

Races of Draconspire

The Prime Races

Race	Average Height Male/Female	Average Weight Male/Female	Age Adult/Max
Human	5' 8" / 5' 1"	150 / 90	15 / 70
Mountain Dwarf	4'1" / 3' 11"	170 / 110	50 / 300
Hill Dwarf	3' 4" / 3' 2"	45 / 40	40 / 250
Wood Elf	4' 11" / 4' 10"	100 / 80	60 / 600
Aquatic Elf	3' / 2' 10"	40 / 35	50 / 300
Desert Elf	5' 3" / 5' 1"	145 / 110	40 / 250
Swamp Elf	2' 10" / 2' 8"	35 / 30	30 / 200
Plains Elf	4' 10" / 4' 9"	100 / 80	20 / 150
Mountain Elf	6' 2" / 6'	190 / 170	50 / 500
Shadow Elf	5' 1" / 4' 8"	100 / 80	20 / 600
Reg'ostran	6'8"	230	12 / 55
Thirvolan	3'1" / 3'	40 / 40	16 / 80

Half Elf weight, height, adult and max age should fall somewhere between the original elf race and the father race. Half Elves cannot reproduce.

Human: Refer to Pathfinder core rulebook for racial traits.

Humans are by far the most widespread civilization in all of Draconspire. They follow the racial guidelines stated in the Pathfinder core rulebook. Humans differ little from country to country. Residents of Castros tend to be light skinned with brown, black and red hair, with all shades of eye color. Residents of Pax Thallos tend to have olive to black skin, dark curly hair and dark eyes. Residents of Xar Zanth tend to have pale skin, blonde or red hair and blue, grey, green or brown eyes. Residents of Tirmordane tend to be tan with blonde or brown hair, light and dark eyes are also common.

Mountain Dwarf: Refer to the Pathfinder core rulebook for racial traits. Mountain Dwarves have the same racial traits as Dwarves in the core rulebook. There are four major Mountain Dwarf regions on the continent of Tharstelding. The Heman Dal mountains, The Spine, The Calemil Mountains and the Thunderpeaks. Dwarves of the Thunderpeak Mountains tend to be more fair of hair, eyes and skin than the Mountain Dwarves of the other regions. Dwarves from the Heman Dal which is Dwarven for Trial Mountains tend to be darker of complexion and hair.

Hill Dwarf: A Hill Dwarf is a Gnome, refer to the core rulebook for racial traits. Replace the Gnome language for Dwarven.

Hill Dwarves are close relative to Mountain Dwarves, the largest Hill Dwarf population is in the Golden Hills, which the Hill Dwarves call Rombfissle (Hillhome).

Elves: Elves are unique in Draconspire. Being the first race designed by the Shattered Pantheon the Many gave them the raw essence of adaptation. All Half Elves come from elven mothers, elven males are not capable of breeding with other races. Where an elf is born also has a lot to do with the elf's abilities and natural inclinations. Upon birth an elf takes on specific traits directly linked to the terrain where it is born while discarding other traits, this is known as bonding. Wood elves from the Greatland Forest are by far the most common elves in Draconspire and are known as "common elves". Entire civilizations of "bonded" elves (non-wood elves) exist in Draconspire, but they are usually small, scattered, and hidden from outsiders. All elves share a common tongue with the exception of Aquatic elves who have an additional underwater dialect and Shadow elves that have developed an original language.

Wood Elf: For a Wood Elf refer to the Pathfinder core rulebook information regarding rouges. Wood Elves are known as common Elves.

Aquatic, Desert, Swamp, Plains, Mountain or Shadow Elf (Bonded): Elves of this type were born in the respective terrain, with the exception of Shadow Elves which were born in complete darkness, usually in an underground environment.

Aquatic:

Aquatic elves are very fair with a blue tint to their skin. Most Aquatic elves have no hair, but those that do usually have silver or white hair. Eye color is usually yellow, but can be blue or green. The largest group of Aquatic Elves live in the underwater realm of Tir Missia beneath the waves of the Diamond Lake. Aquatic elves get along well with other elves and with humans, they tend to see Mountain and Hill Dwarves as being a little to rigid in their thinking. Aquatic Elves lean to the chaotic nature of water, and to the good side of the moral compass as a whole, but can vary just as any other race.

