

PEOPLES



THE PEOPLES OF MAKRINOS ARE USUALLY referred to as “Free Peoples” and “humanoids” (with all the negative connotations such distinctions imply). The so-called “Free Peoples” are dwarves, fey-touched, halflings, gnomes, and humans.

While elves are sometimes also included, the elves are a dying/fleeing people and have no known remaining nations or territories. They are not available as player characters. “Humanoids” include lizardfolk, orc-born, tieflings (all available as player characters) and other two-armed, two-legged sapient people not included among the so-called “Free.”

There are no biologically determined “sub-races” in the Makrinos setting. Instead, different cultural sub-groups among a people might be differentiated by individual customs, history, backgrounds, and skills.

List of Peoples Available as starting Player

Characters: Dwarf, Fey-Touched, Gnome, Halfling, Human, Lizardfolk, Orc-Born, Tiefling

DWARF

Rich in tradition and known for their people’s skill with stone and metal craft, dwarves generally live in halls carved into the roots of mountains, only some of which broach the surface. The sound of picks, shovels, and hammers resound through their territories as they dig honeycomb mines and feed blazing forges. Dwarven adherence to their clans and tradition, leads them to be known for a collective spirit that is put towards impressive projects that take decades to generations and an unquestioning teamwork to complete.

While generally willing to make alliances and trade agreements with other peoples, dwarven commitment to their own culture and its ideals, can also make them seem withdrawn, stubborn, and isolationist. There are two different dwarven heritages available for player characters: Hill Dwarf and Mountain Dwarf. While they represent two different ancient lineages of dwarf, their close proximity in the last millenia means there is little cultural difference between them and the terms are usually meant to refer to those dwarves who tend to dwell in and under mountains and those that live in and atop hills. Duegar are a heritage from deep beneath the earth in The World Below and Derro are an ancient faction of dwarves dedicated to physical transformation and power through the use of arcane magic and the eschewing of tradition. Neither are available as player characters.

STOUT HEARTED AND BODIED

Though dwarves stand well under 5 feet tall, dwarves are so broad and compact that they can weigh as much

as a human standing nearly two feet taller. Dwarven endurance and diligence is legendary among the Free Peoples. Dwarven skin ranges from deep brown to a paler hue tinged with red, but the most common shades are light brown or deep tan, like certain tones of earth.

Different dwarven clans have different customs of dress and hair, though typically they favor utilitarian clothing of drab colors and wear their hair, worn long and braided and ranging in color from blonde to red to black. Dwarves of both genders value their beards highly and groom them carefully. It is not uncommon for dwarves to decorate their beards with beads, ribbons, gemstones, or wire strands of precious metals that show social stature and/or serve as medals for accomplishments recognized by their clans or broader dwarven institutions.

Dwarves value and champion equality between the sexes, believing that the work ethic upon which their culture is built demands that everyone’s labor be valued and respected in order for everyone to participate in their society more happily and justifiably. These values can manifest themselves in a strong sense of justice in dwarves.

LONG MEMORY, LONG GRUDGES

Dwarves can live to be more than 400 years old, so the oldest living dwarves often remember a very different world. For example, some of the oldest dwarves living in Makrinos can recall when its Republic was founded 376 years ago. This longevity grants them a perspective on the world that shorter-lived peoples lack, allowing them to undertake generational projects more easily and for their sense of lineage to be reinforced by family networks fostered by the ability for five generations to be alive and working together at the same time.

Dwarven religious custom is also built on this generational memory in the form of ancestor worship. Rather than a pantheon of gods, dwarves revere and pray to past members of their clan who have become legendary. The most commonly held belief is that an honored ancestors work in life transforms them into divine inspiration for future generations, referring to their ancestors as “Our Ancients.” Individual dwarves might also adopt other people’s gods as suits their spiritual needs. Many dwarves also informally revere Gilmus the Engineer, a divine figure said to have sculpted the dwarven people from stone and earth.

The generational memory and steadfastness in law and tradition can also make for long held enmities against groups, peoples, and even ideas. While individual dwarven attitudes vary as widely as any other people, stereotypically they are suspicious, if not hostile, to

goblinoids and distrustful of fey based on stories passed down through time. An injury (whether real or perceived) to an ancestor or fellow clan member will be remembered to be repaid in time. Furthermore, the stability of their institutions over the centuries also makes laws and precedents seem unchanging and thus unyielding to the winds of change. Perhaps the most prominent of these attitudes, is dwarven belief that arcane magic is inherently corrupting, due to the origins of their cousins, the Derro (a line forever twisted by magic) millennia ago. This has led to an ongoing stigma against arcane magic held by many, if not most dwarves, especially for those dwarves who dabble in it. Still, most dwarven communities might have a local hermit or respected scholar who practices wizardly arts.

DWARVES FROM THE INCHOATE EMPIRES

The dwarves of the Empires are a reclusive people rarely seen outside of the mountain halls or hillside communities. They are most frequently encountered as traders or craftspeople when they are. The low birthrate of these dwarves means they are typically considered a dying people. The dwarves who leave the Empires for Makrinos are usually exiles, whether self-imposed due to dissatisfaction with life there or due to some crime or violation. Once a dwarf leaves one of these communities they are never welcomed back, in some cases on pain of death.

DWARVES IN MAKRINOS

Dwarven society in Makrinos revolves around the Seven Dales, the name for both the abundant valleys created by the swath of hills and mountains that is home to the vast majority of the dwarves in Makrinos, and the name given to the alliance of sovereign dwarven communities who occupy those lands. Each of the dales is home to a clan with its own Thegn, and together all seven form the Council of Thegns who rule over the entire area. Each dale is guarded by a fortress which serves as a hub for trade and the center of authority for the subdivided region. They also serve as entrances to the subterranean territories that join all seven dales. The dales themselves hold many surface communities of hill dwarves, gnomes and some halflings, while mountain dwarf communities are typically centered around the strongholds and are located underground.

