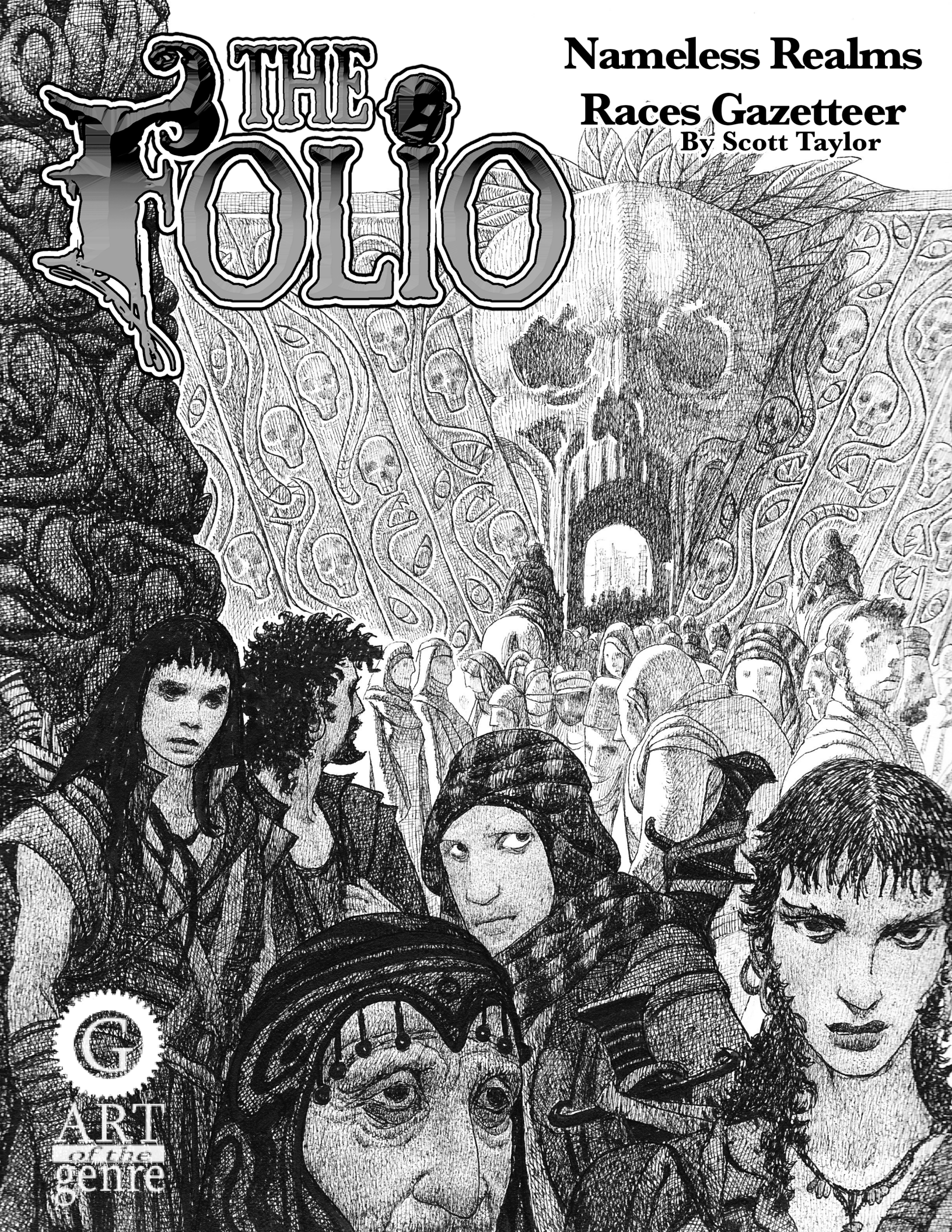


THE FOLIO

Nameless Realms

Races Gazetteer

By Scott Taylor



G
ART
of the
genre

Introduction:

I first created the Nameless Realms in 1987 when a friend of mine wanted to play D&D in a world that wasn't Greyhawk. At the time I was 16 and figured I had enough gaming knowledge to create a pastiche world of all of my favorite fantasy fiction settings, but I couldn't think of a name for my first map of the place. I drew it in colored pencil on a loose-leaf notebook page and from there continued expanding it until a full six taped together sheets 'closed' the world a decade later. Still, even after a massive amount of campaigning, first in AD&D, and then 2nd Edition AD&D, I'd yet to come up with a name for the place and so all my players affectionately dubbed it 'The Realm With No Name'. Eventually, I transitioned the world to 3rd Edition D&D, but it was also in the early 2000s that I began taking my writing career seriously. As many writers do, I decided to take some of my campaign threads from years past and transition them into a novel, the first of which revolved around an epic worldwide campaign that took two DMs and a dozen players five full years to complete. In the end, the campaign became 'The Five Year War', and from it I wrote my first novel *The Cursed Legion*.

However, when workshopping the novel, many of my peers thought that the races of standard D&D and Tolkien were too tired for the modern marketplace. To this, at least from a fiction standpoint, I had to agree, and so I went about recreating an alternate landscape of races within the framework of my novel. I'd long ago made a race of 'high orcs' to mirror Tolkien's Uruk-Hai,

called the Jai-Ruks, but other than that I had little to go on.

One thing I was certain of, however, was that I truly enjoyed fiction in which wizards were mysterious and epically powerful, much more so than one finds in the D&D landscape. But I guess I'm getting a bit ahead of myself. What I really sat down to do with this introduction was give everyone a bit of background on where these races came from, what they reflected from a pure D&D standpoint, and how I'm setting up this particular race gazetteer.

So here is how it is going to work, I'm going to introduce you to the thirteen races unique to the Nameless Realms, and along with the base gaming stats for 1E & 5E, you'll get a note on how they came to be from my own world. I'm also going to include quotes about each race from my various novels, so you can get a sense of how they are perceived in the world. Now, that isn't to say that you need to switch Roslof Keep over to the Nameless Realms world, or that you need to use these races, but if you do, it should give you a more in-depth feel for them.

