

Halflings



Summary

The most identifying trait of Halflings, or Kin, as they call themselves, is that they happen to be the shortest race on this plane. However, they make up for their stature with their uniquely bold, yet light-hearted, nature. Halflings are becoming much rarer over the last few hundred years due to the destruction of the Home Trees during the Third War, and were scattered even further apart during the Age of Fire. Yet, despite the increased likelihood for destruction of their race, Halflings remain hopeful, and continue to sing and play the songs of their ancestors, as the last of the known Fourteen Clans unite.

Costume Requirements

Note: In order to play a Halfling, a player at Lands of Exile must follow a few costuming requirements. Optional costuming is NOT required to play the race, but rather a suggestion based on how Halfling look in this world.

Required Costuming:

- ♦ **Height or height imitation restriction:** Physical height of five and a half feet or shorter (5'6" or less), OR costume in a way that would make you seem that height, as they did in the Lord of the Rings Peter Jackson movies.
- ♦ **Small Elf Ears:** Aka "hobbit ears." Example: Small Elf Ears from Aradani Costumes.
- ♦ **Rosy Nose & Cheeks:** Indicate a rosy nose and cheeks using makeup or blush. Color can be anywhere from a dark pink to a deep red shade, so long as it creates an obvious "blushed" look when used with your skin tone.

Optional Costuming:

- ♦ A voluminous, decorative travelling cloak is a recognizable personal item for Halflings.

Physical Description

Average Life Span: 60-120 Years

Halflings have a wide and varied culture, and no two individuals of the known Fourteen Clans are exactly alike. They frequently intermarry between groups, and as a result, Halfling skin tones will range from fair to ebony. Average height is around five feet, and no Halfling has ever been over 5 feet 6 inches. As with any race, some members may be well built, while others may be of frail frame. At times, they may be confused for short half elves, due to their pointed ears. However, it is their rosy cheeks that set them apart from other races.

Garments range from ostentatious, brightly hued, garish outfits, to simpler country attire. But one thing remains true of all Halflings and what they wear: their travelling cloaks are never too far from hand.

Whether one is a rambunctious vagabond, keeping their pointed ears to the ground as they listen out for adventure, or more sedentary, whose eyes twinkle at the thought of a good home-cooked meal, the Halfling is distinguished by a wide smile and an omnipresent laugh.

TEMPERAMENT

Generally good-natured and life-drunk, Halflings seek to suck the marrow from life. A Halfling poet once said, "It is their joy to appreciate the appreciable, to delight in the delightful, to cheer for the cheerful, and – most of all – to get others to do the same."

The experiences that brought Halflings to the Exiled Lands have not noticeably dampened their spirits to outsiders. Though, among the Kin there is the bittersweet lamentation of good things which have been lost. Whether still looking for a place to put down new roots in the form of Home Trees, or having chosen to settle in among other races, Halflings will attest to at least one truth: you can laugh on your feet, or on your rump.

CURRENT & PRESSING CONCERNS

At present, the Halfling race is nearing extinction. During the Third War, most of their Home Trees were destroyed, causing Clans to scatter, carrying with them any remaining Bellena Seeds. Unknown to most is the fact that Halflings must have a Home Tree in order to reproduce. (continued)

CURRENT & PRESSING CONCERNS (con't.)

This need has made it more difficult for them to repopulate, and at the start of the Age of Fire, very few Bellena Seeds made it onto the boats leaving for the Exiled Lands.

As of the year 6 A.F. (After Fire), rumors have spread to the Homelands of the successful planting of not one, but TWO Bellena Seeds in the Exiled Lands. It is said these saplings are located near a small port town called New Haven.

GOVERNMENT STRUCTURE

The main foundation for Halfling social structure is the Clan. Clans are not rivals, but instead are considered branches of a rather large extended family. It is for this reason the Halflings call themselves Kin, and will commonly address each other by family roles while in formal conversation. These family groups are often specialized in trade professions, and offer support to any of the races allied with the Halflings. While there were at least Fourteen Clans remaining after the Third War, it is not sure how many survived once the Age of Fire began. See also: "Fourteen Clans of the Kin" in the Additional Information section.

Halflings do not have a central government, at least when inter-clan affairs are concerned. Instead, Halflings typically respect the laws of the ruling government in the area in which they reside. Each Clan would often have small branches that would be sent out in efforts to provide more support to an ally, once a central population had reached approximately 400.

RELIGIOUS BELIEFS

Halflings consider spirituality to be a personal journey, and eschew the concept of codified paths. Many Kin place faith in the popular creation myth that Ordin created their race by breathing life into the embodiments of brightness and laughter from the stars. This same myth also suggests, to many Halflings, that the purpose of their existence is to help maintain the unity of the plane's many races.

Even so, all the Eldest are often given high regard among Halfling worshippers. Some Halflings have even become pilgrims dedicated to the pursuit of peace, wandering between the villages and demesnes, to help promote harmony where they can.

LEGENDS AND CULTURAL PRACTICES

Halfling lore claims that the Kin were one of the last of the races to have been created by the Eldest, during the Age of Origination. When the Eldest saw that the many races were beginning to reject their mutual brotherhood, Ordin gathered the essences of stars and laughter, and breathing life into the amalgam, created the first Kin.

Historically, it is known that the Halflings wandered among the many races for several generations before finally making their first settlement in the Forest of the Bellena Tree. There, Halflings formed a unique relationship with the Tree, one whose mysteries are not fully understood by outsiders. What is known to outsiders is that the Bellena Tree's seeds are used by the Kin to grow their Home Trees. These trees are large, arboreal structures where the Halflings centralize their communities, and are reportedly essential for Halfling reproduction.