The Seven Dales do have strong diplomatic relations with the republic and serve as a backbone for trade on the island, with both private and state-funded business partnerships that profit the overall economy. There are also a few smaller dwarven communities scattered throughout the island who do not necessarily recognize the authority of the Council of Thegns.

DWARVEN NAMES AND LANGUAGE

Dwarves usually have three names. Their given name, a shared clan name (which in some clans is always put

first when speaking the full name) and a transliteration of those two names into the Common tongue which is often used as a surname among other Peoples. Sometimes when a name in Common is derived in this way would lead to an absurd or offensive result, they might choose a stone or earth-based name with a similar sound to their clan name instead. In general, dwarven is a language of hard consonants and guttural prefixes and suffixes, with words and phrases constructed through the chaining together of syllables that have runic representations in their writing. Non-dwarves often complain that that dwarves always sound angry when they speak their language. In the dwarven tongue “ch” is pronounced with a hard uvular guttural sound when it appears at the end of words, and sometimes in the middle, as well.

EXAMPLE NAMES:

Male: Bralolir, Dwen, Drur, Durith, Gagnout, Groarhamth, Hodeor, Kizgruk, Thongror, Thrathlar, Umot, Weghon
Female: Algahilga, Bronza, Dofitrude, Dwon, Fossen, Ginda, Grigitha, Halburta, Hegnuda, Huki, Omnabrel, Snalgrea, Waelsea
Clan Names: Ath, Biran, Chamutach, Dalbat, Frahdoth, Gedach, Lahat, Milich, Noch, Ori, Palakon, Rhongorom, Shahath, Tzoch, Ulzon, Volch, Wolgar, Yelchin, Zarograr
Transliterated Surnames: Axebreaker, Bellygorge, Copperbound, Dunhand, Everbeard, Fistrock, Goldram, Hammerforge, Ironhelm, Jewelfinger, Limeliver, Mantleblack, Nearstone, Opaleye, Palestone, Redhill, Silverbeard, Tindermaul, Underhall, Whitefire, Yewhammer

DWARVEN TRAITS

Your dwarven character has certain traits deriving from the ancestries.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, the stats are Constitution and Wisdom (and Strength) but are not limited to these. No starting ability score may be raised above 18.

Age. Dwarves mature slightly more slowly than humans and are considered young adults until the age of 51. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your walking speed is 25 feet (5 boxes).

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Nor is it easy to notice fine details or read.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance

against poison damage.

Pack Mule. Dwarves' stout forms and penchant for efficiency makes it easier for them to haul gear. You gain +1 encumbrance slot.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Smith's tools, brewer's supplies, or mason's tools.

Stonecunning. You may add your proficiency bonus to any Engineering, History, Investigation, Nature, Perception or Survival checks dealing with stonework even if you don't have proficiency in the skill. If you do have proficiency in the skill, you gain an expertise die (+1d4) for such checks. You can automatically detect grades and slopes by walking on them and can determine approximately how far you are underground with a Wisdom (Survival) check at the end of a quiet minute (10 rounds) in contact with the ground and requiring Concentration.

Dwarven Armor Training. You have proficiency with light and medium armor.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Language. You can speak, read and write Dwarven and Common. You may also know Undercommon, Gnomish, or Giant (choose one).

ELF

Elves are not available as a player character choice in Makrinos campaigns

FEY-TOUCHED

The Fey-Touched (sometimes called "Half-Elves") are usually born to human families, but Fey-Touched halflings, gnomes, and even dwarves all exist (though are even rarer). They may belong to a family with a strong tradition of the Fey-Touched among them, but other times, like Orc-Born, they are born of families with no remembered connection to the Fey—a price paid for a forgotten promise, the result of trysts with elves or satyrs, the trickery of pixies, the revenge of hags, or baby-snatching sprites, all occurring generations earlier. Most have family stories meant to explain this fey influence on the family tree.

Regardless, the Fey-Touched are uncommon enough that most people go their entire lives without meeting any, and in some places of the world they might be considered an old wives' tale, like the Orc-Born.

OF TWO WORLDS

Walking in two worlds but truly belonging to neither, the Fey-Touched combine what some say are the qualities of their human and fey heritages: human

curiosity, inventiveness, and ambition tempered by the impulsiveness, love of nature, and fickle hearts of the fey. Frequently feeling distanced from their mortal peers, and never able to fully embrace the twilight world without leaving mortal connections behind, many of the Fey-touched, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

THAT LOOK

The Fey-touched are often described as "elfin" by humans, tending towards slender frames, androgynous features, and pointed ears. The men often struggle to grow facial hair if they are capable of it at all. Speaking of hair, it might have a blue or green highlight, their eyes might have flecks of gold. In color they range from nearly translucently pale to nut brown to pale green. Sometimes they have even more obvious signs of their fey heritage, like cloven feet, a kid's small horns, woody patches of skin, actual vines for hair, or under-sized vestigial wings.

FEY-TOUCHED IN THE INCHOATE EMPIRES

In most places in the Empires, those of fey ancestry feel they must hide it due to longstanding prejudices. They tend towards joining nomadic groups, especially singers and players, avoiding setting roots where they might be discovered one day and used as a scapegoat for ill-luck, or worse yet, draw the attention of actual fey, who are considered an evil to be avoided at best or stamped out at worse in the Empires. A Fey-Touched character could have many reasons for wanting to flee the Empires and find a new home in the east.

