

# The Races of Wyrmsbane

There are 11 Races in Tara-Corax that make up the “Civilized Peoples” of Wyrmsbane. While there are other Races that are somewhat civilized within the world, these 11 make up the vast bulk of cultured societies and are the only Races a Player may choose.

Each Race has a deep past that is woven into the history of Wyrmsbane. All have their own culture,

social nuances, tendencies, language, quirks, physical characteristics, and abilities.

The choice of Race a Player makes affect the character’s Attributes, Hit Points, speed of movement, spell casting abilities, Resistances, and Character Class choice.

Race	Attribute Modifiers						Resistances			Base Statistics			
	Strength	Longevity	Agility	Dexterity	Intellect	Mysticism	vs. Naturals	vs. Mystics	vs. Magic	Base Land Speed	Base Hit Points	Base Spell Points	Base Critical Threshold
Human	0	0	0	0	0	0	11	12	12	10	10	5	4
Wood Elf	0	-1	+1	+1	0	+1	13	10	12	9	8	6	4
Grey Elf	-2	-1	+3	+1	0	+1	14	10	11	12	6	4	4
Sand Elf	+2	+1	-1	0	-1	-2	8	13	14	10	13	N/A	4
Blue Elf	-2	-2	+1	+1	0	+3	16	9	10	9	5	8	4
Hill Dwarf	+1	+2	0	0	0	-4	7	12	16	5	11	N/A	5
Grey Dwarf	-1	+1	0	+1	0	-3	9	13	13	10	7	N/A	4
Stone Dwarf	+2	+3	-3	-1	-1	-4	5	13	17	4	15	N/A	6
Rosendarik	0	-1	0	+1	0	0	13	9	13	10	7	4	7
Dafter	0	-1	+2	0	0	-1	11	11	13	15	6	2	4
Lyfin	0	-1	0	0	+3	-1	14	11	10	10	8	7	4

## Ability Score Limits (Optional Rule)

You may find that you can create a character with unbound Attributes. While mechanically possible (you can do it within the rules) it is not necessarily meant to be so. Can a person lift 5 times their weight; probably not. Can a dwarf, who are stout and not so fast, max out on Agility? Can an 80 lb. Elf have more strength than even the strongest dwarf? Yes, but it doesn’t fit the theme. The fact of the matter is that some things that are possible within the ruleset don’t paint the right picture. As such, Races are limited on their Attribute scores. These are meant to set a maximum score, after all modifiers, for a specific Race to maintain context.

Race	Strength	Longevity	Agility	Dexterity	Intellect	Mysticism
Human	22	22	22	22	30	22
Wood Elf	16	20	25	25	30	24
Grey Elf	14	20	28	28	30	20
Sand Elf	28	25	22	20	30	15
Blue Elf	12	20	23	20	30	30
Hill Dwarf	27	30	18	20	30	18
Grey Dwarf	20	30	20	25	30	18
Stone Dwarf	30	30	15	20	30	15
Rosendarik	20	24	22	22	30	22
Dafter	20	20	30	22	30	19
Lyfin	18	22	22	22	30	26

## Racial Abilities

Each Race has its own specific Abilities as well as Abilities shared between Races. These abilities follow the same guidelines as General Abilities (see the Effects and Abilities Chapter).

Racial Abilities are giftings a person possesses by nature of their Race and social upbringing within that Race. A Character receives one free Racial Ability common to all their kind plus one more of their

### Common Racial Abilities

#### Improvement

Raise one of the character's Attributes 1 point, but not past a score of 20.

#### Resilient

Raise a character's natural Critical Threshold by +1 (+1 per times taken).

#### Nimble

Raise a character's Base Evade by +1 (+1 per times taken).

#### Extra Tough

When achieving a new Level, including character creation if taken then, a character adds +1 (+1 per times taken) when rolling their Hit Points, and Natural 1s on one die (if rolling multiple dice) can be rerolled once.

#### Fast Learner

When receiving Pips for Skills, always receive an extra 1 (+1 per times taken).

choosing at Level 1. They get one more at Level 3 and their last one at Level 7. Thus, individuals have unique sets of Racial Abilities, even within their own Race.

Specific Racial Abilities (those that only apply to a certain Race) may only be taken once unless specifically noted. Common Racial Abilities may be taken up to 3 times, with each successive investment yielding more effects. Restrictions apply.