Also, as you can see in my writing for the adventures, I've created a world for your sandbox that can be shared by these races and those that they were roughly based on, thus meaning you can still easily have Dwarves and Kin, one does not make the other mutually exclusive.

That said, and without further delay, let me introduce you to the races of the Nameless Realms. Enjoy!

Scott Taylor

Racial Foundations

To create something unique, I decided to bind each primary race in the Nameless Realms fiction to a certain element. Some had strong ties, some not so much, but nonetheless each was polarized to either Fire, Air, Water, or Earth. Although there are twelve ‘prime’ races bound to these elements, there can really be a plethora of ‘sub’ races that bend the rules a bit, such as Humans that instead of being of low elemental fire affinity (which is the norm), might have an earth affinity because of something that has happened to a certain tribe of them over the course of passing millennia.



‘Torrent, a Corsair, was never far from trouble in mighty Taux’.

Notes

In the Nameless Realms there are also two more ‘prime’ elements that round out the world, those being Positive Elemental Energy and Negative Elemental Energy. All races are vested with Positive Elemental Energy in the form of their living soul, and creatures such as the undead have had their positive soul replaced with a negative soul from beyond the grave. The Seventh Element, known as Afterglow, is magical energy tapped into by various races which lies beyond the elemental plane of water and can most easily be contacted by those with water affinity. Fire affinity races, such as Humans, are therefore not magical in nature.

All races in the world are bound to an ‘elemental spark’, which is to say a certain core elemental power deep within their being. This spark and binding element influences their nature, and depending on their affinity [subtle/medium/high], the race can also have the power to wield that element in some form. This affinity doesn’t necessarily mean an Eldaryn [High Fire] can set a street aflame with a twitch of his nose, but if he’s a Tome-Mage Pyromancer, his spark’s power would be additionally lethal when coupled with offensive spell formula. Examples of elemental manifestation might be that Aspara [High Air] seem to have a phantom breeze blowing through their hair when they’re thinking hard, or when a Human [Subtle Fire] gets mad, the temperature around him goes up a couple of degrees.

In the lore of the Nameless Realms, sages tell tales of a single race born into the world, the Byrin. Independent tribes of this race, once touched by the elemental link to the gods, evolved and slowly formed to the will of the element of their deity. In this fashion, all the sentient races of the world developed their unique talents and elemental manifestations.

Note to DMs

What you find below is only a guide, and the really fun part of having these elemental links is that they can manifest in all kinds of intriguing ways inside a campaign. Some characters or NPCs might have different abilities, like talents that sometimes come out genetically. Feel free to customize and experiment, and keep players on their toes with new and exciting ways experienced beings might manifest their power.

Aspara

Chaotic Good

Armor Class: 3 (Leather + Haste + Air Dance)

HD: 4+4

Hit Points: 28

Move: 12"

No. of Attacks: 2

Damage/Attack: by weapon type

Special Attacks: Haste

Special Defenses: Air Dance

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

He is an Aspara, his race blessed with the immortality of being the highest air-born, which also gives power to the rumor of their ability to become both intangible and fly.'

A Knight in the Silk Purse, Pg 24.

Aspara [AC 17, Speed 30 ft, HD 7+7, HP 40, #Attack: 2, Hit +6, Damage by weapon, typically 9 (1d8+4), Multiattack, Haste, Air Dance]

Haste:

This power manifests in two ways, 1. The Aspara gains 1 attack per round (on top of any bonus attacks they may receive from class/level). 2. They are considered 'quick' giving them +2 to their AC.

Haste adds 2 to AC and provides the Aspara with Multiattack.

Air Dance:

This power manifests as the ability to 'flow with the wind' providing the Aspara with a -1 to their AC for every 2HD they have.

Provides a +1 AC bonus for every 2 HD.

Player Character Notes:

In conjunction with the above special abilities, Aspara also receive a +1 to Dexterity and a -1 to Charisma. Otherwise, they are to be considered Human for level development.

[High Affinity Air]

6 to 6½ feet in height. These are rather ethereal looking Humans with a personality that can change as quickly as the breeze. The opposite of the Kin in most ways, the Aspara are known to be flighty, pulled in various directions, and hard to negotiate long-term contracts with. They live free lives, rarely settling down for more than a few years at a time, and tend to shun most other races in an almost xenophobic way. In the Opal Gates, Hilani Plains, or Far Zimbolay, the Aspara are a chocolate-skinned and ebon-haired people with sapphire blue eyes. They are a mystical race who travel the savannah and disappear from the sight of Humans when pressed. All Aspara are immortal creatures, age never touching them, and so they have no need for haste unless provoked. As they are inherently detached, marriage is almost unheard

of among their scattered clans, and children are scarce because mothers hate being tied down to their offspring for any length of time. Some in the world see the Aspara as inherently uncaring, but that isn't the case. They can be both passionate and heartfelt if the mood strikes them, and are capable of beautiful crafts that might take decades to finish, assuming the items they craft can be carried with them as they travel.

Developmental Notes:

When I first started laying out the races, a primary concern was what to do with Elves. Eventually, I decided to replace Elves with Fey, an alternate dimensional race bound directly to dragons, but that left a huge void in the Five Year War campaign because like most D&D games, Elves are going to be present, both in the adventuring party and as prominent NPCs. To help solve this, I decided to break the Elven race into three different races, all bound to elemental

air, and all with unique looks and histories that could bridge the gap in my fiction and my gaming table. Having always loved Tolkien's immortality rules with his Elves, I decided to give the High Air Aspara, this 'gift', while also providing them with Elven xenophobia and aloof nature. Also, when deciding what true Human culture most readily brought air to my mind, I was drawn to the Maasai and other tall and lean cultures of Africa, thus, in the Nameless Realms fiction, Aspara have a regal, tall, Nubian quality to them.