FEY-TOUCHED IN MAKRINOS

Rare throughout the world, the Fey-Touched are even less common in Makrinos, where there was once a strong tradition of abandoning such children out in the woods to be taken by the Fey. These days, however, open Fey-Touched people work as diplomats, advisors, and entertainers, along with various government positions in the Makrinos Republic, and strain of Fey-origins is looked at as more of a curiosity than an evil.

FEY-TOUCHED NAMES

The Fey-Touched use names appropriate to whatever culture they are raised in, but many adopt appellations that denote their Fey heritage, such as the names of birds or places of natural beauty.

FEY-TOUCHED TRAITS

Your Fey-Touched character has certain traits deriving from their human and fey ancestries.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, the stats are Charisma and Dexterity (and Intelligence), but are not limited to these. No starting ability score may be

raised above 18.

Age. The Fey-Touched age at the same rate as humans through adolescence, but live much longer and remain much harder than humans. Many of them abandon mortal life to join the fey between the ages of 100 and 200.

Size. The Fey-Touched are more or less the same size as humans, ranging from 4 to 6 feet tall. Your size is typically Medium, but you can choose to be Small instead.

Speed. Your base walking speed is 30 feet, unless you choose to be Small in size, in which case your walking speed is 25 feet.

Low-Light Vision. You can see better in dimly lit conditions. The range of light sources are doubled for you. Thus, for example, with a common torch you can see as if the torch shed bright light in a 40 foot radius and dim light for an additional 40 feet. You can see in moonlight as if bright light. You are still blinded in absolute darkness.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Favors the Father. (Choose One)

- **Faerie Light.** You know the *dancing lights* cantrip. When you reach 2nd level, you can cast the *faerie fire* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your spellcasting ability for these spells.
- **Skill Versatility.** You gain proficiency in two skills of your choice.

Languages. You can read, speak, and write Common, Elven, and one of the following languages: Sylvan, Gnomish, Giant.

GNOME

Gnomes are known for their bubbly energy, playful demeanor, boundless curiosity, and love of life. They tend to live in secluded close-knit communities in wooded hilly regions, and though occasionally small enclaves of gnomes can be found living among humans, dwarves, or halflings, they generally are suspicious of big folk despite their reputation for friendliness. Their traditional homes are honeycomb burrows on a hillside with easy access to the outdoors while making use of the natural landscape and occasional illusionary magic to keep them hidden. These communities also feature large gathering areas for socializing, like mead halls.

BIG PERSONALITIES IN A SMALL PACKAGE

Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. They have tan to brown skin, big blue, green, or hazel eyes, and fair hair that ranges from heather to bright white. Perhaps their most notable feature (aside from their small stature) are their

prodigious noses, whose size they consider a sign of beauty and wisdom.

Gnomes have long childhoods and live carefree lives until around the age of 80 when they become apprentices in one (or more) of the many fields they explored and skills they've tried to learn. Gnomes typically live around 300 years, but some have been known to reach as venerable an age as 600, making them the longest-lived of the Free Peoples save for elves. This long life makes gnomes capable of achieving mastery of one or more arts or skills, despite sometimes appearing scattered in their interests.

Gnomes are lovers of songs, jokes, pranks, and tricks (though generally of the good-natured variety). They love to drink. They have a great tolerance for alcohol and despite their size can drink most humans under the table. Any gnomish gathering usually includes a great deal of drinking, especially mead, rum, and other sweet drinks. Gnomes also love games and can often be found organizing contests of different kinds among themselves—from drinking contests to darts to reciting tales and poems from memory without taking a breath.

They wear colorful clothing mixed with rich browns and earth tones to blend in with their arboreal surroundings, when necessary, but also standing out in a crowd. The clothing is frequently embroidered with gems and lace.

EVERYONE'S A COUSIN

Gnomes tend to refer to each other as "cousin," even if they are not directly related and also use the term to refer to any non-gnomes with whom they have a strong friendship and demonstrates an admiration of gnomish ways and culture. They also use the terms "uncle" or "auntie" to refer to any elder gnome of their community deserving respect. Despite living in distinct communities, gnomes see all others of their kind as potential family and seek out other communities when traveling and want to meet any gnome they hear about when they visit a new place.

This familial drive also extends to gnomish religion, as their gods (a term they rarely use) are distant ancestors said to be related to all gnomes in the world. Gnomes tend to see these honored ancestors as stern, yet tender, uncles and aunts (or protective older brothers. They cherish the stories about them—portray them as great protectors and practical jokers—and revere them in a way that other Peoples might find irreverent if it were in regard to their own gods. In some communities, the syncretic god, Fezzik the Fool is considered progenitor of the gnomes.

CURIOUS TINKERERS

Despite having cultural ideals regarding a respect for nature and appreciating its beauty and bounty, many gnomes' delighted curiosity extends to machines and

tools of all kinds. Many gnomes are skilled engineers, alchemists, tinkerers, and inventors, but unlike dwarves who are very practical and utilitarian in their forging of machines, gnomes are willing to make mistakes and laugh at themselves in the process of building, taking bold (sometimes foolhardy) risks and happy if they simply learn something in the process. It is often said that a gnome prefers to tinkering to perfecting.

Gnomish tinkering and penchant for making things extends to magic, and they are known for their preference for life-like illusions and using enchantment spells to neutralize enemies without physical violence. They also work to incorporate magic with their machines and gadgets, and some of the most legendary artificers of ancient times are of gnomish heritage.

