

Racial Variants for the Eamonvale Campaign Setting

The Eamonvale mini campaign setting is featured in the Necromancer Games adventure module The Grey Citadel and The Eamonvale Incursion by Nathan Douglas Paul. Eamonvale is located in a mist-shrouded mountain range with incessant precipitation.

Eamonvale is a land of pernicious weather, dangerous denizens and complex history, and it is a world apart from the lowland kingdoms that border it. As such, Eamonvale's inhabitants are characteristically different from their neighbors. These optional rules are provided to offer racial profiles specific to the Eamonvale region. By using these modifications to the basic races from the *Player's Handbook*, a more authentic portrayal of the peoples of Eamonvale may be achieved.

Elves and Elf-kin of Eamonvale

Although dwarves and gnomes also lay claim to the title, the elves are the original inhabitants of Eamonvale. To a few sages who presume to know something of their ways, their presence there is related in part to a long-forgotten curse that banished them to a then-remote corner of the elven world. Unknown to all outsiders, and becoming vague even to the elves is the truth—that the move to the forested valley was an honor rather than a curse, and involved the custodianship of a potent force lying imprisoned beneath the forest.

In the millennia that have passed since their arrival, the civilization that sent them forth has crumbled, and been replaced by modern elven societies. The elves of Eamonvale remained locked in a time capsule of sorts, never progressing in social mechanisms, spirituality or the arcane, and actually regressing in technology and culture in many ways. Nevertheless, enough shared awareness of their charge remains that they look upon themselves as the honored chosen, and all others as feeble and soft by comparison. Their attitudes towards the race of men have changed little since the first frontiersmen began moving up from the lowlands. They have kept their distance from men, casting their lots alongside them only when a common enemy threatened the sanctity of the woods.

To an outsider, the elves of Eamonvale appear to be a primitive people at best, and downright savage at their worst. Their society is based on a patriarchal tribal structure. Their magics are unrefined and tied closely to earth and the elements. Their weapons are primarily of wood and stone and their subsistence is based on hunting and gathering rather than agriculture. Their dress is primitive and based on worked leather clothing and ironwood armor. Their faces are lean and angular, their bodies hard and wiry and their hair dreadlocked and festooned with wooden beads and small stones.

Outsiders' views tend to label the elves as barbaric heathens, without refinement or morality. From the elves' point of view, the truth is quite the opposite. They view their culture as one free from corruption and unsullied by the politics of mercantilism and expansionism. They find their strong connection to the earth reassuring, and their forests provide for them everything they need. They are quite content in their stone-age existence and generally avoid contact with other cultures—especially humans—in hopes of preserving it.

Half-elves parented by Eamonvale's native elves are incredibly rare due the nearly non-existent interaction between the races. Such half-breeds are sure to be exiled from the wild elves' tribal community. They rarely survive for long, hunted by their kin or driven into lands where their survival skills can no longer serve them. The few that do survive often become trackers or guides, although some withdraw from contact altogether to live as hermits. Half-elves of elven parentage from outside the valley are not uncommon in Eamonvale's human cities, but anyone with elven blood carries a certain stigma.

The language of the elves of Eamonvale is an elven dialect so antiquated that even native speakers of elven find it to be cumbersome. A non-native speaker (such as a human or halfling who learned elven as a language of diplomacy or trade) should find it unintelligible at times, requiring a DC 15 Intelligence check to decipher idioms and slang. Elven magic users in the party might recognize that it is closer to the elven language used in arcane spellcasting than it is to the vocabulary of daily usage. Their customs are likewise antiquated; as a general rule, warrior prowess and spirituality are revered, weakness is

shunned and respect must be earned. Honoring the natural world is of great importance, and wanton wastefulness is considered the mark of a fool.

The elven pantheon is an ancient one as well. Unlike many druids, who revere the forces of nature in a general sense, the druids of Eamonvale' wild elves practice their faith much as a cleric would by paying homage to a nature-oriented pantheon of elven deities. Druids dominate the elven culture, although a few clerics remain active in each generation to maintain the administration of the faith. A character making a successful Knowledge (religion) check at DC 20 might note that the elves pay homage to gods that are considered "dead" in most elven circles, and have been replaced by newer, more progressive elven gods. If a character is diplomatic enough to initiate a religious discussion with their spiritual leaders, the paradox between old gods and new could provide a catalytic event in that character's career if the DM chooses to develop this aspect of campaign theology.