Farian

Chaotic Good

Armor Class: 6 (Leather + Air Dance)

HD: 4+4

Hit Points: 28

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: None

Special Defenses: Air Dance

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Neither yielded. Neither moved. Tohil increased his focus and numinous smoke leaked out between his fingers. Yet the girl's power did not falter. The breath of the patrons began to show in frosty clouds that were swept into the preternatural breeze that roiled about the pair. The winds grew in force until men caught their caps and the women in the room had to grab at their flailing dresses for the sake of modesty.'

A Knight in the Silk Purse, Pg 230.

Farian [AC 14, Speed 30 ft, HD 7+7, HP 40, #Attack: 1, Hit +4, Damage by weapon, typically 6 (1d8+2), Air Dance]

Air Dance:

This power manifests as the ability to 'flow with the wind' providing the Farian with a -1 to their AC for every 4HD they have.

Provides a +1 AC bonus for every 4 HD.

Player Character Notes:

In conjunction with the above special abilities, Farians also receive a +1 to Dexterity and a -1 to Charisma. Otherwise, they are to be considered Human for level development.

[Medium Affinity Air]

6 to 6½ feet height. Often thought to be the product of Aspara and Korys mating, the Farian race is an incredibly long-lived and secretive one. They tend to stay removed from society much like their Aspara cousins, but instead of living in the windswept plains of the world, they are people of the high mountain. In the heights of the world, the Farians dwell among the cliffs and snowcaps as close to the heavens as they can reach. These air-born tribes are sky sailors, builders of winged craft, and tether-crafters of the mighty wind. They are fair-skinned and blond-haired with eyes as blue as the open sky. They live at such heights that most Humans can't climb to their lofty eyries. Farians tend to be more 'settled' than Aspara and congregate seasonally for trade and ritual feasts before heading back to solo dwellings along the cliffs. Lifespans for this race can range as high as 800+ years for pure bloods and 250+ for those with more mixed bloodlines.

Developmental Notes:

When I came up with the Farians, I'd already kind of had them in the Nameless Realms for a decade or more. I'd always wanted to mimic Tolkien's Numenoreans, so I'd created two elder human races with long lifespans, the Farians and the Corsairs (to roughly reflect the Dunedain and the Black Numenoreans). Now, when I had to

change things up for the fiction, I decided to make these folk a cross between something found in Miyazaki's Nausicaa and the Valley of the Wind and your standard Viking. Artist Jeff Laubenstein really hit the nail on the head for me in his art for the Farians, and thus, this pretty fun race was delivered to me full form by the time I began my editing work on The Ghosts of Taux series.





Korys

Chaotic Good

Armor Class: 6 (Leather + Air Dance)

HD: 2

Hit Points: 14

Move: 12"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: None

Special Defenses: Air Dance

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'The beasts attack was too soon, the ice staying its massive jaws and the impact of its upward strike sending Savino into the air. The world spun, and he summoned all the air he could. He was no full-blood Aspara, so flight was denied to him, but his Element did buy him a few extra seconds in his vault.'

Tales of the Emerald Serpent, Pg 143.

Korys [AC 13, Speed 30 ft, HD 2+2, HP 12, #Attack: 1, Hit +2, Damage by weapon, typically 6 (1d8+2)]

Air Dance:

This power manifests as the ability to 'flow with the wind' providing the Korys with a -1 to their AC for every 6HD they have.

Provides a +1 AC bonus for every 6 HD.

Player Character Notes:

In conjunction with the above special abilities, Korys are to be considered Human for level development.

[Subtle Affinity Air]

6 feet. Indistinguishable from Humans, the Korys are often flighty, rarely bound to a single locale, and yet possess an increased lifespan that keeps them looking young for up to three hundred years. They are very few in number, mostly because they don't congregate as a unified race, instead flitting away with the wind and often having progeny with Humans or Corsairs rather than seeking out other Korys who they typically find impossible to deal with because they can never agree on any one thing for long. Korys make great drifters, charlatans, and rogues, their nature never pushing them to get a 'real job', but instead always looking for the next big score.

Developmental Notes:

When I was challenged with making my own protagonist for the Ghosts of Taux shared world anthologies, I really wanted to make a flighty roguish character. A Korys was the perfect choice. Close enough to a Human that he could pass, touched with just enough air to make him special, and long-lived enough that he could be devilishly handsome for decades.

Kin

Lawful Neutral

Armor Class: 2 (Elemental Hardening
+ Chain Armor)

HD: 4

Hit Points: 27

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-6+2 or by weapon type (also +2)

Special Attacks: Berserker Rage

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'The standard bearer was lightly onyx-skinned, with grey veins like marble running along her exposed flesh, for upon closer examination she was certainly female. A tangle of green moss began at an indentation in her skull and flowed down her back.'

The Mid-Winter Fall, Pg 26.

Kin [AC 18, Speed 30 ft, HD 7+12, HP 40, #Attack: 2, Hit +6, Damage 7 (1D6+4) or by weapon, typically 9 (1d8+4), Multiattack, Elemental Hardening, Berserker Rage]

Elemental Hardening:

Like all races of elemental earth, the Kin can manifest the power of their earth affinity

by hardening their skin. This ability manifests as a -1 to AC per Hit Dice of the Kin with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{2}$ the Kin's Hit Dice and last the same number of rounds.

Adds +1 to AC per HD to a maximum of 10 and can be used 3/day.

Berserker Rage:

By using the power of the volatile earth, a Kin can transform into a walking juggernaut.

This power takes a full round to manifest, but after it has begun can last up to the number of Hit Dice the Kin has in rounds. During the Berserker Rage, the Kin gains 2 Hit Points per Hit Dice, adds an additional +2 to damage, and gains an additional attack per round.

Kin-Sires, or higher Hit Dice Kin, do exist and can have as high as 12 Hit Dice, and any Kin over 7 Hit Dice should be considered to have 2 attacks per round.

Player Character Notes:

In conjunction with the above special abilities, they receive a +1 to Strength & Constitution, and a -1 to Charisma and Dexterity. Kin are to be considered Dwarves for level development.



