

# Solunare

## Campaign Companion

by Mike Simon



# The Lands

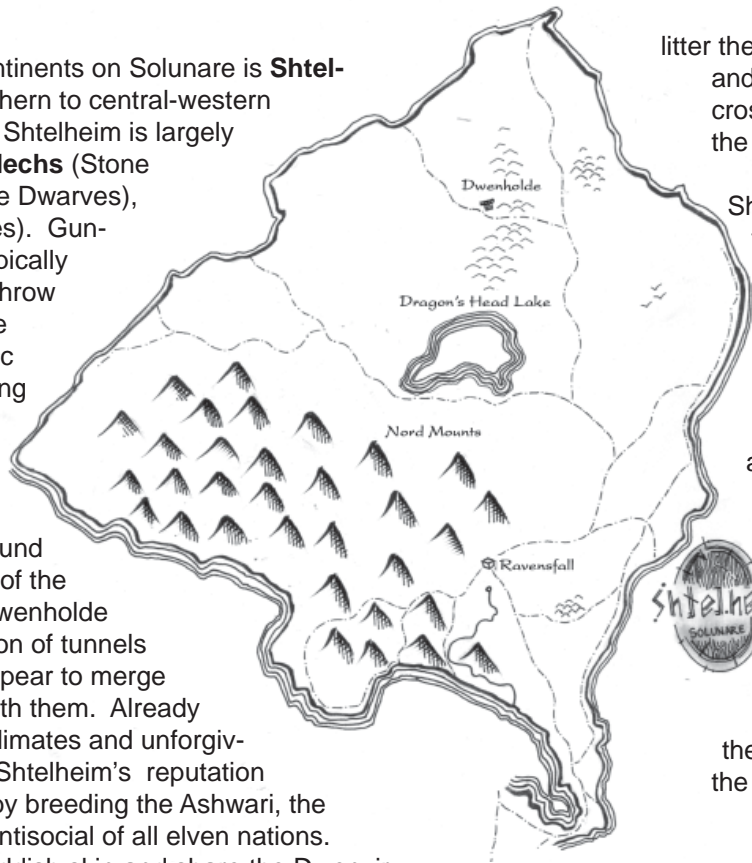
The world of Solunare is made up of five continents (though there are arcane and ancient rumors that allude to a sixth). Legend tells that once, long ago, all five continents were one, but the mighty staff of a lost god shattered them in anger, leaving only shards broken on the face of Solunare. The cries of mourning gods drowned him in the chasm and became the ocean that separated the lands.

These shards became the continents of **Shtelheim**, **Akatta**, **Shakar**, **Etrien** and **Unjeer** (clockwise from upper left on the world map above). Each continent has two capitals which are usually in the north and south of the continent. These two capitals govern their continents in concert with one another and each lend a citizen to serve on the High Council, which serves to link all of the lands together in trade and law.

## Shtelheim

The coldest of all continents on Solunare is **Shtelheim**. From the northern to central-western mountainous region, Shtelheim is largely populated with **Gundechs** (Stone Giants), **Dwenvir** (Ice Dwarves), **Ashwari** (Ruby Elves). Gundechs and Dwenvir typically live within a stone's throw (pun intended) of one another in a symbiotic precious metals mining arrangement that sees the Gundechs breaking ground, and Dwenvir going (and living) underground in their mines. Most of the northern capital of Dwenholde exists in a combination of tunnels and buildings that appear to merge with the stone beneath them. Already feared for its harsh climates and unforgiving terrain, northern Shtelheim's reputation is further enhanced by breeding the Ashwari, the most enduring and antisocial of all elven nations. The Ashwari have reddish skin and share the Dwenvir propensity for mining, albeit for precious stones more than precious metals. Ashwari rubies typically fetch five to ten times the value of rubies mined elsewhere. This region is also home to vast caves in which Silver Dragons lair.

On the eastern coast of Shtelheim, warm water washes the coast and wafts heat onto the forest cliffs and keep the cold from the north at bay. Port villages



litter the east coast of Shtelheim, and from here, much trade crosses the oceans to and from the other continents.

The southern-most tip of Shtelheim forms a land bridge that carries thousands each year from Shtelheim's southern capital **Ravensfall** to the largest of Akatta's port cities, **Yokatta** and **Koso**. The people of southern Shtelheim are varied and in Ravensfall, it is not uncommon to see nearly any races (with most notable exception of the Ashwari, who rarely spend time inside any city wall).

Shtelheim's largest exports are precious metals and stones which make the Dwenvir and Ashwari two of the richest races on Shtelheim.