Elves of Eamonvale Modifiers

The standard elf in the *Player's Handbook* can easily serve as the template for one of the wild elves of Eamonvale. For an even more accurate representation, consider the following modifiers:

Ability Modifiers: +2 Dexterity, -1 Constitution, -1 Intelligence. These elves are not so frail as their more populous cousins, but their society has a very small and elite academic class that prevents their race as a whole from becoming highly learned.

Weapon Proficiencies: Proficient with elven war club; proficient with shortbow, longbow, composite shortbow and composite longbow. The sword has been replaced as chosen melee weapon by the brutally efficient war club, described below. Bows remain the elves' ranged weapon of choice.

Skill Bonuses: +2 racial bonus on Listen, Search, Spot and Survival checks. Eamonvale's wild elves have no special ability to detect secret or hidden doors, but in a sylvan wilderness setting they may make a Search check if within 5 feet of a concealed trap or hazard as if they were actively looking for it.

Languages: Elven and Sylvan. Bonus languages: Common, Draconic, Orc, Gnome.

Note that wild elves do not necessarily speak the language of men, a byproduct of their isolationist tendencies.

Favored Class: Barbarian. Most wild elves take their first class level in barbarian, representing their uncanny speed, ferocity in battle and survival instinct. Other preferred classes include ranger, druid and bard.

Half-elves have no ability modifiers, gain only +1 to the above mentioned skills and have no ability with concealed traps and hazards.

All other elven and half-elven traits are unchanged from the *Player's Handbook*.

Unique Elven Weapons

The elven war club is a primitive yet highly effective weapon carved from a single piece of hardwood that is grown specifically for the purpose. At the birth of a child an elven parent splits a sapling and embeds a sharpened stone in it, binding the limb around the stone. The tree grows with the child, and by the time the young elf is ready to undertake the rites of passage, the limb and its embedded stone are ready to cut and shape into a war club. The club has a slender shaft that widens in the last quarter of its length to a width of several inches and then tapers sharply down to a pointed wedge. This shape focuses incredible force on the base of the wedge, where a 'killing blade' of stone or obsidian is set.

Elven War Club (Medium, Exotic): Cost: unavailable for sale; Damage: 1d6; Critical: x3; Range: -; Weight: 5 lb.; Type: Piercing/Bludgeoning; Special Quality: Depending on how the club is wielded, the user may choose whether to inflict either piercing or bludgeoning damage.

The elves of Eamonvale also wield a unique dagger carved of the incredibly hard antler of a giant stag native to their deepest forests. The dagger is a token of the rites of adulthood that each elf must undertake. To gain the dagger, the elf must run down the stag on foot and dispatch it alone. The blade takes many hours to carve due its hardness, which rivals that of fine steel. This type of dagger is used for most of the enchanted weapons of the wild elves. An especially large specimen may yield enough material for two daggers. This means that an elf wielding a perfectly matched pair of horn

daggers is a swift and capable individual worthy of great respect; these elves often find their way into leadership positions within the nation's defenses.

Elven Horn Dagger (Tiny, Simple): Cost: unavailable for sale; Damage: 1d4; Critical: 19-20/x2; Range: 10 ft.; Weight: 1 lb.; Type: Piercing; Special Quality: The elven horn dagger is a masterwork weapon (+1 to attack rolls; enchantment quality weapon).

Dwarves of Eamonvale

As with the dwarven folk of the rest of the known realm, Eamonvale's dwarves are tough, stoic and proud. Their ancestral home lies below the broken stone of the highest mountain slopes, hidden from view by thick mists and slowly sliding glaciers. Since the Greenskin War, a number of dwarves have ventured forth to settle among the men of valley, where they are generally respected as noble warriors and skilled artisans.

The Dwarves of Eamonvale have a long and distinguished history in the valley, dating back before the presence of all but the elves. Of course, the dwarves maintain that they tunneled below the valley centuries before the elves ever set foot on Eamonvale's fertile soil. To be sure, their vaults are deep, their halls ancient and their tunnels stretch for many miles... perhaps there is some truth to their claims.