[High Affinity Earth]

4½ to 5 feet height. They are a hard race, intractable and fierce, but are also master builders and shape stone with deft hands. Sometimes this race lives within mountains,

but their greatest creations come from shaping cities from stone on the surface, molding it in the passing of years. This unique connection with the earth plays out in the nature of the Kin's coloring. Whatever natural stone they are

around ‘bleeds’ into the Kin’s pigmentation, and like a flamingo turns pink eating pink shrimp, the Kin take on the aspect of the stone in which they live. In this fashion they marbleize, sometimes looking to have metallic veins running through the rich tones of their flesh. They are small in stature compared to Humanity, averaging no more than five feet in height. This smaller size helps them navigate natural passages in the earth, and it is often whispered among other races that Kin can actually pass through stone, although this is unproven. The Kin also have very limited eyesight, and direct sunlight is a constant irritation. In standard daylight they wear masks or eyeshades. Under the ground, the Kin can go without any light and use echolocation to sense where they are, large ears helping to capture the sound of their incessant clicking when they travel. No Kin have hair anywhere on their bodies, but Female Kin are known to decorate their heads with specially cultivated moss, fungus, or grass to make a kind of hair-like crown. Their society is based around a single Kin-Sire, a hearty male who lords over a community of female Kin as a kind of lion over his pride. When a truly powerful Kin-Sire comes about, other Kin-Sires sometimes join their ‘prides’ to his to form a larger community. These Kin-Sires are known to transform when enraged, their bodies becoming misshapen and ugly, channeling the power of the earth to destroy all enemies and threats to their pride

dominance. When male Kin reach the age of maturity, usually thirty years, they are forced from their pride to wander the world until they are ready to challenge an established Kin-Sire for a pride of their own. It is these wandering male Kin that most of the Human world knows as they often migrate to cities and use their innate earth ability to shape stone and forge weapons and armor. Many choose to stay in Human societies rather than go back to the barbaric tribes of their people, and some cross-breeding with Dwarves has been documented over the years.

Developmental Notes:

When faced with the prospect of bearded and axe-wielding Dwarves, which I love in D&D, I found myself having to make some hard decisions. If I’d already taken out Elves, then Dwarves had to go as well, but again, I couldn’t lose their flavor. To accommodate this, the Kin were born. Since I was featuring them so heavily in the *The Cursed Legion*, they became one of my most defined of the new Nameless Realms races, and artist Jim Holloway did a really fantastic image of a transformed Kin-Sire in the book. Also, the depth of their development was done with table-talk among the authors of the *Tales of the Emerald Serpent* anthology since Martha Wells decided to write one as her protagonist.

Jai-Ruk

Lawful Neutral

Armor Class: 2

HD: 3

Hit Points: 22

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-4+2 or by weapon type

Special Attacks: Slow

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M



'Dethocrates bore down on the man with a great leap, the bow singing in the air before it struck. Blade met wood, but the earth was overwhelming and the blade fell away, even as the bow snapped in half.' A Knight in the Silk Purse, Pg 68.

Jai-Ruk: [AC 18, Speed 30 ft, HD 6+12, HP 36, #Attack: 1, Hit +6, Damage 7 (1D6+4) or by weapon typically 9 (1d8+4), Elemental Hardening, Slow]

Elemental Hardening:

All Jai-Ruks can manifest the power of their earth affinity by hardening their skin. This ability manifests as a -1 to AC per Hit Dice of the Jai-Ruk with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{2}$ the Jai-Ruk's Hit Dice and last the same number of rounds.

Adds +1 to AC per HD to a maximum of 10 and can be used 3/day.

Slow:

By using the power of the earth, a Jai-Ruk can effectively slow (as per magic-user spell) all targets in a 30' area once per day.

Player Character Notes:

In conjunction with the above special abilities, they also receive a +1 Strength and a -1 Charisma. Jai-Ruks are to be considered Human for level development.

[Medium Affinity Earth]

6 to 7 feet height. They are something like the civilization's definition of brutes, tan-skinned, dark haired, and yet more muscular and square-jawed than most Humans would look. They also have slightly enlarged lower canine teeth that might just peek out of their lips on occasion. Jai-Ruks are large, sometimes standing as tall as seven feet, and broad at the shoulder. They are heavily muscled, but not so much it distorts their body shape, as their true strength comes from their association with the earth. Their skin tends toward grey hues, and their hair is usually dark although some have been known to have coppery hair and their eyes are deep brown and flecked with gold or silver.

In Nameless Realms historical tomes, the God of Night, Arcxas, corrupted the Delves race with promises of earth magic, but some of the tribes resisted the call. Although still bent toward darkness, those who turned their backs were freed from outright corruption by the gods of good, and these became a separate race entirely.

Thus, the Jai-Ruks, or 'High Orcs', were born. Today, they mingle with all the races of the world, although the seat of their power lies in the hard and frozen kingdoms of the South known as both the Broken and the Wounded Land. Here, from their great dark city of Irontooth,

they hold great sway and have subjugated many of their lesser cousins, the Delves, to serve as second class citizens in their empire. Outside their homelands, however, they have adapted well to life among Humanity.

Having the ability to work with the earth magic, much like the Delves but not as great as the Kin, this race is the definition of tough and strong. They have the ability to slow enemies by bending their earth power, and can also harden their own skin to lower their armor class. Some stories of greater Jai-Ruks indicate that they can channel earth into the blows of their weapons, making hammers and maces even more deadly in their hands, although this is unconfirmed.

Developmental Notes: My Jai-Ruks have been around for a long time, but in 1998 I was playing an extended science fiction campaign and decided to switch back to D&D. One of my current players said he wasn't interested in D&D because it was too predictable. Still, he said he would give it a shot and on the first combat of the campaign the party was attacked by Jai-Ruks. My players were astounded that 'orcs could be that tough', and I've tried to keep that toughness throughout the evolution of the race. I do, however, also like to feature the intelligence of this race as well, and unlike the Tolkien version of high orcs, the Jai-Ruks are actually a noble race when taken on the whole.

