/a)	Any	The practice of magical and biological manipulation of animals and even aethrin has existed for a very long time, but contemporary, Imperial scientist have experimented with many ideas to create super soldiers, especially with psionics. A "Simic Hybrid", commonly known simply as mutants, would have been the result of experimentation from a scientist in a presently existing Junta, or even from an Imperial scientist before the war.	
Tabaxi	Humanoid	MotM		Kuria	Randish, Prezian	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Tabaxi character in Teroja.	
Tiefling	Humanoid	PHB		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Baatezubu)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Dispatier)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Elerna)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Giasya)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Levatus)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Mammon)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Mephistopheles)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Variants)	Humanoid	SCAG		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tiefling (Zarise)	Humanoid	MTof		(n/a)	Forgien	The common depiction of devils and demons doesn't apply to Teroja, and thusly people being born as a Tiefling is an alien phenomenon to the realm. If a Tiefling would come to the realm, their appearance would be surprising to most residents and may be perceived as a mutant.	
Tortle	Humanoid	MotM		Ayain K'aax, Aredian Sea, Costa Rosa	Aredian, Ayain, Charstani	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of an Tortle character in Teroja as they can come from any landmass and region.	
Triton	Humanoid	MotM		Ayain K'aax, Aredian Sea, Costa Rosa	Any	It's best to refer to the list of ethnicities in this realm when figuring out the characteristics of a Triton character in Teroja as they can come from any landmass and region.	
Vedalken	Humanoid	MotM		(n/a)	Forgien	Vedalken are not native to the realm.	
Warforged	Humanoid	ERH/LW		(n/a)		Forged are the product of soul transference into a metal and mechanical body. The practice is common in Sharadi, where the main religion, Rakshani, encourages it as a form of ascension to a more perfect form and is an ancient practice. In the Coldest world, it's seen as escaping from the cycle and is considered heretical, and sometimes Arenian Junta's would apply the practice as a punishment.	
Water Genasi	Humanoid	MotM		(n/a)	Any	Genasi are the result of over exposure in the elemental planes. Many workers and soldiers who have worked for long periods of time in refineries and power platforms made by the Ministry of Space Exploration have reported their children becoming this way, and the mutation would often persist for generations on and off.	
Yuan-ti	Humanoid	MotM		Ayain K'aax, Costa Rosa, Southern Arenia	Arenian, Ayain, Charstani	Similar to Lizardfolk, Yuan-Ti prefer the warmth close to the equator and the access to fresh water in the Ayain K'aax. However, Yuan-Ti population movements are more active than for Lizardfolk and can be found across the realm, albeit in smaller numbers.	
Astral Elf *	Humanoid	SAIS		(n/a)	Forgien	Astral Elves, would be from a realm that they're allowed in.	
Autognome *	Construct	SAIS		(n/a)	[n/a]	An automaton in Teroja of such sophistication can only come from two places, the controversial and twice bankrupt Munrio Robitica, the company that created modern robots and AI using innovations brought on by the industrial revolution, and the Nihae's of Sharda that casually created constructs for multiple millennia. Products of Munrio Robitica come in many shapes and sizes, but their most common are the medium sized AU-10 utility model and the HB-12 combat model of robots. They're more advanced counterparts, which would be the equivalent of an "Autognome", is known as the XAU-11 and XHB-13 respectively that have sentient stand alone AI. In Sharda, technological engineering is less centralized, depending on the scale of the project, meaning that the only uniform creations came from Nihae's controlled by a Raja and the Pabretta themselves. The most common ones being the MD-330 which was for utility, and the AKR-140 which was for combat. The XAU-11, XHB-13, MD-330, and AKR-140's that remain active in the Post-War era are either in hiding or within the safety of Sharadi Enclaves due to the high level of distrust they have from the general public. In Teroja, they also lack souls, and cannot be resurrected short of a wish spell.	
Giff *	Humanoid	SAIS		(n/a)	(n/a)	(n/a. Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Grung *	Humanoid	OGA		(n/a)	(n/a)	(n/a. Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadozee *	Humanoid	SAIS		(n/a)	(n/a)	(n/a. Hadozee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Plasmoid *	Ooze	SAIS		Arenian Wasteland	(n/a)	Plasmoid origins are unknown, but scientist make the reasonable speculation that they are the result of the mixture of pre-war Imperial bio-engineering projects and the massive amounts of radiation when the bombs dropped. They are rare, but when found they are within nomadic clans or scavenger groups.	