The most notable concentration of dwarves outside of their hidden kingdoms is in the Grey Citadel of Dun Eamon. The mighty forges of that city—renowned across many lands as the finest ever built—are operated almost exclusively by dwarves. Powered by the River Eamon and regulated by running water, these forges maintain a far more constant temperature than most and are therefore suitable for mixing of more elaborate alloys. The dwarves bring to this setting their impeccable knowledge of metallurgy and smithing, enabling the forges of Dun Eamon to out-produce all competitors in both quality and quantity.

The nuances of dwarven culture are largely lost on men, whom dwarves often regard as short-lived and therefore naïve. Honor and vendetta are of paramount importance, and are tied closely to paternal heredity. Wrongs done many generations earlier are commonly revenged by great duels lasting many hours, and even by full

scale battles; a dwarven grudge is not to be taken lightly. For a dwarf to demand settlement of an ancient debt or refuse services to a man based on the actions of his grandsire is not uncommon, but by the same token, men generally regard dwarves as trustworthy and loyal when one is lucky enough to have one as an ally.

Dwarves of Eamonvale Modifiers

The standard dwarf in the *Player's Handbook* can easily serve as the template for one of the dwarves of Eamonvale. For an even more accurate representation, consider the following modifiers:

Skill Bonuses: +2 racial bonus to Survival checks when underground; Survival is a class skill. The labyrinth of dark corridors in their mountain homes has honed the dwarves' sense of direction and survival instinct. -2 racial penalty to Survival checks when in any terrain category other than underground. Despite their knack for underground survival, dwarves are at a disadvantage under open sky.

Favored Class: Fighter. Many dwarves also take a class level in expert, which represents an apprenticeship in their youth and does not impose an experience point penalty (although additional class levels of expert penalize experience as usual).

All other dwarven traits are unchanged from the *Player's Handbook*.

Gnomes of Eamonvale

Dozens of tiny villages along the banks of the River Eamon house a considerable population of gnomes. The gnomes of Eamonvale are not terribly different in stature or capability from gnomes of other lands, but their culture is quite unique, full of exquisite foods and spirits that they feel set them apart from (and well above) the other humanoid races.

In their belief structure, their delicacies (and especially their cheeses) were handed down to the earliest gnomes by their gods, in an era when the gnomish deities walked the earth. To them, feasting and revelry has a special significance that borders on piety. Their natural inquisitiveness usually manifests itself in experimental and unproven recipes that with few exceptions result in great culinary success.

Gnomes get on well with the other races of the valley... the halflings appreciate their fine food and drink, the dwarves respect their attention to detail and a few men still recall the great aid of the gnomes during the Greenskin War. Many of Eamonvale's gnomes never set foot beyond their home villages, instead remaining content to stay at home enjoying the products of their kitchens and cellars. When a gnome takes it upon himself to explore the rest of the valley by foot or pony, it is often because they lack the ability to create the delicacies that are so important to their culture... these individuals constitute the gnomish population of Dun Eamon. Despite their shortcomings they still find ready work in the Grey Citadel's inns and taverns, but even they will recommend that to find the true flavor of gnomish cuisine, one must seek out its roots on the banks of the River Eamon.

As with many other gnomes, the gnomes of Eamonvale possess a natural aptitude with arcane magic, particularly in the school of illusion. For most of them, this is much more a triviality, especially when compared to baking, cooking, brewing or distilling, but some gnomes do take up magic as a lifetime pursuit. These gnomes are written into the history of the valley through service rendered during the Greenskin War and look on their use of magic as a noble tradition. Most adventuring gnomes have some ability with magic.

Deep beneath the city of Dun Eamon is an ancient stronghold of long-vanished deep gnomes (mentioned in *The Grey Citadel*). The eldest gnomes of the forest know of the fate of their underground kin, and of the nature and contents of the underground vaults, but they stoically keep their own counsel on such matters. Very few adventurers, and even fewer gnomes dare to tread those ancient halls...

Gnomes of Eamonvale Modifiers

The standard gnome in the *Player's Handbook* can easily serve as the template for one of the gnomes of Eamonvale. For an even more accurate representation, consider the following modifiers:

Skill Bonuses: +2 racial bonus to Craft or Profession checks that deal with the creation of food or drink, as their sensitive nose is helpful in these regards.

