

THE EDAIN

The Edain are a human race from the Elindanian region known as Aradain. A nomadic folk with an intensely spiritual nature, they are the most laid back and relaxed of the Elindanian races. Edain live together in communes, all sleeping, working and eating together. Children are raised communally: Edain rarely know or care who their birth parents are (the ancient Edain language had no words for "mother" or "father"). The commune technically has no leaders, but a council of wise elders is generally the leadership the commune claims not to have.

Edain are nomadic hunter-gatherers. They journey across the land of Aradain following the herds of cattle, deer and bison as they migrate. Some Edain make it their job to tend these herds, and travel along with them rather than with the main commune. Edain do farm crops, particularly if a Druid is present in the commune and crops can be raised quickly, but also on a longer term basis. The closest Edain ever get to settling down is deciding to stay in a particularly fertile area for a few years to keep the crops growing. Often travelling communes will go to a known farm and swap roles with the farmers, agreeing to tend the farm for another few years while the former farmers move on.

The Edain economy is based on barter: even after many years immersion in other cultures many Edain still cannot grasp the concept of money. This is not to say they don't understand *value*, and a shopkeeper who tries to swindle an Edain assuming him to be a country bumpkin will soon see how good a nation of barterers are at haggling. Coming from a communal home, Edain have little concept of personal possessions: everything belongs to everybody. If an Edain needs an axe, or a suit of armour, or a shield he goes to someone who has one and asks if he can borrow it. This fits in well with the Armoury system used by many adventuring companies. Edain know how to deal with moochers and, coming from a civilisation that respects hard work, will not tolerate people trying to take advantage of their generous nature. Since Edain do not have a concept of personal property or money, it is rare to see Edain Thieves: why would anyone learn to steal what can be freely taken?

Edain do not follow the clothing fashions of other cultures. Clothes are generally whatever is practical for daily life, and hard-wearing fabrics are the norm, but bright colours are not unheard of. All Edain who have undergone the Ritual of Release always wear a hood: no other Edain will do so.

Edain religion is mostly a personal matter: there are no organised churches or cults, and Edain are free to worship any deity they chose. Living as close to nature as they do, many revere Gymier and Siedar. Edain see violence as a last resort, to be avoided when possible, so it is rare to see an Edain worship a warlike god: indeed, worship of Aezar, Lord of Peace (a deity from the neighbouring land of Edhaal) is quite common. All Edain religious ceremony incorporates use of a mildly addictive herb called tobacco, burned in a censer, chewed, or smoked in a pipe passed from hand to hand. The spiritual nature of the Edain effectively prevents Edain from wielding Magic. Any Edain who did learn the ways of Magic would be cutting themselves off their cultural heritage forever.

Most Edain, being pacifists, do not take up military or adventuring professions. Those that do take up arms undergo a rite of passage called the Ritual of Release, becoming entitled to wear a hood (the mark of a spiritual warrior of Edain). This ritual unlocks a secret heritage: the ability to project the spirit from the body. Traditionally, an Edain who projects will first make a shallow cut down the centre of his face, paint either the left or the right half of his face white, and then lower his hood. The Ritual of Release shows the Edain how to put aside the fears of combat: with the hood down, the Edain becomes "as an animal", acting on instinct, without thought or doubt. As he lowers his hood, he will chant "*Se souvrir ne sanyir*" (roughly "I [a human] become an animal"). He will then fight silently (possibly with an initial warcry of "*Mea Edain*") until his enemies are slain. When battle is done, he will chant "*Se sanyir ne souvriy*" ("I [an animal] become a human") as he raises his hood.

History of the Edain

As they have no cities, no kings, no nobles and fight no wars, what an Edain knows of history will little resemble what other races consider of historical significance. Edain do not consider their own history to be important: they would rather tell a tale that explains deep truths of life and spirituality than a dry recounting of past events. Myth and truth merge seamlessly when an Edain tells of his people's past, and someone who asks for a tale of Aradain is as likely to hear the tale of *That One Time When The Cart Disappeared* as he is to hear the tale of *When The Darkendari Came* or *How We Came To Live Here*.

Thankfully, other Elindanian histories mention the Edain in some depth, and from this a "proper" history can sometimes be reconstructed.

When the Darkendari first sent armies into Aradain (after the end of the Chorista Peace), they were surprised to find no army opposing them. The Edain simply moved away. The Darkendari pursued, the Edain just kept moving. When the Darkendari moved from their encampments, other Edain would move in after them. This infuriating tactic of constant movement was seen as a masterful one by Darkendari generals. It was in fact simply Edain being Edain. They could not understand why anyone would need to prevent them living somewhere: Aradain was large enough for both the Edain and the Darkendari army, so why should they fight over it?

In time, the Darkendari sent more and more reinforcements, and began destroying the herds, fields and forests the Edain relied on. Again, the Edain could not understand why anyone would do this: did the Darkendari not realise it was acting like this that had led to Darkendar being a desolate wasteland? The Darkendari did not want the land to live on: they simply wanted to own it, to control it, to deny it to others.

Eventually, the Darkendari forces in Aradain were simply too numerous: the Edain knew that if they stayed there would be nothing left of the land they loved, and so they sadly left, taking refuge in neighbouring Marnom. When the Darkendari turned to attack Marnom, they soon learned that a people who were not prepared to fight for themselves were more than ready to fight for their friends. Edain underwent the Ritual of Release in numbers unheard of before or since, joining the Marnish Musketeers, the Navy and any other force that would take them, to fight for the friends who offered them shelter. The Darkendari could not understand why a nation of pacifists would take up arms for a land not their own. It was in fact simply Edain being Edain.

Edain came to Avmar in large numbers with the other Elindanian races, and many find the migrant life of an adventurer similar to the nomadic life they and their ancestors enjoyed in Aradain. Although there are few nomadic communes, there are a number of villages with large Edain populations, and they have integrated well with the Avmarian populace, becoming respected members of the communities they joined. Some have even adopted Avmarian customs such as marriage.

Edain racial rules

- An Edain is on standard Human TB, Power Gain and Locational split.
- Starting at 1st level an Edain gains Spiritual Projection 1/level Ever and may quest to improve this.
- As they are not native to Evermore, Edain do not gain any natural healing.
- Edain can never be mana-casting or other magical classes.
- Edain are rarely Thieves, Magsmen, Bounty Hunters, or similar classes.
- Costume: all Edain PCs must wear a hood of some description.
- Roleplaying an Edain: Be calm and relaxed at all times. Be generous and friendly.
- Alignment: Edain may be of any alignment, although Neutral and Good alignments are common.

Spiritual Projection: Through a short meditation of about 30 seconds the Edain can appear in spiritual form up to 10 feet from the body, and then travel to a distance of 1 mile from the body. Once per day this meditation will take but a few moments. The Edain also appears with a dagger that acts in all ways as a normal dagger. Other than this weapon, the Edain can only hold spiritual and psionic items or ones that have been bonded in some way.

In this form, all melee and spell damage of up to and including Mantic 3 is halved with other spell effects halved in duration. This form is no protection against spirit, psionic or their higher versions. "Dying" while in Projection causes the immediate loss of a level, and the spirit instantly returns to the body (unless death is due to Spiritual or Psionic damage, which the Projection does not protect against: death by Spirit causes Spiritual Annihilation, death by Psionic causes a normal death).

Once an Edain has successfully undertaken their spiritual quest this becomes **Greater Spiritual Projection:** Projection becomes 1/level/day, and 10 ft/level, travelling to a maximum distance of 1 mile per level