

Aeulum

Personality: Aeulum are a quiet people though not timid. In close touch with natural life and the spirits of the land they favor an unobtrusive harmony with the living world around them. Small in a large and dangerous world they rely heavily upon their wit and common sense for survival though before outsiders they tend to play down these elements. Curious about the world about them without being driven as many others they are as much observers of the world as participants in it. Preferring to find a balancing point between the desire to know and recklessness. Strangely every member of the race holds an irrational fear of dogs, though it can vary a great deal from barely noticeable to acute phobia.

Physical Description: These small humanoids are approximately the size of a halfling. Standing as they do at just over three feet tall with a slender build that usually places them between 30 and 35 pounds in weight. Covered from head to feet in a short but dense coat of fine earth-toned fur. Overall their features are vaguely deer-like including the hint of a delicate but abbreviated muzzle and a stiff upright mane of short bristles that runs to the base of the skull. Aeulum walk on three-toed digitigrade feet with thickened hoof-like nails and their four-fingered hands are tipped with blunt nails that form a hard cap over the last joint. However their most memorable feature are the four very long thin ears that sweep back from the sides of the head nearly half the length of the skull like two pairs of hyper extended elf ears set one above the other. Aeulum are strictly vegetarian and neither hunt nor eat meat.

Relations: Reclusive by nature Aeulum have few ties with other races. Always under threat in their homelands they treat most other races with caution. They possess an abiding racial hatred of giants dating from when they were hunted through the woodlands as game. While aware of dwarves their acquisitiveness and orderly nature is off putting to the more subtle and easygoing Aeulum. The 'Big Folk' as any of the taller medium-sized races are known tend to be greeted at least initially with suspicion, when they'll be greeted at all. Big Folk from the civilized regions are viewed better than their tribal counterparts, who are viewed as competitors and potential threats by the Aeulum.

Alignment: The harmony and timelessness of the Aeulum lifestyle create a strong trend for neutrality.

Aeulum Lands: One can cross Aeulum land observantly for days or weeks without so much as suspecting it if they do not wish to be found. While in their territory outsiders are always under observation when not by its inhabitants by the animals and plants of the forest itself. Settlements are small thorps carefully hidden in out of the way hollows near a water source. The largest may be protected with a wooden stockade but most rely upon camouflage to escape notice. Only those trusted by the locals will be allowed to find their villages, all others will be diverted with illusion and woodcraft around these sites. The Aeulum occupy every one of the six known continents of Siluria. On Idreicafar where the constant flood of goblinoid hordes pushes them to the brink of survival they have moved up into the lower alpine slopes and become even more suspicious than ordinary. To the South where the elves have put a bounty on their hides and attempted to stamp them out their remnants have moved into the densest most impenetrable jungle areas of the continent, avoiding all contact with outsiders. The middle continents fare slightly better and if they could be said to have strongholds those would be Oldebenp and Ieborut. Where they live between the giants who hold the mountains above the lower alpine slopes and the other races who've taken the lowlands. Aeulum take advantage of the vast monster haunted wilderlands of the hill country above the deep realms of the dwarves for their relative safety from incursion. East of the middle continents Eicude is both more and less threatening. Here they inhabit the marshes and mangroves of the monsoon washed shorelines, living in stilt houses concealed among reed beds and other tall water vegetation. Generally ignored by the reptilian denizens of the serpent realms but subject to the dangerous and massive predators of that land.

Lifestyle/Technology: Regardless of which continent they live on Aeulum display an ages old and little changing lifestyle compared to most others. Small herbivores they are mostly forest dwelling gatherers with small scale cultivation of plants in disguised fields. Technologically they have been at a late neolithic stage for a very long time with largely wood and stone tools. They know how to work copper and tools made of it are considered status symbols, trinkets of silver and gold are not uncommon but they have no monetary system and trade strictly through barter. Though their communities prefer to remain inaccessible some trade exists on Eicude, Ieborut, and Oldebenp. Despite their low technology they build primitive airships, though without spirit-binders or Floatstone these are flimsy vessels relying on hot air balloons for lift. These vessels barter Aeulum made materials for the products of the cities, however if followed they never lead pursuers back to their home ports. Instead they sail erratically further up into the mountains where they eventually disappear, sometimes becoming invisible in full sight of pursuit.

Religion: In their small communities Aeulum practice an ancient and ritualized form of nature worship. Led by holy elders they revere animistic nature spirits that they believe exist in every living creature and part of the land.

Language: Aeulum speak a lilting and musical language and does not seem to differ from one settlement, or even continent to another. No Aeulum will voluntarily teach a non-Aeulum this language though they will speak it in the presence of outsiders. This language has no written form and in general Aeulum prefer the art of the storyteller to the pen even when using other languages.

Names: Any Aeulum has precisely three names. A private name that they will use only among family and not give to anyone else. A nickname used by all the clan members of their home settlement, and a public name for use with outsiders and those who aren't trusted. An adventurer will almost always extend use of this clan name to companions once he gets to know them better after a little while together, but will always caution them to use his public name with others. They will

never give up their private name except in the most dire circumstances such as extended torture or to those they feel they owe an overwhelming debt to for they believe it gives others power over them.

Adventurers: Though in ordinary life they temper it with harmony Aeulum are intensely curious. When one considers the essentially unchanging and timeless nature of life in their tiny communities it isn't surprising that some balk at staying around. Usually these Aeulum want to experience the wider world that the oral tradition of their people recount for themselves and discover all the things they've missed at home.

Aeulum Racial Traits

- +2 Dexterity, +2 Intelligence, +2 Wisdom, -2 Constitution, -2 Strength: Aeulum are graceful creatures naturally predisposed to stealth who live by their wits in a hostile world but their small size and slender build leave them fragile and not so strong as larger humanoids.
- Small: As Small creatures, Aeulum gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus to Hide checks, but they must use smaller weapons than a medium creature and their lifting and carrying limits are three-quarters of those of medium-size characters.
- Aeulum base speed is 30 feet. Aeulum are swift on their legs and spring about with speed on par with a larger creature.
- Life-Sight: Aeulum can see living creatures in poor illumination or complete darkness so long as they have line of sight and the living creature illuminates the area around them as though a light source in a radius based on size category.
- +4 racial bonus on Hide, Listen, Move Silently, and Spot checks. All Aeulum are well versed in how to remain unseen and unheard while noticing others.
- Proficient with bows and spears. Small and fragile compared to many larger races Aeulum fight from a distance and allow enemies to close to melee only when all other options are gone.
- Automatic Languages: Aeulum. Bonus Languages: Character Region
- The Aeulum can use *speak with animals* as a spell-like ability to speak with a herbivorous mammal (an antelope, bison, rabbit, squirrel, etc.). This ability is innate to Aeulum and has a caster level equal to three-quarters of their Hit Dice or one, whichever is greater, usable a number of times per day equal to their Hit Dice.
- Aeulum with Intelligence greater than 10 possess the following spell like abilities usable once per day with a caster level equal to three-quarters of their Hit Dice or one, whichever is greater. *Pass without trace*, *obscuring mist*, and *silent image*. See the spell description for further information.
- Favored Class: Druid. A multiclass Aeulum's druid class does not count when determining whether they suffer an XP penalty for multiclassing. Druidism comes naturally to Aeulum due to their religious practices and natural lifestyle.