Feats: A gnome with the Brew Potion feat may

use it to create a variety of foodstuffs with magical effects, not just potions. For example, *fruitcakes of alter self* and *invisibility cheeses* are both popular gnome creations. At the DM's discretion, this may affect the onset, duration or other parameters of the magical effect, but the taste is almost assuredly improved as well.

Save Modifiers: +2 bonus to Fort saves when resisting the effects of ingested poisons. Gnomes have hardy digestive systems and their livers have been toughened by generations of inebriation. -2 penalty to Will saves when a diversion of food or drink is at stake. Gnomes are notoriously prone to dropping whatever they are doing when tea and honeycakes are on the line.

All other gnomish traits are unchanged from the *Player's Handbook*.

Halflings of Eamonvale

There are a few halfling villages scattered along the creeks and streams that feed the River Eamon, but most halflings live among humans. Their homes and businesses may suggest smaller-statured builders, but more often they live and work in buildings indistinguishable from those of their human neighbors. Their cheerful outlook and generally sunny disposition makes them welcome in the vale of ever-present rain and gloom, and their tolerance of other races and ethics is widely respected. They are notorious for their predisposition to gossip... an Eamonvale colloquialism advises that a halfling will listen to your life story, but you must be prepared to hear it from another within the hour.

Halflings have been present in Eamonvale since the early days of human settlement, when a small clan of them accompanied Eamon Angus and his refugee band in the valley. They do not flaunt their history, but they demand inclusion in the day-to-day concerns of Dun Eamon and play an active role in the economy, politics and local affairs. It is readily apparent that halflings don't regard themselves as much different than men, and they often go out of their way to reinforce that notion.

The halflings of Eamonvale are fun-loving entertainers and revelers, and most get-togethers are glad to have a party of halflings present. Their music is popular in the taverns of Eamonvale and they are widely known as capable minstrels. This facet of halflings

promotes their social mobility and enhances their already broad acceptance in human communities. All in all, the halflings of Eamonvale are more human than anything else, differing from their larger cohabitants only in stature and disposition.

Some foreign halflings consider their Eamonvale kin to be less than halfling, having given up their cultural heritage in exchange for simulated humanity and broad acceptance. This rarely causes problems among locals and visitors, as most halflings tend to be tolerant of differing views, but disturbances do arise from time to time, often when a caravan of traditional, clan-oriented halflings passes through town.

Halflings of Eamonvale Modifiers

The standard halfling in the *Player's Handbook* can easily serve as the template for one of the halflings of Eamonvale. For an even more accurate representation, consider the following modifiers:

Skill Modifiers: +2 bonus to Gather Information skill checks while in Eamonvale. A strong undercurrent of halfling gossip flows through every human community in the region. +2 to Diplomacy skill checks; Diplomacy is a class skill. Halflings are naturally glib and tend to be intuitive peacemakers.

Reaction Modifier: -2 penalty to Charisma checks when dealing with non-native halflings. Halflings from beyond Eamonvale often accuse native halflings of losing their identity, adopting human culture and abandoning their halfling gods. Some of them even regard Eamonvale's halflings as a slave class, having sold their sense of self in exchange for acceptance. These exchanges are rare, but can be quite venomous.

Bonus Language: Halflings may select one additional language from the usual list at character creation due to their great ease in interacting with other humanoid communities.

All other halfling traits are unchanged from the *Player's Handbook*.

Orcs and Orc-kin of Eamonvale

Orcs have a long but poorly documented history in the valley of the River Eamon, but their early years in valley consisted of small, scattered tribes living a primitive existence. With the onset of human settlement, the orcs began

raiding the farms and outposts of the human frontiersmen, and the first half-orcs began to surface. These early half-orcs were regarded as an unavoidable consequence for living on the fringe of civilized lands, but this outlook would change drastically with the invasion of large numbers of orc raiders early in the history of human settlement in the valley. In an epic event known as the Greenskin War, an army of orc warriors poured forth over the Stoneheart Mountains, laying waste to all in its path. The conflict lasted many months, and only after the other humanoid races of the valley joined together was the invasion force turned back. A great many half-orcs resulted from the endless raids and skirmishes, especially in the villages furthest from the protective fortifications of Dun Eamon.