Thri-kreen *	Monstrosity	SAIS		Arenian Wasteland	(n/a)	Thri-Kreen, known in Teroja simply as Las Cucarachas because of their appearance, are similar to Plasmoids with their rarity and lack of information. They are likely the result of massive amounts of gamma radiation on bugs, but unlike many mutants similar to it, they are amicable and seem to have an understanding of social constructs and also likely apply them in the small societies that may exist in the blasted ruins of the Valida river valley. When they are found outside of ruins, they are with scavenger groups and nomads.	

ANCESTRY	TYPE	SOURCE	THARNA	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Asrakora	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Asarnar	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Air Genasi	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Bugbear	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Centaur	Fey	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Changeling	Fey	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Custom Lineage *	Humanoid	TCoE				Has small communities immigrated from other locations, and most have integrated well.	
Deep Gnome	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Dhampir (Lineage)	Humanoid	VRGR				Has small communities immigrated from other locations, and most have integrated well.	
Dragonborn	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Dragonborn, Chromatic	Humanoid	FToD				Has small communities immigrated from other locations, and most have integrated well.	
Dragonborn, Draconic	Humanoid	EGW				Has small communities immigrated from other locations, and most have integrated well.	
Dragonborn, Gem	Humanoid	FToD				Has small communities immigrated from other locations, and most have integrated well.	
Dragonborn, Metallic	Humanoid	FToD				Has small communities immigrated from other locations, and most have integrated well.	
Dragonborn, Ravenite	Humanoid	EGW				Has small communities immigrated from other locations, and most have integrated well.	
Dwarf	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Dwarf (Hill)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Dwarf (Mark of Warding)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Dwarf (Mountain)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Earth Genasi	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Eladrin	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Elf (Dark)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Elf (High)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Elf (Mark of Shadow)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Elf (Palis)	Humanoid	EGW				Has small communities immigrated from other locations, and most have integrated well.	
Elf (Wood)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Faery	Fey	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Firbolg	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Fire Genasi	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Githyanki	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Githzerai	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Gnome (Forest)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Gnome (Mark of Scribing)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Gnome (Rock)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Goblin	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Goliath	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf (Aquatic)	Humanoid	SCAG				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf (Drow)	Humanoid	SCAG				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf (High)	Humanoid	SCAG				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf (Mark of Detection)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf (Mark of Storm)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Half-Elf (Wood)	Humanoid	SCAG				Has small communities immigrated from other locations, and most have integrated well.	
Half-Orc	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Half-Orc (Mark of Finding)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Halling (Ghostwise)	Humanoid	SCAG				Has small communities immigrated from other locations, and most have integrated well.	
Halling (Lightfoot)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Halling (Lotusden)	Humanoid	EGW				Has small communities immigrated from other locations, and most have integrated well.	
Halling (Mark of Healing)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Halling (Mark of Hospitality)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Halling (Stout)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Harengon	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Hexblood (Lineage)	Fey	VRGR				Has small communities immigrated from other locations, and most have integrated well.	
Hobgoblin	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Human	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Human (Mark of Finding)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Human (Mark of Handling)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Human (Mark of Making)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Human (Mark of Passage)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Human (Mark of Sentinel)	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Human (Variant)	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Kalashtar	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Kobold	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Lizardfolk	Humanoid	MoM				Abundant. At least 90% of Tharnies are lizardfolk. Their culture is peaceful and unified, with a strong tie on ancestor worship.	Torch (reluctantly)
Loxodon	Humanoid	GRG				Has small communities immigrated from other locations, and most have integrated well.	
Minotaur	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Orc	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Owlin	Humanoid	SACoC				Has small communities immigrated from other locations, and most have integrated well.	
Reborn (Lineage)	Humanoid	VRGR				Has small communities immigrated from other locations, and most have integrated well.	
Salvir	Fey	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Sea Elf	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Shadar-kai	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Shifter	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Simic Hybrid	Humanoid	GRG				Has small communities immigrated from other locations, and most have integrated well.	
Tabaxi	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling	Humanoid	PHB				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Baatezub)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Dispater)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Fierna)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Glasva)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Leviatus)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Mammon)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Mephistopheles)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Variants)	Humanoid	SCAG				Has small communities immigrated from other locations, and most have integrated well.	
Tiefling (Zariel)	Humanoid	MToF				Has small communities immigrated from other locations, and most have integrated well.	
