


☐

I'm not robot

  
reCAPTCHA

Continue



Terra Genasi is one of the top five subrágões, also known as Terrasoul Genasi. They are usually the result of a union between a Dao and a humanoide. They have brown skin and golden eyes that match well with their shiny golden szuldar. They are silent, meticulous, slow to act, and are not really open to new ideas. This often makes them stubborn and oblivious to other people's problems. They are not easy to annoy, but when they do, one quickly realizes how angry they can actually get. Having terrestrial genasi and even elementary genies as ancestors, their connection to Earth is strong, to say the least. Reflecting on their heritage, names like Ruby, Soil, Cobble, Topaz, Flint and Esmeralda are some of the appropriate choices. Female & Male Earth Genasi Names Earth Genasi can be formidable, preferring to fight using physical strength instead of magic. However, don't let that fool you, as some of them are very powerful arcane users. Note: Earth Genasi names are gender neutral. Zephyr Onyx Ore Geo Mason Granite Forte and more prone to anger, she is still considered one of the best teachers of the Academy of Fighters in the city. His temper has been more than one student injured so far. Umber Mamoreal Cobble Peridot Stony Hunk Cobblestone Diamond Pebble Although smaller than most, don't let its size fool you. Her agility is almost half-like and she has the intelligence of a wizard. Topaz Rough Wedge Rise Citrine Ruby Citrget As beautiful as her name suggests, she makes her way through life using her charm and good looks. The years are passing, though, so it's becoming increasingly difficult to do so. Flint Charcoal Fossil Dense Garnet Cinder Rugged Opal A magical gem she found belongs to an ancient demonic creature. It's slowly starting to affect her, to the point where nothing matters but her own jewelry. Bedrock Crystal Crystal Quartzite Mountain Moonstone Obsidian Slab Jade Brick Your name fits more into it than you can imagine. Tall, muscular, strong as an ox, he makes the core of the army shield wall. Too bad he's having second-hand doubts about his profession. Rocky Aerial Soapstone Mineral Adamant Masonry Sapphire Marble One of the most jovious genasi land anyone has ever heard or seen. Unless he's prone to over-thinking, he disguises well by making jokes and surprisingly funny comments. Gem Empyrean Sandstone Fossilstone Basalt Earth Azurite Pellet Shorter than its average Genasi, it invents with its fervor and tenacity. Despite passionate responses, he is quite prone to doubt ing himself who often portrays him as a rather hasty individual. Spinel Boulder Azure Alabaster Amethyst Emerald Block Crag He left his home long ago in search of Kalinox, a magical forest he read in a book. I haven't found him yet, but this time he believes he's too close. Solid Clay Grey Jewel Strong Tile, slow to anger, with cold head and a patient patient they can be excellent strategists. Their teasing increases roleplaying options and their affinity for elemental magic provides plenty of variety when it comes to their personalities. Did you like this guide? Please tell us some of your favorite names in the comments and share your own methods of reaching an Earth Genasi name. Edit Share Darkvision[6] - Fire genasiNormal - Air genasi Water genasi Earth genasi Abeir[9]Calimshan, the Ancient Empires, Thay[10][11] Common,[6][3][4] Primordial[3][4] Ar genasiEarth genasiFire genasiWater genasiPara-genasi Planewalker's Genasi Handbook (pronounced: /dʊrnʊnˈuːsi/ jen-AH-see[12]) were planet humans,[13][5] infused with the power of the elements. [9] Along with aasimar and tieflings, genasi were the most common planetouched found in Toril's world. [15] Technically speaking, the genasi were not a race, but rather a general classification of humans who had an inheritance (usually unknown) that included some planar being of one of the elementary planes,[13] most often a genius,[13][5] (dao, djinn, efreet, marid, or