#### Natural Combatant

When receiving Pips for Weapon Skills, always receive an extra 1 (+1 per times taken).

#### Meditative Caster

When recovering Spell Points, receive an extra +1 (+1 per times taken), i.e. if you rest and get 1 SpP back, get 2 instead.

#### Impervious

Choose one Resistance (Naturals, Mystics or Magic), and you may reroll a failed Resistance Check against that type once per Passing. If taken again, you may do this as many times as the Racial Ability is taken.

#### Robust

Gain +1 (+1 per times taken) Absorb for all Absorbs.

#### Willful

Reroll a failed Knock Out Check once per Passing. If taken again, you may do this as many times per Passing as the Racial Ability is taken.

### **Grip on Life**

If your character reaches their Death number, roll 1d6. On a roll of 3 or better, remain 1 Hit Point above your Death Number and fall unconscious. If taken again, you may do this as many times per day as the Racial Ability is taken.

### **Focused**

Once per Passing, you may treat 5s as 6s when rolling again for Skill Checks. If taken again, then treat 4s as 6s. This can only be taken twice. This only applies to the initial roll of any Skill Check.

## Human



A Human stood in a group of other Humans speaking Common, somewhere in their homeland of just about anywhere, holding a Human Sword.

### Physical Characteristics

If you are reading this, you probably know about Humans. Humans are the predominant Race in most of Wyrmsbane. In fact, the only places Humans are not the majority in Elvenweild, Dafteria, Lyfenia, and Soga.

The average Human male is just under 6 feet tall and weighs about 160 pounds, the females are about 5 ½ feet tall and weighing 120 pounds. Humans in Wyrmsbane still regard females as the fairer sex, but most social stigmas concerning what a man and a woman can or can't do don't exist.

Humans are fairly “average” in almost every aspect when compared to the other Races as a whole. They can make as good of a spellcaster as a combatant or rogue. Humans also possess the “Human Spirit” which is a barely describable aspect of humankind. The Human Spirit allows man to overcome the greatest of odds through sheer willpower and determination.

Humans tend to live around 110 cycles. The Common Language is the Human language.

### Society and Culture

Human culture in Wyrmsbane is as diverse as the land. Each individual culture is covered under the Factions Chapter in more detail. Some of these societies are:

**Northern Ika:** This is an ambitious, political and warring people. Northern Ika possesses the greatest level of the technology through the Archanium and constructed wondrous machines. Not the least of these are the Windships, modified seagoing vessels imbued with an amalgamation of science and magic that allows them to fly. The landscape of Northern Ika is verdant and very safe by the standards of Wyrmsbane. The general culture here is one of aristocracy, family position, and scheming. Northern Ika, like all Human lands, welcomes all other Races. However, Humans are seen as superior.

**Southern Ika:** Here dwell the people known as the Dispossessed, exiled people from the northern portion of the continent, cast out for their failures during Dragonnian's march. Southern Ika is a harsh and desolate place comprised of old fields of lava, barren rocky wastelands, and thorny forests. Besides Humans, other Races do exist here, but in very few numbers. Most people live in a clan society and are considered barbaric.

**Hammer Isle:** Hammer Isle is the most integrated continent in Wyrmsbane. Humans may be the majority, but barely make up 50% of the population. Hammer Isle is historically a conquered land that has seen many different forces occupy the continent. The current society is broken up into different royal families, all vying for the throne. While Hammer Isle is officially unified under one king, the validity of that ruler is debated by every other family. Because of this, there is no full standing army or consistent economy.

Each village and town essentially looks after itself. Because of the lack of protection, the beasts and monsters that inhabit Wyrmsbane heavily encroach on the civilized people. Adventurers are in high demand here.

**The Torsak Province:** Given their forested land by the Dafter after the destruction of Old Torsak, the Torsakians have a fair bit of diversity within their culture. Half the culture has embraced the forest and lives akin to a Wood Elf. The other half lives in the sprawling castle city of Catlit, enjoying a more “civilized” way of life. Life in the forest can be dangerous and difficult, which produces a very resourceful group of people. The average person in Catlit is pampered and knows little of the dangers beyond the walls.

