Races of Draconspire
The Prime Races

Race	Average Height Male/Female	Average Weight Male/Female	Age Adult/Max
Human / Candari	5' 8" / 5' 1"	150 / 90	15 / 70
Mountain Dwarf	4'1" / 3' 11"	170 / 110	50 / 300
Hill Dwarf	3' 4" / 3' 2"	45 / 40	40 / 250
Wood Elf	4' 11" / 4' 10"	100 / 80	60 / 600
Aquatic Elf	3' / 2' 10"	40 / 35	50 / 300
Desert Elf	5' 3" / 5' 1"	145 / 110	40 / 250
Swamp Elf	2' 10" / 2' 8"	35 / 30	30 / 200
Plains Elf	4' 10" / 4' 9"	100 / 80	20 / 150
Mountain Elf	6' 2" / 6'	190 / 170	50 / 500
Shadow Elf	5' 1" / 4' 8"	100 / 80	20 / 600
Reg'ostran	6'8"	230	12 / 55
Thirvolan	3'1" / 3'	40 / 40	16 / 80

Half Elf weight, height, adult and max age should fall somewhere between the original elf race and the father race. Half Elves cannot reproduce.

Human: Refer to Pathfinder core rulebook for racial traits.
Humans are by far the most widespread civilization in all of Draconspire. They follow the racial guidelines stated in the Pathfinder core rulebook. Humans differ little from country to country. Residents of Castros tend to be light skinned with brown, black and red hair, with all shades of eye color. Residents of Pax Thallos tend to have olive to black skin, dark curly hair and dark eyes. Residents of Xar Zanth tend to have pale skin, blonde or red hair and blue, grey, green or brown eyes. Residents of Tirmordane tend to be tan with blonde or brown hair, light and dark eyes are also common.

Mountain Dwarf: Refer to the Pathfinder core rulebook for racial traits. Mountain Dwarves have the same racial traits as Dwarves in the core rulebook. There are four major Mountain Dwarf regions on the continent of Tharstelding. The Heman Dal mountains, The Spine, The Calemil Mountains and the Thunderpeaks. Dwarves of the Thunderpeak Mountains tend to be more fair of hair, eyes and skin than the Mountain Dwarves of the other regions. Dwarves from the Heman Dal which is Dwarven for Trial Mountains tend to be darker of complexion and hair.

Hill Dwarf: A Hill Dwarf is a Gnome, refer to the core rulebook for racial traits. Replace the Gnome language for Dwarven.

Hill Dwarves are close relative to Mountain Dwarves, the largest Hill Dwarf population is in the Golden Hills, which the Hill Dwarves call Rombfissle (Hillhome).

Elves: Elves are unique in Draconspire. Being the first race designed by the Shattered Pantheon the Many gave them the raw essence of adaptation. All Half Elves come from elven mothers, elven males are not capable of breeding with other races. Where an elf is born also has a lot to do with the elf's abilities and natural inclinations. Upon birth an elf takes on specific traits directly linked to the terrain where it is born while discarding other traits, this is known as bonding. Wood elves from the Greatland Forest are by far the most common elves in Draconspire and are known as "common elves". Entire civilizations of "bonded" elves (non-wood elves) exist in Draconspire, but they are usually small, scattered, and hidden from outsiders. All elves share a common tongue with the exception of Aquatic elves who have an additional underwater dialect and Shadow elves that have developed an original language.

Wood Elf: For a Wood Elf refer to the Pathfinder core rulebook information regarding rouges. Wood Elves are known as common Elves.

Aquatic, Desert, Swamp, Plains, Mountain or Shadow Elf (Bonded): Elves of this type were born in the respective terrain, with the exception of Shadow Elves which were born in complete darkness, usually in an underground environment.

Candari: The Candari are a mysterious race from the continent of Dayrmacia. They are often confused for humans but have distinct physical features obvious to those that closely examine them. Masters of the five senses Candari can blend in well with most adventuring parties.