Sinister Gnomes

The traditional gnomish love for jokes, pranks, and tricks can take a dark turn among some of these smallfolk. Often referred to as “sinister gnomes,” they turn against the supportive (if insular) community spirit that helps define their people and develops a twisted sense of humor and a taste for causing physical and/or emotional pain with their “tricks.” Typically exiled from their communities (if they don’t leave of their own accord), these gnomes have led to campfire tales among other peoples of how foul and violent sinister gnomes can be and their use of trickery to achieve their malicious aims.

GNOMES IN THE INCHOATE EMPIRES

In some parts of the Inchoate Empires gnomes are almost a legend, they are seen so infrequently—keeping their communities hidden deep in ancient forests. In others, they can be found in small numbers living among halflings or dwarves. Gnomes who leave the Empires for Makrinos and the east are usually those whose wanderlust is not sated by the sterile and cutthroat environment of those lands or who are part of a gnomish diaspora whose forest homes have been destroyed by encroaching big folk.

GNOMES IN MAKRINOS

Gnomes are not frequently found in Makrinos, though there are some communities that mostly remain hidden and uninvolved with Republic politics. At the same time, however, the gnome communities of Makrinos have their own network of communication among each other and look out from potential threats not only to other gnomes but the other smallfolk (halflings and dwarves) as well. When found outside of their communities, however, they are known for cheerful attitudes and curious demeanors and tend to live among either dwarves or halflings, or serve as a jeweler, bard, or engineer in a human settlement.

GNOMES NAMES

Gnomes do not generally have family names, but a collection of names that also acts as a form of oral lineage going back sometimes as many as 20 generations. As such, they also often go by nicknames or use names that are either a variation of one or more of those many gnome names or sometimes a name or object in another language that appeals to the gnome or that sounds something like their name in their own tongue. This is how some gnomes have names like Lemon or Umbrella. Gnomish language is a mix of mellifluous strings of syllables syncopated with clicks, grunts, and guttural sounds, but their use names, when gnomish, rarely incorporate more than one of these.

Example Gnomish Use Names: Apricot, Bucket, Caulk, Ginkgo, Holly, Jug, Kitten, Leaf, Moon, Nutmeg, Orrey, Pistachio, Quince, Rose, Susurrus, Twinkle, Umbra, Velvet, Whisker, Yellow, Zenith.

GNOME TRAITS

Your gnomish character has certain traits deriving from their lineage.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, the stats are Intelligence and Charisma (and Dexterity) but are not limited to these. No starting ability score may be raised above 18.

Age. Gnomes mature more slowly than humans and are considered children/adolescents until the age of 80. On average, they live about 300 years.

Size. Gnomes stand between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your walking speed is 25 feet (5 boxes).

Low-Light Vision. You can see better in dimly lit conditions. The range of light sources are doubled for you. Thus, for example, with a common torch you can see as if the torch shed bright light in a 40-foot radius and dim light for an additional 40 feet. You can see in moonlight as if bright light. You are still blinded in absolute darkness.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved companions.

Language. You can speak, read, and write Common and Gnomish. You may also choose to speak and understand one of the following languages: Dwarvish, Elvish, or Sylvan.

HALFLING

Halflings are almost as widely spread a people as Humans and are nearly as adaptable. They can be found anywhere a community of halflings can carve out a comfortable and secure life, though usually their actual settlements are gardens of order in wild and natural places that are hard for the bigfolk to reach and harder still to even discover. Many halflings, however, also live in mixed communities with humans or dwarves, though in some places they can be relegated to ghettos. Still another sizeable contingent of halflings are nomadic, traveling in caravans, spending different times of the years in different places, and acting as messengers and traders for the hidden halfling communities along their route. The typical halfling settlement is a village of burrows built partially into the ground, often among the roots of huge trees. The typical nomad caravan is made up of 3 to 8 enormous enclosed carriages pulled by teams of oxen.

GOOD FENCES MAKE GOOD NEIGHBORS.

Halfling culture values the rural bucolic life and a balance between community spirit and independent drive. This is especially true in a world when so many other Peoples are significantly bigger than they are, requiring discretion and boundaries. There is an old saying, "Halfling never go to war, and there is a reason war does not come to them," suggesting both their legendary kindness and their vehement defense of the security of their homes should their lands be violated. Standing around 3 to 3 ½ feet tall, halflings can appear harmless (they are anything but) and in places where they are less common can be mistaken for human or elven children. They have the same range in complexion as humans, but their oversized hair-covered feet make them hard to mistake as anything but a halfling for long. Even when they choose to wear shoes, they are oversized and notable.

WANDERLUST.

A wanderlust can come over even those Halflings who are the most sedentary and home-oriented. Every generation or so, each halfling family tends to have one or two members who just cannot resist leaving the safety of the burrow to explore the world. Some of these visit infamous locations, go to live with other peoples, or join up with the halfling caravans who move along distinctive routes between different settlements. Fewer still join adventuring parties, but some do.

This wanderlust seems to affect entire nomadic communities in Makrinos (see below).

HALFLING RELIGION.

Most halflings are henotheistic, revering Rhianwen, the halfling mother goddess (considered by some to simply be another incarnation of Almathea, or a syncretic incarnation formed by a joining of Almathea with Glim),

who is the only god they customarily favor, though some halfling might also give respects to other gods.

Rhianwen represents the halfling values of protection and nurturing, and her faith, like halfling society, is a matriarchal one. In different stories, she takes different forms and names, but the stories are always understood to be about her. Halfling afterlife is called Rhianwenlea and is a always dry and comfortable burrow with endless rooms for every halfling who ever lived. Halfling paladins dedicated to Rhianwen are more common than clerics.

HALFLINGS IN THE INCHOATE EMPIRES

Halflings in the Empires frequently make their communities adjacent to human towns or cities (or have a quarter in the city built to their size and preferences). In some places halflings have reputations as thieves and tricksters and everywhere their communities are impoverished. Halfling who have left the Inchoate Empires are usually seeking opportunities for a better life.

