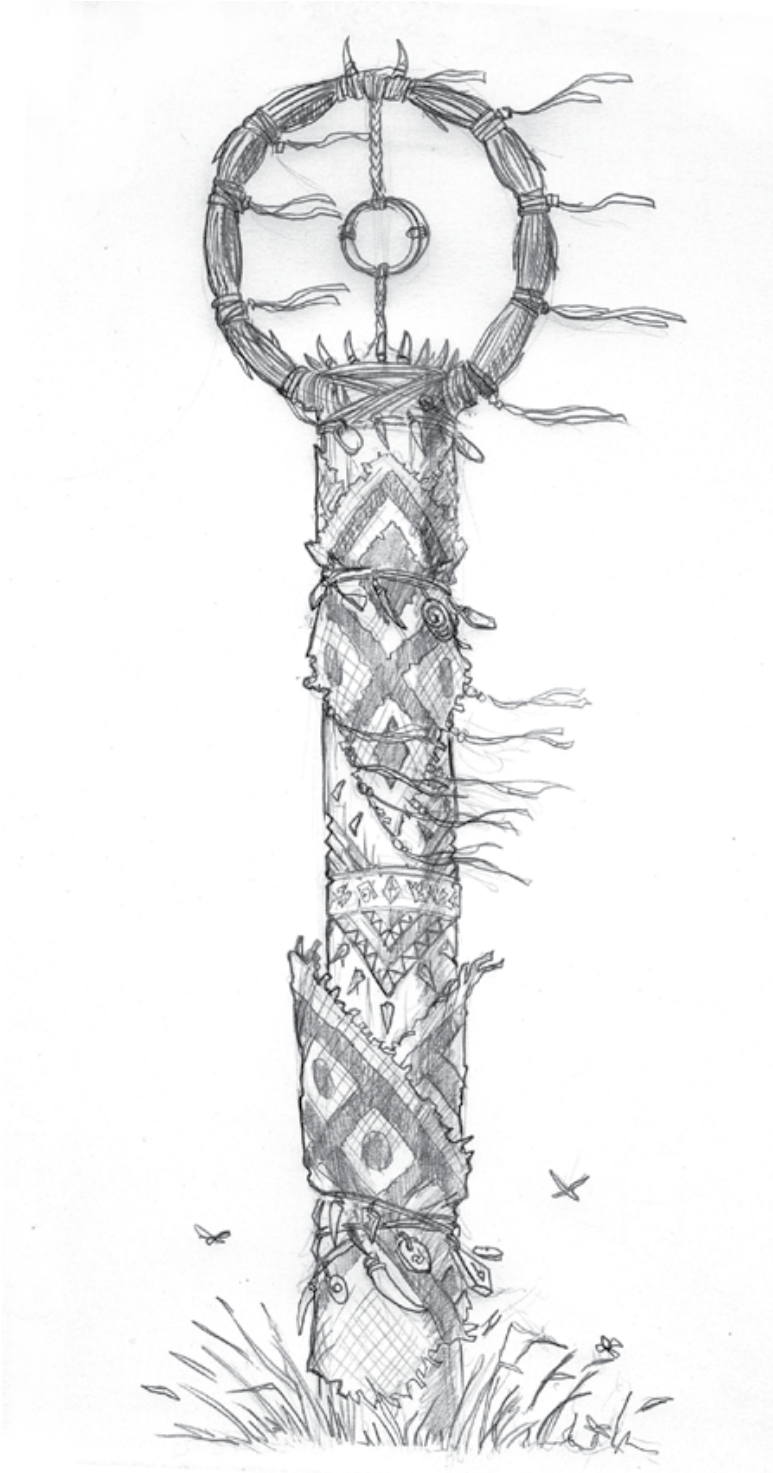


On the Shoanti



The Sun is sacred to all members of the Sklar-Quah

The half-orc is nobody's slave





The faithful of Rovagug have little patience for pinkskins.

On the Darklands

The Darklands are just as dangerous for its residents



On Thassilon

The Thassilonian wizard is a figure straight from legend: rune-marked, sneering, and powerful enough to destroy armies with a word or summon creatures who are now myths themselves. Their empire rose on the back of a prudent king and his seven greatest wizards, but magic and the corruptions of power unraveled it in the end. When wizards runemark their goods, they take part in the traditions of the Empire, where runes marked all the property of the great wizards, and giants and dragons bent to human will.