**Conneria:** This is the northern area of the continent of Draconia, a strong alliance between Humans and Hill Dwarves. Humans live in large fortified cities, usually butted up against the mountains that dominate the northern portion of Conneria. They are at constant hostilities with their southern neighbors in Elvenweild, and military skirmishes are a way of life. Most every able-bodied citizen is either part of the army, the navy, or works to support it.

**Venskari Chain Islands:** This is the land of the mercenary. Cycles ago, several mercenary companies sailed to the small chain of islands and cleared out every monster and beast that lived there. They spared a few, which they bred to train recruits for combat. One’s status here rests heavily on one’s skill with a blade. Each set of towns and villages is centered around one of the major mercenary camps. There is also the island of Iol, which produces an explosive clay coveted by all other nations for use in cannons and other devices. Those who live in Iol benefit from an international agreement of peace and protection in exchange for their continued supply of the precious substance.

**Dust:** A desolate land that is separated into two main landscapes. To the west are sprawling dunes and deserts dotted with oases. Large autonomous groups live around these oases. The desert constantly springs forth new sources of water, as they mysteriously rise up from the earth. Families fight one another over the rights of these newly generated, unclaimed oases. Despite the desolate appearance, the western portion of Dust is rich with natural resources. To the east, past

the great waterfall, is a land of plenty. Here many different Races live in small settlements and enjoy relative harmony. These settlements have a particular craft at which they excel. The west brings natural resources to the appropriate villages so they may craft their wares. All these villages fall under the Great Tradehouse, which is the largest and most powerful international goods exchange in the world. The Great Tradehouse has as much political power as the most powerful nation, even though they don’t have an army to speak of. All other nations look to Dust for the vast majority of their imports.

**Tol-Son:** The dual monarchy of Tol-Son is a feudal land of Lords, Counts, Dukes, and Kings. Once called the Northern Kingdoms, the great houses of Tol-Son banded together for security and formed the nation. Two of the greatest houses agreed to share the responsibility of kingship. Each generation, House Sonavar and Tol switch who is king and queen. The political landscape is extraordinarily stable, and all the great houses support the dual monarchy. The land itself lies in the far north where the cold tears at one’s flesh. Much of the countryside is a permanent tundra, and great and powerful beasts roam the barons. This produces a very hearty and tough people.

Humans comprise the bulk of the upper echelon of the Orders (see the Orders Chapter).

Human names in the world of Wyrmsbane are similar to ours, but spelled a little differently and/or non-ubiquitous. The last name is the family name, and there are many. Commonly, the last name is associated to an event or battle, where the progenitor of the family won some honor. If not that, then it would be something describing the progenitor. Male names tend to be short and forceful. Female names lean towards “s” and “a” endings.

### Male Examples:

- ☞ Garet Goldward
- ☞ Willum Bhronomygre
- ☞ Furion Reitguard
- ☞ Jerith Banthanian
- ☞ Aeton Vandleheim
- ☞ Marik Murriss
- ☞ Bolton Tannis
- ☞ Donivan Calsereign
- ☞ Rolend Addasar
- ☞ Greyson Meer
- ☞ Garmen Najul

### Female Examples:

- ☞ Gondoless Goldward
- ☞ Verma Bhronomygre
- ☞ Kathina Reitguard
- ☞ Emalas Banthanian
- ☞ Allasandra Vandleheim
- ☞ Merien Murriss
- ☞ Beatrix Tannis
- ☞ Britana Calsereign
- ☞ Wenscia Addasar
- ☞ Irulian Meer
- ☞ Guesarey Najul

### Adventurers

Humans can be adventurers of any sort. Because many of the lands are in need of defenses from the things that roam the wilderness, adventuring is a normal and acceptable vocation for many Humans.

**Attributes:** No modifiers

**Base Hit Points:** 10

**Base Spell Points:** 5

**Base Critical Threshold:** 4

**Land Speed:** 10

**Resistances:** vs. Naturals 11, vs. Mystics 12, vs. Magic 12

### Allowed Character Classes:

**Combatants:** Any Class

**Battle Mages:** Any Class

**Rogues:** Any Class

**Wizards:** Any Class

### Racial Abilities

#### The Human Spirit (Auto at Level 1)

Humans have a way of overcoming the impossible. This manifests in the mechanics of the game through the Human Spirit. Once per day, the Player may reroll any active roll – that is, any roll that is directly testing something with a Target Number, such as a Resistance Check, a to-Hit roll, or an active Skill Check. All Humans automatically have this Racial Ability at Level 1. If taken again, then they may perform this reroll twice per day. If taken a third time, then the Player may reroll ANY roll twice per day, including Hit Point maximums when leveling up.