Loam

Lawful Neutral

Armor Class: 4 (Chain + Shield)

HD: 3+3

Hit Points: 22

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: Nil

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'No, my village was in the highlands, but it was put to the torch three weeks past. I, and some survivors, have been hunting his band of Delvers while trying to help where we could.'

The Mid-Winter Fall, Pg. 8.

Loam: [AC 15, Speed 30 ft, HD 2+4, HP 16, #Attack: 1, Hit +4, Damage by weapon typically 7 (1d8+2), Elemental Hardening]

Elemental Hardening:

All Loam can manifest the power of their earth affinity by, in a limited fashion, hardening their skin. This ability manifests as a -1 to AC per 6 Hit Dice of the Loam with a maximum of 4. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{4}$ the Loam's Hit Dice and last the same number of rounds.

Adds +1 to AC per 6 HD to a maximum of 4, and can be used 3/day.

Player Character Notes:

In conjunction with the above special abilities, Loam are to be considered Human for level development.

[Subtle Affinity Earth]

6 feet in height. Some say that the Loam are the product of Human and Jai-Ruk mating, but that is unproven. It is more likely that rogue bands of Humanity that settled far in the mountains or grew tied to the earth as farmers shed their fire spark for that of a subtle earth affinity.

However, there are more Loam in the nation of Aflyr than any other, and it borders on the Broken Land, a nation populated almost exclusively by Jai-Ruks and their Delver servants. Whatever the case, Loam are a sturdy hill folk, a people bound to the earth and steadfast in its defense.

Developmental Notes:

In my fiction I wanted to have a race of sturdy hill-folk that reflected the myths of the Scottish highlands. To replicate this, I designed the Loam, and they have become my 'go-to' if I want to have a rather Human character who is not bound to Fire, who can sometimes be problematic. Also, who doesn't like Scottish berserkers?



Delving Orc

Medium Humanoid (Orc)

Lawful Evil

Armor Class: 4 (scale armor + Elemental Hardening)

HD: 2

Hit Points: 12 (2D8)

Move: 9"

% in lair: 40%

Treasure Type: Individual L; C, O, Q [x10],
S in lair

No. of Attacks: 1

Damage/Attack: 1-8 or by weapon type

Special Attacks: NIL

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Average

Size: M (6' + tall)

Psionic Ability: NIL

'It looked up and he sprang, Fury falling down like the blade of a guillotine. The shaman waved a hand and a wall of earth rose up, Fury biting deep into it but not penetrating.'

The Cursed Legion, Pg 57.

Delving Orc: [AC 15, Speed 30 ft, HD 2+4, HP 16, #Attack: 1, Hit +5, by weapon typically 9 (1d12+3), Elemental Hardening, Aggressive]

Elemental Hardening:

As an armor bonus, all Delving Orcs gain at least a -2 bonus to armor class, and those with higher Hit Dice can sometimes gain more. Typically, this bonus equals -1 per HD, although this caps out at 8 HD.

All Delving Orcs receive a +2 to their AC with an added +2 at 6HD, and another +2 at 12 HD.

Aggressive:

Delving Orcs can move up to 10' and still get a strike against an opponent.

As a bonus action, the Delving Orc can move up to its speed towards any hostile creature it can see.

Player Character Notes:

In conjunction with the above special abilities, Delving Orcs are to be considered Half-Orcs for level development.

Greater Delving Orcs include higher hit dice monsters like the War Leader [4HD/ -4 AC] and Chieftain [8HD/ -8 AC, 2/1 Attack], with a Delving Orc Shaman being equivalent in ability to a 6th Level Druid.

Delver or 'Delving Orc':

[Subtle Affinity Earth]

This cursed race has been corrupted by Arcxas, the God of Night. They have become a harsh barbaric culture, sloped at the neck, and beast-like in their faces. They live in loose bands away from most civilizations until they are roused by a leader who seeks plunder among local populations of other races. Lifespans for

Delvers rarely exceed more than three dozen years, but they still possess a powerful link with the earth that gives them a sturdy constitution. Rarely educated, they are a culture that steals what it needs to survive, preying on the weak if possible, and massing for larger attacks when driven by a force that can hold them together.

In the wild, they can be found in loose bands that stay clear of most civilization, but when a more powerful despot takes over a band, sometimes uniting several clans under as single banner, they have been known to raid into Human and Demi-Human lands. Those who have encountered Delvers and lived to tell the tale always indicate that a strong

essence of earth, like freshly tilled soil, follows them along with a tangy musk. Shamans and powerful warriors sometimes have the ability to strengthen their skin into a kind of armor by utilizing their elemental affinity, although this is unproven.

Developmental Notes:

Plain and simple, Delvers are the Orcs of the Nameless Realms, and for all intents and purposes should be treated as such. Their affinity with earth gives them some subtle advantages over standard D&D type Orcs, but nothing that separates them enough to truly notice.



Eldaryn

Chaotic Good

Armor Class: 7

HD: 4

Hit Points: 24

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon

Special Attacks: Dragon Wand & Fireball

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Further into the ruins behind, figures were moving, and one who was no larger than an eight-year old with blue hair was holding a ball of orange flame in his hands.'

The Airship of Fools, Pg 133.

Eldaryn: [AC 15, Speed 30 ft, HD 6, Attack: 1, Hit +7, by weapon typically (1d6+2), Dragon Wand, Fireball]



Dragon Wand:

This is actually a weapon skill that allows the Eldaryn to use something akin to a flintlock pistol, only instead of gunpowder, the Eldaryn use their elemental spark to fire lead pellets out of the 'wand'. Eldaryn are exceptionally skilled at using these wands and receive +2 on all attack rolls with them (on top of any dexterity adjustments). Damage for the weapon is 2d6

[8 (2d6+2)].

Fireball:

3/day, an Eldaryn can manifest a fireball of elemental energy that works as the spell of the same name. Damage dice are determined by the HD of the Eldaryn, with a cap at 10.

