

A PLAYER'S GUIDE TO THE REALMS OF LIGHT

THE WORLD OF KHALDRA

The world known to its people as Khaldra is a relatively youthful one. Its history stretches only a few ages. The mortals that people Khaldra look up toward the great heavenly bodies of the sky for guidance. These beings, called the Celestials, are the divine creatures that created the world and its peoples. The eldest of the Celestials, a benevolent being of Light known as Halo, created this world as a gift for his offspring, Erewhon and Naiwhon. Halo brought with him from the planar expanse a great wealth of knowledge called the Virtues. These Virtues and this world he passed on to his divine heirs, and bade them create life and nurture it, passing along knowledge of the Virtues to their mortal children as he had to them. It is by these Virtues that many of the mortal beings of Khaldra live their lives today, and it is through these Virtues that the most worthy of them transcend mortality and join the Celestials in the heavens themselves. This transcendence, it is widely believed, is the greatest aspiration of any mortal.

GENESIS

A sphere of pure Light energy and benevolence encircled by a radiant glow of the same divine force; this is the being known as Halo. In his life's pursuit, Halo had gathered knowledge of the most altruistic ideals known to gods and mortals, and collectively named them the "Virtues." His existence had been long and full, and his last wish was to create; something he had not yet done in all his long years. It was his will that he bequeath to his heirs a world of Virtue, a world of peace and plenty that they might nurture even after his passing. And so he sought a suitable place within the Great Planar Expanse to settle. To this end he found a void amidst the Planes and, with the aid of a few godly allies, he gave birth to a bare, virgin world. This world he would make a gift to his offspring, a blank canvas upon which they would paint life and history, and over which he would see until at last he was satisfied and could pass peacefully from the multiverse.

While the untouched world stood bare, yearning for life and use, Halo set about his next task: spawning heirs to whom he could pass his legacy. To this end, the Light God created two beings similar in likeness to himself, but each unique. His firstborn was a crimson orb. She was not all he intended, for she was but the first of his efforts to create divine life and, despite his vast wisdom, even Halo was fallible. Though he gave her unrivaled beauty and a tender, feeling heart, he also passed to her this fallibility, but loved her all the more for it, for he saw himself in her. He called her *Naiwhon*, a Celestial term that translates literally as "Beauty of the Blood," but is taken as "Beautiful Daughter." With his second effort, Halo begat a son of unmatched Virtue. This time Halo was unerring. This god-child, a silver sphere, was perfect in his every design, and embodied all that Halo cherished. And so Halo named him *Erewhon*, "Perfection of the Blood," or "Perfect Son."

That done, Halo presented the world to his children, and dubbed it *K'halo'dra*, which the Celestials knew to mean "Gift of Halo." Halo bade Naiwhon and Erewhon create and nurture

the life that would populate *K'halo'dra* and revere them as their gods. Both created many different beings of mortalkind, and both tended to the lands that their mortal progeny would inhabit. All the while, however, Naiwhon secretly harbored a fear that her brother's creations were superior to her own. While the mortal life he birthed flourished, she deemed some of her own creations unworthy monstrosities. She hid these creatures that she had spawned in the bowels of the earth, and commanded that they never reveal themselves.

The lands over which Erewhon claimed dominion came to be known by his mortal offspring as the Realms of Light. Throughout the Realms of Light dwarffolk, elfkind, fey, and men flourished. Erewhon's crowning achievement, though, was a race he dubbed "dragon." These powerful creatures represented the epitome of mortal Virtue, and became Erewhon's mortal stewards in the Realms of Light, revered by other creatures almost as highly as the Celestials themselves.

Naiwhon watched as her father lavished praise upon Erewhon for the success of his mortal children, and was never satisfied with the reassurances he gave her that he was proud of her work as well. In this and every other way Naiwhon compared herself to her brother, and in him saw greater beauty, keener intellect, and superior ability. She bore this pain within, neither making complaint nor conflict, as she had always been told and observed that all graceful, feminine creatures, both mortal and divine, should. She did her best to be the epitome of gentle and modest muliebral Virtue. However, Naiwhon's shame and anger festered within her, writhing and growing until at last her very heart threatened to burst forth from within her. This jealousy was so great that it overwhelmed her, and drove her to the brink of madness.

Her obsession to out-do the creations of her brother caused her great anguish, and she discarded creature after creature, never revealing them to her father or brother. The only time she felt she had any success in her creations was when she copied the offspring of her brother, and gave them similar likenesses and attributes. As such, many of the mortal races of her lands were much like the Men of the Realms of Light. Overcome with her work to create creatures she could call worthy, Naiwhon neglected her duty to the land. While Erewhon's lands yield great bounties and wondrous beauties, hers became harsh, and were less fruitful.

So frustrated was Naiwhon with her mortal progeny and their failing lands that she abandoned them altogether. These lands, just on the borders of the Realms of Light, came to be known as the Grey Lands for their strange and piteous creatures and unforgiving terrain and climate.

Moving further east, to Khaldra's final frontier, and furthest from her divine father and sibling, Naiwhon has established a new territory. These lands she has peopled and tended with only slightly more success than the Grey Lands. Due to their distance from Halo's divinity, they are a dusky land, and have taken the name of Khaldra's waning light: the Gloam Realms. Little is known of these far reaches of Khaldra, and to this day those of the Realms of Light are yet to commingle with the mortals of the Gloam Realms.

THE MORTAL RACES OF KHALDRA

The mortal races of Khaldra are many, and because they were painstakingly conceived by the Celestials, every one is unique. As the Celestials breathed life into their progeny, they imbued them with powers, skills, and flair unequaled by others before sending them to find their fates in Halo's Gift.

In this chapter the many mortal player races are described in detail. Information about their homelands, societies, customs, traditions, and game statistics are given. Racial information is read as follows.

RACIAL TRAITS

Each character race offers the following types of benefits.

Ability Scores: Your character race gives you a bonus to a particular ability score or two.

Speed: Your speed is the number of squares you can normally move when you walk.

Vision: Most races have normal vision. Some races are blessed by the Celestials with the ability to pierce thin veils of Darkness. No race, however, can perceive anything by sight in places where Light dares not go.

Native Language: Every character starts off knowing how to speak their native language. However, the capacity to read is a gift only for the educated, and few possess that gift. A character can only read and write their native language if trained in Literacy. A few characters, especially those of a worldly sort, train themselves diligently, for they understand that throughout Khaldra many different peoples and tongues will be encountered. And they know there is no tongue that pervades all of Khaldra.

Characters of every race may choose to know additional languages at character creation based on their Intelligence modifier, and intermittently as they gain levels. Characters are only able to read and write these additional languages if they are trained in Literacy.

Racial Abilities: Other traits include bonuses to your skills, weapon training, and a handful of other traits that give you capabilities or bonuses that members of other races don't have.

Region(s): The regions listed here are densely populated by characters of this race.

Common Virtues: Those of this race beholden to lives of Virtue will most often espouse themselves to the Virtues listed here.

Racial Powers: Several races give you access to a racial power, which is an extra power that you gain at 1st level in addition to the powers your class gives you.

DRAKEBORN

Drakeborn are the mortal stewards of dragonkind. Their ancient forebears have entrusted the guardianship of the Realms of Light to them. Seldom do they mingle with other mortalfolk. They are emissaries, missionaries, and crusaders who always arrive in the hearthlands of other mortals with a purpose. Their hearthlands are unknown, though it is believed that they keep with their draconic sires in strongholds in the unknown reaches of Khaldra. Some even say that they step in and out of Celestia, only arriving in Khaldra to do great deeds before disappearing from the world again.

DRAKEBORN OF THE REALMS OF LIGHT

The only Drakeborn ever said in scriptures to have graced the Realms of Light have been silver-scaled, fire-breathing champions of Erewhon. Just as few breeds of dragon are known in Khaldric myth and legend, so are few the lines of Drakeborn. Some lore suggests, though, that just as dragons were created in the images of both Halo and Naiwhon as tributes to them from the Silver Moon, dragons may also have spawned some Drakeborn inspired by the likenesses of other Celestials. Thus, it is possible that Drakeborn of other hues may exist.

RACIAL TRAITS

Average Height: 6' 6" – 7' 2"

Average Weight: 240 – 360 lb.

Ability Scores: +2 Strength, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Native Language: Argenni (Draconic)

Skill Bonuses: +2 History, +2 Intimidate

Racial Abilities: Drakeborn Fury, Draconic Heritage, Dragon Breath

Regions(s): Any, unknown

Common Virtues: Protection, Strength, War

DWARVENFOLK

Dwarfolk are thought to be legatees of the Silver Moon. Placed high atop the Arm of Tharda by their divine patron, they dug deep and discovered wonders unknown to other mortal folk. Dwarfolk are said to have discovered Erewhon's mortal vein – that is, the first and most abundant vein of silver that flowed through the very earth itself. Mining and metalcraft are their legacies, followed closely by their wondrous ability to work stone and earth.