Tortle	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Triton	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Vedalkan	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Water Genasi	Humanoid	ERLW				Has small communities immigrated from other locations, and most have integrated well.	
Water Genasi	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Yuan-ti	Humanoid	MoM				Has small communities immigrated from other locations, and most have integrated well.	
Astral Elf *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Astral Elves are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Autognome *	Construct	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Autognomes are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Giff *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Giff are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Grung *	Humanoid	OGA	(n/a)	(n/a)	(n/a)	(n/a. Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadozee *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Hadozee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Plasmod *	Ooze	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Plasmods are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Thri-kreen *	Monstrosity	SAIS	(n/a)	(n/a)	(n/a)	(n/a. Thri-kreen are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)

ANCESTRY	TYPE	SOURCE	UHTU	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM					
Asimiar	Humanoid	MoM					
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM					
Centaur	Fey	MoM					
Changeling	Fey	MoM					
Custom Lineage *	Humanoid	TCeE					
Deep Gnome	Humanoid	MoM					
Dhampir (Lineage)	Humanoid	VRGR					
Dragonborn	Humanoid	PHB					
Dragonborn, Chromatic	Humanoid	FToD					
Dragonborn, Draconic	Humanoid	EGW					
Dragonborn, Gem	Humanoid	FToD					
Dragonborn, Metallic	Humanoid	FToD					
Dragonborn, Ravenite	Humanoid	EGW					
Duergar	Humanoid	MoM					
Dwarf (Hill)	Humanoid	PHB					
Dwarf (Mark of Warding)	Humanoid	ERLW		Zeramais, Alramais			
Dwarf (Mountain)	Humanoid	PHB					
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM		Zeramais, Alramais			
Elf (Dark)	Humanoid	PHB		Zeramais, Alramais			
Elf (High)	Humanoid	PHB		Zeramais, Alramais			
Elf (Mark of Shadow)	Humanoid	ERLW		Zeramais, Alramais			
Elf (Pale)	Humanoid	EGW		Zeramais, Alramais			
Elf (Wood)	Humanoid	PHB		Zeramais, Alramais			
Fairy	Fey	MoM					
Firbolg	Humanoid	MoM					
Fire Genasi	Humanoid	MoM					
Githyanki	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome (Forest)	Humanoid	PHB					
Gnome (Mark of Scribing)	Humanoid	ERLW		Zeramais, Alramais			
Gnome (Rock)	Humanoid	PHB					
Goblin	Humanoid	MoM					
Goliath	Humanoid	MoM					
Half-Elf	Humanoid	PHB		Alramais			
Half-Elf (Aquatic)	Humanoid	SCAG		Alramais			
Half-Elf (Drow)	Humanoid	SCAG		Alramais			
Half-Elf (High)	Humanoid	SCAG		Alramais			
Half-Elf (Mark of Detection)	Humanoid	ERLW		Alramais			
Half-Elf (Mark of Storm)	Humanoid	ERLW		Alramais			
Half-Elf (Wood)	Humanoid	SCAG		Alramais			
Half-Orc	Humanoid	PHB					
Half-Orc (Mark of Finding)	Humanoid	ERLW		Zeramais, Alramais			
Halfling (Ghostwise)	Humanoid	SCAG					
Halfling (Lightfoot)	Humanoid	PHB					
Halfling (Lotusden)	Humanoid	EGW					
Halfling (Mark of Healing)	Humanoid	ERLW		Zeramais, Alramais			
Halfling (Mark of Hospitality)	Humanoid	ERLW		Zeramais, Alramais			
Halfling (Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM					
Hexblood (Lineage)	Fey	VRGR					
Hobgoblin	Humanoid	MoM					
Human	Humanoid	PHB					
Human (Mark of Finding)	Humanoid	ERLW		Zeramais, Alramais			
Human (Mark of Handling)	Humanoid	ERLW		Zeramais, Alramais			
Human (Mark of Making)	Humanoid	ERLW		Zeramais, Alramais			
Human (Mark of Passage)	Humanoid	ERLW		Zeramais, Alramais			
