

RACES OF OMERIA

The campaign setting where the *Hand of the Eight* takes place, tentatively titled Omeria, has many of the classic fantasy races present within its world. And while the world of Omeria is still expanding with its stories, these are the races that have been introduced in the setting so far.

This guide identifies how they fit into the world and how players can use them to interact with the setting. Of course, you and your players are free to interpret the races of Fifth Edition any way you like. Ultimately, Omeria is your world.

HUMANS

The most dominant race in Omeria—at least during the current Age of Triumphs—are humans. Humans represent a wide variety of ideals and skills in Omeria. From the coldest reaches of Northern Omeria, to the hottest dunes of the Desolation of Ditimaya, to the humid temperate jungles of the Dinzer Nations, humans are adaptable and found at nearly every corner of the land.

Among humans, there are three ethnic groups who call the long continent home.

DINZER

Dinzers stand a little taller than most of their northern counterparts, typically 6 feet or more for men and over 5 1/2 feet for women. They have lean builds with dark skin and curly, dark hair, typically shaven or kept short. Their eye colors range from deep brown to pale green. The Dinzers were originally a tribe of magically sensitive warriors who lived south of the lands that are now known as the Desolation of Ditimaya. The chief nation of the Dinzers, Odonburg, is the capital city of southern Omeria and home to thousands of magical scholars. For this reason, the Dinzers are the most technologically advanced people on Omeria.

Dinzer Names: (Male) Ador, Azurick, Cruqiohr, Elore, Egostrum, Erostrum, Ezin, Inamorn, Ugrekalis, Urokalis; (female) Enuphaen, Ditiye, Illakey, Lenydae, Ophephaen, Phithall, Umnoffaeh, Uqiohne, Uxone, Vizith

DITIMAYAN

Ditimayans are the ancestors of the original tribe of humans that lived in the lands south of the Basilisk's Spine Mountains. Coastal Omerians such as Castlegraspians, the Naqqadi, and Arruquettans can all claim Ditimayan heritage. Typically, Ditimayans have dusky skin, dark eyes, and thick black hair.

Ditimayan Names: (Male) Abdeslam, Ahmed, Aziz, Boutaje, Iyas, Muaz, Mujahid, Sufyan; (female) Azeeza, Azmiyah, Busr, Chaymae, Cherifa, Fathiyah, Fawza, Mahdia, Raisa, Yasmin; (surnames) Al-Ghumari, Ben Bouchta, Hachim, Hajuji, Ibn Mohammed, Ksikes, Lahcen, Laroui, Mrabet, Raihani

KNOTSIDERS

Knotsiders usually stand between 5 to 6 feet tall and are of stocky build. It's rumored their great ancestors were dwarves. The majority of Knotsiders have fair to ruddy skin, with hair colors that range between brown to blonde (although, dark hair isn't totally uncommon, especially among the western humans). Knotsider humans live north of the Fairknot River where their villages, towns, and city-states can be found from the Omerian Ocean to the Tide of Tilldale. Most Knotsiders can trace their ancestry to the olde kingdom of Presson's Enclave.

Knotsider Names: (Male) Gif, Gom, Grardil, Mucrem, Ravul, Rezan, Vuzeuever, Zarcarth, Zuzur; (female) Inaga, Jhiluh, Kishi, Kol, Lildrielru, Sasnihmel, Useih, Tifrafu, Valmah; (surnames) Banez, Deathlight, Duskmore, Elffollower, Hasta, Haventrack, Khonon, Menzundreld, Nin

DWARVES

Currently, there is only one major sub-race of dwarves found in Omeria, the Von Dorals. Fifty years ago, the Von Dorals lived and toils in the tunnels and great palaces below the legs of the Basilisk's Spine Mountains. Driven from their lands by fiends—thanks to the mechinations of the Gar Wabrizz goblinoids—Von Dorals now live amongst humans. Their presence is particularly prevalent along the western Omerian Coast. Most Von Dorals blame humans for their misfortunes. And naturally, they despise all goblinoids, going so far as to attack them on sight.

Most Von Dorals stand 4 feet tall and are stocky. Their faces are long, with strong cheekbones, and sharp chins. Their eye colors range from blue to light brown, and they tend to have wiry dark brown or black hair. Before their departure, albino dwarves—called Vundahns—started to appear with troubling frequency. In fact, one out of ten Von Dorals are born as Vundahns, with pale white skin, stark white hair, and white or pink eyes.

Von Doral dwarves use the **mountain dwarf** subrace. Vundahns also use the mountain dwarf subrace, but have the Sunlight Sensitivity feature (as a drow) and have the ability to cast one cantrip from the sorcerer spell list at will, requiring no material components. Charisma is their spellcasting ability for this spell.