DWARVES OF THARDA

Those of Tharda are the most numerous of the dwarfolk. They have allied themselves under a common banner. Their kind have traversed into the Realms of Light, formed alliances with Men, treaded upon trade roads, and brought marvels of craft to far reaches of the Realms. Their history is torn by war. Their common enemies are the giant Rhunee, and, sadly, their cousins, the Thyrdens.

Thardics are short, stout, stocky, even fat folk. There is little difference in the stature of males and females. Likewise, other mortalfolk have trouble telling dwarven men and women apart because they are often equally thickly bearded. Thardics tend to have silvery hair and beards, which they claim are proof positive of their closeness to the Silver Moon. Their skin tends to be pale, and takes on the pallor of earth or stone.

RACIAL TRAITS

Average Height: 4' 6" – 5' 0"

Average Weight: 160 – 220 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 5 squares

Vision: Low-light

Native Language: Thardictongue

Skill Bonuses: +2 Dungeoneering, +2 Endurance

Racial Abilities: Cast-Iron Stomach, Dwarven Resilience, Dwarven Weapon Proficiency, Encumbered Speed, Stand Your Ground

Regions(s): Gald Ur, Irad Ur, Kord Ur, The Arm of Tharda, Virad Ur

Common Virtues: Craft, Earth, Fortitude, Metal, Mining

STONE SKIN

Thardic Dwarf Racial Power

What would devastate other mortals leaves the dwarves of Tharda unfazed.

Encounter

Immediate Action

Personal

Effect: When you fail a saving throw you may make an immediate reroll. You must abide by the result of the second roll.

ELFKIND

Elfkind descended from the Silver Moon. Their number are very few, and they are seldom seen outside of their hearthlands. All kinds of elves tend to be somewhat xenophobic. They are not widely understood, and have few friends among those of other races. Elves are awed and even slightly feared by other mortals. Superstitions abound about those of elfkind. They are thought to partake in mysterious rituals and rites, speak with spirits, and wield forces unknown to other mortalfolk.

ANDRAELI ELVES

The Andraeli inhabit dense forests just on the eastern border of the Realms of Light, and are known to work their environment to suit them. They tease grasses into lush beds and carpets, coax roots into forming stairwells, gather overhanging limbs into great pavilion-like ceilings, and summon springs from the earth to create fountains within their dwellings. They are faithful husbands to animal- and plantkind, and are skilled herbalists and hunters.

Andraeli are sometimes known as “painted elves” because they employ make ups and tattoos that accentuate their feral features and help them to blend their bodies with their surroundings. They tend to have dark grey, black, or deep brown hair and sun-darkened skin. They are well-muscled and graceful in their movements, seeming to stalk about with a predatory gait. They are short, and they often seem even shorter than they really are because they crouch and slump as they slink about.

RACIAL TRAITS

Average Height: 5’ 2” – 5’ 8”

Average Weight: 120 – 150 lb.

Ability Scores: +2 Strength, +2 Dexterity

Size: Medium
Speed: 7 squares
Vision: Low-light

Native Language: Andraelitongue

Skill Bonuses: +2 Nature, +2 Perception

Racial Abilities: Elven Weapon Proficiency, Group Awareness, Wild Step, Elven Accuracy

One with the Trees: Andraeli commonly use bits of natural foliage to accessorize their apparel, paint or tattoo their skin in deep shades, and move with such fluidity that they are exceedingly difficult to spot when in their natural environment.

Andraeli receive a +2 racial bonus to Stealth checks made in natural surroundings.

Regions(s): Farlorn, Oleth Un, Run Ol

Common Virtues: Animal, Earth, Plant, Water

BEAST SPEAKER

Andraeli Elf Racial Power

Wood elves can attune themselves to the creatures around them. By concentrating upon a creature that he has calmed into a friendly state, an Andraeli can speak with a natural animal.

Encounter

Minor Action

Ranged 10

Target: One creature

Effect: You can speak to a natural animal as if you and it were both fluent in the same language until the end of the encounter or for 5 minutes. Animals often perceive things differently than races of mortals, however.

RULENI

The Ruleni are beautiful, graceful, stern, noble, and ancient folk. They are pensive, but can command a dominating presence when aroused. Some call them Noble Elves because they are believed to be the oldest of mortalkind, even older than other strains of Elfkind. They are masters of much lore and many crafts. Their architecture, art, music, and warcraft are whispered to be the most magnificent of those created by mortalkind. Most outsiders never pass beyond the Ruleni's southernmost stronghold: Fal Kryn, the fortress on the foot of the Mithwenell Mountains. The Ruleni jealously guard their land and the secrets therein. The few who have ventured into their lands and returned tell of an almost magical integration of manufactured and natural elements: eldertrees growing in and through towers, waterfalls and streams flowing through churches and manor houses, crystals bending and directing Light to bathe halls and galleries in lavish hues, fire forges spewing forth magical energies into the blades crafted therein. It is also believed that few could match swords with Ruleni warriors. Some say they weave magical incantations into their battle hymns, making them indomitable foes.

The Ruleni are a very tall, thin folk with beautiful but stern features. Their hair and eyes alike are often shades of silvery-blue, white, or grey. They are pale-skinned. Their angular eyes, nose, cheeks and chin cause other mortalfolk to liken them to falcons, eagles, or hawks.

RACIAL TRAITS

Average Height: 5' 10" – 6' 8"

Average Weight: 140 – 200 lb.

Ability Scores: +2 Wisdom, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Native Language: Rulentongue (“Hightongue”)

Skill Bonuses: +2 History, +2 Insight

Racial Abilities: Longsword Weapon Proficiency, Trance

Lozemastery: High Elves have gathered much lore, which is passed through formal education and a strong oral tradition. You gain training in any one additional skill at 1st level.

Magical Attunement: All Ruleni have some aptitude for harnessing and manipulating Virtue. At 1st level, choose any Wizard cantrip. You may use this as a daily racial power.

Ruleni Will: You gain a +1 racial bonus to your Will defense and a +5 racial bonus to saving throws against charm effects.

Regions(s): Avrondyn, Fal Kryn, Sharmyryn

Common Virtues: Craft, Knowledge, Magic

DOMINATING PRESENCE

Ruleni Racial Power

The awe that Noble Elves inspire is representative of their closeness to Celestialkind.

Encounter

Minor Action

Personal

Effect: You gain a +1 on all attacks that target Will defense until the end of the encounter.

FEYKIND

Feykind believe that their ilk sprang up from the earth itself during its genesis, and thus link themselves with the Celestials Halo, the Creator, and Lor, Natura Incarnate. The fey are animists, naturalists, and spiritualists. They are considered odd by other mortalfolk, as their ways are seen as mischievous, strange, and perplexing. They are believed to practice witchery, espouse Virtues unknown to other mortals, and commune with the very earth itself.

FEY

Fey folk, or Mir Folk, are small creatures that appear much like miniature Men, and can be nearly as diverse. Due to their child-like stature, the few Menfolk who have encountered them have dubbed them “Halflings.” Fey usually dress in simple clothes that blend well with their surroundings, carry and use simple implements, and act quite whimsically. Despite their seemingly innocuous nature, a Fey can be as stern and cunning an adversary as any. They slip seamlessly under their enemies’ guard, and always seem to be in the most advantageous position at just the right time. They tend to vehemently oppose affronts against Nature or their hearthlands, and often husband themselves to certain natural entities or locales, taking great personal stake in that over which they claim stewardship. Because of their unique bond with the land and their environment, Fey seem to be able to tap natural sources of power and energy and wield them with prodigious efficacy.

RACIAL TRAITS

Average Height: 3' 10" – 4' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 Wisdom, +2 Charisma

Size: Small

Speed: 6 squares

Vision: Low-light

Native Language: Feytongue ("Mirtongue")

Skill Bonuses: +2 Nature, +2 Thievery

Racial Abilities: Nimble Reaction, Second Chance

Commune with Nature Spirit: You grant non-fey allies within 10 squares of you a +1 bonus to Nature checks.

Regions(s): Fey Rie, Mirshyn

Common Virtues: Earth, Nature, Plant, Water

MENKIND

Men in Khaldra, as humans in many fantasy worlds, are nearly innumerable. They are the most common, most diverse, most versatile, and most short-lived of all mortalfolk. While other mortals admire them for their adaptability and the accomplishments they achieve in their short lives, they are equally disdained for their imprudence, short-sightedness, greed, and warmongering.

In each sub-race entry below, the sub-race name indicates nationality, nicknames indicate names of Men from various regions within the nation, and any derogatory names immediately follow the regional name to which they apply. For instance, the "Aeronni," below, are Men from the Nation of Aeron. "Thenfolk" are Aeronni from the Thenenreach, and one should never call a Thenlady "Horsewife."

AERONNI

The Aeronni are a loosely allied nation of Men. Recently, civil war tore the kingdom of Aeron apart, dividing it into Aeron and Aermor. History has seen many wars between Aeronni sects, especially over borders, natural resources, and the correct manner of worship of Erewhon. While relations within Aeron are tenuous, the Aeronni nation is fairly stable and has good standing with other Omen-speaking nations.