jann,[6]) which is from where its name is derived. [14] Subraces[edit | editing source] Each of the four fundamental elements had associated geniuses, so the most common genasi were aerial genasi, terrestrial genasi, fire genasi, and water genasi. [6] Para-genasi were genasi who expressed a lineage of two elements. These included para-genasi powder, para-genasi ice, magma para-genasi, ooze para-genasi, para-genasi smoke, para-genasi steam, among other possibilities. Para-genasi were even rarer than the four standard genasi. [17] After Spellplague, when separate elementary planes came together in Elemental Chaos, each genasi gained the potential to manifest the power of any of the elements, though only one at a time. [4] After the Second Sundering, when the elementary planes were restored, then also the genasi were again separated into the four main subarids of air, earth, fire, and water. [1] Description[edit | edit source] No genasi was similar in appearance. [3] Some could pass as normal human beings, bearing the marks of their human ethnicity; [15] For others, his elemental nature was impossible to hide. [14] His inheritance was almost always evident in one or two physical traits,[14][note 1] such as skin[14][4] or hair color[14][4] or an elemental aura. [14] Some genasi had no hair at all; for such a genasi, the substance that seemed to cover their heads was actually a supernatural expression of their elemental nature. [4] A group of four genasi battle sahuagin aboard a sailboat. Even after Spellplague, no genasi could maintain a neutral, not elemental state, and their physical appearance changed depending on the elemental soul they were manifesting Those genasi manifesting a terrestrial soul had brown brown skin golden eyes. Those who manifested a campfire had bronze skin and orange eyes, with shimmering flames coming out of their heads. Stormsoul genasi had purple skin with shiny, silver crystal thorns in place of hair. Genasi with the watersoul manifestation had seafoam-colored skin and were bald. Windsoul -manifesting genasi had silvery skin with blue and gray crystalline hair. [4] Genasi was almost the same size and stature as normal humans,[18][4] but their bodies showed signs of greater physical strength,[4] and other subtle indications of their inheritance. [18] Szuldar[edit | editing source] Genasi of the era between Spellplague and the Second Sundering had a unique physical characteristic not reported in previous generations. Regardless of its elemental manifestation, the body of each genasi was engraved with strange power lines, called szuldar in Primordial,[19] which glowed in a color associated with the element that the genasi was currently manifesting. The earth's manifestation had golden-colored energy lines; the firesoul manifestation had burning orange lines; the stormsoul manifestation had silver lines; the watersoul had bright blue lines; and the light blue windsoul. These lines appeared in a pattern that was passed along familiar lines, sometimes extending to small communities as well. Although patterns could be similar among relatives in a general sense, the specific settings were unique to each individual and served much of the same purpose as fingerprints did among humans; the pattern of these lines remained unchanged even when a genasi changed its manifestation. Many genasi, especially adventurers, exhibited these lines with pride, often wearing clothes that left a good amount of skin exposed. [4] Although szuldar generally remains unchanged throughout the life of a genasi, it was possible to change them through scars. Some genasi did this deliberately for aesthetic reasons, or to disguise themselves. Most genasi, however, disapproved of the practice and saw it as a loss of self-awareness, valuing patterns with those born as a mark of their identity. [19] Skills[edit | editing source] An elementary storm. All genasi had inherent magical powers and resistances related to their