Player Character Notes:

In conjunction with the above special abilities, Eldaryn are to be considered Gnomes for level development.

[High Affinity Fire]

3½ to 4 feet. This small race is bound to pure fire and always has red hair sometimes touched with blue on the tips. As they age, and they age quickly, their hair can turn to yellow, orange, and sometimes copper, especially with facial hair. They are known as tricksters, merchants, and sometimes pyromancers, and they are considered attractive little fellows by most other races. They live fast lives, and have a standard lifespan of no more than 60

years at the most, with the bulk living less than 50. The fire of this race burns so bright that when angry they can be extremely dangerous, especially if they are in possession of 'Eldaryn Powder'. This explosive has been harnessed by the race in what they sometimes call 'Dragon Wands'. It is basically a flintlock pistol without the need of hammer or flint. Eldaryn can ignite the power simply by using their spark which makes the weapon completely attuned to them. It has been said that properly trained Lowl, and sometimes even Humans, are capable of setting off Dragon Wands, but this is unproven. Males are known for loving to have coppery-colored mustaches which they take great pride in, and females are notorious flirts who are said to have the ability to shape-shift for limited amounts of time. Many are the tales of Humans seduced by a lovely female of their own race only to awake the next morning in bed with a diminutive female Eldaryn.

Developmental Notes:

When once again faced with how to deal with Halflings and Gnomes in my fiction, I decided to combine the two and create a fun race with the power of fire and illusion. Thus, the Eldaryn were born. Combining their elemental fire ability with transformative shape-shifting and gun powder weapons gives these little folk enough kick to steer clear. Whatever the case, they are not the simple shire-folk or pot-bellied pecks of many other worlds.

Lowl

Chaotic Neutral

Armor Class: 5

HD: 2

Hit Points: 20

Move: 9"

No. of Attacks: 1

Damage/Attack: 2-8

Special Attacks: Flametongue & Fireball

Special Defenses: Keen Senses

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'His pricked ears angled this way and that, alert for any hint of more purposeful movement amid the eerie lack of birdsong. Anything hereabouts used to hunting Humans would soon learn how much more difficult it was to sneak up on a Lowl.'

Tales of the Emerald Serpent, Pg. 62.

Lowl: [AC 15, Speed 30 ft, HD 5, Attack: 1, Hit +6, Damage 7 (1D6+4) or Two-handed 9 (1d8+4), Flametongue]

Flametongue:

Their innate fire 'spark' allows them to create a small rift in the elemental plane of fire and bestow it on their weapons. This power manifests in a type of 'Flametongue' effect on any weapon they carry adding a standard +1D4 to damage. Some legendary Lowl have also been said to throw Fireballs in battle, but this is extremely rare.

Keen Senses:

Lowls can only be surprised on a 1, and they detect secret/concealed doors on a 1-3.

Lowl receive a +2 bonus to all Perception checks.

Greater Lowl can be found with even higher Hit Dice than the standard, including Pack Leaders [6HD/+1D6 Flametongue blade effect] and Territorial Champions [8HD/ +1D8 Flametongue blade effect]. Lowl healers and medicine men are to be considered 8th level Druids for the purpose of spells. At 10 HD or greater, Lowl can manifest and throw Fireballs with attack dice equal to their HD. At 15 HD, they are considered to be under the effect of a constant Fire Shield spell.

Player Character Notes:

In conjunction with the above special abilities, Lowl receive +1 to Strength & Dexterity, and a -1 to Intelligence & Charisma. Lowl are to be considered Half-Elves for level development.

[Medium Affinity Fire]

6½ feet in height. These 'Dog-headed' Humanoids are one of the most 'odd' of races of the Nameless Realms next to the reptilian Candon. The Lowl can be quick to anger, and use their element to their advantage as it can fuel

a powerful strength common to the species. They are known to be valuable mercenaries, and have a highly attuned sense of smell and a keen sense of hearing. In their own communities, they tend to run in tribal packs, but in Human society, they adapt quickly and are more respected in common company than Jai-Ruks.

The ancestral home of the Lowl is the fertile region around the Aligo Crucible volcano, a good distance northeast of Taux and deeply inland of the Free Coast. It was traditionally believed among the Lowl that the wolf-headed fire demon Vitcoska, who lives in the Crucible's caldera, had shaped them in her own image as her chosen people. In other words, they had been reshaped by the influence of the elemental plane of fire beneath the volcano, hence their mid-fire talents.

The traditional Lowl are content to hunt across their ancestral lands, moving between their settlements according to the seasons as prey animals migrate and change. They have an art and culture of their own. Their society is essentially tribal and they have regular council gatherings of representatives from each extended family/pack to decide on laws and to deal with transgressors. They tend to be mostly peaceable amongst themselves because they are such good fighters that conflict soon turns very bloody with savage losses on all sides. Some more adventurous Lowl leave

their ancestral lands to travel along the trade roads of Humanity. These typically become mercenaries and personal bodyguards for the rich. They have keen sight and hearing, as well as a sense of smell that rivals any standard canine. Couple these with their large stature, natural strength, and elemental fire mastery, and they are formidable to the extreme.

Developmental Notes: I've always been a big fan of the Gnoll, and to a lesser extent the Flind. When I decided to adopt new races, I basically wanted to make something like them that was more a player character than an evil monster. So, along with author Juliet McKenna, we brainstormed this race and she's done a great job of fleshing them out in the Ghosts of Taux series.



Human

Neutral

Armor Class: varies

HD: 1-6 hit points

Hit Points: varies

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon

Special Attacks: None

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'True, but our energy is cold, diffuse, and hard to control. Humans, however, have fire, and fire is the most powerful energy source there is.'

The Cursed Legion, Pg. 101.

Human: [AC 12, Speed 30 ft, HD 1+1, Attack: 1, Hit +2, Damage typically 4 (1D6+1)]

Player Character Notes:

Taken as a standard Human.