The great and devastating Greenskin War has drifted far enough into the past to no longer be a source of daily reflection in the Grey Citadel, but a deep-seated distrust of orc-kin remains nonetheless. The citizens of Dun Eamon and the homesteaders of the forested mountain slopes—especially the humans—maintain that orcs are the lowest form of humanoid life, and that half-orcs are little better.

The orc-blooded population of Eamonvale can be divided into two groups... those raised in tribal orc society, and those brought up in human communities. Half-orcs reared by orcs are nearly indistinguishable from their purebred brethren; they adopt barbarian lifestyles, subsist on stolen livestock and raid human settlements for profit and entertainment. These half-orcs often find their way into positions of power or responsibility based on their increased capacity for learning, and sometimes lead entire tribes of full-blooded orcs. Orc-kin brought up in human communities are generally looked on as second-class citizens and find work only as laborers and enforcers, and many employers refrain from engaging the services of half-orcs at all.

Most of the humanoid races of Eamonvale share distaste for orc-kin. The hatred of the humans is particularly venomous, as they bore the brunt of the invasion in the form of the Siege of Dun Eamon, and the dwarves of the mountains have little tolerance for orcs as well. Halflings are the most tolerant and forgiving race and regard the half-orcs with something bordering on indifference. Rarely is the general distrust of orc-kin manifested in any sort of outward violence, but orc-kin in Eamonvale

generally find it difficult to gain employment from other than foreign merchants or unscrupulous scoundrels.

Orcs and Orc-kin of Eamonvale Modifiers

The standard half-orc in the *Player's Handbook* can easily serve as the template for one of the half-orcs of Eamonvale. For an even more accurate representation, consider the following modifiers:

Skill Modifiers: -2 penalty to Bluff, Diplomacy and Gather Information skill checks while in Eamonvale. The locals are especially wary of half-orcs' motives and trustworthiness. Apply this penalty to default Charisma checks as well.

Select one of the following packages for a half-orc native to Eamonvale:

Raised by Humans: +2 bonus to Intimidate skill checks; Intimidate is a class skill. Half-orcs raised among men spend a good deal of time discouraging harassment and assaults. This bonus drops to +1 outside Eamonvale, where orc-kin do not inspire the same fear and awe.

Raised by Orcs: +2 bonus to Survival checks; Survival is a class skill. Half-orcs raised among orcs inevitably grew up in small isolated villages in the deep wilderness of Eamonvale. Even if they take no class levels in Barbarian or Ranger they tend to have considerable knowledge of hunting and survival.

All other half-orc traits are unchanged from the *Player's Handbook*.

Men of Eamonvale

Humans of Eamonvale are a hardy bunch, wresting sustenance and profit from a rugged frontier. Many of them are descended from the original settlers who founded the first trading post with Eamon Angus, and their hold fiercely to their legacy. Others are more recently arrived, but have taken up the principles of independence and perseverance and are every bit as tough and self-reliant as those who have been in Eamonvale for generations. Humans represent a great majority of Eamonvale's population, farming the slopes, hunting and trapping the woods and producing and marketing their goods in the Market at Dun Eamon.

Native humans have a tight-knit community

based on the frontier ethic of "united we flourish, divided we freeze." The merchant class looks down on them as provincial heathens, and they in turn consider the lowland merchants to be soft and lazy. Eamonvale's humans are accustomed to a life of toil, so their celebrations are appropriately raucous, something else the foreigners disdain. Work hard, play hard is the creed in Eamonvale, for life on the frontier, while free, is also often short.

Men of Eamonvale Modifiers

The standard human in the *Player's Handbook* can easily serve as the template for one of the men of Eamonvale. For an even more accurate representation, consider the following modifiers:

Skill Modifiers: Humans native to Eamonvale may take 2 ranks of Profession provided that the selected specialty represents one of the region's common vocations: crofter, trapper, fisherman, woodcutter, tanner, herdsman, teamster. This skill becomes a class skill.

Save Modifiers: Native humans receive a +2 bonus to Fortitude saves made to resist cold damage; this bonus stacks with the one granted by the Survival skill. The adaptability and short generations of the race of men have given Eamonvale natives an edge in surviving the cold, damp environment of the Stoneheart Mountains.

All other human traits are unchanged from the *Player's Handbook*.

These racial variants were created by Nathan Douglas Paul.

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