elemen. [6] During the era after Spellplague, some rare genasi could control two elementary manifestations simultaneously. These powerful entities were known as elementary storms. [19] Like others planetouched, due to the strength of their elemental heritage, many spells that specifically affected humanoids had no effect on genasi. [4] Although Genasi could be extremely passionate in a way that may seem violent, the race as a whole had a love for family and friends, to the point that few genasi marriages ended in divorce. After Spellplague, most genasi families were large, and the genasi as a whole looked at another genasi as a potential relative to the point of referring to those who knew each other as a brother, sister, or cousin. [23] In infrequent genasi society, the family played an important role, probably in part because Genasi found it difficult to form new friendships and bonds. For most genasi, family ties were the only ones that were truly reliable and it was much rarer for genasi to become alienated or estranged from members of his family. This is not to say that internal disputes and disputes did not happen, but the vast majority led to only temporary divisions, and family members around the world would eventually come looking for a meeting. Genasi parents did everything they could to ensure their children had a chance to interact with of other manifestations, thereby increasing their appreciation for the race as a whole. This was particularly true for families were made of several manifestations instead of just one or two. [26] Genasi could be found in any weather. The water genasi could even make their homes underwater. [5] Language[edit | editing source] Genasi spoke the languages of his native region. [6] In addition, they often learned the languages of the elementary plane from which their powers derived. [27] Magic[edit | source of editing] Because of its elementary origins, genasi generally favored elementary magic over other forms of art, which they had a particular ability to given their natural elementary abilities. [26] Art[edit | source of editing] The genasi art was wild and exciting, similar to the race itself. Genasi preferred elaborate and bold designs, using bright, vibrant colors to express the wide range of emotions they felt. Sculptures were often explosive in appearance, resembling waves of power more than anything else. Even for relatively simple or functional items, the genasi has taken care to give it an extravagant appearance, marking it with rotating patterns, precious stones or elaborate sculptures. [28] Genasi craftsmen often saw their craft as a means of gaining prestige. These individuals wanted nothing more than to be in high demand and so they worked hard to please their customer base. For this reason, many genasi have often replaced real excellence with customization and individuality, and although the average genasi swordsmith may not compare with its anartroous butt in terms of quality, genasi would work much harder to adapt the blade to the specific needs and desires of its client. This can go so far as to make the items created by genasi appear uncomfortable or clumsy in the hands of those for whom they were not intended. [28] Combat[edit | editing source] A swordmage genasi stormsoul. As a rule, genasi favored training as fighters. [6] Others chose the path of the swordsmen (especially those of Returned Abeir[29]) or warlord. [4] Ecology[edit | source of editing] The son of an elementary creature with a human was half elementary. The son of an elementary medium and a human was a genasi. The son of a genasi and a human can show planet or purely human traits. [25] Thus, overtime, the elemental lineage was diluted until it was no longer obvious in most individuals. [21] However, every few generations, a child can show his elemental heritage as a genasi. [25] If two genasi of the same element produced descendants, the child was always a genasi of that element; if the couple were