- +2 to One Ability Score: Aquatic Elves get a +2 bonus to one ability score of their choice at creation.
- Aquatic Elves have a swim speed of 30' and have a base land speed of 15'. They can move through water without making swim checks at their swim speed and gain a +8 racial bonus on any swim check to perform a special action or avoid a hazard. The Aquatic elf can always choose to take 10 on a swim check, even when distracted or endangered when swimming. The Aquatic elf may use the run action while swimming provided that they swim in a straight line.
- Small Size: As a small creature Aquatic Elves gain a +1 size bonus to armor class, a +1 size bonus to attacks, a -1 to CMB and CMD checks and a +4 bonus to stealth checks.
- Poison Adaptive: An Aquatic Elf gains a +10 bonus to the secondary saving throw of any poison effect with a duration longer than *cure 1*.
- Aquatic Elves cast spells with the water descriptor at +1 caster level.
- Aquatic Elves have the amphibious subtype, see page 298 in the Bestiary.
- Immune to Sleep effects. Aquatic Elves require the same amount of rest as Wood Elves. And are immune to sleep effects.
- Aquatic Elves gain weapon proficiencies with the trident and net as these are common items in the underwater realms.
- An Aquatic Elf can remain out of water for an amount of time equal to one day per point of constitution, after such time the Aquatic Elf becomes fatigued and must make a Fortitude save every additional hour out of water DC 10 +1 per each successful save or become exhausted. Emersion in water for at least 10 minutes is the only way for an Aquatic Elf to overcome these effects.
- An Aquatic Elf can cast spells with verbal components underwater by using Aquaelfen. This ability does not function in an area de-void of sound, such as the area of a *Silence* spell.
- Automatic Languages: Common, Aquaelfen.
- Bonus Languages: Elven, Aquan, Sylvan, Giant, Draconic

Desert:

Desert Elves are lean and powerfully built. They are copper to black skin and have cascading black or brown hair. Desert Elves eyes range from yellow to black. Large tribes of Desert Elves live in the Scorched Lands. Desert Elves get along well with other nomadic peoples, they do not enjoy the confines of cities. Desert Elves lean to the chaotic nature of nomads, and the neutral side of survival, however their alignments can vary as much as the dunes through the ages.

- Ability Scores: +2 Con, +2 Dex, -2 Int: The desert makes them tough, but there really isn't much need for deep thinking.
- Medium: Desert Elves are medium creatures and have no bonus or penalty due to their size.
- Normal Speed: Desert Elves have a base land speed of 30 feet.
- +4 Racial Bonus to survival checks.
- Sand Step (Ex): When in desert climates a desert elf leaves no tracks and cannot be discovered by scent or tremor sense.
- Amazing Hydration: A Desert Elf can go for an amount of days equal to their constitution score without drinking anything, instead of 1 day + hours equal to their constitution score. After such time they suffer dehydration as noted in the Core rulebook. Warm climates do not increase the amount of liquid a Desert Elf requires.
- Racial Feat: Endurance
- Immune to Sleep effects. Desert Elves require the same amount of rest as Wood Elves and are immune to magical sleep effects as well.
- Automatic Languages: Common, Elven
- Bonus Languages: Ignan, Gnoll, Draconic, Goblin, Terran

Swamp:

Swamp Elves are wiry and nimble. They have pale skin with a green tint to it, their hair grows in mats and ranges from blonde to brown. The eyes of a Swamp Elf are shaped and colored like a cats to allow for more light to enter. They have very keen senses. Large concentrations of Swamp Elves can be found in the Blackfoot March and the Bramblemoor. Swamp Elves do not play well with others, they see things through the eyes of the unforgiving marsh land that they live in. They tend to lean to the neutral side of law / chaos, good / evil, preferring to just take care of themselves.