The Races of the Surface



Dwarf Half-Ling Elf Human Gnome Half-Orc Half-Elf

Humans are by far the most common race in Varisia, and generally fall into one of three ethnicities—the cultured Chelaxians of the cities, the nomadic Varisians, or the fiercely tribal Shoanti barbarians.

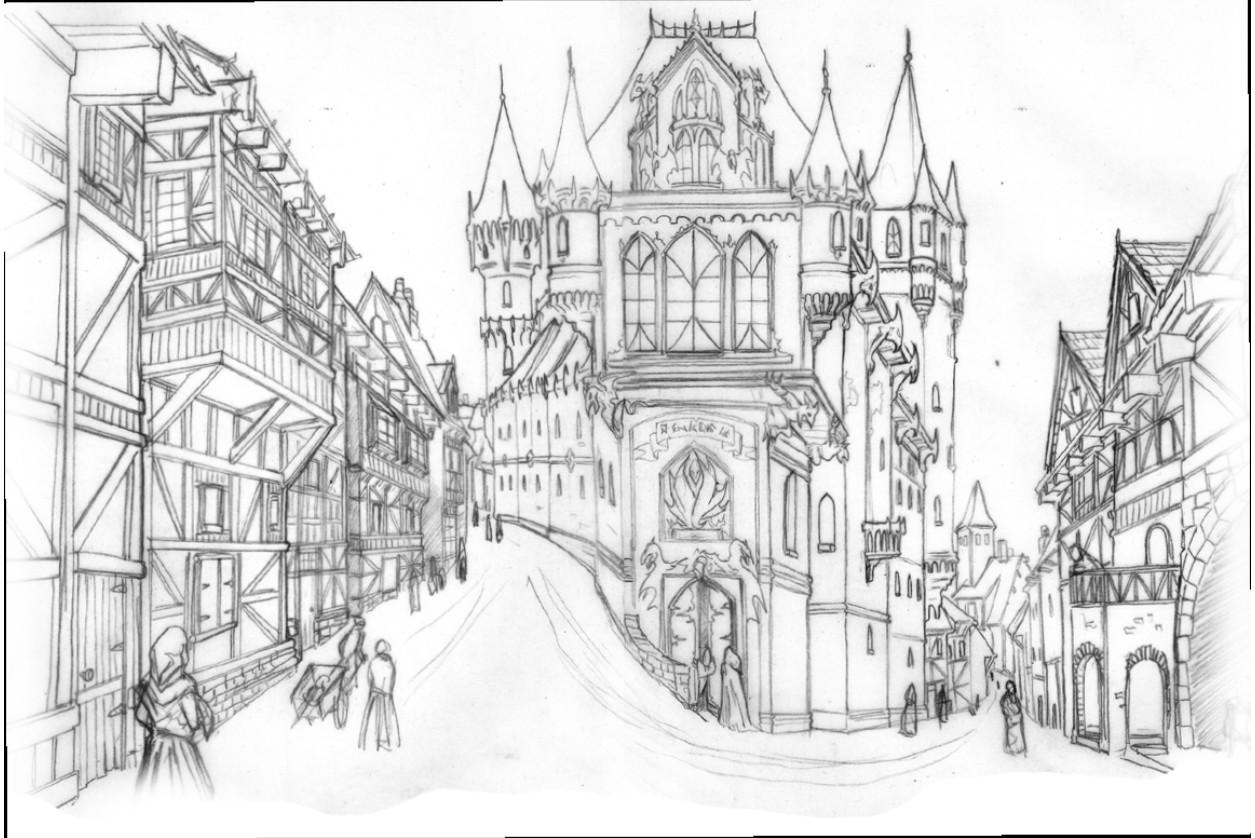
The elves, recently returned from an age-long absence, are far taller and thinner than humans, with long pointed ears and pupils so large they fill much of the eye. Most elves keep to their own kind, preferring the wild places where, over time, they take on aspects of their environment.

Dwarves in Varisia are stocky miners and stalwart fighters, generally concentrated around their stronghold of Janderhoff.

Half-Lings, in contrast, are nomadic and have no set homeland.

Gnomes are by far the most mysterious and magical of the civilized races, and their vibrantly colored hair and skin show the influence of nature and their fey roots.

Half-orcs are almost universally mistrusted by all but their orc brethren.



I don't know where this is, but I'd like to visit someday.