

Races allowed in the Campaign and Racial Outlook

Asherati are very rare and often mistaken for humans since there is not much desert in the area

Aventi are uncommon and often mistaken for humans.

Bhukas are rare and often mistake for goblins, since there is not much desert n the area

Catfolk are rare

Centaura are rare, but well received

Darfellan are uncommon

Dromite are almost unknown, coming from a far off location

Drow, are very rare and universally hated, however there is a traidiation of secret worship to Loth in Seagate, started by LeBlanc; the famous member of Avalance (a successful adventuring group).

Duergar are very rare and often mistaken for dwarves

Dwarves are common

Dwarf, Badlands (Sand.) are rare since there is not much desert n the area

Dwarf, Dream (R. of S.) are rare

Dwarf, Glacier (Frost.) are rare

Dwarf, Seacliff (Storm.) are common

Elan, are very rare--they are a special psionic race created from humans

Elfs, High are very common with an equal community of Grey and Wild Elves, most come from Gongaga.

Elf, Painted (Sand.) are rare since there is not much desert n the area

Elf, Snow (Frost.) are rare

Feral Gargun don't come down from the mountains very often so are rare

Githyanki are considered monsters and are very rare.

Githzerai are considered monsters and are very rare

Gnoll are considered monsters and are very rare

Gnomes are a small minority in town. They don't trust the Lizard Men, since they have eaten gnomes.

Gnome, Chaos (R. of S.) are rare.

Gnome, Ice (Frost.) are rare.

Gnome, Wavecrest (Storm.) are rare.

Gnome, Whisper (R. of S.) are fairly rare.

Goliaths (R. of S.) are rare, they don't come down from the mountians often.

Hadozee (Storm.) are uncommon. They do work on several ships that regularly visit Seagate.

Half-Elves are common, but few others consider, or care about, what their parent's race is.

Half Giants are better accepted than Half-Orcs, but they still come from a monster race

Half-Orcs are a fact of life, they are few and not well accepted in the area. The orcs were defeated in the last war.

Half-Orc, Scablands (Sand.) are very rare since few come from the deserts

Hafplings have a small permanent community in Seagate and treaties for carven use in a park

Hafplings, Tundra (Frost.)

Humans are common

Killoren are rare

Kobolds are rare, but several dwarves regularly do business with them so they are accepted by some dwarves.

Lizard Men are common south of Seagate and some do come to the big city. They are seen as bullies, especially by the gnomes.

Maenads are known as an emotional race and are fairly uncommon

Neanderthal (Frost.) are almost unknown

Raptor are fairly rare

Spellscales are very rare

Stonechild are very uncommon

Uldra are very rare

Xeph are very rare

If you want to join the majority of civilization then play a Dwarf, Elf, Gnome, Halfling, Half-Elf, or Half-Orc. All others are rare and could be mistaken as monsters.

The Following Races Are In The Area, But Are Not Allowable Player Races

Aquatic Elves live in the harbor area and they help provide security around the prison island and the Wizards' College off-shore experiment area.

Satyrs have several small communities in the area. They are reclusive, but individuals often interact briefly with Elves, Half Elves, Gnomes, Centaurs and Humans. They trust the Elves and Centaurs the most, but refuse to enter the Centaur-Wemic war. For a Satyr to seduce a human is considered a great achievement. It is a goal that they often pursue, but it is not the point to cause too many problems.