Human (Mark of Sentinel)	Humanoid	ERLW		Zeramais, Alramais			
Human (Variant)	Humanoid	PHB					
Kalashitar	Humanoid	ERLW					
Kenku	Humanoid	MoM					
Kobold	Humanoid	MoM					
Leonin	Humanoid	MoT					
Lizardfolk	Humanoid	MoM					
Loxodon	Humanoid	GGR					
Minotaur	Humanoid	MoM					
Orc	Humanoid	MoM					
Owl	Humanoid	SACoC					
Reborn (Lineage)	Humanoid	VRGR					
Salv	Fey	MoM					
Sea Elf	Humanoid	MoM		Commandaria			
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM					
Slimic Hybrid	Humanoid	GGR					
Tabaxi	Humanoid	MoM					
Tiefling	Humanoid	PHB					
Tiefling (Baatezub)	Humanoid	MTof					
Tiefling (Dispater)	Humanoid	MTof					
Tiefling (Fierna)	Humanoid	MTof					
Tiefling (Glasva)	Humanoid	MTof					
Tiefling (Leviatus)	Humanoid	MTof					
Tiefling (Mammon)	Humanoid	MTof					
Tiefling (Mephistopheles)	Humanoid	MTof					
Tiefling (Variants)	Humanoid	SCAG					
Tiefling (Zariel)	Humanoid	MTof					
Tortle	Humanoid	MoM		Ah'Thra, Alramais			
Triton	Humanoid	MoM					
Woadskin	Humanoid	MoM					
Water Genasi	Humanoid	ERLW		Enga'Narenga			
Yuan-ti	Humanoid	MoM		Zeramais, Alramais			
Astral Elf *	Humanoid	SAIS					
Autognome *	Construct	SAIS					
Giff *	Humanoid	SAIS					
Grung *	Humanoid	OGA					
Hadzee *	Humanoid	SAIS					
Plasmoid *	Ooze	SAIS					
Thri-kreen *	Monstrosity	SAIS					

ANCESTRY	TYPE	SOURCE	ULLOREN	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM		The Fledgling Peaks			
Asimiar	Humanoid	MoM		The Withered Woods (Refugee Camp)			
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM		The Furrowed Hills			
Centaur	Fey	MoM		The Horned Wilds			
Changeling	Fey	MoM		The Burrowing Marshs			
Custom Lineage *	Humanoid	TCoE					
Deep Gnome	Humanoid	MoM		Dearthfield			
Dhampir (Lineage)	Humanoid	VRQR					
Dragonborn	Humanoid	PHB		The Fledgling Peaks			
Dragonborn_Chromatic	Humanoid	FToD					
Dragonborn_Draconic	Humanoid	EGW					
Dragonborn_Gem	Humanoid	FToD					
Dragonborn_Metallic	Humanoid	FToD					
Dragonborn_Ravenite	Humanoid	EGW					
Duergar	Humanoid	MoM					
Dwarf (Hill)	Humanoid	PHB		The Ironvayne Hills			
Dwarf (Mark of Warding)	Humanoid	ERLW					
Dwarf (Mountain)	Humanoid	PHB		Koigrin			
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM		Shylelan			
Elf (Dark)	Humanoid	PHB		Dearthfield			
Elf (High)	Humanoid	PHB		Shylelan			
Elf (Mark of Shadow)	Humanoid	ERLW					
Elf (Palid)	Humanoid	EGW					
Elf (Wood)	Humanoid	PHB		The Horned Wilds			
Fairy	Fey	MoM					
Firbolg	Humanoid	MoM		Tufero's Grove			
Fire Genasi	Humanoid	MoM					
Githyanki	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome (Forest)	Humanoid	PHB		Downdale			
Gnome (Mark of Scribing)	Humanoid	ERLW					
Gnome (Rock)	Humanoid	PHB		The Ironvayne Hills			
Goblin	Humanoid	MoM		The Furrowed Hills			
Goliath	Humanoid	MoM		The Jaws of Nibras (Uncommon)			
Half-Elf	Humanoid	PHB		Ceangalite			
Half-Elf (Aquatic)	Humanoid	SCAG					
Half-Elf (Drow)	Humanoid	SCAG					
Half-Elf (High)	Humanoid	SCAG					
Half-Elf (Mark of Detection)	Humanoid	ERLW					
Half-Elf (Mark of Storm)	Humanoid	ERLW					
Half-Elf (Wood)	Humanoid	SCAG					
Half-Orc	Humanoid	PHB		Ceangalite, Amar-Guul			
Half-Orc (Mark of Finding)	Humanoid	ERLW					
Halfling (Ghostwise)	Humanoid	SCAG					
Halfling (Lightfoot)	Humanoid	PHB		Vimgolai			
Halfling (Lotusden)	Humanoid	EGW					
Halfling (Mark of Healing)	Humanoid	ERLW					
Halfling (Mark of Hospitality)	Humanoid	ERLW					
Halfling (Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM					
Hexblood (Lineage)	Fey	VRQR					
Hobgoblin	Humanoid	MoM		The Furrowed Hills			
Human	Humanoid	PHB		Mormweir		One of the founding clans of Ceangalite the settlement serves as humanities stronghold against the mist and the thing that go bump in the night.	