HALFLINGS IN MAKRINOS.

The halflings of Makrinos tend to be travelers, serving as seasonal workers in different parts of the Republic. These nomads follow a seasonal route through portions of the island, arriving to do required work or sometimes traveling to help communities in need no matter what people dwell there, to provide food and medicine in times of war, famine, or disaster. It is not uncommon to also find halfling neighborhoods in cities and large towns in Makrinos, having a quarter built to their size but otherwise integrated into a human community. When found among dwarves, they usually fully adopt dwarven lifestyle. However, many halflings live in sequestered communities with large plots of cultivated land cleared in deep thick forests and living their traditional lives undetected.

HALFLING TRAITS

Your Halfling character has certain traits deriving from their ancestry.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, the stats are Dexterity and Constitution (and Wisdom) but are not limited to these. No starting ability score may be raised above 18.

Age. A halfling reaches adulthood at the age of 33 and generally lives about a quarter of the way into their second century.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Some halflings have been known to reach over 4 feet in height, however. Your size is Small.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have Advantage on saving throws against being *frightened*.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours and can occupy the same space as ally of any size without suffering penalties for squeezing. Your ally may still suffer those penalties. When you pass through an ally's space it does not count as difficult terrain.

Halfling Resistance. You have Advantage on saving throws against poison and magical effect that charm. You also have resistance against poison damage.

Languages. You can speak, read, and write Common. There were many dialects of the old Halfling tongue, Hamma, but only a small handful of Halfling elders speak it anymore. Xvartish is an offshoot of it. Most often among themselves Halflings speak in a mix of Common and the tongue of whatever Peoples they spend the most time living among. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. You may also choose from one of the following languages to speak and understand: Dwarvish, Elvish, Gnomish, Hamma, or Xvartish.

HUMAN

While the youngest of the so-called "Free Peoples," humans are the dominant peoples in both the Inchoate Empires and the Republic of Makrinos. Humans may have short lifespans and generally lack innate special abilities like other peoples, but they more than make up for it with their ambition and eagerness to make almost any environment conform to their needs and desires. As such, humans are found almost everywhere in the world in environments ranging from arid deserts to lush jungles to sprawling metropolises at the mouths of rivers and on the frozen tundra.

INFINITE DIVERSITY

The human penchant for migration, conquest, and colonialism, in addition to their dispersed cultures and tendency to collaborate and re-converge, leads to humanity being the most physically and culturally diverse of all the free peoples. Humans can range from less than five feet tall to in some extreme cases surpass seven feet. Furthermore, human ability to crossbreed with many other peoples, means that many of them have distant and often forgotten connections.

ADAPTABLE & DIFFERENT

Humans are highly adaptable and ambitious. They have a wide variety of tastes, customs, morals, and systems of organization. In some ways, humans can be seen as cultural mimics who build societies based on what they learn by emulating other peoples, thus humans can be found living in cities like elves of old, digging deep in the earth like dwarves, enjoying bucolic rustic lives like halflings, or roving the wilderness, like many others.

HUMANS IN THE INCHOATE EMPIRES

Humans in the Inchoate Empires have risen to become the dominant people since the vanquishing of the so-called "beast people," so that even other members of the so-called "Free Peoples" (dwarves, gnomes, halflings) are seen less commonly in their lands. While it would be a gross generalization to say that humans are all overly ambitious, warlike, greedy, and cruel, in the Empires at least, it seems that humans who hold those qualities are the ones with all the wealth and power, and whom cultural and political traditions tend to support. Those who flee to Makrinos and the east, are usually seeking to flee being either the subject of oppression or the consequences of that overreaching ambition.

HUMANS IN MAKRINOS

Humans are the dominant people of Makrinos and founded its republic. The majority of them are descendants of people who fled the Inchoate Empires in the west or settlers under the auspices of the Celestrune Empire who arrived from the east over 2000 years ago. Since the people of Makrinos descend from those fleeing autocratic power or whose ancestors threw off the yoke of that power, they tend towards a love of freedom and self-rule. They are suspicious of monarchies and standing armies.

HUMAN NAMES

Human names vary widely, having origins from many different cultures. Humans from the Inchoate Empires of the known world can have almost any name. This is also true of humans in Makrinos, but names with Greco-Latinate origins are most common.

HUMAN TRAITS

Your Human character has certain traits deriving from their ancestry.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each but are not limited to these. No starting ability score may be raised above 18.

Age. Humans reach adulthood in their late teens and generally live less than a century.

Size. Humans vary widely in height and build, but their size is generally Medium. Humans can also be Small in size.

Speed. Your speed is based on your size. Medium humans have a speed of 30 feet. Those that are Small have a speed of 25 feet.

Choose One:

Well-Rounded. You may choose one additional skill in which to be proficient, or

Focused. You gain a skill specialty in a skill in which you are proficient.

Accomplished. You gain one feat from the following list (as long as you meet the prerequisite for it): Actor, Alert, Athletic, Durable, Grappler, Healer, Linguist,

Lucky, Mobile, Prodigy, Resilient, Ritual Caster, Runner, Savage Attacker, Skilled, Tavern Brawler, Tough, Weapon Master.

Languages. You can speak, read, and write Common, your local dialect, and one extra language of your choice. The additional language is usually determined by the other Peoples their communities regularly come into contact with and/or their education, and the choice should be made from this list: draconic, dwarvish, elvish, giant, though consult your DM for other possibilities.

