

Remastering Races

Dragonborn

Born of dragons, as their name proclaims, the dragonborn hold the untapped gifts of Svaroduun. They once walked proudly through the world which greeted them with fearful incomprehension. Shaped by draconic gods or the dragons themselves, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids. Having lost their connection to their creator, some dragonborn are faithful servants to true dragons while others live humble lives among humans.

Lifestyle

In the ancient past the clan was valued to be more important than life itself. Dragonborn owed their devotion and respect to their bloodline or clan. In the past each dragonborn's conduct reflected on the honor of his or her clan, and bringing dishonor to the clan resulted in expulsion and exile.

In the Second Age, most dragonborn have since lost their draconic connection to their bloodline. Following the rule of Cassius, Svaroduun fell from power and overtime his creation(s) would forget about him. Dragonborn now live in smaller tribal clusters throughout the world. These tribe most commonly occupy spaces in cities where the Dragonborn utilize their natural strength to perform great feats of labor.

A continual drive for self-improvement reflects the resilience of the race as a whole. Dragonborn value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give up on something. A dragonborn holds mastery of a particular skill as a lifetime goal. Members of other races who share the same commitment find it easy to earn the respect of a dragonborn.

Gnome

A constant hum of busy activity pervades the warrens and neighborhoods where gnomes form their close-knit communities. A gnome's energy and enthusiasm for living shines through every inch of his or her tiny body. As far as gnomes are concerned, being alive is a wonderful thing, and they squeeze every ounce of enjoyment out of their three to five centuries of life. Yet, delight is not their only dedication...

Homely Dedication

Although the two types of gnomes live in vastly different environments, every gnome holds home close to heart. Forest Gnomes find their homes in bright burrows. Constructed underground in hilly wooden lands, forest gnome settlements devote their efforts into protecting fey crossings. Because of this, Forest Gnomes often become rangers or druids.

Unlike forest gnomes, rock gnomes live in densely populated cities. They have small communities and hold a great devotion to education and the pursuit of knowledge. Rock gnomes are often tinkers, teachers, and wizards. Their position in human society greatly varies, but most rock gnome family lines are well regarded for their long history of scholars.

Faith

Forest gnome and rock gnome societies typically devote themselves to different faiths. Many rock gnomes worship the Goddess Raquel; whilst forest gnome society stretches throughout the Green Pantheon in their worship.

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Orc

Born in space between the Astral Plane and the Far Realm, orcs trace their creation to the Grey Pantheon god, Oun. The divine qualities of Oun resonate within orcs, granting them a toughness and tenacity that can't be matched.

In Greigroth, orcs were among the first defenders of the natural order from the encroachments of aberrations and other extraplanar threats. Oun's blessings have made orcs tireless guardians and mighty allies wherever they are found, even when they turn their devotion to other gods.

Lifestyle (astral)

Throughout the ages, Orcs have maintained their tradition and culture in the astral sea. They live on large floating islands and ships. In a similar vein to the Githyanki, orcs are taught from a young age the art of war. Unlike the githyanki however, their ranks are not viewed as disposable, instead, orcs hold a close kinship among their litters.

Orcs are nomadic by nature. Compelled to journey throughout the realms, each orc follows the dreams they experience. These dreams often become the sites of great battles or tragedy for the race. Orc groups are large at birth and thin out as the individuals age.

Lifestyle (Material)

Following the age of dragons, during the transition into the 4th era, many Orcs deserted their dreams. Fearing war and the death that came with it, these orcs would come to the Material Plane. Upon doing so, their minds and bodies transformed. Unprotected from the reach of Oun, Wode's magic corrupted their minds, plaguing their dreams.

Orcs on the material plane now suffer vicious nightmares. Foreign to the material, Orcs

are outcast by most and forced to create their own societies. There are few orcs and even fewer orc cities, they now find home in the hills and forests. Living a life of seclusion among giants and beasts. Venturing into cities only when they need to.

Halflings

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, most form nomadic bands that travel with the seasons. Above all, these people love peace, food, hearth, and home, though home might be a wagon jostling along a dirt road or a raft floating downriver.

Lifestyle

Within forests, hiding utensils under shrubbery and cloaking homes in carpets of moss. The life of most halflings is with their Hin (cluster/clan/tribe/settlement/group). They live simple yet fulfilling lives, and are able to live in a variety of habitats. Halfling Hins experience migrational patterns with the seasons, following the sun.

Despite their curious nature, Halflings (as well as their Hins) are often skittish to the outside world. They find the world to be both beautifully complex yet intimidatingly large. The small size of these creatures often deters them from interacting with the world to their desired length, to satiate this Halflings create great and wondrous stories of the world and its inhabitants. Ranging from, recitations of history in the form of theater to songs of the people. The race may not be the most open to the adoption of others, but they can be persuaded with a whimsical song.

Goliaths

An area without the cacophony that comes with civilization. A lush forest paired with the noise of a calm wind and small woodland rodents. Goliaths are as old as the world itself, they hold a strong attunement to the forces which make it up, this is reflected in their way of life. A goliath finds home in these places of strong elemental attunement. The frozen fjords of Hibernalis, the scorching sands of Xeiquizias, and lively woods of Monkix are all home to this race.