The nation is a theocracy, and the Aeronni have established a number of sturdy, stone castles and keeps, and wooden forts, each of which house a church called The Viscery. Around most of these fortifications, modest but stable farming communities have sprung. The Aeronni rule through a system of fealty, and delegate power down from the Dounable (priest-king of the Viscery) to high-ranking Viscants (priests) to their chosen vassals.

AERONS, *RIVENMAN*(AERONNI)

Aerons (those of the Theocracy of Aeron, not to be confused with the larger group of all Aeronni of the Nation of Aeron) are fiercely religious and devoted to a traditional way of life. Their

males tend to be rather tall and wiry, and they braid their straight, black hair and beards. Women are likewise wiry, but usually hide their features under concealing, black robes for modesty's sake.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Aeron

Common Virtues: Those approved by the Viscery only

AERMORS, *RIVENMAN* (AERONNI)

Aermors are as zealous as Aerons, but have a vision of a changed Aeronni nation. Their appearance and dress is similar to Aerons', as they are cousins.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Aermor

Common Virtues: Any, as endorsed by the House of Virtues

RIENMEN, *BEASTLOVER* (AERONNI)

The Men of the Rienlynn Plain have tamed great, indigenous plainsbeasts, and patrol their treacherous eastern border astride their fearsome mounts. They have the physique of lanky

plainsrunners, and are not unlike Aerons except for the crimp and bushiness of their hair and beards.

RACIAL TRAITS

Average Height: 5' 10" – 6' 6"

Average Weight: 140 – 180 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): The Reinlynn Plain

Common Virtues: Husbandry

THENFOLK, *HORSEWIFE, SADDLEWHELP* (AERONNI)

No Aeronni value the horse as greatly as the Men of the Thenenreach. Their lands are mainly hills and plains, and Thenfolk are unmatched horsemasters. They tend to be a bit shorter than other Aeronni, and their hair is a bit lighter: auburn to dark brown. It is considered distinguished for Thenfolk to brush and oil their hair and beards until they are tamed long and straight.

RACIAL TRAITS

Average Height: 5' 2" – 5' 8"

Average Weight: 120 – 170 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): The Thenenreach

Common Virtues: Husbandry

ALGONNI, *KEEPER OF THE SILVERGATE, KEEPER OF THE FALSE GATE, LOST SEEKER, WANDERER OF THE NORTH*

Algonni knights are local heroes of a divine order known as the Keepers of the Silvergate. These folk formed their own nation when they struck out to the North in an effort to claim the lands beneath the Silver Moon. They explored and settled the wild north of the Realms of Light,

establishing colonies and strongholds as they pushed forth. They assert that they have gained Erewhon's favor by taming and inhabiting the areas of Khaldra that are bathed in His divine essence (that is to say, directly beneath His Celestial body). Some others claim that they are diluted in their belief that they have found hallowed ground, and chastise them as lost and misguided in their efforts to find lands favored by their divine patron.

Algons are as tall as Aerons, but tend to be a bit thicker, and are pallid in comparison. Their hair ranges from light to dark brown, but almost always takes on streaks of premature grey and silver.

RACIAL TRAITS

Average Height: 5' 6" – 6' 0"

Average Weight: 160 – 220 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): The Thenenreach

Common Virtues: Light, Protection

ANTHANS, LION RIDER, *THE UNTAMED*

Anthans are Men of jungle and plain. They are strong and fierce, and the strongest of them have been known to tame leonine steeds. These exceptional hunter-warriors belong to the Caste of Lion Riders and act as an elite mounted militia. Anthans are of average height for Men, but tend to be set heavily with muscles. They are always bald, their eyes are almost solely dark brown or black, and their skin is deeply bronzed by the sun. These Men often tattoo themselves and adorn themselves with jewelry of bone and ivory. There are no known Anthan females.

RACIAL TRAITS

Average Height: 5' 4" – 5' 10"

Average Weight: 160 – 220 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Pelentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Antha, Syren Fae
Common Virtues: Animal, Husbandry, War

BARBARIANS, *SAVAGE*

Barbarians are tribal and nomadic and tend to have few established communities or fortifications. They war amongst themselves and with neighboring nations of Men with equal lust for battle and plunder. While many of their breeds have diminished due to commingling and rape, they retain some common traits. They are almost always very hairy, having wild and unkempt locks of black or dark grey. Their skin is an oily, yellowish-brown. They tend to be naturally strong, but not necessarily toned. More often, they are heavily set, and are obese more often than other Men.

RACIAL TRAITS

Average Height: 5' 10" – 6' 6"
Average Weight: 180 – 260 lb.

Ability Scores: +2 to one ability score of your choice
Size: Medium
Speed: 6 squares
Vision: Normal

Native Language: Koarsetongue
Bonus At-Will Power: You know one extra at-will power from your class.
Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.
Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.
Regions(s): Hast, Khad Ru, Nan Ru, Veruk Hord
Common Virtues: Strength, War

BLATHES, *GREYKIN, GLOAMKIN*

Blathes are a savage, untamed folk. They are strange in other mortalfolks' eyes because they are most active throughout *gloom* when others take their rest, and are subdued throughout *toil*. Their grey pallor has earned them the name "Greykin," their backwards ways have earned them the nickname "Gloomkin," and their wild temperaments, strange, primitive rituals, and their speech (which is made up of grunts, screeches, and incomprehensible hisses and wails) have earned them fear and suspicion from more civilized mortals.

Blathes tend to have stony, hard features. Their greyish skin is coarse and rough to the touch. Their hair is light grey to white, and wispy. Many blathes, male and female alike, are bald. Their eyes range from pale blue to grey. They tend to be lanky, but strong, and, while tall, have a hunch in their gait that causes them to stoop lower than many other Men. A blathe covered in inky ritual runes and bathed in sacrificial blood is a horrific sight to behold.

RACIAL TRAITS

Average Height: 5' 10" – 6' 6"
Average Weight: 180 – 260 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium
Speed: 6 squares
Vision: Normal

Native Language: Koarsetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Blathelund, They Grey Lands

Common Virtues: Blood, Earth

DIRVES, DIRVISH, SEAFOLK, *PIRATE*

Dirves are among the few mortalfolk that have braved the treacherous seas with any degree of success. They are usually skilled sailors and shipwrights, but are as diverse as any other strain of Men.

Dirves can appear short and squat or tall and lithe, but are rarely muscular. Commonly they wear their straight, greasy hair in fashionable or practical knots and tails. Males and females alike find many unique ways to do up their hair, and adorn their heads with pins, clasps, and ties of all sorts. Facial hair tends to be well-kept, and can be stylized just as intricately as their wigs. Other mortalfolk notice a unique slant to Dirves' eyes, and often remark at their angular, long features.

RACIAL TRAITS

Average Height: 5' 2" – 6' 2"

Average Weight: 120 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Koarsetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Dirv

Common Virtues: Water

ELDYRS, ANCIENT, *OLD ONE*

Eldyrs are believed to be the first of all Menfolk. They are wardens of knowledge, lore, tradition, and Virtue.

It is not known how Eldyrs procreate, as it seems to all other mortalfolk that they are all venerable, and no youths of their kind have ever been seen. They always appear as elderly Men. Their males have long, perpetual beards, spidering wrinkles upon their skin, and bald heads. Their females have crinkled, leathery features, blotchy patches of skin, and sprawling, grey masses of hair. They are often thin and spindly, regardless of their height or stature.

RACIAL TRAITS

Average Height: 5' 2" – 6' 2"

Average Weight: 120 – 160 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Eldyrtongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Eldyrmohr

Common Virtues: Knowledge

ELYSIANS, OMENNI, OMEN GUARDIAN

Elysians take their name from the messiah that came down from the Ridge of Omens with the Word of Erewhon scored in silver flame upon his flesh. This messiah, Elysia, is thought to have been the only mortal ever to have transcended mortality to join the ranks of the Celestials. The name Elysia is now synonymous with "perfection" in the Omenni tongue. Elysia, having lived up to the tenets of the Virtues laid out by Erewhon, took his place in the heavens amidst the Celestials upon his death, and is embodied now in a faint star cluster that looms in the skies above the Realms of Light, faintly visible during *gloom*.

Only Elysians of the purest breed sport their tell-tale features. They have silvery hair, light blue to silver eyes, and pale, porcelain skin. Other Omenni may have white to blonde hair, a darker blue hue in their orbs, and richer pigment in their flesh. Because of the vast differences in terrain from one reach of Omengard to another, Elysians' dress can vary greatly from the simple, linen smocks and sandals of the southern plainsmen, to the durable leather corselets and boots of the hunters of the valley, to the bulky ramsfur coats and cossacks of the mountain folk on the Ridge of Omens. The Omenni almost invariably venerate Erewhon and Elysia, and practice their worship in Visceries and Houses of Virtue throughout their lands.

RACIAL TRAITS

Average Height: 5' 2" – 6' 0"

Average Weight: 120 – 180 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.
Regions(s): Omengard
Common Virtues: Any, especially Perfection

GRADS, *STONEKIN*

Grads live in one of the most Spartan environments in the Realms of Light. From this sparse environment they have created simple but strong stone edifices and fortresses, crafted crude but effective implements, and scraped out an existence. Some believe that there are miracle workers amongst the Grads that can speak to stones and draw water from them.