## Akatta

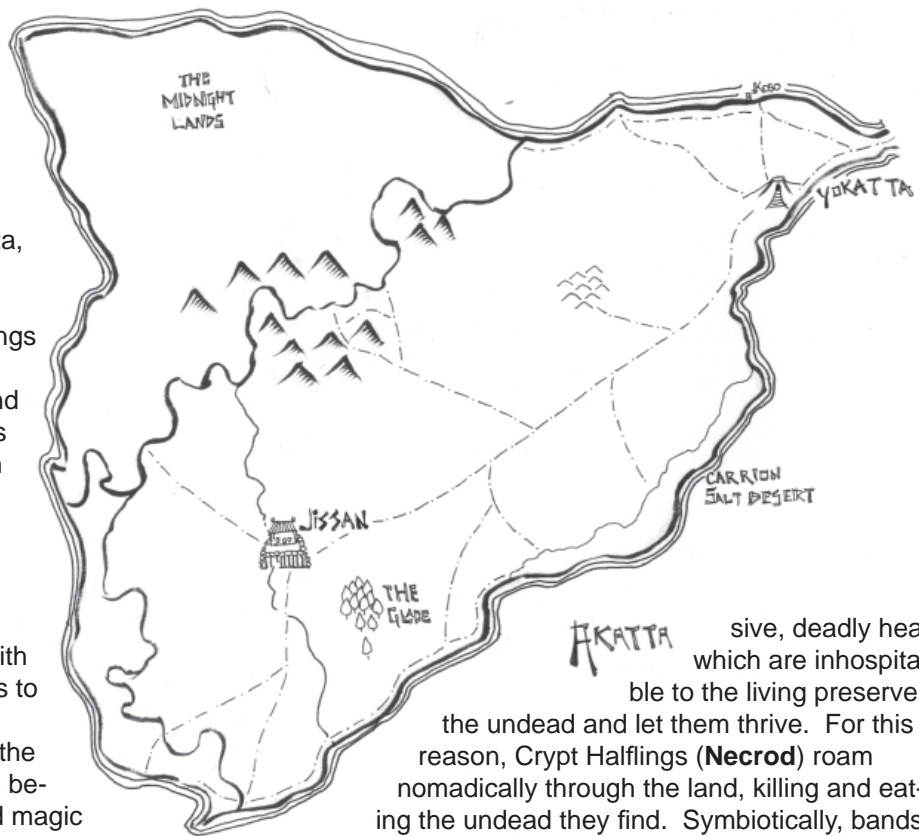
If Shtelheim can be described as the most physically challenging of the continents, Akatta can be described as the most mentally challenging. It is commonly known as the throne of the magic of Solunare, where the greatest minds and the highest of arcane powers live, thrive and plot. It is here that the High Council resides, a body that ties together and governs the inter-

twining laws of the lands of the **Ten Kings**.

The people of northern Akatta near the port cities of Koso and Yokatta reflect the vast diversity that is created by intercontinental trade and commerce. Central and southern Akatta, however belong primarily to Common Elves (**Enwari**), Drow Elves (**Mazwari**), Street and Glade Halflings (**Macad** and **Corophod**) and Humans who have settled in towns and cities created to protect themselves from the vast number of subhuman and mystical monsters of the land. The mightiest of these cities is Jissan, which is the richest market for agricultural trade on Solunare. Because of Jissan's central location, its reputation as a place rife with magical portals and mages extends to the farthest reaches of the world.

To the southeast of Akatta lies the Boiling Sea where the fabled battle between eleven gods and the bastard magic god-force Maelstrom took place. The heat from this part of the sea has turned the southeastern coastline into a place where only carrion creatures can survive, a desert of salt and sand.

Commercially, northern Akatta is supported by transportation, intercontinental trade, magic, information and bureaucracy. Southern Akatta thrives mainly on agriculture, and the profits of war against monsters that creep in from the Midnight Lands.



side, deadly heat which are inhospitable to the living preserve the undead and let them thrive. For this reason, Crypt Halflings (**Necrod**) roam nomadically through the land, killing and eating the undead they find. Symbiotically, bands of Necromantic Tunnel Gnomes known as the **Veldek** wander the continent in search of ruined villages, makeshift graveyards or savage battlegrounds to turn into new undead colonies. Little is known about the Veldek, but most who encounter them relate that their fascination with undead seems to be more chaos and curiosity than malicious intent.

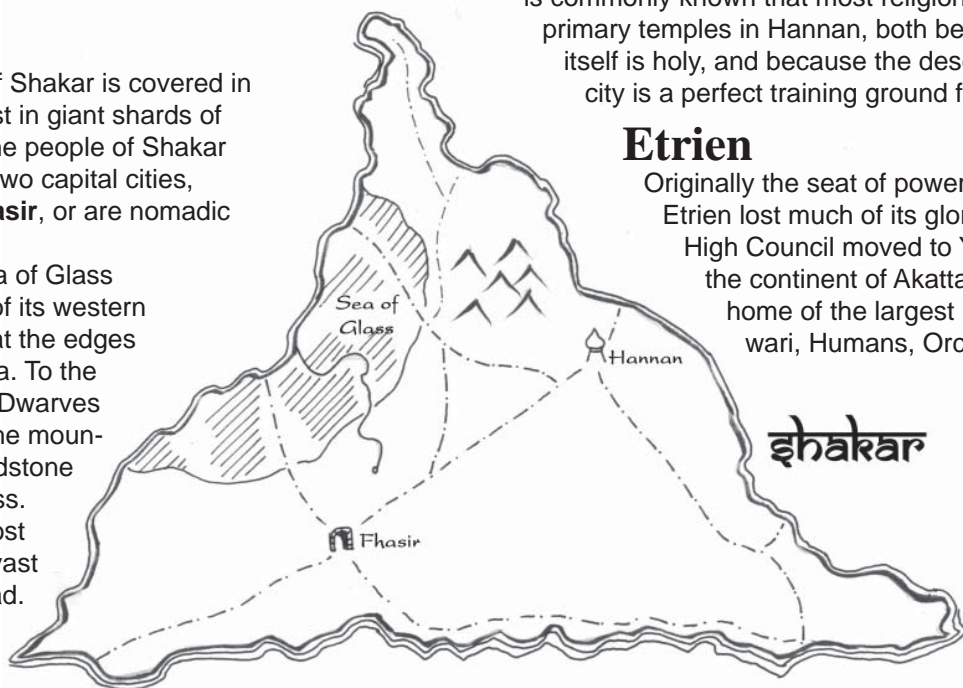
In such a climate of constant life, death and un-death, Shakar has become a center of spirituality. It is commonly known that most religions base their primary temples in Hannan, both because the city itself is holy, and because the desert outside the city is a perfect training ground for acolytes.

