

# Born of the Land

## An Introduction to the Edraldi

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**I** am Tarash the Devotional. I speak for the land, and I speak for my people. I am of the Gem Edraldi and the power of the land flows through me. Can you feel the breathing of the earth?

**W**e are the Edraldi, born so that the land may have eyes to see, ears to hear, a voice to speak and arms to defend it. We are born from the essence of the Earth Dragon, from the First Four. We are creatures of the land, and friends to all that live upon it.

**W**e watch, we guide, we nurture, we learn, we guard, we dig, we till, we listen, we breathe, we perform the ancient rituals of birth and renewal, we perform the sacred dance of the wilds and we sing the songs of the tamed lands. We are the lands, and the lands are us.

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The edraldi race have long been a part of rural life in the Empire of Splendour. They are an ancient race with mysterious ties to the fertility of the land. To have edraldi nearby means that fields will be more productive, mines will yield more ore, earthquakes will be less frequent and wild woods will be wilder. At least, that's how the stories go. One strange facet of the edraldi race, not commonly known to outsiders, is that they have four sub-types – earth, stone, metal and gem. The edraldi reproduce by rituals, requiring one of each of these sub-types, and the new edraldi grows fully-formed, physically and mentally, from the ground.

**Personality:** The edraldi are generally serious-minded and quiet. Although they live intermingled amongst other races they rarely interact beyond simple trade. They are not unfriendly nor uncaring of other races, but simply laconic and hard-working, preferring to get on with their own lives rather than meddle in the affairs of others.

**Physical Description:** The edraldi are stocky, slightly shorter than typical adult humans but also proportionately broader. Their skin comes in various shades of earthy browns, and is deeply wrinkled to give them the appearance of gnarled wood. Their 'hair' is smooth and resembles a twisted mass of roots or branches. It is rigid and gives the edraldi the appearance of having curling horns or matted dreadlocks. Some edraldi cultivate a symbiotic moss on their skin, giving them a green, shaggy appearance. Edraldi faces are broad with snub noses. Eye colour denotes their sub-branch. Earth edraldi have solid brown eyes, stone edraldi have grey eyes, metal have blue and gem edraldi have green eyes. Edraldi tend to wear simple homespun robes.

**Relations:** The edraldi are content to ignore, and be ignored by, most other races. They have co-existed with the humans of the Empire of Splendour for centuries, many becoming full Imperial citizens. Although they share many ideals with the salsham'ai, the two races tend to find each other confusing and alien. Amongst the tlaxu, the mountain race get along best with edraldi. The few edraldi that live in Mopendor are often hunted for sport. In settings outside of Conclave, the edraldi share traits with wood elves, gnomes and dwarves. They interact the best with taciturn dwarves, both races appreciating that silence does not necessarily mean rudeness. Gnomes find edraldi to be unfathomably sombre.

**Alignment:** Edraldi are quiet and unassuming, preferring not to get involved in the affairs of others. They are generally neutral or good, very rarely evil except due to some outside influence. They have little in the way of organised society, tending towards neutrality or chaos over law.

**Edraldi Lands:** Edraldi favour natural areas to cities. They are as likely to be found in wild woodlands as arable farmland, in mountain pastures as much as river meadows. They build simple houses, often round, from local materials and have even been known to live in shallow caves. On Conclave they are common in Utushar, the heartland of the Empire of Splendour, and become less common further from this centre. Edraldi dislike sea travel and so few have spread beyond the shores of the Inner Continent. The edraldi-hostile nations of Vaarta and Mopendor to either side of the Empire of Splendour have also confined this race.

**Religion:** The edraldi follow a vague spiritual connection to the land. Their religion mentions the creator figure of the Earth Dragon, whose body, blood, breath and spirit formed the First Four. The

First Four seem to be progenitors or mythical ancestors of the edraldi race. They see themselves as “physical spirits”, a form of nature spirit enclosed in flesh.

**Classes:** Nature-loving, edraldi are most likely to be druids although the more martial (particularly metal edraldi) tend to be rangers. Some follow the alternative path of shaman or nature-based cleric but these are few in number. It is not uncommon for edraldi to take a few levels of barbarian, since despite their generally sober demeanour they often partake in rituals that involve entering a mad frenzy.

**Language:** Edraldi speak their own language and the language of whatever culture dominates locally. This is typically Low Imperial in the World of Conclave. Common, Elf and Sylvan would be typical in other settings.