Grads have a likeness to the hard and stony terrain that dominates their hearthland. From their stout postures, to their broad brows and shoulders, to their stern countenances, Grads are very much akin to stone. Grads tend to carry stone implements and wear furs and other rough clothing.

RACIAL TRAITS

Average Height: 5' 2" – 6' 0"
Average Weight: 120 – 180 lb.

Ability Scores: +2 to one ability score of your choice
Size: Medium
Speed: 6 squares
Vision: Normal

Native Language: Koarsetongue
Bonus At-Will Power: You know one extra at-will power from your class.
Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.
Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.
Regions(s): Gradhelm
Common Virtues: Earth, Strength

JIRADI, *SANDFOLK*

The Jiradi have dwelt in the burning deserts of the West for generations. Where other mortalfolk see only a vast sparseness of moving sand, the Jiradi see their hearthland. They have established a way of life that allows them to subsist for long spans on meager resources. With a number of outposts based in reliable oases, they have set up serviceable trade routes. They have even established and fortified the occasional semi-permanent and permanent settlement. Their few desert strongholds and Visceries are marvels of mortal craft and ingenuity.

Jiradi have wide, flat feet that are well-suited to traversing hot sands. Their stature is average for menfolk, but they tend to be lighter, and are well-weathered by their harsh environment. They can have short hair and beards, but shave as often as possible for comfort. Their clothing is simple, often consisting of coif, cowl, cloak, robe, and sandals with little flair or color.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"
Average Weight: 120 – 160 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): The Jiradi Desert

Common Virtues: Earth, Water

KELTS, GIANTKIN, GREATBLADE

The Men of Keltan are massive folk of gargantuan bulk and great and fiery manes and beards. They often bedeck themselves in drably colored tartan skirts and vests and little else. However, what they are often most well-known for are the great blades they craft and wield with an ease impossible for other Men. Their legends and myths tell of how they are descended from giantfolk, and threw off their former masters with strength and skill-at-arms that rivaled the giants themselves. Kelts are only a bit less well-known for the knack they have for climbing, earned negotiating the treacherous cliffs, steppes, and plateaus of their highland hearthland.

RACIAL TRAITS

Average Height: 6' 0" – 6' 10"

Average Weight: 200 – 300 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Keltantongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Keltan

Common Virtues: Craft, War

LORRENS

The lands of the Lorrens dominate the South and East of the Realms of Light. While they are loosely confederated, they have a less centralized power center than the Aérons, and are therefore less likely to work together than other nations of Men.

DURADS (LORRENS)

Durads, of the Durad Realm, are a fractious folk. Many ever-warring lords constantly battle over unsavory tracts of hilly, cracked, or swamped lands, while their peasantfolk cling to what little of value they can. These people lust for war and conquest. There are more pavilion cities and battlefield-side thorps than well established holds and towns in the Durad Realm. Durads are dark, short, strong folk that are likely to wear light armor and furs at all times.

RACIAL TRAITS

Average Height: 5' 2" – 5' 8"

Average Weight: 120 – 160 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Lorrentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): The Durad Realm, The Lorrness

Common Virtues: Any, but usually only those approved by the Viscery

EI LORRENS, *STAR CROSSED* (LORRENS)

Ei Lorrens, of Ei Lorn, claim the only city in the Lorrness: Vircta Sorporhr. It is a sprawling city that is poorly regulated by those officials in the Viscery who do little more than collect tithes and taxes, act as paid arbiters, and host events on holy days. Only a common will for Virtue keeps the city running smoothly. Much like all other Lorrens, Ei Lorrens are short and bistered, but tend to be shaved and heavily tattooed. Their flair for fashion is eccentric, and there is no common garb amongst their kind.

RACIAL TRAITS

Average Height: 5' 2" – 5' 8"

Average Weight: 120 – 160 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Lorrentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Ei Lorn, The Lorrness

Common Virtues: Any, but usually only those approved by the Viscery

ITHINE, THE PEACEFUL, *RECLUSE* (LORRENS)

The people of the Ithine Valley are peaceful but xenophobic. It is said that the few they allow to penetrate their borders have found a wondrously beautiful, fertile, green land that is much unlike the rest of the Lorroneess. For this, other Lorrens regard them with suspicion and jealousy, and the Durads have even made attempts to breach their borders and conquer their blissful eden. Tales tell that the Ithine were able to turn their assailants and lay many of them low without ever unsheathing a blade. The Ithine are short and slight of stature, but are much lighter than other Lorrens. They wear little more than light robes, care little for fashion, and are known to go nude when the weather permits.

RACIAL TRAITS

Average Height: 5' 0" – 5' 6"

Average Weight: 100 – 140 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Lorrentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Ithiturn, The Ithine Valley, The Lorroneess

Common Virtues: Any, but usually only those approved by the Viscery

TARRANS, *MIREFOLK* (LORRENS)

Those of Tarra control the land farthest South and East in the Lorroneess, and are beset by Barbarians, Durads, and others from the East. Their unwholesome, swampy, fractured land is a bridge from the Realms of Light to the gloamy lands of the East. They are short like other Lorrens, but stalky, and have a more bestial flair than their cousins. Their garb is simple and utilitarian. It is heavier than is comfortable for the murky, musty environments in which they live, but is mostly meant to cover their bodies from biting and stinging insects, and thorny undergrowth that dominates their land.

RACIAL TRAITS

Average Height: 5' 2" – 5' 8"

Average Weight: 140 – 180 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Lorrentongue

Bonus At-Will Power: You know one extra at-will power from your class.
Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.
Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.
Regions(s): Tarra, The Tarran Wastes, The Lorrness
Common Virtues: Any, but usually only those approved by the Viscery

NOMANDI, *NOMAD*

The Nomandi have few well-established settlements in their vast, dry, flat hearthland. Their feeble tent cities can seldom stand up to the harsh environment for more than a number of months, and even when they do, the scarce resources of the Nomandi Plain seldom sustain their people for as long. Besides the hardships the Nomandi face on the desert plain, they also face persistent persecution from their neighbors, the Sarrics. Further, they are turned from the lush lands to the west by the spears of the fierce Lion Riders who can ill-afford to share what bounty their lands provide.

The Nomandi are tall, lanky, wiry Men who appear gaunt in comparison to other mortalfolk. Their long strides propel them across the sands at remarkable speeds, their wide, flat feet disperse the heat of the desert sands well, and their ink-black, shining skin deflects heat in writhing curls that seem to dance off their bodies like the heat waves that caress the sand dunes on the horizon.

RACIAL TRAITS

Average Height: 5' 10" – 6' 8"
Average Weight: 140 – 180 lb.

Ability Scores: +2 to one ability score of your choice
Size: Medium
Speed: 6 squares
Vision: Normal

Native Language: Pelentongue

Bonus At-Will Power: You know one extra at-will power from your class.
Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.
Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.
Regions(s): The Nomandi Plain
Common Virtues: Earth, Fire, Water

RANGERS

There are vast expanses of hill, forest, and mountain yet untamed by mortal folk. Few brave such frontiers as life is harsh enough where crops yield regular produce and borders are fortified. However, an ilk of hardy Men, cousins of the Aeronni, have put the horizon under their heel and pushed the borders of kingdoms of Men to the north and to the east. What they call hearthland, on the edge of the Realms of Light, is now known collectively as the Hold of the Ranger Lords.

Rangers of all strains are similar in that they tend to be light folk, thinly limbed and long of stride. They care little for fashion and flare, and prefer that which is practical and natural. Because so many Rangers have found that to live on the land is to become one with it, they often

bear totems, idols, fetishes, and other effects that are representative of the forces of Nature that they espouse.

KEPRIANS (RANGERS)

Keprians, Rangers of the Yorlingwood and Yorl Mount are known for their skill at herblore and machinecraft. Just as this is an unlikely pairing, Keprians are often thought to be the most unlikely of folk. Sometimes they wield bizarre inventions or use complex gadgets, and other times they employ herbs and spiritual incantations.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Koarsetongue or Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Kepri, Yorl Mount, Yorlingwood, The Hold of the Ranger Lords

Common Virtues: Craft, Plant

KORDENFOLK (RANGERS)

Kordenfolk, the "bowmen of the South Hills," are expert hunters, guerrilla tacticians, and scouts. Their bowcraft rivals that of the Andraeli elves, some say.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Koarsetongue or Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Korden Hold, The Hold of the Ranger Lords

Common Virtues: Earth, War

SURONS (RANGERS)

Surons, of the South Hills, have great manes like the heather. Their most honorable warrior caste employ the horns of plainsbeasts in many fashions: as weapons, armor, jewelry, sounding horns, and trophies of adulthood. They have a knack for horse husbandry.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Koarsetongue or Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Korden Hold, The Hold of the Ranger Lords

Common Virtues: Animal, Husbandry, War

WINDENFOLK (RANGERS)

The Peaks of Windormere are home to the Windenfolk. Atop these precipices Rangerfolk discovered and befriended powerful winged beasts. Since, they have tamed the great creatures and employ them as sky mounts.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Koarsetongue or Omentongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Windormere, The Hold of the Ranger Lords

Common Virtues: Air, Husbandry

RELOCS, GREYFOLK, THE BLIGHTED

Relocs are a strain of Men blighted with aberrant visages, crooked postures, and horrific maladies. Because of their disgusting nature, they are abhorred by other mortalfolk, mistrusted, feared, and often assailed on sight. Their small, mountain-valley hearthland is beset on one side by the treacherous Grey Lands, and the other by keen-eyed Rangers of the Hold (the Rangers

carefully patrol their shared border, and many Relocs fall victim to their piercing arrows). Little is known of the Relocs' history or customs, for they seldom emerge from their shaded vale, and few would hear the first word that crossed their lips. A few reports suggest that they are as tall as most normal Men, but appear shrunken due to their beastly gait. They ripple with lean muscles, have manes that grace their heads' entire circumferences, wear crude furs and leathers, employ wooden and stone implements, and bristle with quill-like hairs on their chest, arms, legs, and shoulders.