LIZARDFOLK

Lizardfolk are humanoid reptilians that are rarely encountered as adventurers. Lizardfolk—sometimes called dragonborn—are frequently pigeon-holed as savage eaters of human flesh who live a “primitive” tribal lifestyle in wooded marshes and swamps. In actuality, lizardfolk communities range widely in terms of resources and technology and attitude towards outsiders.

Despite the reality of the richness and depth of lizardfolk cultures, the prejudice against them by humans and other peoples often runs deep. Sages posit that there was once a global lizardfolk empire that covered most of what is Makrinos today and all lands east of it. It is often referred to as the Mezoic Empire and fell nearly 6000 years ago. It suffered some sudden doom and strange magical artifacts can still be found in ancient tombs and dungeons and the ruins of its cities.

DESCENDED FROM DRAGONS

Standing between 6 and 7 feet tall, lizardfolk can be imposing, despite varying widely in coloration, scale patterns, and build. They range in color from bright green to dull brown, many having mottled yellow, blue, orange, or red scale patterns as well. Furthermore, their features range from horned and stout to lithe and gecko-like. Some legends, claim that lizardfolk are descended from dragons, though their coloration does not match any specific known species of dragon. That said, lizardfolk mages often gain their magical abilities from their draconic bloodline. The language of lizardfolk is a dialect of Draconic.

IT TAKES A VILLAGE

Lizardfolk have no obvious signs of sexual dimorphism. Non-lizardfolk not familiar with lizardfolk culture and biology can usually detect no difference between the male and female of the species, furthered by their having no history of distinct gender roles. While the female lay the eggs that the males fertilize, lizardfolk collectively raise a community’s young.

Typically, Lizardfolk consider all of their kind to be one people despite their physical variations, but for many

lizardfolk, tribal loyalties outweigh any overarching unity of these folk.

LIZARDFOLK IN THE INCHOATE EMPIRES

The perception of lizardfolk as “savages” is especially common in the Inchoate Empires where the lizardfolk have been hunted into near extinction. Where they can still be found they are often used as shock troops, slave labor, or in gladiatorial battles for bloody entertainment. The very few that still remain living traditional lizardfolk lives occupy the margins in barely habitable places.

LIZARDFOLK IN MAKRINOS

Despite nearly being extinct in the rest of the world, lizardfolk are still common to the islands of the Republic of Makrinos, though mostly living in isolated villages. Republic law forbids anyone from violating the sovereignty of their communities. Occasionally, one may find a solitary or small pod of lizardfolk living in or near a human community and even the occasional lizardfolk adventurer. The lizardfolk population, however, has still suffered losses in the last generation or so due to what they call “the Grey Water”—a mysterious ecological poisoning that affected many of the swamps and marshes on the island that harmed their egg-clutches, and killed off the old, young and weak, turning their scales a sickly gray color before they succumbed to it. Several lizardfolk tribes have had to re-locate and or forge alliances across tribal lines to survive.

LIZARDFOLK NAMES

Most lizardfolk names are either draconic in origin or are nicknames based in Common used in dealings with other peoples. Furthermore, despite their lack of obvious physical differences between the sexes, they still have a tradition of gendered names.

Female Lizardfolk Names: Asuge, Brodkri, Etores, Kiras, Megel, Orshike, Quekent, Rishuk, Skia, Triugg, Vekaeg, Zos, Zuze

Male Lizardfolk Names: Akko’kis, Chok’tem, Griss’am, Killu’won, Orag, Rix’ta, Sha’thook, Shiv’vorath, Thar’keth, Toe’Drear, Vosch, Xosh’gik

LIZARDFOLK TRAITS

Your Lizardfolk character has certain traits deriving from their ancestry.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, these increases are applied to Constitution and Strength (and Wisdom) but are not limited to these. No starting ability score may be raised above 18.

Age. Lizardfolk reach maturity between the ages of 12 and 14 and rarely live past 60 years.

Size. Despite their imposing size and shape, you are Medium sized.

Speed. Despite the splayed gait of lizardfolk legs and the weight of their tail your speed is 25 feet (5 boxes).

Sure-Footed. Your splayed clawed feet and counterweight tail makes knocking you down more difficult. Lizardfolk have advantage on any Dexterity or Strength saves against being knocked prone.

Hunter's Lore. You are proficient in two of the following skills: Nature, Perception, Stealth, or Survival.

Bite . Your fanged maw is a natural weapon which you can use to make unarmed strikes. If you hit with it, you deal 1d6+Strength modifier piercing damage.

Odd-Shape. The shape of lizardfolk bodies means most common armor not specifically designed for their kind will not fit them. Lizardfolk armor costs 50% more than listed prices (rounded up). Shields function as normal.

Natural Armor. You have tough, scaly skin. You can use your natural armor to determine your AC. When you aren't wearing any armor your armor class is 12 + your Dexterity modifier. If you do wear armor, use which ever base armor class is better between the natural armor or worn armor.

Acclimated to the Environment. You may choose to have either a Climb speed or a Swim speed of 30 feet.

Heightened Senses: Lizardfolk have a highly developed sense of smell. You gain a skill specialty on Wisdom (Perception) checks based on scent, adding +1d4 to your roll.

Hold your Breath. You can hold your breath while underwater with much greater facility than most land-dwellers (being able to draw oxygen from water through your cloaca). You can hold your breath underwater for up to an hour. Lizardfolk suffer no penalty to holding their breath for exertion. [See Holding Your Breath]

Low-Light Vision. Accustomed to hunting at night and underwater, Lizardfolk see better in dimly lit conditions. The range of light sources are doubled for you. Thus, for example, with a common torch you can see as if the torch shed bright light in a 40-foot radius and dim light for an additional 40 feet. You are still blinded in absolute darkness.