[Subtle Affinity Fire]

Humans are much like Humanity in our own world, save that they have a simple affinity with fire which manifests as increased temperature when they are excited in some fashion. By far the largest contingent of the Nameless Realms population,

the Human race consists of more than 60% of all sentient souls in the world. Their patron of creation has long been the Sun, and although old world deities no longer hold power in the Taux and much of the rest of the world after The Five Year War, Humanity's spark is still tied to the rising and falling of the Sun.

Developmental Notes:

Nothing new here. You are basically looking at a standard Human in all aspects, their subtle fire too limited to matter. However, if you are ever playing a Human after the opening of the Shining Cities as an 'Enlightened' Human, their fire spark is much greater.



Wizard

Neutral

Armor Class: 5

HD: 10

Hit Points: 60

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Afterglow Manipulation

Special Defenses: Afterglow Manipulation

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'Behind the party, Roma raised his hand, his fingers brushing the air as he closed his eyes. The smell of the ocean, salty and wet, swept the dunes and the centipedes hissed. Light burst into existence in a single mote before him, the shimmer growing and tumbling forward until it swept into the thick of the creatures and burst into a cascade of lighting.'

The Burning City, Pg. 30.

Wizard: [AC 15, Speed 30 ft, HD 10+20, HP: 80, Attack: 1, Hit +6, Damage 3 (1D4+1), Afterglow Manipulation]

Afterglow Manipulation: A Wizard's primary ability is the power to manipulate magical energy called Afterglow. Think of Afterglow as raw power, and the Wizard can shape it in 1 of 3 ways, Offense, Defense, and Healing. A Wizard is allowed 10d6 of Afterglow

energy per HD, thus a 10 HD Wizard would have 100d6 worth of stored Afterglow energy in their bodies. The use of this energy is limited to their HD as well, and no more than their HD can be used in any single magical action, be it Offense, Defense, or Healing. Offensively, the Wizard can use each d6 to do damage, the actual nature of that damage determined by the will of the Wizard and manifesting in any shape or form they choose. Defensively, the Wizard can create a kind of magical armor matrix around themselves, rolling up to their HD in d6s and then having the total be a 'damage reservoir' that is depleted before actual Hit Points are lost. Healing can be done with Afterglow as well, although this is more limited. A Wizard actually heals damage at 1 Hit Point per d6 utilized, thus, a 10 HD casting would result in 10 Hit Points gained, and, like the other two options, this power can be used on targets other than the Wizard.

Player Character Notes:

Wizards are not meant to be played, although their experience charts are considered to go off the Barbarian.

[High Affinity Water]

Usually above 6 and a half feet in height. Human-like in most cases, although bound completely to the plane of water, they tend to 'flow' as they move about, having long hair and wearing clothing that resembles the ocean

waves (mostly robes). They are high sorcerers, their elemental plane bound closely to the Afterglow Sea of magic where they draw their power. Tall and proud, this race is sometimes considered dour, often harsh, and certainly foreboding, but like the depth of their element, there is more below the surface than can ever be perceived. They tend toward dark hair, sometimes touched with green or even more rarely violet, and their eyes are like polished emeralds. Their skin is pale, like a pristine cloud, unless they are emotional when violet and blue washes along cheekbones, or sets into the tips of their fingers. Power flows through them, not from the water that is inherently theirs, but instead from the connection that water brings from the pure raw energy of the Afterglow. For this reason and powerful connection, the race of High Water are referred to as Wizards.

Wizards are more artists than sorcerers, the true power inside them tied to their ability to visualize and 'paint' pictures with the Afterglow energy they siphon through the plane of water and into the mundane world. Certainly, there is no doubt they are powerful, but to master what they do takes countless years of exercise and dedication to their craft. Like a master of oil painting, there are too few Michelangelos or Da Vincis in the world, and so too is it with Wizards. This race, however, has been known to live upwards of several thousand years, especially if their connection to the Afterglow is used to extend their lifespan.

Developmental Notes:

Like Gandalf or any of the Istari, Wizards are meant to be NPC characters. In game terms I determined that they were far too powerful to normally be left in the hands of players, and instead removed themselves from the world for the most part. However, I still needed to have magic, so I created 'Tome-Mages'. This is a class instead of a race, and allows other races to have practitioners of magic much like the standard magic-user class in D&D. Tome-mages need books, formula, gestures, and components to channel magical energy into spells, Wizards do not.



Candon

Chaotic Neutral

Armor Class: 5 (scales)

HD: 4+4

Hit Points: 28

Move: 9"

No. of Attacks: 3

Damage/Attack: 1-4/1-4/ 2-8 (claw, claw, bite)

Special Attacks: None

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'He could smell the ocean at low tide, the stink of it causing his nose to twitch as the reptilian eyes studied him. The creature, near the size of a man, slid over the rail and rested on two bent rear legs, short arms held out for balance as the thick tail flopped down behind.'

The Gun Kingdoms, Pg 29.

Candon: [AC 15, Speed 30 ft, HD 5, Attack: 1, Hit +4, Damage Claws 5 (1D6+2) Bite 6 (1d8+2), Multiattack]

Candon with greater HD, those above 8, gain access to the Wizard ability Afterglow Manipulation. This ability, however, is limited to d4s instead of d6s, and can only have total dice equal to ½ the Candon's HD.

Player Character Notes:

In conjunction with the above special abilities, Candon are to be considered Human for level development.