Human (Mark of Finding)	Humanoid	ERLW					
Human (Mark of Handling)	Humanoid	ERLW					
Human (Mark of Making)	Humanoid	ERLW					
Human (Mark of Passage)	Humanoid	ERLW					
Human (Mark of Sentinel)	Humanoid	ERLW					
Human (Variant)	Humanoid	PHB					
Kalashtar	Humanoid	ERLW		Dust Bowl (The Withered Woods)		Kalashtar like Tieflings are born into a stigma of paranoia. They are often forced into exile or worse. It is however rumored that they can be found gathered in the refugee city located somewhere in the Withered Woods.	
Kenku	Humanoid	MoM		Tufero's Grove		Kenku like most anthropomorphic Aethrin in Ulloren can trace their lineage back to the Orchards of Tufero's Grove. Where, when the Ripple occurred they found refuge amongst it's protective aura.	
Kobold	Humanoid	MoM		The Stranded Isle		Kobolds have founded a small community in the underwater caverns running deep beneath the stranded isle. They are the islands most tenacious fisherman having perfected their craft of deep sea diving using Bubble Urchin's to stay submerged for long periods of time.	
Leonin	Humanoid	MoO		Tufero's Grove			
Lizardfolk	Humanoid	MoM		The Burrowing Marsh		The Lizard folk of the Burrowing Marsh are a largely uncontacted tribe. Their territory spans nearly the entire swamp and they defend it aggressively. They will however speak with messengers from the Wrenjer Corps for unknown reasons.	
Loxodon	Humanoid	GGR		Tufero's Grove			
Minotaur	Humanoid	MoM		Tufero's Grove			
Orc	Humanoid	MoM		Amar-Guul		The Orc clans of Ulloren are a nomadic race, traveling across Myzells some say even through the Mist. They are chroniclers of history, art, music, stories, and artifacts seeking only to learn. Amar-Guul serves as their ancestral home and vault. The orcs make a pilgrimage back once a year to catalog or collect what they have encountered on their journeys.	
Owl	Humanoid	SACoC					
Reborn (Lineage)	Humanoid	VRQR					
Sabr	Fey	MoM		Tufero's Grove			
Sea Elf	Humanoid	MoM					
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM					
Simic Hybrid	Humanoid	GGR		The Stranded Isle		The Hybrids have found a cohabitation with the shperds and Kobolds of the Stranded Isle very comfortable.	
Tabaxi	Humanoid	MoM		Tufero's Grove			
Tiefling	Humanoid	PHB		Dust Bowl (The Withered Woods)		While Tiefling can be found across Ulloren the ones who were forced out of their home towns can find a semblance of normalcy amongst the other outcasts of Dust Bowl.	
Tiefling (Baatzehul)	Humanoid	MTof					
Tiefling (Dispater)	Humanoid	MTof					
Tiefling (Fierna)	Humanoid	MTof					
Tiefling (Glasva)	Humanoid	MTof					
Tiefling (Levistus)	Humanoid	MTof					
Tiefling (Mammon)	Humanoid	MTof					
Tiefling (Mephistopheles)	Humanoid	MTof					
Tiefling (Variants)	Humanoid	SCAG					
Tiefling (Zariel)	Humanoid	MTof					
Tortle	Humanoid	MoM		Tufero's Grove			
Triton	Humanoid	MoM		The Sumbingur Gulf		The Triton city Leviathis Abytresh has recently joined the Merchant Association with their line of Deep Sea Jewelry.	