There were fourteen Great Home Trees in the Burned Lands, one belonging to each of the major Clans. But the Kin have yet to discover a land area in the Exiled Lands where a new Bellena Tree may be grown, and the soil has been blessed by a Fae.

Another noteworthy tidbit from Halfling lore is of the Kinechi Bird, a creature who is credited as having guided the Kin to the first Bellena Tree. It is also said to have taught music, magic, and many other arts to the race. It is not known if any outsiders have ever met this creature, or even the last time the Halflings encountered it. Halflings give honor to the Kinechi Bird by singing the Song of the Bellena Tree, which retells the legend of how the first Kin and Bellena Tree bonded.

EXTERNAL RELATIONS

It is believed by Halflings that they were created to bring the races closer together in peace. It is for this reason that, in general, they hold no personal prejudice towards any race, unless one has had particularly bad luck. While they openly interact with the Allied Races as equals, they are more timid with the Exiled Races due to the burning of the Home Trees during the Third War. However, when assured safety, they will pursue their desire to unite all the races, and make all in company as happy and comfortable as possible.

ADDITIONAL INFORMATION

The Fourteen Clans of the Kin

Bellfire:

The warrior-bard clan. Said to have voices that would ring clear as bells in battle, as they wield their enchanted weapons of fire. Not all of the Bellfires are mages, but they found the use of enchanted weapons was vital to being the best battle bards possible. Bellfires are natural advisors and leaders, as they learn any lore that could possibly be beneficial in a battle.

Windfellow:

Specialized with the crafting and playing of wind instruments, the Windfellows were said to be one the best keepers and writers of music in all of the clans. Highly favored by nobles of other races, they dressed in flowing robes and jewels fitting of high court in the Burned Lands.

Heddleyarn:

Storytellers and tailors by trade, they seek to record all the myths and histories in written form. Any good Heddleyarn worth their salt can recite epic tales of old, with their own unique flare. They cannot resist the opportunity to hear a new tale, or the possibility of reading a new scroll. In the Burned Lands, it would not be uncommon to find a Heddleyarn toting a pack filled with papers and ink, so that they could record anything at a moment's notice. You can also count on a Heddleyarn to participate in any sort of theatrical performance, given the chance.

Swiftthistle:

Known for agile running, swordplay, and dancing, the Swiftthistles were often used as scouts in the wars of old. Yet now, they frequently find employment with hunting parties, due to their swift and cunning actions in battle. It is also said that they have great pride in their clan and do not take slights to their swordsmanship easily.

Pennytie:

You never want to meet a Pennytie on a market day if you are down to your last coin. Pennyties are traders of fine goods, and are often able to talk anyone into a sale. They are also skilled ambassadors, whose fine words can sort out a fair deal for both sides.

The Fourteen Clans of the Kin (con't.)

Bongodil:

For every camp there needs to be a Bongodil. Known for drumming and cooking, they bring great mirth to the hearth. No dish is too challenging for a Bongodil, either! From Elven desserts, to the roasted meats of the Ko'jin, they can make anything they set their minds to. In fact, the greatest possible pride for a Bongodil is to become the head cook for a noble, which brings great honor to their clan.

Ve Monteleone:

None of the Halfling clans are the same, but this is especially true for the Ve Monteleone. Even their clan name does not sound like a typical Halfling Clan name. One could imagine that at one time, the name started out a Kin name, and then was later changed to suit the tongue of the population that resided near their Home Tree. Ve Monteleones are specialized in the ritual arts. They have studied everything in the white arts, and sometimes even dark arts, in order to gain a deeper knowledge to aid the Kin and their sibling races.

Blackenrod:

If you are in need of a good blacksmith or strong shield, never look farther than a Blackenrod. Blackenrods hail from the mountain regions, where they teamed with the Dwarves to learn the art of blacksmithing. Because of this partnership, it is not uncommon to see a Halfling and a Dwarf in mutually enjoyed company, even in a battle.

Mossyroot:

Mossyroots are the Halfling community's herbalism experts. What started as a partnership with the Bellena Tree, soon grew into a desire to learn about all plants and their uses. It is also said that Mossyroots have the best gardens out of the younger races, and only an elf could possibly have a better garden.

Scalybrook:

Not all Halflings are tied to the land. Scalybrooks plant their Home Trees on shores, and then build well sheltered harbors around it. From their Home Tree Port, Scalybrooks sail their ships to fish on the oceans, and carry cargo on the high seas.

The Fourteen Clans of the Kin (con't.)

Quickfinger:

Every family has a black sheep, and for Halflings that sheep is a Quickfinger. Mostly responsible for giving Halflings the reputation as tricky thieves, they really live up to their namesake. Quickfingers are extremely cunning, and find work as spies, thieves for hire, treasure hunters, and the like. However, not all Quickfingers find work in this way, but all are skilled in a trade craft. If asked for their clan name, a Quickfinger may lie, and live under the guise of another Clan.

Amberbrew:

All Halflings love food and brew. When it comes to the Amberbrews, you will find that they have perfected the art of brewery. They make wines, beers, ales, whiskies, and more. However, if this is all the Amberbrews did, the entire plain would be in a constant state of intoxication. This clan is also made of skilled apothecaries, who work closely with their Mossyroot cousins.

Etherfall:

After the bonding with the Bellena Tree, the Etherfalls found that their energy flowed even stronger than before. In order to complete their race's mission, they studied the magical arts of all races, seeking to learn all that they could about magic. Etherfalls have their own specialties, but you can count on an Etherfall to have your back as a healer and caster in battle.

Elderkin:

Elderkin are the clerics of the Halfling race. They seek knowledge of the Eldest and the creation of this plain. Elderkin are knowledgeable in the lore of all the Eldest, in order to help unite all the races. They are also fine doctors and surgeons, who do not discriminate on whom they aid.