## Shakar

Ninety percent of Shakar is covered in Sand and the rest in giant shards of glass. Most of the people of Shakar live in one of its two capital cities, **Hannan** and **Fhasir**, or are nomadic in nature.

Shakar's Sea of Glass spans over half of its western coast and ends at the edges of the Boiling Sea. To the northeast, Sand Dwarves (**Shavir**) live in the mountains mining sandstone and volcanic glass.

Shakar is most infamous for its vast number of undead. The dry climates and the oppres-



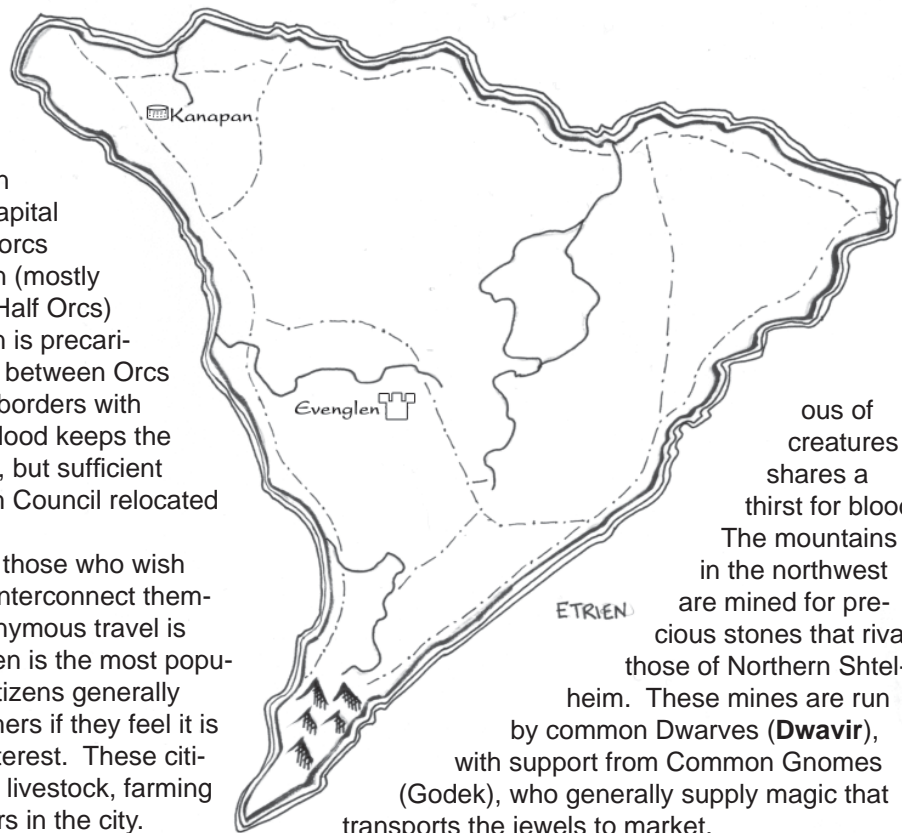
## Etrien

Originally the seat of power in the world, Etrien lost much of its glory when the High Council moved to Yokatta, on the continent of Akatta. Still, it is the home of the largest number of Enwari, Humans, Orcs and the vari-

ous permutations of their cultural and biological mixture.

Most of the trade that takes place on Etrien occurs between the three races there, with very little intercontinental trade. Most ports on Etrien are in small towns, with the capital cities of Kanapan (Mostly orcs, half orcs and other humanoids) and Evenglen (mostly Humans, Enwari, Half-Enwari, and Half Orcs) far inland. The stability of the region is precarious at best with ongoing skirmishes between Orcs and humanity constantly redefining borders with each year of battle. Only common blood keeps the two cities from declaring all out war, but sufficient enough was the unrest that the High Council relocated to another continent.

To visitors, Etrien is a haven for those who wish to lose themselves. Small villages interconnect themselves throughout the land and anonymous travel is easy along major trade routes. Etrien is the most populated of any of the continents. Its citizens generally keep to themselves, but will help others if they feel it is in their, or their community's best interest. These citizens generally make their livings on livestock, farming or services provided to other dwellers in the city.



ous of creatures shares a thirst for blood. The mountains in the northwest are mined for precious stones that rival those of Northern Shtelheim. These mines are run by common Dwarves (**Dwavir**), with support from Common Gnomes (**Godek**), who generally supply magic that transports the jewels to market.

Another source of commerce is the pelt and skin industry of the hunters in the mid-east. Though hunting the wilderness of Unjeer is extremely dangerous, the skins and pelts of some of the more exotic species sell for a high price in Akatta, Etrien and especially Shtelheim. Unjeer is also well known as the home for the Dragon High Council, a governing body for the dragons of Solunare. Many dragons find the extreme nature of the Unjeer jungles to be welcome added protection against adventurers who often see the slaughter of their kind as prizes, or adventures.