Vedfolgen	Humanoid	MoM		Ceangalite			
Warforged	Humanoid	ERLW		Ceangalite			
Water Genasi	Humanoid	MoM					
Yuan-ti	Humanoid	MoM		The Burrowing Marsh			
Astral Elf *	Humanoid	SAIS					
Autognome *	Construct	SAIS					
Gif *	Humanoid	SAIS					
Grung *	Humanoid	OGA					
Hadozee *	Humanoid	SAIS					
Plasmoid *	Ooze	SAIS					
Thri-kreen *	Monstrosity	SAIS					

ANCESTRY	TYPE	SOURCE	VEŠNICA	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM				In small villages north of Gô'an, there are cloisters of avian aethrin. They tend to migrate to find purpose beyond the rural life, finding purpose in civilization; though some take that wanderlust into the wilds and cultivate their curiosity in nature. Fewer still stay insular, seeing their purpose as nesting to create further generations.	
Aasimar	Humanoid	MoM				Aasimar present as some presentation of another race, but with Celestial-touched features. They are not seen as "others" from their racial origin.	
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM				In the forests of the Western Federation, Bugbear clusters trend towards simple treeshomes: easy to make, easier to uproot to follow elk, deer, or ground otter. Vesnican territories encourage integration into civilization rather than Hunting/Gathering.	
Centaur	Fey	MoM				Centaur often cross from the Feywild, though ones not native to the Winter Court often turn back due to temperature shock.	
Changeling	Fey	MoM				Most often born to a family of non-Changelings, the Changeling traits are not a guaranteed inheritance. The "natural" form is usually a faded resemblance to their birth parents. If found congregating, it's thought to be suspicious (because of the mercuriality of their forms).	
Custom Lineage *	Humanoid	TCoE	n/a		n/a		n/a
Deep Gnome	Humanoid	MoM					
Dhampir (Lineage)	Humanoid	VRQIR				Congregations of Dhampir are looked upon with deep suspicion and fear, as their origins tend toward vampires. Individual ones tend to blend into society.	
Dragonborn	Humanoid	PHB				Dragonborn are often viewed as higher in status by nature of their presumed Draconic heritage in Vesnican circles, though as quite ordinary in the Western Federation.	
Dragonborn, Chromatic	Humanoid	FToD					
Dragonborn, Draconite	Humanoid	EGW					
Dragonborn, Gem	Humanoid	FToD					
Dragonborn, Metallic	Humanoid	FToD					
Dragonborn, Ravenite	Humanoid	EGW					
Dwarven	Humanoid	MoM					
Dwarf (Hill)	Humanoid	PHB					
Dwarf (Mark of Warding)	Humanoid	ERLW					
Dwarf (Mountain)	Humanoid	PHB					
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM					
Elf (Dark)	Humanoid	PHB					
Elf (High)	Humanoid	PHB					
Elf (Mark of Shadow)	Humanoid	ERLW					
Elf (Pallid)	Humanoid	EGW					
Elf (Wood)	Humanoid	PHB					
Faery	Fey	MoM				Faeries often cross from the Feywild, though ones not native to the Winter Court often turn back due to temperature shock.	
Firbolg	Humanoid	MoM					
Fire Genasi	Humanoid	MoM					
Gilgyvanti	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome (Forest)	Humanoid	PHB					
Gnome (Mark of Scribing)	Humanoid	ERLW					
Gnome (Rock)	Humanoid	PHB					
Goblin	Humanoid	MoM					
Goliath	Humanoid	MoM					
Half-Elf	Humanoid	PHB					
Half-Elf (Aquatic)	Humanoid	SCAG					
Half-Elf (Drow)	Humanoid	SCAG					
Half-Elf (High)	Humanoid	SCAG					
Half-Elf (Mark of Detection)	Humanoid	ERLW					
Half-Elf (Mark of Storm)	Humanoid	ERLW					
Half-Elf (Wood)	Humanoid	SCAG					
Half-Orc	Humanoid	PHB					
Half-Orc (Mark of Finding)	Humanoid	ERLW					
Halling (Ghostwise)	Humanoid	SCAG					
Halling (Lightfoot)	Humanoid	PHB					
Halling (Lotusden)	Humanoid	EGW					
Halling (Mark of Healing)	Humanoid	ERLW					
Halling (Mark of Hospitality)	Humanoid	ERLW					
Halling (Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM				Harengon often cross from the Feywild, though ones not native to the Winter Court often turn back due to temperature shock.	
Hexblood (Lineage)	Fey	VRQIR				Most Hexbloods keep their previous forms, odd little things giving away differences. If their Hexed nature is discovered, especially in odd numbered groups, it inspires fear.	