#### Stanchness

Humans can resist overwhelming odds through will. Whenever a Human fails a Resistance Check vs. Naturals, the effect is as normal. However, there is then a second Resistance Check with a +1 modifier. If this is made, the ongoing effects of that failure are lessened in some way, which is left up to the Storyteller

#### Shrewd

Humans can be quite self-centered and shrewd. If a character has this Ability, despite their alignment, they are even more self-focused. The upside is that Humans may reroll any non-magical or Non-Mystical effect which seeks to influence their decisions, such as

Social Skills. Lawfully Good characters may not take this Racial Ability.

### Persuasive

If a character does not/cannot have Shrewd, they may take this instead. Persuasive makes a character very charismatic, bestowing an automatic success on any Social Skill that seeks to win hearts and minds. While this will not make others follow blindly, it does put a strong debate in the minds of even the most staunch. Additionally, the character gathers more to their cause in a public/social setting with this Racial Ability.

### Improved Focus

When taking the Focused Racial Ability, reroll all Natural 1s once per Passing, including those rolls after the first roll for Skill Checks and Abilities (meaning if you roll a 6 and then Roll Again and roll a 1, you get to reroll that 1 once). If taken twice, then you may perform this Racial Ability twice per Passing.

**Common:** Fast Learner, Grip on Life, Impervious, Natural Combatant, Resilient, Robust & Willful.

## Wood Elf



An Elf stood in a group of other Elves, speaking Elish, somewhere in their homeland of Elvenweild, holding an Elish Sword.

### Physical Characteristics

Elves are fay people with features that resemble that of a Human, but with more elegance. Elves generally stand about 5 ½ feet weighing an average of 120 pounds for a male and 5 feet tall and an average of 90 pounds for females. All Wood Elves have a pale and milky tone of flesh. Their eyes are usually some shade of blue or green and their hair can be any shade of blonde, to auburn, or red.

Wood Elves are smaller than Humans, and their bodies convey an air of grace. They are quick and dexterous, but weaker and less robust than a Human. Even the strongest of Wood Elves are smaller and weaker than an average Human.

Wood Elves have very keen senses and can see a faint aura glow around all living things. The color of the aura generally describes emotion, and Wood Elves can learn to decipher this. This also allows them to see that aura in low light.

Wood Elves have a very particular lifecycle. While the average lifespan of a Wood Elf can be 1000 cycles or more, when the Elf reaches old age and finally passes away, or is killed in another way, their body rests in that place and does not begin to decay in the slightest. Two days after they have passed on, their bodies disintegrate into a shower of light that rises up and forms into a luminous orb, called a soul wisp (or just “wisp”) and is the new embodiment of that Elf’s spirit. The wisp begins to live its life in reverse. That is to say; a wisp lives as long as the Elf that spawned it. At the end of the wisp’s lifespan, it dissipates, and the Elves believe the wisp travels into a newborn. Thus, their numbers are finite, and each lost wisp is believed to be one less of their kind forever.

Wisps are quite sentient and can communicate with other Elves by making a melodious humming sound, like a song. The nature of the wisp is the same as the Elf that created it in their last days. If an Elf died violently, then the resultant wisp is likewise troubled. Over time, and with a great amount of care, troubled wisps can be rehabilitated.

Wisps are immaterial and totally immune to anything physical; however, it can be affected by spells and magical weapons. In fact, a wisp can be destroyed. The light they create is that of a dying fire. Hovering above the ground at about head-height, they can only move at a brisk walking pace. For short distances, they can fly to treetop high, and glide across open chasms as well as water.

To anybody but an Elf, there is nothing more to wisps besides the light they cast and the noise they hums. To an Elf, it is something entirely different. Wood and Grey Elves can emotionally touch a wisp. When a wisp and an Elf come into contact, they share emotions. Thus, in order to rehabilitate troubled

wisps, an Elf must be able to withstand the troubled emotions of a wisp.