- Ability Scores: +2 Dex, +2 Int, -2 Str: Swamp Elves are nimble and smartened by the swamps they live in, but their small size makes them weaker than most races.
- Small Size: As a small creature Swamp Elves gain a +1 size bonus to armor class, a +1 size bonus to attacks, a -1 penalty to CMB and CMD and a +4 bonus to stealth checks.
- Slow Speed: Swamp Elves have a base land speed of 20 feet.
- Amazing Vision (Ex): Swamp Elves have amazing vision thanks to their catlike eyes. Their eyesight is so keen that they can spot moving objects even if invisible or ethereal to a maximum range of 60'.
- Low Light Vision: Swamp Elves can see twice as far as a human in conditions of dim light. See chapter 7 of the Core Rulebook.
- +1 racial bonus on attack rolls with any missile weapon they are proficient with.
- Spell Like Abilities (Sp): A Swamp Elf with a charisma score of 11 or higher can cast the following spell like abilities each once per day: *Obscuring Mist*, *Silent Image* and *Expeditious Retreat*.
- Immune to Sleep Effects: Swamp Elves require the same amount of rest as Wood Elves and are immune to magical sleep effects.
- Automatic Languages: Common, Elven
- Bonus Languages: Draconic, Goblin, Orc, Aquan, Giant, Orc

Plains: Plains Elves are very lean and long legged. They have skin ranging from pale to copper, eyes range from the lightest of blue to pitch black, hair color also ranges from white to black. Elves of the Plains are more wild than their counterparts and have no main areas of gathering, Plains Elves are the most solitary of the prime races in Draconspire. Plains Elves get along well with Humans and other Elves, they interact little with Dwarves and tend to judge them on a case to case basis. Plains Elves lean to the Chaotic side of the moral compass due to the lawless stretches of the plains. They also lean to the neutral side of morals, sometimes going out of their way to help. However their range of alignment can be as vast as their plains homeland.

- Abilities: +2 Con, +2 Wis, -2 Str: Plains Elves have amazing endurance but are frail compared to other creatures.
- Medium: Plains Elves are medium creatures and have no bonus or penalty due to their size.
- Enhanced Speed: Plains Elves have a base land speed of 35 feet.
- Superior Low Light Vision: Plains Elves can see four times as far as humans in starlight, moonlight, torchlight and similar conditions of low illumination. See chapter 7 of the Core Rulebook.
- Immune to Sleep effects: Plains Elves require the same amount of rest as Wood Elves and are immune to magical sleep effects.
- Racial Feat: Run
- Weapon Familiarity: Plains elves treat any weapon with elven in the name as a martial weapon. Plains elves begin play proficient with star knives, longbows and short bows, both composite and normal.
- Automatic Languages: Common, Elven
- Additional Languages: Gnoll, Orc, Goblin, Giant

Mountain:

Mountain Elves live deep within vast mountain ranges. The largest concentrations are in the Spine, the Heman Dal, the Tunderpeaks and the Calemil Mountains. Mountain Elves look much like the humans of the land in which they live with a slight grey sheen to their skin, usually one must see the pointed ears to tell them apart from nomadic mountain folk. Mountain Elves are the only Elven race, besides Halfbloods, that have facial hair. Mountain Elves favor earth tones for clothing and decor. Mountain Elves get along with Mountain and Hill Dwarves and sometimes integrate civilizations with those races. They do not care for lowlanders much, seeing other elves and humans as being below them quite literally. Mountain Elves lean to the Lawful aspect of ethics, living in well constructed stone cities and fortresses. Mountain Elves care less about good or evil, they care about themselves and their kind, and all others second.

