

Information for Elves

Elves long for the Homeland, an ancient place from which they migrated years ago. Many elves make it their life's work to study the ancient texts that relate to the Homeland and make hypotheses about where it may have been. There have been many theories as to what happened to the homeland—some say it was in a low-lying area and was flooded out when the seas were formed, some say it was the victim of a volcanic eruption, some say the elves are simply a migratory people and have forgotten where they came from. There have been a number of quests for the Elven Homeland, but none, to date, have been successful. Elves typically are conscious of nature. They recognize and embrace their roles as protectors of nature. This is why many elves become rangers. The elves are generally a friendly and protective race, and not stand-offish (as they can be on other worlds). There is no animosity between elves and humans and, in fact, both races tend to cohabitate frequently. Elves that hail from Evening Star typically are given the surname of their father (for example, "Priam dan Ivan"). Elves that hail from other realms do not have this custom; they have more traditional first and last names.

Information for Halflings

Halflings long for the Homeland; however, no one really speaks of the Homeland, Halflings regularly deflect questions about it, no halfling has gone in search of the Homeland, and there are no writings of the Homeland. It's as if the race has a magical longing for something they think once was theirs. Some scholars believe that the halflings actually picked up their Longing from contact with the elves. Strangely, there are only 10 surnames for halflings in the world: Underhill (usually adventuring types), Longbottom (usually involved in government), Mellowfern (usually aggressive and ambitious), Dewsfyn (usually seen as incompetent), Tallowax (usually in retail), Valleyreach (usually healers), Duckswallow (usually inventors; known to associate with tinker gnomes), Mapletap (usually rangers or druids), Meadowbee (usually involved with the transport of goods), and Baggins (the most respected and revered surname; also the least common).

Information for Gnomes

Gnomes are generally looked down upon and tolerated, mostly because people have heard stories of tinker gnomes and fear what the gnomes can do. There are some neighborhoods in cities (usually the more well-to-do) that will not allow "those people" into their area. However, tinker gnomes are only part of the gnomish culture. Most gnomes go into commerce, if not invention, but there are a slight few who get a wanderlust and must search for adventure. These few gnomes are pitied by their elders, but are not ostracized. (The elders in the community just pray that the youngsters will "come to their senses" soon and take up a more normal life.)

Information for Dwarves

Dwarves generally focus their lives around three things: drinking ale, fighting, and drinking more ale. They are a hardy lot, who are usually very down-to-earth, even if some are considered to have a quick temper and be stand-offish. The dwarves, while not xenophobes, really do not have much to do with other races. They would rather mine for gold and hunt down goblinoids in their mountains than socialize and make nice. Every dwarf belongs to a clan. Of the hundred or so clans on Alishea, the most numerous are the Goblinsmashers. The most prosperous clan is the Mithrilshafts. The most influential are the Orcrakers. While uncommon, it is not unheard of for a dwarf to be banished from his or her clan. When that happens, said dwarf loses his or her surname and is only known, by dwarves and others, by his or her first name. Dwarves never choose to be called only by their first names; they have that much pride in their clan (even if it is a minor clan). All clans have homesteads in the mountains, which they call Halls. The most famous clan homestead is the Dragon's Lair Hall of the Mithrilshaft Clan.