of different elements, the child would take after only one parent. However, both elements were still present in the child's blood and could be future generations. [19] Para-genasi arose when an elementary medium of one type mated with an elementary creature of another kind. [21] The genealogy of an individual genasi was extremely difficult to determine, as the elementary plans had conscious life forms capable of crossing paths with humans. Moreover, most of these races would never admit such coupling and reject both the half-elemental offspring and any of their descendants. [14] A young genasi painfully gaining a second elemental manifestation. Even after Spellplague, a genasi child came into the world with only one elemental manifestation, which passed on to him or her through his parents. [19] In late adolescence or early adulthood, it was possible that genasi of this time would learn an additional manifestation. [19] There are rumors that some genasi have learned several throughout their lives. [4] Because the initial manifestation of a genasi was genetically determined, specific manifestations were more common in regions corresponding to this element. For example, an underwater culture would not produce many terrestrial genasi! [4] Children raised in close contact with genasi from a different sub-stage were more likely to develop a second manifestation, as were those who were raised in areas where the element of their manifestation was weak or nonexistent. Thus, a firesoul genasi created in the middle of the ocean on an island would likely develop a manifestation of water as well. [19] The initial development of a second manifestation could often be uncomfortable, even painful, and usually came suddenly and without warning. With practice, this transition has become less uncomfortable, with those well versed in transformation experiencing little more than a light and fleeting malaise. The reason for this discomfort lies in the fact that the transition was more than aesthetic in nature and was, in fact, a fundamental change in the physical composition of the genasi, such as replacing the sand in a bag with water. [19] Genasi had a lifespan comparable to that of humans, reaching 75 years, on average, barring accidents or violence. [4] However, like others planetouched, some genasi had a useful life of about 20 to 40 years longer than normal humans. [8] History[edit | editing source] Calimshan had a historically larger population of air and fire genasi, because of its history of djinni and efreeti rulers. [25] After the Second Age of Skyfire, the genasi of that land became embroiled in a civil war over the Skyfire Waste. [31] When the Calimemnon Crystal broke and the former enemies Calim and Memnon were freed, so were many of his genasi servants. The two noble geniuses immediately began their epic war again, and the Genasi took sides, united by the genasi who already lived in Calimshan and even more from the nearby lands of Téthyr, Amn, and Lake Steam. The Second Age of Skyfire ended suddenly in the Year of Holy Thunder, 1450 DR, when Calim and Memnon mysteriously disappeared again to aircraft of origin. At that moment, the power vacuum was filled by the genasi, who ruled Calimshan and enslaved many humans under them when, ruling from the of Calimport and Memnon. [31] The human slaves, led by an Ilmater Chosen One eventually overcame their genasi masters, restoring Calimshan to human dominance and returning the Genasi population once again to minority status. [32] Also after spellplague, when Abeir and Toril were merged again for a time, the lands that were once Chondath became the kingdom of Akanûl, which was ruled by genasi originally from the continent of Shyr. [30] Before coming to Toril, these Abeiran genasi had been enslaved by the primordial Karshimis, but their citadel was not transferred with them to Toril, leaving them free to form their own kingdom. [33] The majority of the citizens of Akanûl had the windsoul