Many mortals believe that Relocs are a cursed race of Men that offended the Celestials somehow, and serve perpetual penance by being afflicted with ghastly features and ailments of the most severe sorts. A few bands of Relocs have been known to raid neighboring settlements of Men, or roam through the wilderness covered in concealing fur cloaks. Most such groups have met violent ends at the hands of those upon whom they have encroached, but a few have sought refuge in Viscerics or Houses of Virtue and committed themselves to Virtuous lives, suggesting that there might be hope yet for "The Blighted."

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Blathetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Reloc, the Grey Lands

Common Virtues: Unknown

RHUNEE

All strains of Rhunee are massive, hulking folk. They appear much like other Men, but stand head and shoulders above even the tallest Kelt. They are unmistakable amongst other mortals as they teem with muscles bound by thick and coarse skin, and have heft that rivals the giants of myth. Rhunee tend to have broad, flat features, and a solid countenance. Their voices seem to rumble from their great bellies, and can echo with stony, fiery, or icy resonance.

ANDAN, FROST RHUNE (RHUNEE)

And Rhunee are pale folk whose webs of blue veins bulge at the surface of their skin. Their straight, light hair is often styled into neat top-knots or complex bundles of pins and ties. Andans tend to wear thick leathers and furs to stave off the harsh winds, snows, and rains that grace their lands.

RACIAL TRAITS

Average Height: 6' 6" – 7' 2"

Average Weight: 260 – 360 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Rhunetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): And Rhun

Common Virtues: Cold, Strength, War

GELEDAN, STONE RHUNE (RHUNEE)

Geled Rhunee appear much like their Mohran cousins, and would be indistinguishable if not for their starkly contrasting mannerisms and customs. The Geledans have developed elegant, even impractical fashions, utilizing rich fabrics, bold colors, and unlikely combinations of flowing robes, towering shoulder collars, embroidery, fichus, shawls, belts, skull caps, jewelry, and other flare.

RACIAL TRAITS

Average Height: 6' 6" – 7' 2"

Average Weight: 260 – 360 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Rhunetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Geled Rhun

Common Virtues: Earth, Strength, War

MOHRAN, FEN RHUNE (RHUNEE)

Mohr Rhunee also go lightly dressed, or even nude, and are seen as savages for this practice. They can have dark, but ashy skin and wispy hair that resembles dust or sand, or can bear flaky, scaly skin, and sport oily tufts of hair that sprout from their chins and brows. All Mohrans suffer a hunched gait that makes them a bit shorter in appearance than other Rhunee.

RACIAL TRAITS

Average Height: 6' 4" – 7' 0"

Average Weight: 260 – 360 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Rhunetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Mohr Rhun

Common Virtues: Water, Strength, War

NUY RHUNEE, FLAME RHUNE (RHUNEE)

Nuy Rhunee are dark-skinned monstrosities with thick, oily, black curls and equally dark eyes. They tend to wear little, and what they do wear is light and flowing.

RACIAL TRAITS

Average Height: 6' 6" – 7' 2"

Average Weight: 260 – 360 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Rhunetongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Nuy Ruhn

Common Virtues: Fire, Strength, War

RIELI, JUDGE, LAWFOLK

The Rieli are fair-skinned, dusky-haired, and slight. However, their kind has a commanding presence that is nearly tangible to the senses of other mortalfolk. Even the youngest and most innocent Rieli can seem to have a brow burdened with heavy thoughts as it is typical of these folk to appear always reflective or contemplative. Their garb and persons tend to be meticulously well-kempt, though they seldom flaunt style. Commoners wear simple tunics and trousers, but protect their clothing from the dust and grime of labor with smocks, cloaks, and aprons, so as to remain presentable when at leisure. Those of the elevated castes wear similarly simple attire, but also adorn themselves with robes and gowns that set them apart. Jewelry, make-ups, and other such flare are seen as superfluous by most Rieli.

The Rieli are most well-known throughout the Realms of Light for their worship of the Celestial Law. They believe the Virtue of Law to be the most sacred of all, and the foundation of a Virtuous life. Their strict adherence to the tenets of the Celestial Law – being the orderly and

peaceful promotion of a life of service and civic duty – has led to the commonly accepted mortal notion of “law.” The Riel are even responsible for the acceptance of the Celestial Law’s name as the commonly used term for the idea. Riel history is laden with philosophical debate, public dialogue, and other such cogitation that, they claim, has led to profound revelations in areas such as the structure and execution of national politics and government, and, most notably, arbitration. As such, they have established numerous Houses of Virtue throughout the Riel lands and neighboring nations known as Courts of Law. Through these institutions, the Riel share their knowledge and expertise with other mortalfolk, acting as wards of local communities that seek their protection, advisors to local rulers that seek their wisdom, representatives of absentee rulers who seek their stewardship, and arbiters to quarreling parties that seek their impartiality.

RACIAL TRAITS

Average Height: 5’ 2” – 5’ 10”

Average Weight: 120 – 160 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Rielitongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat’s prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Coried, Dihn Riel, The Majieri Plain

Common Virtues: Knowledge, Law

SARRICS, *SLAVER*

Sarrics are a gaunt, pale breed who tend to sport dark manes that starkly contrast their pallor. Sarrics’ features are often exaggerated in some slightly boggling manner: impossibly prominent bone structures, gnarled and crooked joints, deeply-sunken eyes, protruding brows or chins, curiously elongated necks, and the like. Commoners’ dress is diverse, but simple, but Sarric aristocrats can be quite eccentric. They are known for all manner of styles from gaudy to grand.

The Sarrics, while comprising a small nation themselves, have penetrated neighboring lands, imposing their will upon other mortalfolk unlucky enough to come under their sway. Sarric proselytes and slavers have probed far into the hearthlands of other mortals, and are thus known throughout the Realms of Light.

RACIAL TRAITS

Average Height: 5’ 6” – 6’ 2”

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Shaethtongue

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Rama Sarn, The Slaver's Chain

Common Virtues: Proselytism

SYRENS, *DAMAN*

Syrens are a breed of females that inhabit dense jungle terrain. They are exceptionally tall and strong, unlike women of other strains. They are bronze-skinned, have eyes of deep almond or coal, and have slick, dark tassels of hair that are often braided and beaded. They are fast, cunning, and almost feline in their grace and prowess. Little is known of their customs, for few who visit Syren Fae return to tell of it. There are no known Syren males.

RACIAL TRAITS

Average Height: 5' 6" – 6' 2"

Average Weight: 140 – 200 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Native Language: Pelentongue, and choice of

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Menkind Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

Regions(s): Syren Fae

Common Virtues: Celerity, Strength, War

MORTALS OF MINGLED BLOOD

Seldom do mortals comingle in the Realms of Light, for their hearthlands are distant from one another, and the needs of daily life outweigh the desire of most to travel, explore, or adventure. Sometimes, though, pilgrimage, conquest, or other circumstances can bring members of one mortal race into contact with another. On such rare occasions, unions between members of different races are not totally unknown. Half-breeds and hybrids are the result of such unions. These offspring lead unique lives in the Realms of Light, for they deal more than any others with issues of acceptance, and often must choose between two different heritages or facing the nigh impossible task of balancing them.

Characters of mingled blood will demonstrate some qualities of more than one race. Half-breeds demonstrate strong likenesses to two parent races, and might sometimes pass for a full-fledged member of either race, though they tend to stand out as peculiar in some way or another. Hybrids might subtly demonstrate the racial tendencies of up to three races, while most clearly displaying the characteristics of one other particular strain of mortalkind.

HALF-BREEDS

Half-breed characters have full-blooded parents of two different races. They, for the most part, display the characteristics and tendencies of each race fairly equally.

RACIAL TRAITS

Average Height: Take the average of the ranges of both parent races' height

Average Weight: Take the average of the ranges of both parent races' weight

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares, regardless of parent races' speed

Vision: Low-light only if both parent races have Low-light, otherwise Normal

Native Language: Either parent race's native language

Skill Bonuses: +2 racial bonus to two skills chosen from any available to parent races

Racial Abilities: Dilettante, and choose two available to parent races, one from each

Group Tutelage: Choose one skill to which you receive a racial bonus and in which you are trained. You grant a +1 racial bonus to all allies within 10 squares of you who use this skill.