**Names:** Edraldi names are not specific to type. They have a tendency to take strange-sounding epithets.

**Edraldi names:** Cormush, Kekersh, Ruek, Shoom, Tarshken, Vevikor, Vrak.

**Edraldi epithets:** The Abstracted, The Decided, The Exacted, The Levelled, The Reasoned, The Reversed.

**Adventurers:** The edraldi are not by nature an adventurous race, so those who do go travelling are considered strange and aberrant. Of the four sub-branches, metal and gem edraldi are most likely to travel in search of new knowledge. Edraldi with the Atavistic Metabolism feat may have eaten a mineral that has instilled the love of adventure in them, or may be seeking new and exciting minerals to eat. Other edraldi adventurers may be the last survivor of a tribe wiped out by hostile forces.

## Edraldi Racial Traits

- -2 Cha. Edraldi tend to be closed and unsociable. Each sub-branch of edraldi has an additional ability score bonus.
- Edraldi base speed is 30 ft.
- **Medium:** As medium-sized creatures edraldi gain no special bonuses or penalties based upon their size.
- **Earth Subtype:** All edraldi are Humanoid with the Earth subtype.
- **Born of the Earth.** Although a living edraldi is a creature of flesh, blood and bone, upon death its body reverts to the earth from which it came, and crumbles into a pile of ordinary earth and stones. This can still be used to resurrect an edraldi, the same as the mortal remains of any other creature.
- **Strong Constitution:** Edraldi are immune to all diseases. They also gain a +2 racial bonus to saving throws against poison.
- **Stonebond:** If an edraldi is not within 100 ft. of at least its own body weight of earth or stone, it begins to sicken, taking 1D3 Str and Con damage per day if it fails a Fortitude save (DC 15). A

successful save merely prevents ability damage for that day, and the edraldi must make another check the following day. It regains these points at the rate of 1 per day if it is once again in the vicinity of sufficient earth or stone.

- **Earth’s Blessing:** A community of 20 or more edraldi has a beneficial effect on the fertility of the local soil. Treat the area in a 5 mile radius as if under the enrichment effects of a *plant growth* spell (CL 25<sup>th</sup>). Edraldi communities are often protected by the overgrowth effects of *plant growth*. Individual edraldi cannot replicate these effects, and these effects are not under the conscious control of the edraldi.
- **Automatic Languages:** Common. (Low Imperial in the World of Conclave), Edraldi
- **Bonus Languages:** Sylvan, Terran.

Edraldi gain additional racial traits depending upon their specific sub-branch.

### Stone Edraldi

+2 Str. Stone edraldi are powerful for their size.

**Stability:** A stone edraldi gains a +4 bonus on ability checks made to resist being bull rushed, tripped or lifted when in contact with stone (including climbing stone walls, but not when climbing trees, flying, riding, or otherwise not in contact with stone).

**Toughness:** A stone edraldi gains Toughness as a bonus feat.

### Earth Edraldi

+2 Con. Earth Edraldi are full of vitality.

**Resistant:** An earth edraldi gains a +1 bonus to all Fortitude and Will saves. This stacks with the racial bonus against poisons.

**Share Blessing:** An earth edraldi may touch another creature and grant it a +1 bonus to Fortitude saves. This lasts for 1 hour. An earth edraldi may share its blessing once per day for every point of Constitution bonus that it has, for a minimum of once per day.

### Metal Edraldi

+2 Int. Gem edraldi are clever and quick-thinking.

**Extra Skilled:** A metal edraldi may select one Intelligence or Wisdom based skill at 1<sup>st</sup> level. They gain a +2 racial bonus to this skill and may always count it as a class skill.

**Skill Focus:** A metal edraldi gains Skill Focus as a bonus feat.

### Gem Edraldi

+2 Wis. Metal edraldi are perceptive and intuitive.

**Spell-Like Abilities:** A gem edraldi may use the following spells once per day, as spell-like abilities: *Detect magic, detect poison, know direction, mage hand, mending*. Caster level is equal to hit dice.

**Spell Focus:** Gem edraldi gain Spell Focus as a bonus feat.

## Edraldi Feats

Several feats are available to edraldi characters:

### Atavistic Metabolism

You are able to derive sustenance, and more, from minerals.

**Prerequisite:** Edraldi

**Benefit:** Some edraldi have the ability, often ascribed to the First Four, of being able to eat minerals. Ordinary earth and stone provides nutrition the same as any other food. More exotic types of mineral often produce a change in personality, and some may even give effects in game mechanics, at the GM's discretion.

### Bonded Sun-Moss

You have a symbiotic bond with the sunmoss plant, enabling you to gain nutrition through photosynthesis.

**Prerequisite:** Edraldi

**Benefit:** Edraldi sometimes grow a mossy plant, known as sunmoss, on their bodies. They are able to derive nutrition from the plant. As long as you spend at least 1 hour per day exposed to sunlight (or its equivalent intensity light) you do not need to eat. You still need to drink and breath as normal.

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