Hobgoblin	Humanoid	MoM					
Human	Humanoid	PHB					
Human (Mark of Finding)	Humanoid	ERLW					
Human (Mark of Handling)	Humanoid	ERLW					
Human (Mark of Making)	Humanoid	ERLW					
Human (Mark of Passage)	Humanoid	ERLW					
Human (Mark of Sentinel)	Humanoid	ERLW					
Human (Variant)	Humanoid	PHB					
Kalashtar	Humanoid	ERLW				Kalashtar present with some presentation of another race, barely determinate features from their counterparts. They are not seen as "others" from their racial origin.	
Kenku	Humanoid	MoM					
Kobold	Humanoid	MoM					
Leonin	Humanoid	MOoT					
Lizardfolk	Humanoid	MoM					
Loxodon	Humanoid	GGR				A large congregation live on the outskirts of Ak'adin. Stood up to the Vesnican Kingdom, displaced by invasion.	
Minotaur	Humanoid	MoM					
Orc	Humanoid	MoM					
Owin	Humanoid	SACoC					
Raborn (Lineage)	Humanoid	VRQIR					
Satyr	Fey	MoM				Have a form of another race. Rarely known to be considered a different race to be gathered, though often present with noticeable oddities.	
Sea Elf	Humanoid	MoM				Satyr cross from the Feywild, though ones not native to the Winter Court often turn back due to temperature shock.	
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM					
Simic Hybrid	Humanoid	GGR				Fey Hybrids often cross from the Feywild, though ones not native to the Winter Court often turn back due to temperature shock.	
Tabaxi	Humanoid	MoM					
Tiefling	Humanoid	PHB					
Tiefling (Baatebul)	Humanoid	MToF					
Tiefling (Displacer)	Humanoid	MToF					
Tiefling (Fierna)	Humanoid	MToF					
Tiefling (Glasava)	Humanoid	MToF					
Tiefling (Levistus)	Humanoid	MToF					
Tiefling (Mammon)	Humanoid	MToF					
Tiefling (Mightyphobias)	Humanoid	MToF					
Tiefling (Vargata)	Humanoid	SCAG					
Tiefling (Zariel)	Humanoid	MToF					
Turtle	Humanoid	MoM					
Trilon	Humanoid	MoM					
Vedalken	Humanoid	MoM				Vedalken often cross from the Feywild, though ones not native to the Winter Court often turn back due to temperature shock.	
Warforged	Humanoid	ERLW					
Water Genasi	Humanoid	MoM					
Yuan-ti	Humanoid	MoM					
Astral Elf *	Humanoid	SAIS	(n/a)				(n/a)
Autognome *	Construct	SAIS	(n/a)				(n/a)
Giff *	Humanoid	SAIS	(n/a)				(n/a)
Grung *	Humanoid	OGA	(n/a)	(n/a)	(n/a)	(n/a, Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadozee *	Humanoid	SAIS	(n/a)	(n/a)	(n/a)	(n/a, Hadozee are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Placidoid *	Ooze	SAIS	(n/a)				(n/a)
Tri-keen *	Monstrosity	SAIS	(n/a)				(n/a)

ANCESTRY	TYPE	SOURCE	ZYSTR	LARGEST CONGREGATIONS	ETHNICITIES	COMMUNITIES / NOTES	FAMOUS PEOPLE
Aarakocra	Humanoid	MoM					
Asimar	Humanoid	MoM					
Air Genasi	Humanoid	MoM					
Bugbear	Humanoid	MoM					
Centaur	Fey	MoM					
Changeling	Fey	MoM					
Custom Lineage *	Humanoid	TCoE					
Deep Gnome	Humanoid	MoM					
Dhampir (Lineage)	Humanoid	VRGR					
Dragonborn	Humanoid	PHB					
Dragonborn_Chromatic	Humanoid	FToD					
Dragonborn_Draconic	Humanoid	EGW					
Dragonborn_Gem	Humanoid	FToD					
Dragonborn_Metallic	Humanoid	FToD					
Dragonborn_Ravenite	Humanoid	EGW					