- Abilities: +2 Str, +2 Con, -2 Dex, -2 Wis: Mountain Elves, like the mountains they live in, are rather strong. However they are also a little slower and less keen to their surroundings due to their lumbering size.
- Medium: Mountain Elves are medium creatures and have no bonus or penalty due to their size.
- Normal Speed: Mountain Elves have a base land speed of 30 feet.
- Immune to sleep effects: Mountain Elves require the same amount of rest as Wood Elves and are likewise immune to magical sleep effects.
- Lesser Darkvision: Mountain Elves can see in the dark up to 30 feet.
- Grey Sheen: While in underground, cavern, ruins and/or mountainous regions Mountain Elves gain a +4 racial bonus to stealth checks due to the grey sheen of their skin. A DM may apply this bonus under any other similar condition, for example; a DM may award a +4 stealth bonus to a Mountain Elf if they are trying to stealthily skirt around a city wall made of stone.
- A Mountain Elf that passes by a secret or concealed portal that is hidden in or behind stone is entitled to a free perception check as though they were actively searching for it.
- Damage Reduction 1/-: Mountain Elves are built sturdier than most folk, and can shrug off punishment easier. This damage reduction does not stack with any damage reduction later gained through items or class abilities, other than the Barbarians damage reduction. This damage reduction increases to 2/- at 10th level.
- Naturally Productive: Living in the Mountains forces Mountain Elves to adapt skills at an early age in order to contribute to society. Mountain Elves begin play with 1 rank in craft.
- Automatic Languages: Common, Elven
- Bonus Languages: Dwarven, Terran, Undercommon, Draconic, Giant

Shadow: Shadow Elves are typically shunned by all other Elven races, and usually turn to Ravis at some early point in their lives. They have a dull black or grey sheen to their skin, all Shadow Elves have black hair and black eyes. Shadow Elves cast very dim shadows which is why they are most often called the "Shadowless". Shadow Elves have no major civilizations. Shadow Elves are often disliked by all other prime races and usually return the feeling. Most Shadow Elves lean to the Lawful side of the ethical compass, as they usually develop a code of conduct while living in solitude. Most Shadow Elves also lean to the Evil side of the moral compass, taking advantage of situations that further them. Good aligned Shadow Elves are rare indeed, and usually have a hard time gaining the trust of those around them.

- Abilities: +2 Int, +2 Wis -2 Con: While more cunning than the other Elven offshoots they lack the physical heartiness of other races.
- Medium: Shadow Elves are medium creatures and have no bonus or penalty due to their size.
- Normal Speed: Shadow Elves have a base land speed of 30 feet.
- Improved Darkvision: Shadow Elves can see up to 120' in darkness.
- Immune to sleep effects: Shadow Elves require the same amount of rest as Wood Elves and are likewise immune to magical sleep effects.
- +2 Racial Bonus to saving throws against supernatural and spell like abilities.
- Shadow Elves Cast spells with the Shadow descriptor at +1 level.
- Shadow Guard (Su): Once per day as a standard action a Shadow Elf can call upon the plane of Shadows to conceal their location. This functions as a *Blur* spell with a caster level equal to the Shadow Elves character level. This effect lasts for 3 rounds or until the Shadow Elf dismisses the effect as a free action. This effect does not work in an area illuminated by daylight or a *Daylight* spell. A shadow elf can use this ability 1 additional time per day at 10th level.
- Naturally Distained: A Shadow Elf has a racial -2 penalty on all Diplomacy checks.
- Automatic Languages: Common, Shadowelven
- Additional Languages: Undercommon, Elven, Infernal, Orc, Goblin, Draconic

Reg'ostran: Reg'ostrans are a tall and powerfully built reptilian race. Originally from the sunken continent of Kal, most surviving Reg'ostrans migrated to Tharstelding and Dayrmacia shortly after the destruction of their ancient homeland.

Personality: Reg'ostran society places emphasis on strength, ability and family. Little regard is given to creativeness or deep thinking. This, chief among many things, is the trait that holds them back in Tharstelding.

Reg'ostrans care deeply for their youth, and will often display odd traits of empathy, curiosity and affection to not only their offspring but other Reg'ostran children. In the lands of Kal, Reg'ostrans had a well developed civilization that placed complex emphasis on the raising of youth.

Most people that have had exposure to a Reg'ostran would describe them as socially alien, soft mannered but short fused, and independent.

Physical Description: Reg'ostrans are ectotherms (cold blooded), that prefer moderate to warm climates. Reg'ostrans are asexual, neither male nor female, each Reg'ostran gives live birth, producing between 4-8 offspring over a course of time between the ages of 14 and 30. A Reg'ostran usually stands between 6' and 7' tall, and usually weighs between 200 and 300 pounds at adulthood. Eye color can be either red, yellow or orange. Reg'ostrans are bipedal and shaped like humans, however they do not have hair. Reg'ostrans have a coating of large flat scales that at a distance can easily be mistaken for human skin, due to it's coloration and fine interlocking design. Reg'ostrans have no ears but otherwise hear just as well as a human. Reg'ostrans do not have teeth, but rather a sharp protruding jawbone covered by thin lips that serves the same function.