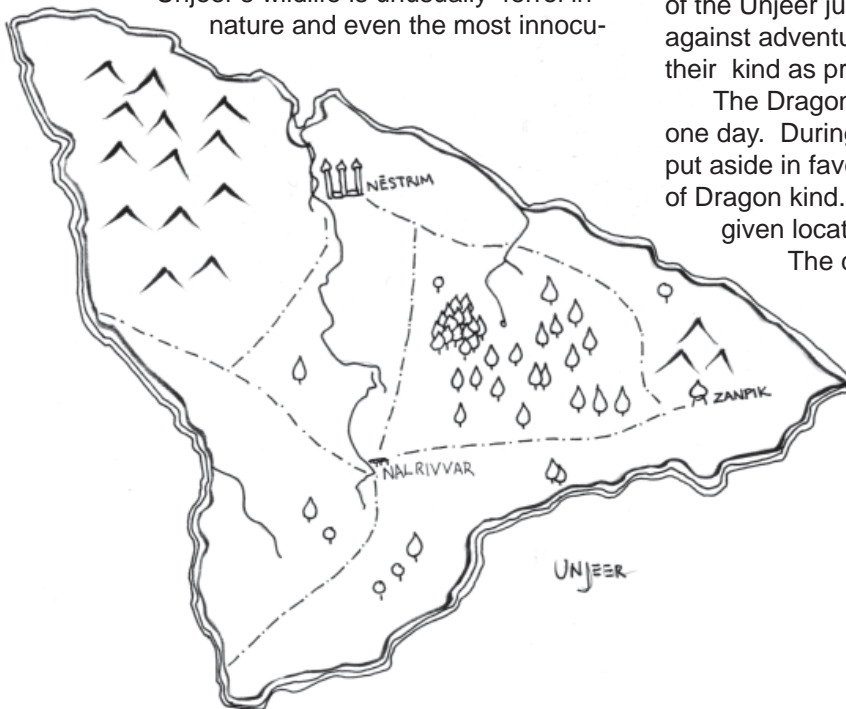
The Dragon High Council meets once a year for one day. During this time, philosophical differences are put aside in favor of governing and protecting the whole of Dragon kind. Once the meeting has been held in a given location, it will never be held there again.

The dragons do, however, leave the areas they have constructed in pristine and lavish beauty. Many a man has sought for an abandoned council site, for there is no greater beauty or protection than these dragon constructions, which only appear in Unjeer.

## Unjeer

Unjeer is the most savage of any of the continents in that eighty percent of its surface is covered by the canopy of almost unending jungle. In its center, Unjeer is so completely covered that the sun never touches the ground.

Unjeer's wildlife is unusually ferrel in nature and even the most innocu-



# Deities

The gods of Solunare are much more representative of ideas than moralities. As such, gods do not subscribe to specific alignments and can be worshipped by anyone of any alignment. As well, they do not limit their cleric's access to the entire array of domains.

Solunare gods are anthropomorphic and with few exceptions, appear to various races as one of their own. When appearing to a mixed group of mortals, each individual's experience of the event may be drastically different based on their own perceptions. For this reason, most gods will appear to only one mortal, or small groups. Otherwise, they will work through mortal agents in their church or dragons who might employ others so that by the time a god's will is expressed, the individual expressing it is several steps removed from the god himself. When a god does intervene personally in an event, the intervention is generally governed by a complex set of rules created by the gods themselves, which keep balance among the mortals and monsters of the world.

The gods and their attributed ideologies are as follows:



## Deities and Ideologies

Name	Ideology
Fafin	Death
Tomasli	Love, Passion and Revenge
Aletaya	War, Honor and Steel
Eldrick	Magic, Knowledge and Order
Kaiya	Sky, Dreams and Dispair
Skine	Malice, Dishonor and Mischeif
Kirasleisa	Nature, Life and Chaos
Gatsnoch	Night, Darkness, Water and Time
Feyvahn	Sun, Light and Fire
Treifeineste	Music, Poetry and Desire

### Fafin

The God of Death.

Fafin is the only god without his own heaven. His followers know that they will never pass on but become a part of him in the way that a breath of air becomes an inexorable part of any life...insignificant, yet absolutely necessary to his continued existance. Fafin is reveered because his duty removes the pain of separation when a soul leaves a body. His simple duty is to replace the spirit in the body of the dying and allow them to move on while he takes their last breath. Without him, the spirits of the dead will begin it's eternity with the horror of death regardless of whether they enter heaven, hell or return to life in another body. Fafin's job ends when the last breath is taken and he couriers the dead onto their final destination.

Fafin's holy symbol is a gold skull of masterwork craftsmanship. If the holy symbol is stolen, it acts as a

cursed item which cannot be dropped (except to the original owner), will lower the holder's constitution by one point per week (cumulative) and act as a beacon to all undead with a one mile radius.

To his clerics, Fafin's symbol gives his clerics the innate power of the spell "Death Watch".

### Tomasli

The God Love, Passion and Revenge

Tomasli's holy symbol is a platinum heart with a curved dagger through it. In the hands of his cleric, it grants the innate ability of the spell Sanctuary once per day.

### Aletaya

The Goddess of War, Honor and Steel

Aletaya's holy symbol is two swords crossed and bound by chain. If worn by a cleric of her faith, they are granted a +2 with all weapons they wield made of steel.

### Eldrick

The God of Magic, Knowledge and Order

Eldrick's holy symbol is a small silver book with a jade infinity symbol on it's cover. If worn by his cleric, they gane the innate ability to cast one of the following spells per day: Detect Magic, Magic Missile or Mage Hand.

### Kaiya

The Goddess of the Sky, Dreams and Dispair .

Kaiya's holy symbol is a small silver cloud. In the hands of her cleric, it allows them the use of the innate ability of the spell Endure Elements once per day.

## Skine

The God of Malice, Dishonor and Mischeif  
Skine's holy symbol can be any of the other god's holy symbols but with an "x" carved on one side of it (usually the side not exposed to the public). On the neck of a cleric of Skine, the symbol has one of the following affects once per day: Daze, Flare or +5 to hide or move silently.