Mingled blood: You can take feats that have either of your parent races as a prerequisite, as long as you meet any other requirements.

Regions(s): Any region(s) common to parent races

Common Virtues: Any Virtues common to parent races

TUNDORREEN (DWARF, ELF, HALF-BREED)

When Ruleni emissaries were dispatched to Tharda to help to quell the insurgents under Thyrden, elves and dwarves came into intimate contact. The result was a race that the dwarves dubbed Tundorreen. Most of the Tundorreen were reared and remained in Tharda after the long elven occupation. A number returned to the Mithwenell with regiments of Ruleni. A very few sought their own fortunes in the Realms of Light, and turned the heads of the few mortals they encountered in their travels.

The Tundorreen tend to be characterized by their dwarven parents' beards and thick build, but carry some elven grace and length of limb. They are gruff but patient, and tend to be view the world with the long-sighted outlook of the Ruleni and the ingenuity of the Thardics.

RACIAL TRAITS

Average Height: 5' 2" – 5' 10"

Average Weight: 140 – 240

Ability Scores: +2 Constitution, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Low-light

Native Language: Usually Thardictongue

Skill Bonuses: +2 Endurance, +2 Insight

Racial Abilities: Dilettante, Dwarven Resilience, Ruleni Will

Group Tutelage: You grant a +1 racial bonus to the Insight skill to all allies within 10 squares.

Mingled blood: You can take feats that have either the dwarf or elf races as a prerequisite, as long as you meet any other requirements.

Regions(s): Tharda, Fal Kryn

Common Virtues: Craft, Earth, Magic

SKILLS AND LANGUAGES

Unique languages and additional Knowledge skills are available to characters in Khaldra. Some Knowledge skills have relevance to specific regions. These are detailed below. To accommodate the diversity of knowledge in Khaldra, all Khaldric characters start with a combination of bonus trained skills and languages. How many they gain depend upon their Intelligence modifier. If a character's Intelligence modifier is +3, for example, a player might choose one language and two trained skills, three languages, or any other such combination. Any skill chosen for the purposes of this bonus must be a Knowledge skill.

As Khaldric characters advance, their knowledge of Khaldra advances as well. See the table in the "Gaining Levels" section for more information on improving Knowledge skills and learning new languages.

KNOWLEDGE SKILLS

Additional areas of knowledge are required for success, even survival, in the Realms of Light. These skills will be used in encounters and skill challenges extensively in Khaldric campaigns.

ARCANA (INTELLIGENCE)

In place of representing knowledge in the areas of the Elemental Chaos, the Feywild, the Shadowfell, and the Far Realm, in Khaldra this skill represents knowledge of the Planar Expanse and the Fey Rie. In all other respects, it is exactly as described the core rulebooks.

FLUENCY (NO ASSOCIATED ABILITY)

The Fluency skill represents a character's ability to speak and understand languages. There is no "Common" tongue in Khaldra. While throughout congruent regions certain languages might in fact be in common use, there is no world-wide language. Every race in every region has its own language or dialect of a more widely-used language. See the Races section for information on which race speaks which language. By choosing a language at character creation, subsequent levels, or by taking the Linguist feat, a character can become fluent in and effectively speak and understand a spoken language. Each time you take the Fluency skill, it applies to a different language to which you have had enough exposure to justify having learned. If a character also has the Literacy skill, he can read and write any new languages learned as well. The list of languages known throughout the Realms of Light is given below.

Language	Spoken by / used in...
Ancient Celestial	Celestial beings, ancient scriptures
Ancient Draconic	Dragons, ancient texts, magical texts
Andraelitongue	Andraeli Elves
Argenni (Draconic)	Dragons of Light, magical texts
Blathetongue	Blathes, Relocks
Chordic (Celestial)	Celestial beings
Eldyrtongue	Eldyrs
Feytongue ("Mirtongue")	Fey Folk
Koarsetongue	Barbarians, Dirves, Grads, Rangers
Lorrentongue	Aeronni, Algonni, Lorrens
Omentongue	Aeronni, Algonni, Jiradi, Omenni, Rangers

Pelentongue	Anthans, Nomandi, Syrens
Rhunetongue	Rhune
Rielitongue	Rieli
Rulentongue (“Hightongue”)	Ruleni (“High Elves”)
Shaethtongue	Sarrics
Thardictongue	Thardic Dwarves
Visceral (Celestial)	Mortal servants of the Celestials, those of the Viscery, scriptures

Many languages heard throughout the Realms of Light share a common root. Languages stemming from the same family share a common script. Speakers of related languages often understand each other, at least to a limited degree, and can often comprehend bits and pieces of one another’s scripture. Further, a character who has gained a level and may choose to learn a new language may automatically assume he has had sufficient exposure to a related language to justify learning it. Some languages appear in more than one language family. For these languages, one must be fluent in a language that uses the same script as that language **and** be trained in the Literacy skill to be able to read and write it. For example, a character who knows only Omentongue and is trained in the Literacy skill chooses to learn Visceral because it is in the same language family. This character does not automatically learn the Celestial script (the script in which Visceral is written), so he cannot automatically read and write Visceral, despite being trained in Literacy. In contrast, if a character has had extensive exposure to the Celestial script and then chooses to learn Visceral, he can justify also being able to read and write it.

Language Family	Script	Related Languages
Celestial	Celestial	Ancient Celestial, Ancient Draconic, Argenni, Chordic, Rulentongue,* Visceral
Ancient	Ruleni	Andraelitongue, Eldyrtongue, Feytongue, Rulentongue
Grey Tongues	Naiwhine	Blathetongue, Rhunetongue, Shaethtongue
Elysian	Omenni	Blathetongue,* Koarsetongue, Lorrentongue, Omentongue, Pelentongue, Rielitongue, Thardictongue,* Visceral*
Dwarven	Thardic	Thardictongue, Thyrdentongue

* Tongues marked with an asterisk do not use the script for this family. A character who learns this language does not automatically learn to read and write it, even if trained in the Literacy skill. The character must first have significant exposure to the associated script as well to justify being able to read and write it. This is a role playing requirement that is meant to maintain verisimilitude.

GEOGRAPHY (WISDOM)

You are familiar with the land, natural features, and topography of a particular region. Make a Geography check to ascertain your location, recall locales, create an accurate map, or find your way.

Each of the following geographic areas may be selected separately as its own Geography skill set. Each time you gain training in the Geography skill, choose a different region.

- Geography of the Realms of Light: Encompasses the lands, terrain, climate, and some knowledge of the creatures and people of the Realms of Light.

- Geography of the Grey Lands: Encompasses the lands, terrain, climate, and some knowledge of the creatures and people of the Grey Lands. This skill may only be taken if the character has actually had some measure of exposure to the Grey Lands.
- Geography of the Gloam Realm: Encompasses the lands, terrain, climate, and some knowledge of the creatures and people of the Gloam Realm. This skill may only be taken if the character has actually had some measure of exposure to the Gloam Realm.
- Geography of other areas: The DM may make knowledge of other areas of Khaldra available to characters as the campaign develops.

With training in Geography in a specific region, the character receives a +2 competence bonus to all other Knowledge checks made that are relevant to that area.

HISTORY (INTELLIGENCE)

History works just as Geography does, and bonuses are granted by the region with which the character is familiar in the same manner.

Each of the following areas may be selected separately as its own History skill set. Each time you gain training in the History skill, choose a different region.

- History of the Realms of Light: Encompasses the historical events, customs, laws, traditions, and notable personalities associated with the Realms of Light.
- Geography of the Grey Lands: Encompasses the historical events, customs, laws, traditions, and notable personalities associated with the Grey Lands. This skill may only be taken if the character has actually had some measure of exposure to the Grey Lands.
- Geography of the Gloam Realm: Encompasses the historical events, customs, laws, traditions, and notable personalities associated with the Gloam Realm. This skill may only be taken if the character has actually had some measure of exposure to the Gloam Realm.
- Geography of other areas: The DM may make knowledge of other areas of Khaldra available to characters as the campaign develops.

With training in History in a specific region, the character receives a +2 competence bonus to all other Knowledge checks made that are relevant to that area.

LITERACY (NO ASSOCIATED ABILITY)

Khaldric characters are never automatically literate. Literacy is something enjoyed by few in Khaldra as it is seldom a necessity in daily life. Those most commonly literate are members of the Viscery or others who are likely to be in charge of educating the masses, nobility (or their scribes and clerks) who must make treaties, contracts, and the like, and the few who can afford the luxury of not having to work long enough to learn to read and write.

Simply by taking training in Literacy, a character can learn and understand the concepts of written language, and can apply that learning to any language he knows. Without the Literacy skill, a character can only ever speak a language.