Thirsty. Lizardfolk require fresh water to refresh themselves. After a number of days equal to 1 + your Constitution modifier (minimum 1) without immersing yourself for at least an hour in fresh water, you acquire one level of exhaustion per day. Lizardfolk exhausted from lack of access to water recover one level of exhaustion per hour of full immersion in fresh water.

Languages. Lizardfolk can speak Common and the Lizardfolk dialect of Draconic. If they read and write depends on the details of their background.

ORC-BORN

No one has seen an actual orc in millennia, and according to legend they were exterminated in wars against the so-called "Free Peoples." According to these legends, orcs were a savage and evil people who relished in the destruction of everything good, sought to

destroy civilization, were easily enlisted in the schemes of evil wizards, and whose penchant for murdering even each other, was part of their own undoing. The institutional weight of these beliefs along with the eons of time since there were any orcish communities means that there are few to argue against them.

However, there is also ample evidence that orcs and humans once lived and thrived so closely that marriages for love or alliances led to a substantial mixing of these peoples, and that these stories of "savage orcs" are the by-product of a successful political effort to use orcs and their descendants as scapegoats and ennoble the potentially monstrous acts of the "Free Peoples."

To this day, those referred to as "Orc-Born" are born to human families, the strong strain of orcishness receding and emerging across the generations. In some families, this strain is strong enough to be notable in most members, in others an "orc-born" child can be born to a family with no hint of it in living memory. In some places it might be considered a blessing, in others, a curse.

NOTABLY DIFFERENT

The pigmentation of the orc-born varies more widely than that of humans. Some develop a dark green or dull yellow pallor or are so pale as to be bone white or even gray in color. They tend to have pronounced brows, large eyes, pointed ears, and jutting jaws. They lean towards hirsute. They have the same range in height and girth as humans. Many descendants of orcs have a raised scarred ridge that runs along their spines. Some have black fingernails and/or teeth.

All that said, many who are orc-born can pass for human, depending on their features and the cultural context they are born into.

FOUND FAMILY

Despite having been mostly gone for so long, there is a still a lingering fear and hatred of the orc-born among other peoples, including humans. As such, it is not uncommon for those who cannot or will not pass as human to be disowned from their families. This has created a strong belief in the concept of found family among them, supporting each other, or seeking the support of those who will accept them. For orc-born adventurers, their adventuring party often serves as their family. Other human families (some who have an orcish strain and some who don't) take in those abandoned orc-born, giving them parental care or support. On the other hand, other less scrupulous organizations or people exploit the orc-born who have been abandoned in this way for nefarious goals.

Of course, some are also lone wolves, who eschew human cultures altogether.

ORC-BORN IN THE INCHOATE EMPIRES

Exceedingly rare, Orc-Born are persecuted and occupy the lowest castes in many places in the Empires. As a collection of places built on the necessary belief in their victory over innately evil orcs, orc-born are a reminder of the more complex story and for some people evidence of the existence of a people they want to claim might have never really existed. Families with strong orc-born strains hide or downplay their heritage and those born unexpectedly to family with no such tradition may count themselves lucky to only be disowned or exiled. While it would be inaccurate to say there have never been orc-born heroes or historical figures in the Empires, those that leave for Makrinos and the east are typically fleeing the horrendous physical and social conditions they are expected to accept.

ORC-BORN IN MAKRINOS

While rare throughout the world, the Orc-Born are slightly more common in Makrinos due to its more progressive view of different peoples and no concerted effort by the “Free Peoples” to hunt them down. Furthermore, there are whispered rumors of a subterranean city of the Orc-Born accessible from somewhere on the island. All that said, generally speaking, the Orc-Born are driven to the margins of many Makrinod human communities.

ORC-BORN NAMES

The Orc-Born typically have names appropriate to the human culture they were born into. However, in the rare communities that work towards re-creating what they can of original orcish cultures, ancient or distinct names are granted or adopted. Such names are usually not gendered.

Names: Azhug, Emen, Grazob, Gularzub, Henk, Holg, Jolagh, Imsh, Keth, Kansif, Oghash, Ovak, Ranno, Robgut, Shazgob, Volen, Woab, Wurthru

ORC-BORN TRAITS

Your orc-born character has certain traits deriving from their human and orc ancestries.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, the stats are Strength and Constitution (and Wisdom) but are not limited to these. No starting ability score may be raised above 18.

Age. The orc-born mature at about the same rate as humans but tend to not live quite as long.

Size. While tending towards being larger and bulkier than the average human, they still have the same basic range in terms of height and weight. Your size is Medium.

Speed. Your walking speed is 30 feet (6 boxes).

Low-Light Vision. You have inherited the ability to see better in dimly lit conditions. The range of light sources are doubled for you. Thus, for example, with

a common torch you can see as if the torch shed bright light in a 40-foot radius and dim light for an additional 40 feet. You can see in moonlight as if bright light. You are still blinded in absolute darkness.

Menacing. You know how to make use of the prejudices against you and have proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 Hit Points you are not automatically Dying. You can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.

Tireless. You can ignore a level of exhaustion you suffer for any reason. You can't use this feature again until you finish a Long Rest.

Language. You can speak, read and write Common. You may also know Orcish, a dead tongue, or can replace it with Goblin.

TIEFLING

Sometimes also referred to as the “Demon-Born” or the “Devil-Made,” Tieflings are an oft-maligned people of shadowy origins, who are said to have immigrated from Hell into the material world, after rebuking their creators. According to legend (including their own) tieflings were created by infernal beings who sought to emulate the gods and make their own worshippers. But since, such stories also claim that the demons and devils cannot create, they can only twist and change things into something resembling their own corruption, they only succeeded in making a people who can never be trusted and even turned against their own makers.