## Kirasleisa

The Goddess of Nature, Life and Chaos is commonly believed to be the child of Eldrick and Aletaya and is Fafin's lover.  
Kirasleisa's holy symbol is a butterfly made of two crossed infinity symbols. One made of jade, the other of steel. Her holy symbol allows her clerics to bring a creature back from the dead for one minute with the following limitations: One half hit die per level, no affect on the time of death for other spells which raise the dead, works once per creature, creatures that do not wish to be brought back get a will save.

## Gatsnoch

The God of Night, Darkness, Water and Time  
Gatsnoch's holy symbol is a blackened sundial. In the hands of his cleric, once per day it can affect a one round darkness 15' radius spell. There is a 5% chance per day of disuse that time will stop for all but the cleric inside the effect.

## Feyvahn

The Goddess of the Sun, Light and Fire  
Feyvahn's holy symbol is a sun with 8 wisps of light encircling it. For cleric's the wisps rotate around the circular center untethered. In the hands of one of her clerics, the holy symbol will emit light, per the spell on command indefinitely.

## Treifeinste

The Goddess of Music, Poetry and Desire  
Treifeinste's holy symbol is a silver feather inside silver ring. For her cleric's the feather inside will spin and resonate in the ring, creating a song that will create one of the following effects once per day: Expeditious retreat, Sleep or +1 to attack for all within her group.

## New Races

<u>Family</u>	<u>Common</u>	<u>Native</u>
<b>Elves</b>	Common Dark Ruby Sea Dark/Sea	Enwari Mazwai Ashwari Sevari Shuvari
<b>Halflings</b>	Street Glade Crypt	Macod Corophod Necrod
<b>Dwarves</b>	Common Ice Sand	Dwavir Dwenvir Shavir
<b>Gnomes</b>	Common Tunnel	Godek Veldek

# Elves

There are five major types of elves, one with subtypes described in the Player's Handbook: the Enwari, Mazwari, Ashwari, Sevari and Shuvari. Most elves become adventurers during some part of their lives, but usually quit once they've grown powerful enough, rich enough or tired of the harsher realities of adventuring. Exactly when they get their wander lust varies, but it typically lasts no more than one hundred years. After that, they usually spend the rest of their lives in retirement, or in hiding.

Living ten thousand years has a way of making anyone a little arrogant. Elves see civilizations rise and fall in their lifetimes. Continents are discovered and forgotten in the time it takes for an elven boy to grow to adventuring age. Their level of detachment reflects the understanding that everyone will grow, reproduce and die in the time it takes them to fashion a proper chair. To most elves, it doesn't pay to become involved with someone who is just going to die on you. The other side of the coin is true as well. Elves rarely allow themselves to get truly angry. They see the affairs of other races as transient and generally unimportant. Rather than fight an enemy, they'd rather elude or delay them for a hundred years. Wars with elves are generally won by attrition or stalemate with mortality losing its battle with death and elves simultaneously.

Elves almost always appear very witty and humorous to other races. This comes from living long enough to hear almost every possible variation of a joke through a hundred generations. For this reason, Elves almost never laugh at the jokes of others.

Elves are amazing craftsmen. In crafting a chair, an Elven wood carver's work does not start with the piece of wood, it starts with the seed. The craftsmen might wait several seasons to find the perfect seed which she will plant and cultivate in the finest soil, waiting perhaps a hundred years until it has grown into a tree with the perfect grain. She would then carve the chair from whole wood and spend many years perfecting the details. In the time it takes a human to live life, have children, grandchildren and then die of old age, an elf might finish a dining room set. With the ability to spend such time on details, Elven standards are higher than any others. Elves generally refuse to buy crafted non-magical items from non-elves because of even the most minor of flaws.

Elves generally have between ten and twenty children, though some have as many as fifty. Elven pregnancy lasts about a year but Elven children grow very slowly and each physical (human equivalent) year of their lives takes 100 years. An elf that has grown to

manhood is generally around 2000 years old. Elven minds grow as fast as human children, so it is not uncommon for an elven infant to speak clearly and walk normally. At this age, they resemble large headed Halflings.

Elven women generally begin bearing children between 1600 and 3000 years and some continue to do so until their 4500th year.

Elves honor their dead with grand ceremonies. The ceremony generally lasts one full day for each millennium that the departed lived. An elf that dies of old age will have a ten day funeral with close friends generally arriving days in advance to help prepare.

Elves hate technology and are very interested in maintaining the overall status quo. If Elves see leaps in technology begin to occur, Elven society will move to borrow, steal or buy the technology and destroy it. These movements might not be obvious as they occur over the span of decades.

## Enwari (Common Elf)

Enwari is a name given to describe common types of elves (such as high, gray, etc) that live throughout the world. Enwari is a blanket term given to most elves that can't be easily distinguished from one another, even by one another. Typical Enwari live to be 10,000 years old, depending on quality of life. An Enwari child grows to puberty at the same rate as human children, but then aging slows as they reach their one hundredth year, when they are regarded as physically mature adults (human equivalent to age 21).

**Regions:** Enwari can live in nearly any location with many within the bounds of large cities where art and music can be found. They are often magical in nature, so at some point in an Enwari will usually make his or her way to the continent of Akatta and spend several years learning of arcane things. In the twilight of their lives, Enwari will typically retire into the forests of Etrien or Akatta with their own people and spend their last hundred years passing along all of the knowledge they have gathered.

**Racial Abilities:** Enwari are the Elves from the *Player's Handbook*. They have all of the racial abilities afforded the Elves there.