RELIGION (INTELLIGENCE)

This skill is exactly as described in the core rulebooks, except that it also now represents knowledge of the Virtues, which are all of the concepts, forces, philosophies, ideals, and elements that make up the world of Khaldra. This skill is used to identify Virtues and Vanities and understand the concepts, forces, philosophies, ideals, or elements they represent. Typical DCs for use with this skill are listed below:

- Common knowledge such as identifying a Virtue or Vanity by its symbol or discerning the Virtue to which an implement is attuned: DC 15.
- Expert knowledge such as learning important or useful information about a Virtue or a Vanity (such as its statistical information): DC 20.
- Master knowledge such as the particular Virtues or Vanities espoused by a particular group, culture, or creature: DC 25.
- Paragon tier: +10
- Epic tier: +15

GAINING LEVELS

As Khaldric characters advance in level they gain all of the benefits listed in the core rulebook. In addition, to represent the breadth of knowledge needed by Khaldric characters, they may also improve their Knowledge skills and/or fluency. At each indicated level, add your Intelligence

modifier (minimum 1) as a bonus to any Knowledge skill(s) or take training in the Fluency skill to choose an additional language(s). Alternately, you may expend two points of your Intelligence bonus to take training in the Literacy skill. You may divide this bonus any way you choose between improving Knowledge skills and training in the Fluency skill to learn additional languages. For example, a character at 8th level with a +2 Intelligence modifier might add +2 to the Geography skill, +1 to the Geography and Dungeoneering skills, +1 to the Geography skill and learn Pelentonuge, become literate by training in the Literacy skill, or any other such combination. If you choose, you may reserve bonus points to be used at a later level. For example, a character at 4th level with a +1 Intelligence modifier chooses not to improve any Knowledge skills, train in Fluency, or train in Literacy. At 8th level, his Intelligence modifier is still +1, and he adds his reserved +1 from 4th level to gain a total bonus of +2. At 8th level he uses his accumulated +2 bonus to train in the Literacy skill.

Level	Fluency, Knowledge, or Literacy Bonus(es)
1	Add Intelligence modifier as bonus to Knowledge skill(s) and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier
4	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)
8	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)
12	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)
16	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)
20	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)
24	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)
28	Add Intelligence modifier as bonus to Knowledge skill(s), and/or train in Fluency to choose bonus language(s) equal to Intelligence modifier, and/or train in Literacy (2 points of Intelligence modifier bonus required)

THE VIRTUES AND THE VANITIES

To understand the Virtues and the Vanities, one must know that they are the forces and ideals that make up the elements of life, thought, and reality, and they can be harnessed by a character. The terms Virtue, Vanity, and Aspect are fairly interchangeable, though not perfectly synonymous. A *Virtue* is a force that is typically seen as benevolent, while a *Vanity* is widely thought to be vile. The particular Virtues or Vanities espoused by a character are his chosen *Aspects*. A character who meddles in the Virtues or Vanities takes feats to gain access to their associated powers. For simplicity's sake, references to Virtues and Vanities hereafter may use just the term "Virtue," but can also apply to Vanity.

When your character takes a Virtue as his chosen Aspect, he is making a weighty decision indeed. He is voluntarily espousing himself to the tenets of that Virtue, choosing to live his life as an exemplar, the embodiment, the *personification* of that Aspect. In return for his commitment, he is granted the ability to manipulate his Aspect and make tangible its power.

VIRTUE FEATS

When espousing a Virtue, a character must not only expend a feat to gain its benefits, but must also adhere to its tenets to continue to have access to it as he advances. While the adherence to a Virtue's tenets is called for in place of prerequisites, the DM may rule that a character must also have some certain experience or complete some initiation before espousing a Virtue. In each Virtue's description, a summary of the tenets of the Virtue is given. There may be moral guidelines associated with accessing the Virtue. If these are grossly violated (DM's discretion), a character may be expected to atone before she can access her powers and gain higher level powers associated with that Virtue. Any notes about the general tendencies of those with this aspect are noted. Otherwise, a player may regard these as role playing notes for her character.

By taking a Virtue Feat, you gain access to new at-will, utility, encounter, and daily powers. You gain the option of taking any or all of these powers in place of your regular class powers. If you take a Virtue Feat after 1st level, you may make retroactive changes to your choices of powers. Further, you always gain one Act of Faith power associated with your chosen Aspect.

ASPECT OF AIR

Tenets: You must take special care not to introduce pollutants into the air, and must actively attempt to thwart any such pollution you encounter. For instance, if a forest fire is belching smoke and ash into the air, you feel physically ill and choked. You will do whatever you can to squelch the flames as soon as possible, even at personal risk. Further, you must practice ritual breathing regularly while attuning yourself to the ebb and flow of the winds. This practice requires about an hour's time spent, usually before or after a daily extended rest. If any day you do not practice your breathing exercises, you lose access to your Act of Faith and any Air powers for the entire following day, even if you take an extended rest in the midst of that following day. You must realign your energy flow and cannot recuperate your powers until the day after you take the time to begin to find your breath again.

WINDWALK**Air Act of Faith**

Harnessing the winds themselves as your steed you ascend powerfully into the air, glide gracefully, and swoop back to the earth like a bird of prey.

Encounter ✦ Virtue**Move Action****Personal**

Effect: Shift up to 5 squares. You may move through any square that is not completely blocked by a vertical obstacle of at least 20 feet in height without impediment. You may land on a surface up to 20 feet above or below your starting point with no ill effect.

Increase shift to 10 squares at 11th level and 15 squares at 21st level.

LEVEL 1 POWERS**FORCEFUL BELLOW****Air Attack 1**

With a great gulp of breath, you expel a blast of wind that sends your foes flying.

At-Will ✦ Force, Implement, Virtue**Standard Action****Close blast 3**

Target: Each enemy in blast

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier damage and you push all targets a number of squares equal to your Constitution modifier.

Increase damage to 2d6 + Constitution modifier damage at 21st level.

PIERCING WHISPER**Air Attack 1**

A mere hiss directed at your foe strikes him like a dart.

Encounter ✦ Force, Implement, Virtue**Standard Action****Ranged 10**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity damage and the target is knocked prone.

TWISTING WINDS**Air Attack 1**

Wildly gesticulating, you conjure cyclonic chaos in the midst of your enemies.

Daily ✦ Conjuration, Implement, Virtue**Standard Action****Area burst 2 within 10 squares**

Target: Each creature in burst

Attack: Dexterity vs. Fortitude

Hit: 1d6 + Dexterity damage and the target is knocked prone.

Miss: Half damage.

Effect: The twisting winds last until the end of your next turn. Any creature that starts its turn in the area or enters the area is subject to another attack. You can dismiss the twisting winds as a minor action.

LEVEL 2 UTILITY POWER**WINDS OF FORTUNE****Air Utility 2**

Though you are struck, by the grace of wind you flutter out of the path of further harm.

Encounter ✦ Virtue

Immediate Interrupt**Personal**

Trigger: You are hit by an attack.

Effect: After taking damage but before you are affected by any other effect, you gain a +4 power bonus to all of your defenses and AC that lasts until the end of your next turn, and you may shift up to 5 squares.

LEVEL 3 ENCOUNTER POWER**THUNDEROUS BELCH****Air Attack 3**

You emanate a blast of force that is nothing short of roaring thunder.

Encounter ✦ **Force, Implement, Virtue**

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier damage and the target is pushed a number of squares equal to your Constitution modifier.

LEVEL 5 DAILY POWER**WEIGHTY FOG****Air Attack 5**

You coax the breezes until they coalesce into a dense mass that drops onto your foes like a hammer onto an anvil.

Daily ✦ **Force, Implement, Virtue**

Standard Action

Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier damage.

Miss: Half damage.

LEVEL 6 UTILITY POWER**GONE WITH THE WIND****Air Utility 6**

Like dust scattered by a sudden gale, your form dissipates.

Daily ✦ **Illusion, Virtue**

Standard Action

Personal

Effect: You are invisible until the end of your next turn. If you attack, you become visible.

Sustain Minor: You remain invisible until the end of your next turn. If you attack, you become visible.

LEVEL 7 ENCOUNTER POWER**RAKING WINDS****Air Attack 7**

You make a slashing gesture, and the wind, an extension of your reach, whips your foe.

Encounter ✦ **Force, Implement, Virtue**

Standard Action

Ranged 10

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier damage and the target is stunned (save ends).

LEVEL 9 DAILY POWER

UNSEEN TENDRILS

Air Attack 9

Your extremities are enveloped in swirling wind that you manipulate as seamlessly as your own hands. With a storm's ferocity, you slash at and knock around your enemies.

Daily ✦ Force, Implement, Virtue

Standard Action

Ranged 10

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1d8 + Dexterity damage and you may slide your target up to a number of squares equal to your Constitution modifier.

Effect: The tendrils persist until the end of your next turn. The tendrils do not affect your ability to hold objects or otherwise use your extremities normally.

Sustain Minor: The tendrils persist.

LEVEL 10 UTILITY POWER

WIND WALL

Air Utility 10

Gale force winds blast directly down from the skies creating an impassable area.