[Medium Affinity Water]

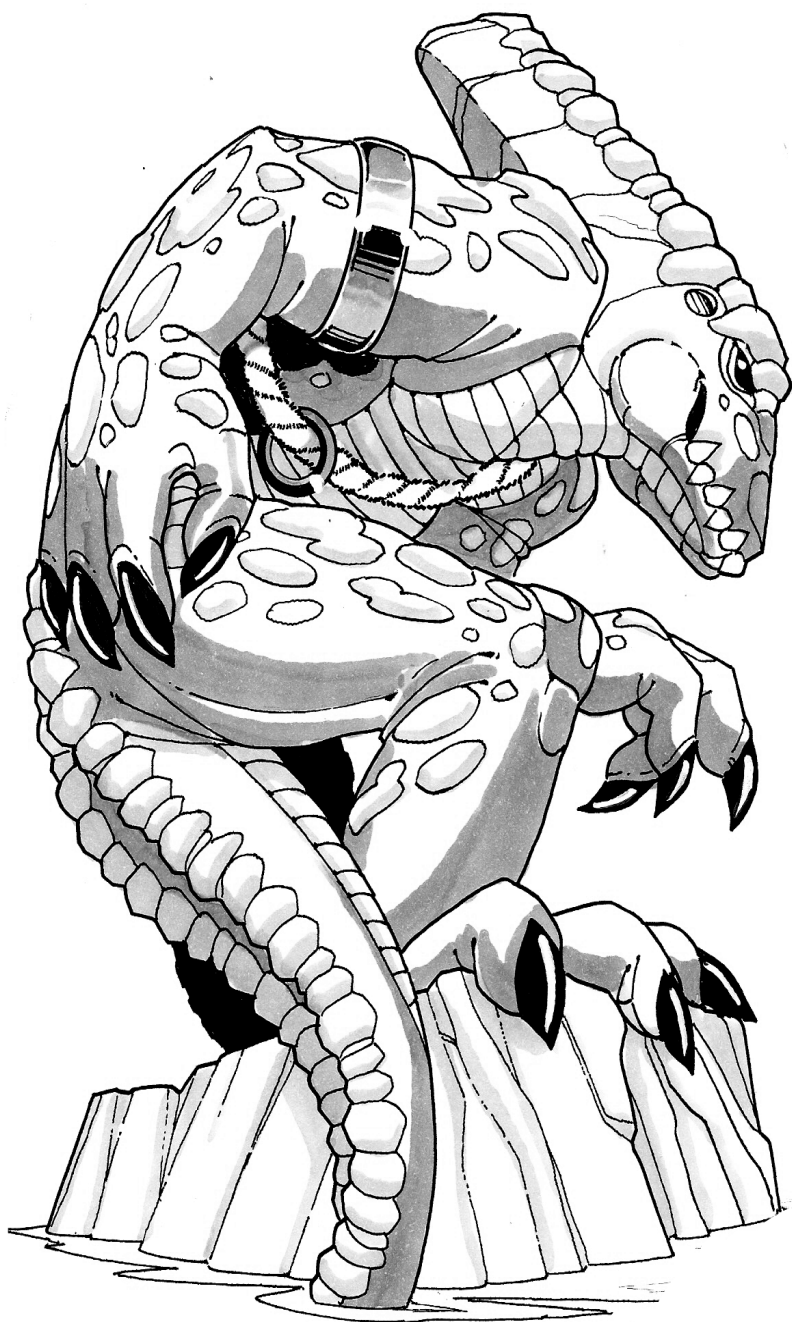
5+ foot tall 'Lizardmen' with Alien-like heads, scales, and all that goes with it. They have long ago moved into swamps, marshes, and secluded rivers where their medium water affinity makes them hard to pursue or fight. They don't hold a dedicated connection with Afterglow, having never studied it like Wizards, but sometimes shaman in the culture have a way with magic not seen in other races.

Many are known to court feathered serpents as pets, and some believe that the race has the ability to change the color of their scales as camouflage. In some tales they are mistaken as alligators, and their animalistic ferocity plays into this legend, but truly they are intelligent and wise. They are also rather long lived, some sustaining a robust lifestyle as long as 150 years.

Developmental Notes:

When I designed Wizards I knew I needed two more water races to go with them. One I wanted to be the more mundane Human-like version, but the other I knew I could have more fun with. Having always been intrigued by Jeff Dee's Lizardman in the TSR Rogue's Gallery,

and having played a couple of Lizardmen over the years, I decided to make a version of the classic race that had a bit more bite to it than what you find in D&D. Thus, I created the Candon, and I've had fun using them in my fiction, as have other authors.



Corsair

Chaotic Good

Armor Class: 7 (Leather)

HD: 2

Hit Points: 14

Move: 12"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: None

Special Defenses: Stun

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'She gave him the whole smile now, spat in her hand, and held it up for him to clasp. He spat dryly into his own palm, and they grasped each other's thumbs, wrists crossed, elbows planted firmly on the rough-hewn planks. She only needed to mingle his water with hers. The sweat of his palms would be enough, but saliva worked better still. He didn't know it, but he'd already lost.'

Tales of the Emerald Serpent, Pg. 37.

Corsair [AC 13, Speed 30 ft, HD 2+2, HP 12, #Attack: 1, Hit +2, Damage by weapon, typically 6 (1d8+2)]

Stun:

If the Corsair can make contact with another person and somehow share their water (sweaty handshake, kiss, etc.), they gain some control over the target's internal water and can stun

them. The target must make a successful saving throw versus Paralyzation, with a negative modifier equal to the HD of the Corsair.

**Constitution saving throw base DC 12
+1 per HD of the Corsair.**

This effect lasts only 1d4 rounds.

Player Character Notes:

In conjunction with the above special abilities, Corsairs are to be considered Human for level development.

[Subtle Affinity Water]

Roughly 6 feet in height. These are standard ‘water humans’. Corsairs wouldn’t be picked out from a crowd of Humans, although they do sometimes become powerful Tome-mages, and thus have power that isn’t seen in most races. They are bound to the sea, most never leaving the coasts, and make fine sailors.

Corsairs have standard Human lifespans but have interbred with Humanity so often over the years that few true-blood Corsairs still exist. This interbreeding, especially along the world’s coasts, has brought about an even weaker elemental spark Human, as the water nature of the Corsair plays against the fire nature of Humanity.

Developmental Notes:

In my D&D version of the Nameless Realms, the Corsairs are much like Farians with long lives and rich history, but in the fiction world, they are more a vagabond and dying race, one that will surely be extinct in the coming millennia, although their ability to use the Afterglow might save them among mage guilds where interbreeding can keep the blood more pure.



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