## Mazwari (Dark Elves)

Mazwari are an obsidian skinned, white coifed variety of elves that, for many centuries, lived beneath the surface. Bewitched by the dark spider goddess Lolth, they were regarded as evil. Upon Lolth's disappearance, the spell was broken and for a thousand years, they have worked their way into respectable society.

Though a few elves still hold a grudge, most other races (with shorter life spans) have forgotten completely that the Mazwari were ever feared or hated. As Mazwari age, their hair grows darker.

**Regions:** The Mazwari typically live in cities or towns of any size. They prefer to live near humanity because of their short life spans and their inability to recall events before the Mazwari were freed from Lolth's influence. Though some still live in giant subterranean cities, most of these cities are also inhabited by humans, dwarves and other races that wish to enjoy non-traditional, elven, gothic architecture.

**Racial Abilities:** Mazwari possess all of the common elven traits from the *Player's Handbook* page 16 except those below:

+2 Dexterity, -3 Constitution, +1 Intelligence, +1 Charisma.

120' Darkvision

60' Infravision

60' Lowlight vision

+2 Hide (in lowlight or below)

Favored Class: Sorcerer

Languages: Elven, Mazwari Sign, Undercommon, Common

### Ashwari (Ruby Elves)

Ashwari, or ruby elves, are known for their red skin, anti-social behavior (to outsiders) and a love for mining precious stones. Most Ashwari settlements are cavernous cities made of exhausted mines and while they are dismissive and untrusting of strangers, their internal society is similar to most elves elsewhere: filled with wine, song and poetry.

**Regions:** Living almost exclusively in the northern tundra of Shtelheim, the Ashwari rarely travel outside their own lands, except to trade what they have mined. A very few Ashwari live in mountainous settlements elsewhere, or in dwarven cities that operate a great deal of mining operations for precious stones.

**Racial Abilities:** Ashwari possess all of the common elven traits from the *Player's Handbook* page 16 except those below:

+2 Constitution, +1 Strength, -2 Charisma, -1 Wisdom.

120' Darkvision

60' Infravision

+10 Appraise (precious stones)

Favored Class: Warrior

Weapon proficiency: Pick

Languages: Elven, Dwarven, Common, Giant

### Sevari (Sea Elves)

Often mistaken for Mermen, Sevari are elves which are able to breathe water and swim freely. They typically have light blue skin and gills. Though they are able to stay out of water for extended periods of time, their Constitution will drop 1 point per month they are not exposed to fresh salt water. Most Sevari fall into one of two categories: Regal, or Scavenger. Regal Sevari live in undersea kingdoms and are known to be some of the greatest diplomats on the face of the world. They barter safety on trade routes with the might of their armies and skill at defeating pirates at sea. Scavenger Sevari simply wait for the misfortune of those who will not deal with the Regal. Though Scavenger Sevari are typically not pirates, they are not averse to allowing pirates to overtake a vessel, and then plunder the wreckage once it has sunk below the waves.

**Regions:** Sevari live under the waves of nearly every major body of water except the Boiling Sea. Regal Sevari live mostly in undersea cities, while Scavengers roam nomadically throughout.

**Racial Abilities:** Ashwari possess all of the common elven traits from the *Player's Handbook* page 16 except those below:

+1 Constitution, +1 Strength, +1 Charisma, -2 Dexterity.

60' Infravision

120' Underwater vision

+10 Swim

All Sevari ranged weapons move freely through water.

Favored Class: Druid

Water breathing

Languages: Elven, Common, Whale Sign

### Shuvarri (Dark Sea Elves)

Shuvarri are a combined race of Mazwari and Sevari born on an undersea battleground in a huge collapsed cavern. The thousands of warriors from both sides were thought to be lost until they emerged, a thousand years later as one race. Shuvarri citizens have a compulsory hundred year military service and is steeped in ceremony and diplomacy. Most Shuvarri, like other Elves, will return to their home city to live out their years, if they ever leave. Shuvarri skin color is typically dark blue or dark green in color and their hair color varies between white and blue-gray.

**Regions:** Ninety-nine percent of Shuvarri live in a huge cavernous city beneath the sea that stretches half-way between Shtelheim and Unjeer. The city is completely submerged, with few entrances into and out of the cavern it occupies. Beneath the city lies a rich vein of precious metals, some of which are secret and known only to the Shuvarri.



**Racial Abilities:** Shuvarri possess all of the common elven traits from the *Player's Handbook* page 16 except those below:

+1 Constitution, +2 Dexterity, -1 Wisdom.  
90' Darkvision  
60' Infravision/Lowlight  
120' Undersea Vision  
All Shuvarri ranged weapons move freely through water.

Favored Class: Warrior  
Weapon Finesse: Kris  
Languages: Elven, Mazwari Sign, Whale Sign, Undercommon

## Dwarves

There are three types of dwarves: Dwavir, Dwenvir and Shavir. Each of these dwarves shares a common love for mead, mining and raucous debauchery after a long day or rewarding work. Most Dwarves heartily laugh at anything approaching funny, even at the most inappropriate time. Dwarves typically work through most of their youth and adventure only in their prime.

Dwarves typically live to three or four hundred years old before being killed. Although some extremely cowardly dwarves have lived as long as one thousand years, it's almost a badge of dishonor to die having lived longer than five hundred years old. By this time in life, a Dwarf is expected to have lost a step and cannot fight, drink or work properly and it's highly suspicious to still be alive when real life and adventure will tolerate nothing less. Dying in battle or adventure is most prestigious, followed by a mining accident and lastly drowning in ale. Anything beyond that and the requisite fine Ale in a Dwarven Ale-Mud burial may be replaced with Urine.