Outside of their own circles, tieflings frequently suffer the prejudice of other Peoples for their infernal looks and ancestral origin. When traveling among other peoples, they frequently hide their appearance (or at least try to not draw attention to it), as to avoid stares and whispers at worst and violent ejection or murder at worst. Communities of tieflings are commonly nomadic, avoiding settling down given their history of persecution, a persecution that in some cases, ironically have driven tieflings to occupy the margins of societies as criminals at best and back towards dealings with demons and devils at worst—though the latter is far from common and in no way an inherent quality.

NEAR-HUMAN

The fact that tieflings look very much human — save for a handful of notably demonic features — suggests to many sages that humans were used as the basis of their creation. They tend to have the usual range of height and build of humans and share the usual range of complexions and hair color. However, some of them have been known to have bright pink, deep purple, dead gray, or coal black colored skin, nearly metallic gold or silver hair, and pupilless eyes of any color. Most prominent, of course, are their horns which range from squat boney spikes to something like a spiraling

antelope or curling like a ram's. And their occasionally hidden tails are long and whiplike, sometimes tipped with a boney spur. If and when they open their mouths to speak, forked tongues and long pointed canine teeth can be unsettling to others.

THE SINS OF THE FATHER

Many Tieflings resent being held responsible for their ancestors' origins or for the evil choices of others of their kind. Unfortunately for them, other Peoples (especially Humans) have stories that tie Tieflings to the infernal adversaries of their own gods and their eternal quest to corrupt them to evil. Furthermore, there is a strong tradition in some circles of tiefling culture, that holds that they have a responsibility to do good in order to resist the evil of their makers. They bear the burden of knowing that their very existence might be the evil their infernal former masters intended. This belief, however, has been increasingly rejected by younger generations.

One belief among tieflings that does seem to run across generations is a rejection of religious devotion, seeing relationships with divine beings as more of a transactional one, if not rejecting any relationship with them at all.

A DOOMED PEOPLE

The Tiefling reputation as a doomed people makes them prone to be being identified as part of prophecies and curses. As such, attitudes to them can vary widely in different locales. In some places, they are known as "The Pitiabable Ones" and come into town to be feted and treated with kindness and generosity. In others, their arrival can be taken as a portent of some dark event on the horizon.

Even more commonly, however, the prejudices and assumptions about Tieflings can often lead to them being frequently propositioned to do some despicable act in return for payment or a sacrifice. Most Tieflings find these offers offensive, but many, offended or not do take advantage of these attitudes when possible in order to navigate the world.

TIEFLINGS IN THE INCHOATE EMPIRES

For the most part, the Tieflings of the Inchoate Empire are desert nomads that wander the northern deserts and mountains of those lands. Their relationship to the rest of the Empires is a contentious and frequently violent one. A Tiefling leaving the Empires for Makrinos and the east might be escaping a criminal past, hoping to overcome the biases against them by establishing themselves as an adventuring hero, or seeking out a legendary mist-shrouded island said to be ruled by their people.

TIEFLINGS IN MAKRINOS

Rarely seen in Makrinos, at best people of the Republic see them as odd-looking foreigners to avoid, and at worst some of the more backward inland towns and villages might attempt to chase them off with torches and pitchforks. When they are found living openly, it is in more cosmopolitan places, though there is a sizeable tiefling underground throughout the Republic. Some local stories tell of a mist-shrouded island to the southeast that is ruled by Tieflings.

TIEFLING NAMES

It is said that the first generations of tieflings were not granted individual names by their creators. Later, they took names that they felt matched their personalities or lot in life. Some of these names are words for concepts or virtues in the Common tongue, some are similar words but in the Infernal or Abyssal tongue, still others are simply names taken from another language or culture the Tiefling admires. Regardless, traditionally Tieflings are called nicknames or personal endearments by family and friends until they reach the age of 16, which is when they choose their own name. Some tieflings have adopted surnames they share with others of their kind to represent their bonds to each other, using obscure locations in the lower planes as their basis.

Example Infernal Names: Agagagod, Brontis, Crahd, Drizodrizan, Erguguron, Fistula, Gelgulon, Hasho, Istig, Jagga, Killiblod, Langua, Mostok, Nacri, Offlok, Piston, Qoo, Razog, Scissop, Talzedo, Tralgag, Uzzgich, Vol'gin, Xargruth, Zol'goxith

Virtue Names: Courage, Charity, Discipline, Honesty, Justice, Kindness, Modesty, Patience, Perseverance, Prudence, Temperance

Surnames: Abreemoch, Averno, Brux, Dis, Minauret, Stygian, Bolge, Malady, Malsheen, Ocanthus, Oinos, Pandora, Pluton, Tarnation, Zaggoth

TIEFLING TRAITS

Your Tiefling character has certain traits deriving from their infernal ancestry.

Ability Score Increase. Your character may increase any one stat by +2 and any other stat by +1 or any three different stats by +1 each. Typically, the stats are Charisma and Intelligence (and Constitution) but are not limited to these. No starting ability score may be raised above 18.

Age. Tieflings mature at the same rate as humans, but their natural lifespan can range wildly. While most live about a century, some Tieflings have been known to live as much as 200 years or more.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your walking speed is 30 feet (6 boxes).

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can

see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the thaumaturgy cantrip.

Once you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell with this trait; you regain the ability to cast it when you finish a long rest.

Once you reach 5th level, you can also cast the darkness spell once per day with this trait; you regain the ability to cast it when you finish a long rest.

Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common. In addition, choose which between Abyssal and Infernal you can speak, read, and write. The other you can only speak and understand.