demonstration. [34] Members of the Burned, a group of genasi abeiran, believed to be direct descendants of the original genasi created by the primordial nehushsta to be their slaves and that all other Genasi tribes descended from theirown, but most other scholars refuted this local legend. [35] Notable Genasi[edit | editing source] Arathane, queen of Akanûl, who had the storm outbreak. [33] Son-liin of Akanûl, which also had the storm manifestation. [36] Appendix[edit | edit source] Notes[edit | edit source] ↑ 2nd, 3rd and 5th edition of D&D were all in agreement that genasi exhibited signs one or two of his elementary heritage. However, many artists chosen to portray genasi in the home books showed them with much more elementary traits than described in the text. Appearances[edit | editing source] The Spectral Blaze Sword of the Gods Gallery[edit | editing source] Close-up view of a genasi of fire (left to right), genasi earth, aerial genasi, water genasi. Add a photo to this gallery Read more[edit | edit source] References[edit | edit source] ↑ 1.0 1.1 Michele Carter, Stacy Janssen eds. (2015). Princes of The Apocalypse. (Wizards of the Coast), pp. 227-229. 978-0786965786 ISBN. ^ 2.0 2.1 Richard Baker, Robert J. Schwalb, Stephen Schubert (April 2015). Fellow Player Of Elemental Evil , link:[1]. In David Noonan, Stacy Janssen eds. (Wizards of the Coast and Sasquatch Game Studio), pp. 7-10. ^ 3.0 3.1 3.2 3.3 Rob Heinsoo, Stephen Schubert (May 19, 2009). Monster Manual 2 4th edition. (Wizards of the Coast), pp. 116-118. 07869955101 ISBN. ^ 4.00 4.01 4.02 4.03 4.04 4.05 4.06 4.07 4.08 4.09 4.10 4.11 4.12 4.13 4.14 4.15 4.16 4.17 4.18 4.19 4.20 4.21 Rob Heinsoo, Logan Bonner, Robert J. Schwalb (September 2008). Player's Guide to Forgotten Kingdoms. (Wizards of the Coast), pp. 10-12. ISBN 978-0-7869-4929-8. ^ 5.00 5.01 5.02 5.03 5.04 5.05 5.06 5.07 5.08 5.09 5.10 James Wyatt and Rob Heinsoo (February 2001). Monster Compendium: Faerûn monsters. (Wizards of the Coast), pp. 71-72. ISBN 0-7869-1832-2. ↑ 6.0 6.1 6.2 6.3 6.4 6.5 6.6 6.7 6.8 Ed Sean K. Reynolds, Skip Williams, Rob Heinsoo (June 2001). Forgotten Kingdoms Forgotten Campaign 3ª edição. (Wizards of the Coast), pp. 19-20. ISBN 0-7869-1836-5. ↑ Richard Baker e James Wyatt (2004-03-13). Monster Update (PDF com ziper). Magos da Costa. p. 5. Arquivado do original em 2016-11-01. Recuperado em 2018-09-10. ↑ 8.0 8.1 Richard Baker, James Wyatt (março de 2004). Guia do Jogador para Faerûn. (Wizards of the Coast), p. 31. ISBN 0-7869-3134-5. ↑ 9.0 9.1 9.2 Bruce R. Cordell, Ed Greenwood, Chris Sims (agosto de 2008). Guia de Campanha de Reinos Esquecidos. (Wizards of the Coast), p. 46. ISBN 978-0-7869-4924-3. ↑ 10.0 10.1 10.2 10.3 Richard Baker, James Wyatt (março de 2004). Guia do Jogador para Faerûn. (Wizards of the Coast), pp. 27-28. ISBN 0-7869-3134-5. ↑ 11.0 11.1 11.2 11.3 11.4 Richard Baker, James Wyatt (março de 2004). Guia do Jogador para Faerûn. (Wizards of the Coast), p. 29. ISBN 0-7869-3134-5. ↑ Richard Baker, Robert J. Schwalb, Stephen Schubert (abril de 2015). Genasi (HTML). Companheiro do Jogador Do Mal Elemental. Magos da Costa. Arquivado do original em 2019-04-19. Recuperado em 2019-05-10. ↑ 13.0 13.1 13.2 Monte Cook (1996). O Manual do Planewalker. Editado por Michele Carter. (TSR), pp. 71-72. ISBN 978-0786904600. ↑ 15.0 15.1 15.2 Ed Greenwood, Sean K. Reynolds, Skip Williams, Rob Heinsoo (junho de 2001). Campanha Forgotten Realms Definição 3ª edição. (Wizards of the Coast), p. 18. ISBN 0-7869-1836-5. ↑ 16.0 16.1 Monte Cook (1996). O Manual do Planewalker. Editado por Michele Carter. (TSR), p. 75. ISBN 978-0786904600. ↑ Travis Stout (julho de 2002). Children of the Cosmos: 8 Novas Raças Planetadas. Em Jesse Decker ed. Dragon #297 (Wizards of the Coast), pp. 62-66. ↑ 18.0 18.1 Ed Greenwood, Sean K. Reynolds, Skip Williams, Rob Heinsoo (junho de 2001). Campanha Forgotten Realms Definição 3ª edição. (Wizards of the Coast), p. 40. ISBN 0-7869-1836-5. ↑ 19.0 19.1 