Dwarves pride themselves on their hearty nature and consider boasting as valuable a skill as competitive drinking or sword play. A modest dwarf is a mute dwarf and a quiet dwarf is drinking. Dwarven humor is generally humorous only to other dwarves, or to anyone who has had more than one drink.

Dwarves prize few things more than their weapons and the use of them. Most Dwarves are taught blacksmithing as others teach their children hygiene or how to dress. Growing up Dwarven generally means playing with unsharpened weapons in the crib and fighting with sharpened weapons as soon as the child can walk. A Dwarven male will often find a mate based on his ability to craft and wield a blade.

Dwarves typically have six to eight children, about

half of whom survive into adulthood. Dwarven women typically birth fraternal twins or triplets but rarely have one child at a time or identical twins. Either of these scenarios is typically considered a disappointing birth and these children will usually bond with older or younger sets in order to fit in.

Dwarven funerals are usually short and solemn. Typically a Dwarf will be buried in mud created from the Ale barrels of his compatriots and/or family. Few words will be said, but the name of the fallen brother or sister is usually inscribed in stone somewhere near the burial site. A portion of the dwarf's beard is braided into the hilts of the weapons of his or her children.

Dwarves love to tinker but find they are torn between the old ways and new. Dwarven inventors are known to be very innovative, but on the whole while Dwarven society will embrace new inventions as fads, they'll generally go back to the tried and true methods of their parents. Dwarves are somewhat distrustful of Elves, thinking that they are in some way being held back from true innovation by unseen hands, which of course, they are.

### Dwavir (Common Dwarves)

Dwavir are the common dwarves of the player's handbook which are roughly three and a half to four and a half feet in height, and extremely hairy. Dwavir females, despite the picture in the PHB, have a thin beard and a proportionally large bust. Dwavir generally are the most socially adept of the three types of Dwarves and have little trouble interacting with other races. They are usually looked upon as the good time, and good backup of any diverse group of adventurers.

**Regions:** Dwavir live in most any region, and often act as trading and bureaucratic proxies for Dwenvir and Shavir. They will start a homestead anywhere one can be molded out of the stone of a mountain, hill or mine.

**Racial Abilities:** Ashwari possess all of the common elven traits from the *Player's Handbook* page 16.

### Dwenvir (Ice Dwarves)

Dwenvir live in the icy NordMounts of Shtelheim and mine precious metals. Resigned to their frozen existence, they do little else but mine and fashion their metal into weapons, statues and jewelry to be sold in the south. Between the Dwenvir, Ashwari and Gundechs (Giants), they control all mining and dominion of the Nord Mounts. Dwenvir also meet with the Dwavir, who buy their wares and sell them in large cities like Ravensfall, Yokatta and several cities across the sea. Dwenvir, however, prefer to remain in the north where their mining techniques can be safeguarded, and their weeklong Festival of Snowburn can remain the best

kept secret party in all of Solunare.

**Regions:** Dwenvir live almost exclusively in icy caverns and exhausted mines, rarely leaving the safety of their homes.

**Racial Abilities:** Dwenvir possess all of the common Dwarven traits from the *Player's Handbook* page 16 except those below:

Cold Subtype  
60' Infravision  
+10 Appraise (precious metals)

Favored Class: Warrior  
Languages: Elven, Dwarven, Common, Giant

### Shavir (Sand Dwarves)

The Shavir living in the northern dunes and treacherous mountains of Shakar. There they mine nearly all of the sandstone that is used to build cities on the continent of Shakar. One of the major differences between the Shavir and their Dwenvir and Dwavir counterparts is their utter disdain for mining. Mining is what they do because mining is what they are expected to do. When someone thinks of quality sandstone or masonry, they immediately think of the Shavir. This well earned reputation allows them to charge more than double the cost for their work than any other race. More and more, Shavir lose it's children to adventure, or to pub proprietorship in cities and towns throughout Shakar and the rest of the world, but many eventually return to the mines as an investor, knowing that it is the best possible way to sustain themselves into old age.

**Regions:** Most Shavir live in large keeps made of sandstone and rock. Though they live very near to their mines, most Shavir do not have windows on the side of their homes that face the mine.

**Racial Abilities:** Shavir possess all of the common Dwarven traits from the *Player's Handbook* page 16 except those below:

60' Darkvision  
30' Infravision  
+10 craft (stone masonry)  
+3 to all Heat/Fire based saves.

Favored Class: Fighter  
Languages: Elven, Dwarven, Common, Giant

## Gnomes

Gnomes are a small race, usually standing between two and three feet tall. There are two types of Gnomes to be concerned with: Godek and Veldek. Gnomes live between 90 and 120 years and generally adventure once they are middle aged and their children have left home to start their own family. Gnomes are usually very curious, and generally end up being killed as a result. This is the primary reason most Gnomes wait

until after they have had and raised their children to start adventuring.

### Godek (Common Gnomes)

These Gnomes are the common Gnomes of the *Player's Handbook*. Because they are so curious, they are often considered studious by other races who see their fascination with nearly everything as a mark of intelligence. Godek tend to be full of trivial information about nearly any subject and often volunteer this information without being asked. When presented with a new item, it is not uncommon for a Godek male to spend an entire afternoon researching it, usually with positive results.

**Regions:**

Godek generally live just outside of populated areas and setup small settlements, which are highly regarded as places of learning.