ELVES AND HALF-ELVES

There are few elves left in the world. Following the eradication of the largest elven nation, Imfe Aiqua, many of the elves who are still present in the world are either of blended-heritage (typically referred to as "wood elves"), descendants of the Anorian elves of northern Omeria, or the endangered elves of Olyothy.

AIQUAN/KELREN

True Aiquan elves died as the result of a plague two-hundred years ago. Those that survived were of mixed-blood with

humans. Like the conquered Anorians, Aiquan elves have no lands. Their original home surrounding the great elven city of Imfe Aiquan lies in ruins, haunted by the revenants of the dead. Unlike the Anorians, however, Aiquan elves did not all stay north of the Spine. Perhaps it's in their wild blood, but the descendants of Aiqua chose to travel the world in order to see more of it. Aiquans often have red or brown hair, fair skin, and piercing blue eyes.

Depending on how much of a "true elf" they are, Aiquan/Kelren elves use either the **wood elf** sub-race or the **half-elf** race. Almost all Aiquan elves are young, as the older, pureblood Aiquans succumbed to the elven plague in the 9th century.

ANORIANS

The original Anorian hailed from Imfe Mythse Anore, the ruins upon which the human city of Knotside was built. Conquered by the joint efforts of Aiquan elves and the humans of Presson's Enclave, the Anorians who weren't destroyed chose assimilation over eradication. Anorians have pale skin and blue, green, or even white eyes. Their hair is often black, sometimes with white streaks through it. Many half-elves are part Anorian.

Anorian elves use the **drow** subrace for their stats with two minor changes. They lack both the Superior Darkvision and Sunlight Sensitivity traits.

OLYOTHYRIANS

Although they possess greater numbers than their Aiquan and Anorian kin, Olyothyrians are the elves a traveler will be less likely to encounter in Omeria. Because of a strange curse that won't allow them to travel more than a few hundred miles from Olyothy, these tall, slender, silver-haired elves are rarely seen outside of their native lands. As such, Olyothyrian adventurers are rare. Check with your GM to see if you can play one.

Olyothyrians use the **high elf** sub-race. Olyothyrians are stubbornly opposed to inter-racial bleeding, therefore, Olyothyrians half-elf are exceptionally rare.

HALFLINGS

Wanderer halflings are the most prolific sub-race of halflings. Their ancestors originally came from a distant land across the Omeria Ocean. While they have no nation of their own on the long continent, they do have many villages and enclaves where they work and live together. Wanderer seers are well known for their divination powers, which they employ not only as mages, but as fierce melee combatants.

Wanderer halflings have dark-colored, almond-shaped eyes. Their skin is pale to olive-colored and they have straight black hair. Many wanderers have a harmless skin condition called **Bluedot** which makes dark, blue freckles surface in symmetrical patterns over their arms, legs, and backs.

Wandering halflings have the following traits.

Ability Score Increase. Your Wisdom score increases by 1.

Intuitive Reflexes. Any time you must make a Dexterity saving throw, you can choose to make a Wisdom saving throw instead. The result of the check is treated as if you had still made a Dexterity saving throw.

DRAGONBORN

While no dragonborn have been seen in Omeria, it is rumored some exist across the Omerian Ocean.

GNOMES

Nearly all Omerian gnomes come from the forests of the Wallingmiotta where they still thrive. A curious lot, the Wallingmiottan gnomes love to travel, get into adventure, and assimilate into other cultures. No matter where they land, these gnomes stay sharp and agile, with an innate love for illusions and pranks.

All of the gnomes of Omeria are **forest gnomes**.

ORCS

The orcs of Omeria, though tribal, are not nearly as savage as one would believe, nor are they as evil. Certainly, orcs prefer chaos, but not for the sake of destruction. Instead, they despise the rigors of civilization and the fetters of routine. Most orcs hail from cold lands, especially the lands of northern Omeria.

Omerian orcs are treated as **half-orcs** for the sake of character creation (but are considered full-blooded orcs nonetheless).

TIEFLINGS/DEVILKIN

In Omeria, tieflings are called devilkin. Most were born in slavery when the Obsidian Lords conquered and enslaved the southern Ditimayan nations. Once freed by the Central Castlegraspians, they discovered that their struggle was far from over. Seen by most humanoids as no better than their forebearers, devilkin are almost always treated as a lower caste.

To free themselves of their diabolical connections, devilkin take names that represent the beauty and good in nature.

Devilkin Names: Chill above the Water, Drink from the Fountain, Eyes for the Blind, Hand of the Crows, Laughter in the Rain, Reflection in her Eyes, Roll through the Snow, Sand on the Beach, Silence in the Trees, Sun through the Heavens