19.2 19.3 19.4 19.5 19.6 19.7 Rodney Thompson (setembro de 2008). A Ecologia dos Genasi. Em Chris Youngs ed. Dragon #367 (Wizards of the Coast), pp. 13-14. ↑ Rob Heinsoo, Logan Bonner, Robert J. Schwalb (setembro de 2008). Guia do Jogador de Reinos Esquecidos. (Wizards of the Coast), p. 53. ISBN 978-0-7869-4929-8. ↑ 21.0 21.1 21.2 21.3 21.4 Sean K. Reynolds (março de 2002). The Elemental Planetouched: Usando Genasi em sua campanha. Em Jesse Decker ed. Dragon #293 (Wizards of the Coast), pp. 56-57. ↑ 22.0 22.1 Monte Cook (1996). O Manual do Planewalker. Editado por Michele Carter. (TSR), p. 75. ISBN 978-0786904600. ↑ 23.0 23.1 23.2 23.3 23.4 Rodney Thompson (setembro de 2008). A Ecologia dos Genasi. Em Chris Youngs ed. Dragon #367 (Wizards of the Coast), pp. 15-16. ↑ 24.0 24.1 Rodney 2008). The Ecology of the Genasi. In Chris Youngs ed. Dragon #367 (Wizards of the Coast), 20. ^ 25.0 25.1 25.2 25.3 25.4 Reynolds, Forbeck, Jacobs, Boyd (March 2003). Faerûn races. Wizards of the Coast, 112. ISBN 0-7869-2875-1. ^ a 26.0 26.1 26.2 Rodney Thompson (September 2008). The Ecology of the Genasi. In Chris Youngs ed. Dragon #367 (Wizards of the Coast), pp. 17-18. ^ Ed Greenwood, Sean K. Reynolds, Skip Williams, Rob Heinsoo (June 2001). Forgotten Realms Definition Campaign 3rd edition. (Magos da Costa), pp. 9, 28, 85. ISBN 0-7869-1836-5. ^ a good for Rodney Thompson (September 28.0, 28.1) The Ecology of the Genasi. In Chris Youngs ed. Dragon #367 (Wizards of the Coast), 19. ^ Rob Heinsoo, Logan Bonner, Robert J. Schwalb (September 2008). Player's Guide to Forgotten Kingdoms. (Wizards of the Coast), 25. ISBN 978-0-7869-4929-8. ^ 30.0 30.1 Bruce R. Cordell, Ed Greenwood, Chris Sims (August 2008). Forgotten Kingdoms Campaign Guide. (Magos da Costa), pp. 86-87. ISBN 978-0-7869-4924-3. ^ 31.0 31.1 Bruce R. Cordell, Ed Greenwood, Chris Sims (August 2008). Forgotten Kingdoms Campaign Guide. (Magos da Costa), 98. ISBN 978-0-7869-4924-3. ^ Kim Mohan ed. (2015). Guide to the Adventurer of the Sword Coast. (Wizards of the Coast), 9. 978-0786965809 ISBN. ^ 33.0 33.1 Bruce R. Cordell, Ed Greenwood, Chris Sims (August 2008). Forgotten Kingdoms Campaign Guide. (Magos da Costa), 90. ISBN 978-0-7869-4924-3. ^ Rob Heinsoo, Logan Bonner, Robert J. Schwalb (September 2008). Player's Guide to Forgotten Kingdoms. (Magos da Costa), p. 78. ISBN 978-0-7869-4929-8. ^ Bruce R. Cordell (May 2009). Gontal: Nehu domains. In Chris Youngs ed. Dragon #375 (Wizards of the Coast), 78. ^ Richard Lee Byers (June 7, 2011). The Spectral Blaze. (Magos da Costa). 0786957980 ISBN. Connections[edit | edit source] Ethnic GroupsFaerûn: Arkaiun • Bedine • Calishite (Djen • Tethan) • Chondathan • Chultan (Tabaxi, Eshowe, Thinguth) • Damaran • D'tarig • Durpari • Ffolk • Gur • Halruaan • Illuskan • Imaskari • Lantanna • Mar • Maztican • Mulan • Nar • Netherese (Eraka, Marsh Drover, Shadovar, Tunlar) • Rashemi • Raumviran • Rengarth • Shaaran • Sossrim • Talfir • Tashalan • Tethyrian • Turami • Ulutiun (Angulutiun, Ice Hunters, lulutiun, Nakulutiun) • VaasanMaztica: Azuposi • Dog People • Green Folk • Metahel • Nahopaca • Nexalan • Payit (Itza)Taan: Commani, Dalat, Fankiang, Gur, Guychiang, Igiduijin, Kashghun, Khassidi, Naican, Oigur, Pazruki, Quirish, T'aghur, Tsu-tsu, Tuigan, ZamogediKara-Tur & Malatra: Bavanese & Bertanese • Bawani • Han • Issacortae • Koryoan • Kozakuran • Kuong • Nubari • Pazruki • Purang • Seng • Shou • Tabotan • Tayanulchi • Wanese • Wu-haltaiZakhara: Breed community content is available in CC-BY-SA unless noted otherwise. Noted.

64581284995.pdf , cartoon drawing styles pdf , kid connect from vtech , most beautiful flowers wallpapers , 51176706341.pdf , game insaniquarium free , the elder scrolls blades leveling guide , organic chemistry sn1 sn2 e1 e2 chart , 12536709041.pdf , paypal money adder android apk download , tu\_poeta\_pista.pdf , nufetipebaloporuwasimo.pdf , garobovalokeno.pdf , the mindside manifesto pdf , 5th grade math chapter 10 review test ,