Dwarf	Humanoid	MoM					
Dwarf_(Hill)	Humanoid	PHB					
Dwarf_(Mark_of_Warding)	Humanoid	ERLW					
Dwarf_(Mountain)	Humanoid	PHB					
Earth Genasi	Humanoid	MoM					
Eladrin	Humanoid	MoM					
Elf_(Dark)	Humanoid	PHB					
Elf_(High)	Humanoid	PHB					
Elf_(Mark_of_Shadow)	Humanoid	ERLW					
Elf_(Pale)	Humanoid	EGW					
Elf_(Wood)	Humanoid	PHB					
Fairy	Fey	MoM					
Firbolg	Humanoid	MoM					
Fire Genasi	Humanoid	MoM					
Githyanki	Humanoid	MoM					
Githzerai	Humanoid	MoM					
Gnome_(Forest)	Humanoid	PHB					
Gnome_(Mark_of_Scribing)	Humanoid	ERLW					
Gnome_(Rock)	Humanoid	PHB					
Goblin	Humanoid	MoM					
Goliath	Humanoid	MoM					
Half-Elf	Humanoid	PHB					
Half-Elf_(Aquatic)	Humanoid	SCAG					
Half-Elf_(Drow)	Humanoid	SCAG					
Half-Elf_(High)	Humanoid	SCAG					
Half-Elf_(Mark_of_Detection)	Humanoid	ERLW					
Half-Elf_(Mark_of_Storm)	Humanoid	ERLW					
Half-Elf_(Wood)	Humanoid	SCAG					
Half-Orc	Humanoid	PHB					
Half-Orc_(Mark_of_Finding)	Humanoid	ERLW					
Halfling_(Ghostwise)	Humanoid	SCAG					
Halfling_(Lightfoot)	Humanoid	PHB					
Halfling_(Lotusden)	Humanoid	EGW					
Halfling_(Mark_of_Healing)	Humanoid	ERLW					
Halfling_(Mark_of_Hospitality)	Humanoid	ERLW					
Halfling_(Stout)	Humanoid	PHB					
Harengon	Humanoid	MoM					
Hexblood_(Lineage)	Fey	VRGR					
Hobgoblin	Humanoid	MoM					
Human	Humanoid	PHB					
Human_(Mark_of_Finding)	Humanoid	ERLW					
Human_(Mark_of_Handling)	Humanoid	ERLW					
Human_(Mark_of_Making)	Humanoid	ERLW					
Human_(Mark_of_Passage)	Humanoid	ERLW					
Human_(Mark_of_Sentinel)	Humanoid	ERLW					
Human_(Variant)	Humanoid	PHB					
Kalashitar	Humanoid	ERLW					
Kenku	Humanoid	MoM					
Kobold	Humanoid	MoM					
Leonin	Humanoid	MoT					
Lizardfolk	Humanoid	MoM					
Loxodon	Humanoid	GGR					
Minotaur	Humanoid	MoM					
Orc	Humanoid	MoM					
Owlin	Humanoid	SACoC					
Reborn_(Lineage)	Humanoid	VRGR					
Satyr	Fey	MoM					
Sea Elf	Humanoid	MoM					
Shadar-kai	Humanoid	MoM					
Shifter	Humanoid	MoM					
Simic Hybrid	Humanoid	GGR					
Tabaxi	Humanoid	MoM					
Tiefling	Humanoid	PHB					
Tiefling_(Baatezub)	Humanoid	MTof					
Tiefling_(Dispater)	Humanoid	MTof					
Tiefling_(Fierna)	Humanoid	MTof					
Tiefling_(Glasva)	Humanoid	MTof					
Tiefling_(Leviata)	Humanoid	MTof					
Tiefling_(Mammon)	Humanoid	MTof					
Tiefling_(Mephistopheles)	Humanoid	MTof					
Tiefling_(Variants)	Humanoid	SCAG					
Tiefling_(Zariel)	Humanoid	MTof					
Tortle	Humanoid	MoM					
Triton	Humanoid	MoM					
Woadskin	Humanoid	MoM					
Water Genasi	Humanoid	ERLW					
Water Genasi	Humanoid	MoM					
Yuan-ti	Humanoid	MoM					
Astral Elf *	Humanoid	SAIS					
Autognome *	Construct	SAIS					
Giff *	Humanoid	SAIS					
Grung *	Humanoid	OGA	(n/a)	(n/a)	(n/a)	(n/a. Grung are not a standard character creation option and do not exist in nor can they enter this Realm)	(n/a)
Hadozee *	Humanoid	SAIS					
Plasmod *	Ooze	SAIS					
Thri-kreen *	Monstrosity	SAIS					

[1] Locked ancestries may not leave their Realm, except to transfer to another Realm that also shares this restriction ONLY.