**Racial Abilities:** Godek possess all of the common elven traits from the *Player's Handbook* page 16.

50% chance to identify (per the spell) after 3 hours.  
+5 Appraise

Favored Class: Wizard  
Languages: Gnome, Common, one Free language

### Veldek (Tunnel Gnomes)

Tunnel gnomes are perhaps the most deranged of all demi-human races. Most of their lives are spent burrowing under the sands of Shakar, searching for dead or undead. Once they find an abandoned graveyard or any other place where corpses might abound, they set upon their task of necromantically reviving them. Their fascination with the undead and how they work reaches new levels of the macbre as they experiment and toy ruthlessly with the undead. If things get out of their control (as they often do), Veldek simply tunnel under and move on to another location. When they are able to control the undead, they often use them as servants or pets.

**Regions:** Veldek are nomadic and go wherever they know or sense the dead.

**Racial Abilities:** Veldek possess all of the common Gnome traits from the *Player's Handbook* page 16 except those below:

30' Darkvision  
10' Vibration sense (see underground)  
+10 Wilderness Lore (when tracking undead)  
Tunnel at 10' per round

Favored Class: Wizard  
Languages: Gnome, Common, Halfling

# Halflings

Halflings are typically small demi-human creatures between three and four feet tall. There are three types of Halflings: Macod, Corophod and Necrod, each occupying different places in the world. Halflings spend most of their lives as adventurers, generally living between forty and sixty years and adventuring on and off throughout their lives. Their entire lives are spent crafting stories that they relate to their children, the greatest of which are passed on through generations.

## Macod (Street Halflings)

Macod are city halfling that live and thrive in the streets of most large cities. The Macod's natural instincts for commerce serve them well and they will often be found fostering black (or gray) markets, thieving, scouting, transporting or any one of the many other ways to make a living on a city, without actually owning a proprietorship. Macod, however, are almost never evil. They consider themselves deal makers or movers and shakers, but almost universally value the well-being of their family and community above all else. Macod also multiply faster than any other race, carrying a child for only three months before bearing it; making it very hard for even the most determined to rid a city of them once they have put down roots.

**Regions:** Macod usually live in inns, on roof-tops or rent small parts of larger human or demi-human homes such as unused closets, pantries or cabinets.

**Racial Abilities:** Macod possess all of the common halfling traits from the *Player's Handbook* page 16 except those below:

+2 Dexterity, +1 Intelligence, -2 Strength  
60' Infravision  
60' Low Light vision  
+5 Bluff  
+10 Knowledge (City)

Favored Class: Rogue  
Languages: Halfling, Common

## Corophod (Glade Halflings)

Living in nature is the way of life for the Corophod, who passively while away their days in an agrarian society. Corophod, or Glade Halflings are migratory and move with the seasons, taking care and repairing the land as they go. Even in the city, Corophod will be seen planting or pruning flowers or plants that grow through the stones in the street. Corophod, unlike their Macod cousins, care almost nothing for possessions. If an item serves no use to them, they will simply drop it, or bury it, returning it to the land. Most of their lives are spent wearing leaves and bark for clothing as they kill almost no animals. Because of this, their skin and hair take on a greenish hue. Corophod clans will stay

together until they grow too large, at which time part of the clan will separate and form their own society elsewhere.

**Regions:** Corophod live in forests or meadows in large numbers. They typically create large lean-to's or teepees that can be quickly and easily dismantled or rebuilt. They rarely stay anywhere longer than a season, but will often return to the same location when the season returns.

**Racial Abilities:** Corophod possess all of the common halfling traits from the *Player's Handbook* page 16 except those below:

+1 Constitution, +1 Strength, +1 Wisdom, -2 Intelligence  
120' Lowlight  
60' Infravision  
+5 Wilderness Lore  
+20 Move in natural surroundings

Favored Class: Druid  
Languages: Halfling, Sylvan, Common

## Necrod (Crypt Halflings)

The Necrod are perhaps the most disturbing of any of the demi-human variations because of their unusual necrovorous diet (they eat the undead). Travelling in loose bands, Necrod packs track undead, kill them and eat them. Necrod Clerics will only attempt to destroy the undead if they have eaten undead recently (they can, however reluctantly, eat normal rations), and will carry the ashes and smoke them in pipes made of bone. When a location is spent of its undead, the Necrod will pack their tents and begin tracking their next meal.

**Regions:** Necrod live almost exclusively in Shakar and are known as Crypt halflings because of their propensity for taking up residence in crypts, morgues, bloody battlefields or anyplace else where undead might roam or Tunnel Gnomes might have been.

**Racial Abilities:** Ashwari possess all of the common elven traits from the *Player's Handbook* page 16 except those below:

+1 Wisdom, +2 Constitution  
60' Darkvision  
30' Lowlight  
+5 Wilderness Lore when tracking undead  
Undead ingestion  
Crits/Sneak attack damage on undead

Favored Class: Cleric  
Languages: Halfling, Common

# House Rules

## **More clerical spell control**

- Clerics can pray (Wisdom Check dc20) to change any spell slot into any of their domain spells 2 levels lower (or more).
- Clerics can pray (Wisdom Check dc20) to sacrifice all spells for the day and cast one spell one level higher. Failure results in the loss of the Cleric's highest two spell levels of spells being lost for the day.
- Pray (Wisdom Check dc20) to sacrifice all spells for the week and cast one spell up to three levels higher. Failure results in the loss of the Cleric's highest three levels of spells for the week

**Optional Haggling rule:** Roll percentage, add Bluff, Diplomacy or Intimidate. On rolls over 50, modify the cost of an item by the amount rolled over 50 (as a percent) to the character's benefit. On rolls under 50, modify the cost of the item by the amount rolled under 50 to the character's detriment. Example: Rosco is trying to buy an item. His total roll is 57, so he is able to deduct 7% from the cost of the item. If he'd rolled a 45, he would have had to add 5% to the cost of the item.