Daily ✦ Conjuration, Force, Virtue

Standard Action

Ranged wall 8 within 10

Effect: You conjure a wall that consists of contiguous squares filled with columns of blasting air. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. Choose one side of the wall. Any creature adjacent to the wall on that side takes 1d6 + Constitution modifier damage and is pushed a number of squares equal to your Constitution modifier. The wall blocks line of effect. No creature can enter a square containing the wall.

Sustain Minor: The wall persists.

LEVEL 13 ENCOUNTER POWER

ROB BREATH

Air Attack 13

Manipulating the very air itself you crush your enemies' lungs while revitalizing your allies.

Encounter ✦ Implement, Virtue

Standard Action

Close blast 5

Target: Each living enemy in blast

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier damage.

Effect: All allies in blast can spend a healing surge.

LEVEL 15 DAILY POWER

SPHERE OF DEFIANCE

Air Attack 15

A gust of force explodes outward from your space.

Daily ✦ Force, Implement, Virtue

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier damage and the creature is pushed to the edge of the sphere and knocked prone.

Miss: Half damage and the creature is pushed to the edge of the sphere.

Effect: The sphere lasts until the end of your next turn. Moving into a square within the sphere costs 3 squares of movement. Any creature ending its movement within the blast is subject to another attack.

Sustain Minor: The sphere persists.

LEVEL 16 UTILITY POWER

SKY STEP

Air Utility 16

You walk on air as if it were solid stone.

Daily ✦ Virtue

Standard Action

Personal

Effect: You gain a speed of fly 8 until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you float back to the ground without taking damage.

LEVEL 17 ENCOUNTER POWER

VACUUM

Air Attack 17

You momentarily dismiss all air from an area creating a sudden vacuum that wreaks havoc on your foes' bodies.

Encounter ✦ Implement, Virtue, Zone

Standard Action

Area burst 2 within 20 squares

Target: Each enemy in burst

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier damage and the creature is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Effect: This effect lasts until the end of your next turn, and you can dismiss it as a minor action.

LEVEL 19 DAILY POWER

CHAOS STORM

Air Attack 19

You create a zone of unpredictable gusts, twisters, and gales that spells doom for those caught within its furious hold.

Daily ✦ Implement, Virtue, Zone

Standard Action

Area burst 5 within 20 squares

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 5d6 + Dexterity damage and target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Effect: Moving into a square the storm occupies costs 3 squares of movement. Any creature ending its movement in the storm is subject to another attack.

Sustain Minor: The storm persists.

LEVEL 22 UTILITY POWER

BRIDGE OF AIR

Air Utility 22

You and your allies can walk on air as if it were solid stone.

Daily ✦ Virtue

Standard Action

Close burst 5

Effect: You and each ally in the burst gain a speed of fly 8 until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, all targets float back to the ground without taking damage.

LEVEL 23 ENCOUNTER POWER

HOWLING WIND

Air Attack 23

The powerful winds you call forth rend your enemies apart.

Encounter ✦ Force, Implement, Virtue

Standard Action

Close blast 5

Target: Each enemy in blast

Special: You make one attack against each target and compare the result to each of its defenses. A target may be affected by any, all, or none of this power's effects. Targets save against each effect separately.

Attack: Dexterity vs. Fortitude, Reflex, Will

Hit (Fortitude): 2d6 + Dexterity modifier and the target is stunned (save ends).

Hit (Reflex): 2d6 + Dexterity modifier damage and the target is slowed (save ends).

Hit (Will): The target is dazed (save ends).

LEVEL 25 DAILY POWER

CALL THE RAGING TEMPEST

Air Attack 25

You summon an elemental spirit of the air that grabs your target in its crushing grip and carries him aloft before dropping him from a perilous height.

Daily ✦ Implement, Virtue

Standard Action

Ranged 20

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity damage and target is dropped from a height of 50 feet, sustaining 5d10 falling damage. If there is not at least 50 feet of vertical clearance above the creature, it falls from whatever height is clear. The target lands prone at the end of the fall in the square in which it began.

Miss: Half damage and the target is knocked prone (no fall).

LEVEL 27 ENCOUNTER POWER

GALLOWS OF THE SKY

Air Attack 27

Cloudy, misty coils entangle enemies and lift them from their feet by their necks, dropping their strangled and lifeless forms back onto the battlefield.

Encounter ✦ Implement, Virtue

Standard Action

Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity damage, ongoing 10 damage, and the target is immobilized (save ends both).

LEVEL 29 DAILY POWER

EYE OF THE STORM

Air Attack 29

A raging storm erupts around you while you stand calmly at the center. Your enemies are drawn toward you by the storm and, upon reaching you, are thrust skyward whereupon they plummet back to the ground.

Daily ✦ Implement, Virtue

Standard Action

Close burst 5

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 2d6 + Constitution damage and the target is pulled toward you a number of squares up to your Constitution modifier.

Special: A creature that is pulled into your square is blown skyward by a violent updraft and pushed to the edge of the storm. They fall from the sky into a square adjacent to the edge of the storm taking 5d10 falling damage and land prone. If there is not at least 50 feet of vertical clearance above the storm, targets fall from whatever height is clear.

Effect: The storm lasts until the end of your next turn. Creatures that end their move in the storm are subject to another attack. Moving into a square occupied by the storm costs 3 squares of movement. The storm blocks line of effect for all ranged attacks. If you move, the storm moves with you.

Sustain Standard: The storm persists.

IMPLEMENTS OF VIRTUE

Idols, fetishes, tattoos, tokens... whatever they may be, many are the things that are symbolic of the Virtues and of their scope and significance. By harnessing such an implement a character can increase his efficacy in manipulating Virtue. A Virtue power that has the implement keyword can still be used by a character without an implement, but the benefit of the implement's enhancement bonus is not granted in such a case. Further, a character without an implement cannot commit the Act of Faith associated with his chosen Aspect.

Unlike other implements that benefit characters of specific classes, the various types of implements of Virtue may be used by any character that harnesses the power of a Virtue. Just as the Virtues themselves are diverse, so are their symbolic representations. As such, any number of implements may be employed to enhance the power of a given Virtue. The descriptions of the various implements of Virtue, thus, contain no reference to the particular Virtues with which they are used. So long as an implement of Virtue is attuned to the Virtue it is intended to enhance, it may be used with that Virtue's powers. Usually, based upon the appearance of an implement of Virtue, it will be clear for what Virtue it is intended. For example, a silver token with the Celestial symbol for "sky" embossed upon its face and encircled with curled etchings representing gusts of wind would clearly be attuned to the Aspect of Air. And a chalice carved from crimson stone and stained and encrusted with dried blood caught during ritual sacrifices would certainly be an idol attuned to the aspect of Evil. Identifying the Virtue to which a particular implement is attuned is often a simple matter (DC 15 Religion check in most cases).

If you are espoused to the Virtue to which an implement is attuned (i.e. you have taken the associated Virtue feat) you may apply the implement's enhancement bonus to any attack and damage rolls you make when using that Virtue's powers that have the implement keyword.

IDOLS

Idols are figures that are crafted by the hands of mortals to represent and embody the power of Virtue. These will always be crafts of some manner, usually small enough to fit in the palm of the hand or be worn about the neck, and will be carved wood, worked stone, cut gemstone, molded clay, or something else of similar manufacture. Idols must be held or grasped to convey their enhancement bonus to Virtue powers. Thus, a character's off-hand cannot be used when employing a Virtue power enhanced by an idol, or when using an idol's special power.

MAGIC IDOL Level 1+

A simple but well-crafted idol of stone, wood, or the like that channels Virtue.

Lvl 1 +1	360 gp	Lvl 16 +4	45,000 gp
Lvl 6 +2	1,800 gp	Lvl 21 +5	225,000 gp
Lvl 11 +3	9,000 gp	Lvl 26 +6	1,125,000 gp

Implement (Idol)

Enhancement: Attack and damage rolls

Critical: +1d6 damage per plus

SILVER IDOL Level 5+

Made from Erewhon's flesh, this idol is imbued with a measure of His Celestial grace.

Lvl 5 +1	1,000 gp	Lvl 20 +4	125,000 gp
Lvl 10 +2	5,000 gp	Lvl 25 +5	625,000 gp
Lvl 15 +3	25,000 gp	Lvl 30 +6	3,125,000 gp

Implement (Idol)

Enhancement: Attack and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Minor Action. You or an ally within 5 squares can spend a healing surge.

Level 15 or 20: Add 1d6 + your Charisma modifier to damage healed.

Level 25 or 30: Add 2d6 + your Charisma modifier to damage healed.

GOLDEN IDOL Level 11+

Made from Halo's flesh, this idol is imbued with a measure of His Celestial grace.

Lvl 11 +3	9,000 gp	Lvl 21 +5	225,000 gp
Lvl 16 +4	45,000 gp	Lvl 26 +6	1,125,000 gp

Implement (Idol)

Enhancement: Attack and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Minor Action. You and all allies within 5 squares can spend a healing surge.

Level 16 or 21: Add 1d6 + your Charisma modifier to all damage healed.

Level 26: Add 2d6 + your Charisma modifier to all damage healed.