Lifestyle

Goliaths live a happy life of solidarity. Born into small families, Goliaths stay moving, observing the change of life in an area. Because of this Goliaths are a naturally nomadic race, motivated by absorbing the elements around them to their fullest before their final slumber. This is not to say that Goliath cities cannot and do not exist however. As the territory they occupy in a region will periodically become a hub of Goliath Families meetings and collaboration between those families.

Most Goliaths live off of the land. They wield weapons of stone, armor of wood, and adorn themselves with clothes of leaves and moss. They can create simple tools if necessary, but their strong size and resilient bodies typically work fine enough. Goliaths are natural gatherers in the world, able to stretch far, climb tall heights, and swim deep distances enables them to find food where others cannot. And they know this. Their feats of everyday life are nearly unmatched by any creature, they delight and take pride in the comfort of their own strength.

Natural Protectors

From the perspective of humans, Goliaths are infamously territorial. Their strange traditions and cultural habits often clash with the goals and ambitions of humanity, birthing a hesitation to interact with humans in many

Goliath families and an intolerance to do so in more. Goliath families protect the regions they observe with the aim of minimizing the changes that occur to said region. Their methods of protection usually do not interfere with wild-life, only with the intrusion of intelligent life.

Goliaths hold an uncanny insight, though humans may consider it skepticism. Alongside this, they find friendly relations with beasts to be a commodity in life. Anyone that cannot befriend a beast is sure to struggle gaining the trust of a goliath. Despite this however, these protectors of nature can and are willing to find acceptance with those who adopt their traditions.

Traditions and Community

There are many traditions that are universally adopted by Goliaths in Greigroth. This document will only cover two of such traditions: Burial practices and Clan Reunions.

- Burial Practices:

Goliaths and goliath lineage all live to an age that directly correlates to their height. While some giants can live upward of 500 years without magical or herbal assistance, most Goliaths reach maturity around 35 and live upwards of 180 years.

When goliaths (and other races of goliath lineage) begin to reach the latter end of their life, they reflect on the vast region they've observed in life and seek out the place of strongest elemental attunement. Feeling a deep desire to return to the earth, goliaths take their final rest. A hibernation which can last years until they die of starvation.

- Clan Reunions:

Despite their solitary nature, goliaths practice what humans can only describe as 'clan (or family) reunions'. To explain simply, at the heart of any

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region protected or observed by goliaths lays a city. Usually made of stone, these cities are abandoned for decades at a time, they bask in the elements, preserved and kept unchanged by outside forces in the times they are uninhabited. Yet, goliath families from all over a region congregate at these stone cities once a decade where they feast, dance, sing, and celebrate. All seemingly for the sake of company. These celebrations/reunions can last several weeks before families split back apart to observe the natural world.

Undoubtedly, these clan reunions are the sources of the most rich elements of Goliath culture, and only few outside of the lineage have ever had the pleasure of witnessing the event.

Kenku

Boisterous creatures of high degree mischief and curiosity do exist outside of the Feywild. Yet the cause of these feathery troublemakers' tendencies are not without the Fey's influence. An inside-ous magic is the cause of our flightless friends, a magic belonging to the Hags.

The first tale of the Kenku is found with a Boghag and a puzzled yet pleased group of bandits.

Born from a hag's magic, it is said that Kenku are people whose bodies were stripped and stuffed and mixed and fluffed until their forms were no more. At the end, a polymorph aberrant monstrosity was created.

Lifestyle

Kenku, made from dark magic, are most commonly held in captivity. Either bound by

chains or magic to a person or group, these creatures all start life with the ambitions of escape and freedom. More often than not they accomplish this goal. Whether from their own witty plans or out of annoyance from their owner, Kenku escape their binds only to become rebound or die.

The mischievous tendencies of Kenku are a reflection of the human that made them. Commonly, kenku's are made to be so as a punishment for some crime such as theft or murder. The most nefarious personality traits of the victim are pronounced in the Kenku's creation. Kenku do not seek out other kenku for any reason. Most do not have the intellectual capacity to understand that other Kenku may exist. Yet, when two kenku a great collaboration is sure to occur.

Quick notes of other races:

Aarakocra:

- Live in the far west

Aasimar:

- Seemingly randomly born
- Believed that their birth is a holy birth
- Hunted and Idolized. (feared and worshiped).

Kalashtar:

- Created by Oun, mostly live on the astral sea
- Birth CAN be seemingly random on the prime material
- Have poor relationships with the Gith
- Have great relationship with Orcs

Tabaxi:

- Live in jungle and savannah areas (Pifall and where xequizas becomes Pifall)

Leonin:

- Nomadic people who take part in waves of raids each decade or so
- Primarily live in Xequizas and Hibernalis.

Changeling:

- Origins unknown but people generally believe the bloodline was a curse as a result of Fey and Material breeding.
- Changeling birth can be seemingly random, as if functioning like a dormant recessive trait in some bloodlines.
- Changelings are a nearly extinct species.

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