Relations: When Kal was a thriving continent Reg'ostrans had bitter conflict with the Humans of Tharstelding. Although long ago, some of the tension these two races shared is still exhibited today. Some establishments within cities will not serve Reg'ostrans, and most Human civilizations see them as second class citizens, suitable only for labor. Dwarves and Elves have as little exposure to Reg'ostrans as they do to each other, and often judge them as they meet them. Although they have had their differences in the past, Reg'ostrans and Thirvolans share a sorrow for the loss of Kal, these two races often interact peacefully.

Alignment: Neutrality in all aspects comes easy to the Reg'ostrans. Philosophy in regards to law and chaos is a scorned trait, the well being of the individual and of the race is foremost in importance. Between good and evil most Reg'ostrans will gravitate to good, showing signs of affection to young members of the Reg'ostran race. Evil Reg'ostrans are rare but they do exist, often living in isolation from the rest of Reg'ostrans.

Reg'ostran Lands: Reg'ostrans were the ruling race of Kal when it was above the waves of the Northern Reach. Reg'ostrans have lost their home lands and have no cities of their own, they usually develop "nest" communities within larger cities.

Religion: Most Reg'ostrans pay little heed to the gods of Tharstelding and worship the elements of Draconspire; earth, fire, air, and water. Some Reg'ostrans have come to adopt the gods of Thatstelding, with special scorn for Rafar, cursing him for the destruction of their homeland. Glitanus is sometimes given special praise and worship for the well being of the Reg'ostran offspring. Reg'ostrans that migrate into Pax Thallos easily adapt to the worship of the Sand God.

Languages: The Reg'ostran language, which uses its own script of symbols similar to draconic, is an old and rarely used language. Most of the literature of the Reg'ostran race was lost when Kal sank beneath the waves of the Northern Reach. Little in the works of philosophy, poetry and creative stories have been written by the Reg'ostrans. Their writings usually tell tales of family, childhood lessons, Reg'ostran heroes and feats of great skill. The Reg'ostran society had developed a calendar long ago, but with the destruction of their homeland and generations that have passed they have adapted the Calendar of Man.

Names: Upon birth a Reg'ostran is named by their parent. Names consist of a nest name (the same nest name as the parent) separated by an apostrophe and followed by a gifted name. Very common nest names are; Tek, Sel, Kal, Tirsk, Lel, Ult and Qualk. These nest names are most common as they are descended from the long destroyed noble families of Reg'ostran society in Kal, whose members made it over to Tharstelding in larger numbers than the common folk. Common gifted names are; Selsik, Yelsidt, Qwolpt, Heldyt and Zelkyr. An example of Reg'ostran names would be; Tek'Selsik, Kal'Heldyt or Tirsk'Zelkyr.

Adventurers: Having no place to truly call home in Tharstelding adventuring comes easy to the Reg'ostran. Being a race without kingdoms or leaders, they often struggle to find ways to fit in. Often misunderstood at first, an adventuring group unfamiliar with this race quickly comes to appreciate the natural adventuring talent that any Reg'ostran brings to the party.

Reg'ostran Racial Traits:

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma: Very large and strong, the Reg'ostran race is not as mentally developed or as well placed in society as the native races of Tharstelding.
- Medium: Reg'ostrans are medium creatures, however see powerful build below.
- Normal Speed: Reg'ostrans have a base land speed of 30 feet.
- Powerful Build: The physical stature of a Reg'ostran lets them function in many ways as though they were one size category larger. Whenever a Reg'ostran is subject to a size modifier or special size modifier for an opposed check (such as when making a CMB check during grapples, bull rush attempts, and trip attempts), the Reg'ostran is treated as one size larger is doing so is advantageous to them. A Reg'ostran is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow) can effect them. A Reg'ostran can use weapons designed for a creature one size larger without penalty. However their space and reach remain those of a creature of their size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subjects size category.
- Ectothermic: A Reg'ostran is cold blooded. When in a cold climate (an area under 40 degrees) a Reg'ostran must make a constitution check DC 15 every hour. Failure to succeed at this check results in the Reg'ostran becoming fatigued. The Reg'ostran remains fatigued until they exit the cold climate and remain in an area above 40 degrees for at least an hour. In addition, if a Reg'ostran is subject to and takes damage (lethal or non-lethal) from a spell or similar effect with the cold descriptor they must make a constitution check DC 15. Failure indicates that the Reg'ostran acts as if under the effect of a *Slow* spell for 3 rounds. If no damage is taken from the attack the Reg'ostran is unaffected in this manner.
- Genderless: Any item or effect which relies on a targets gender or sexual attraction, such as a Nymph's *Blinding Beauty* or a cursed item which changes its wielders gender, has no effect on a Reg'Ostran.
- +2 Racial bonus on all acrobatics, climb and swim checks. Reg'ostrans are naturally very athletic.
- Feat of Strength: Once per day per 5 class levels a Reg'ostran can add double their strength bonus to a single strength check.
- Languages: A Reg'ostran speaks common and Reg'ostran.
- Bonus Languages: Draconic, Elven, Dwarven, Sylvan, Orc, Goblin

Thirvolan: Thirvolans are a small catlike race originally from the sunken continent of Kal. Now they can be found traveling the lands of Tharstelding, or floating atop the oceans in their vibrant cities of lashed together boat homes, platforms and walkways. Often called the gypsies of the sea this wandering race comes across as jovial and content to exist wherever they happen to land.

Personality: Thirvolans are naturally curious and charismatic. They often portray childlike traits and usually have a comical sense of humor. A highly superstitious race, Thirvolans often adopt personal taboos and rituals during the course of their lives. A typical outsiders perspective of a Thirvolan usually evolves from annoyance to endearment in a matter of days as they warm up to these socially adept individuals. Although this does not stop society as a whole from rejecting those that migrate to shore, seeing Thirvolans as second class citizens un-native to the lands of Tharstelding. Thirvolans often seem distracted, aloof and downright inattentive at times.

Physical Description: From an outsiders perspective, there is little difference in physical appearance between male and female Thirvolans. Both stand at about three feet and weigh about forty pounds. A Thirvolan appears much like an upright cat, with a tail that almost reaches the ground. They are coated in either long or short fur which ranges in color much like a domestic housecat. In fact the markings of ones fur is often how Thirvolans tell each other apart from a distance. Thirvolans like to dress in the same flashy colors of their boats, often attempting to outdo the most flamboyant of tropical birds. Thirvolans are lean and strongly built for their size, often carrying themselves as though they were shoulder to shoulder with a dwarf. The sense of smell is every bit as important to a Thirvolan as sight, and they often remember the scents of those they care to keep close (or at a distance).

Relations: When Kal was a thriving continent Thirvolans lived and wandered about those lands, now they either wander the seas around Tharstelding or settle on the mainland. The Thirvolans that choose the later often have bitter relations with most civilized folk who see them as unwanted migrants. Thirvolans that keep to the seas in their boats or floating cities often find many friends in the form of travelers, sea creatures and merchants. Thirvolans are a matriarch society when they do create pocket communities or when encountered in their floating environs, often obeying the eldest female in a gravitational like manner.

Alignment: Even while living in the lands of Kal, Thirvolans opted to execute virtues of personal freedom over society, Chaotic alignments come easy to a Thirvolan. Most Thirvolans are light hearted and lean to the good side of the moral compass. Although their alignments can vary as widely as their multi colored pelts.

Thirvolan Lands: Thirvolans hold no lands within the continent of Tharstelding. Small pocket communities sometimes spring up within larger cities, however this is rare due to the nomadic nature of Thirvolans. On the waves surrounding Tharstelding Thirvolans can be found in floating cities made of dozens to hundreds of floating boathouses, platforms and walkways.

Religion: Thirvolans mainly worship the five, few pay homage to the Sand God. Religion is not as prominent in the Thirvolans life as in the lives of most other races. Thirvolans are more superstitious than religious, believing in a complicated version of karma primarily.

Languages: Thirvolans speak Thirvolan. They also communicate with each other via body language and scent as often as through words. The Thirvolan language sounds much like cat meows and purrs, their alphabet is unique and is comprised of interlocking straight and curved lines.

Names: Thirvolans are given one name at birth by their mother, no last name is given in Thirvolan culture. All Thirvolan names are 2 syllables or more, male names often begin with an S, H, R, I or A, whereas female names often begin with a Z, W, K or X. By the time a Thirvolan has reached the age of majority they have developed a title by which they call themselves, it is not uncommon for a Thirvolan to change this title many times over the course of their life.

Examples of male Thirvolan names are: Sharaw the Clean, Hwarthaw Blackpaw, Rollio Wall Climber, Ipan the Unlucky and Aerio Goldenmane.

Examples of female Thirvolan names are: Zebop Goblin Slayer, Windwallow of Dana, Kika two Tails and Xeya the Blind.

Adventurers: The lifestyle of the Adventurer appeals greatly to the chaotic nature of a Thirvolan, when paired with the nomadic tendency of this race there is little reason to question why so many Thirvolans take up the mantle of an adventurer. They often make excellent additions to adventuring groups, working their way into the hearts and minds of their close companions.

Thirvolan Racial Traits:

- +2 Charisma, +2 Dexterity, -2 Wisdom: Charming and aloof, the typical Thirvolan makes up in smiles what they lack in awareness.
- Low-Light Vision: A Thirvolans cat like eyes allow it to see twice as far in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. See chapter 7 in the core rulebook.
- Slow Speed: Thirvolans have a base land speed of 20 feet.
- Small Size: As a small creature Thirvolans gain a +1 size bonus to armor class, a +1 size bonus to attacks, a -1 to CMB and CMD rolls and a +4 bonus to stealth checks.
- Scent (Ex): A Thirvolans keen nose grants them the Scent ability, see page 564 of the Core rulebook for a description of this feature.
- Claws: A Thirvolan has a natural claw attack that deals 1d3 points of damage, plus any strength modifier the Thirvolan might have. As a full round action an unarmed Thirvolan may make two claw attacks at their full attack bonus. If the Thirvolan is holding a one handed item with the other hand free, they may make a claw attack as a secondary attack at a -5 as part of a full attack. A Thirvolans claws provide the Thirvolan with a +2 racial bonus to all climb checks.
- Languages: A Thirvolan speaks common and Thirvolan.
- Bonus Languages: Any, as nomadic creatures Thirvolans often are exposed to many languages.

Halfbloods: Halfbloods are the offspring of female elves and males of other prime races. The most common being Half Human, Mountain Dwarf and Hill Dwarf. Halfblood elves themselves are not able to reproduce, which makes a Halfblood rare all across Draconspire. Halfbloods share traits of both their mother and father as per the list below. All Halfbloods share a few common traits also listed below. The size of a Halfblood is dependant on its parents, any Halfblood of Swamp elf, Aquatic elf, Thirvolan or Hill Dwarf heritage can be small size (2-4' Tall). A Halfblood's height and weight should be somewhere between its mother's and father's. A Halfblood can have either or a mix of skin, hair and eye tones with its parents. Halfbloods of the Shadow Elven heritage cast a dim shadow. Halfbloods usually adapt the alignment and attitudes of the civilization they grew up in.

Universal Halfblood Traits

Immunity to sleep effects if one of the parents has immunity to sleep effects.

Bloodlines: For all effects related to race, a Halfblood is considered the race of both parents.

Automatic Languages: Common, and any other automatic language of the father and of the mother. For example, a ½ Wood Elf ½ Mountain Dwarf would have common, dwarven and elven.

Bonus Languages: All bonus languages of both the father and of the mother. In the instance that the father has any languages as bonus languages, for example a human father, then the Halfblood gains all languages as possible bonus languages as well.

In addition a Halfblood gains 1 racial trait selected from the list available to its mother and 1 racial trait selected from the list available to its father. The Halfblood cannot select ability trait increases/decreases from both its parents unless they take the Halfblood Pedigree feat at character creation.