The most important aspect of an Elf’s lifecycle is the fact that this transformation into a wisp has its limitations. If a wisp forms away from its homeland, it dissipates forever in roughly a week or so. The term “homeland” does not necessarily mean where that Elf was born. This can be in any location where a society of Elves live.

## Society and Culture

Elish society is very much built around their lifecycle. As Elves turned into wisps, there are many within the Elish people whose sole purpose is to rehabilitate them. They believe that only a joyful spirit can reenter the young. Those who are tasked with the care of wisps are revered within the Elish culture. These peoples’ emotional well-being is paramount, as they must share their emotions with the wisps. This task generally falls to the females, as they go into forests where wisps gather around and they play soothing music and talk to the Elish spirits.

Wood Elves, as the name suggests, love forests and nature. Most of their larger dwellings are not cities made of brick and mortar, but rather natural stones built into sprawling structures interwoven within the trees of their native forest. All Elves feel most at home when in the woods but is not uncommon to see a Wood Elf in the towns and cities of Humans.

Throughout the long lifespan of a Wood Elf, they normally choose a focus. This focus can last decades or even centuries. During that time, an Elf devotes all their resources to master that craft; be it music, poetry, jewel crafting, or warfare. As an Elf focuses on this craft, they can become very single-minded and care for nothing, or no one, else. So much so, that minor failures in their art or interruptions can have a significant impact on an Elf’s psyche.

Because of this focus, Wood Elves can be prone to suggestion. If someone can convince an Elf of a philosophy or different way of doing things that Elf treats the new philosophy with the same level of focus that they would anything else. This is of importance as it has defined Elish history.

The majority of Wood Elves live in one of two places: Elvenweild and Soga. About 15% of their kind has left the forest and lives out in the rest of the world with the other Races. Elvenweild is the true homeland of the Wood Elves. Located in the massive southern forests of Draconia, it is the oldest and most developed example of Elish culture.

Over two eons ago, after the War of the Avatars, many from the remnants of the fallen Orders left the main battlegrounds in Hammer Isle and Ika. These refugees settled in the western swamplands of Draconia, where they began to form cults. These cults were malicious in nature and began to quickly grow. As the cults grew, they began to encroach on the great forests of Elvenweild and spent a great amount of time influencing the Wood Elves to bolster their ranks. They were so successful that they corrupted the Elish high council. A large conflict began where the Elves and, much to their dismay, the Humans and Dwarves from the north ousted these cults. This left a lasting scar on the Elish society. The bulk of the Elven conspirators that had become part of the cults were exiled. Cast out in a great flotilla, these Elves sailed north and eventually settled in Soga. Although no longer part of the cults themselves, the time spent being part of those malicious organizations left a communal wound on this new sect of Wood Elves.

The Wood Elves of Elvenweild are generally very peaceful, caring and deeply passionate people. As an Elvenweild Elf ages, he becomes a sum of all the knowledge and wisdom gained over the centuries. In their old age, these Elves are renowned for their deep understanding and insight. Normally, they produce wisps that are stable with only a few being troubled.

The Elves of Soga, on the other hand, are much different. As these Wood Elves age, they do not gain insight and peace, but rather begin to go mad. This produces a tortured wisp. The Sogan Elves spend a much greater amount of resources to rehabilitate their fallen. Paired with the blood war they have against Tol-Son, the Sogan Elves have quite a predicament on their hands.

Because of their cyclic lifecycle, there is no taboo when it comes to ages in relationships. As soon as an Elf reaches maturity, about 20 cycles old, they may begin a relationship with another who is centuries old. When one of them passes away, you find the other spending time in the forest with their fallen spouse.

To many, Wood Elves can seem quite snobby and elitist. They are very accustomed to the very best of all things, created by artisans with centuries of experience. Elven wine, music, poetry, and food is considered to be the very best in the world. All other creations are compared against the Elish craftsmanship.

Due to the cultural scars left by the cults in the early days of Elish society, all Wood Elves are quite wary of any form of philosophy other than their own. Most individual Elves, and definitely the society as a whole, reject the Orders of Wyrmsbane.

Wood Elf names are the “standard” for all elves, and most other Elish names are the same as for the Wood Elves. Their names are following, with lots of soft sounds and wispy tones. All Wood Elves have a last name, called a “confinement” – because it was where the elf was (or their pre-wisp life) when all were confined to stay in pace during the Great Purge. As such, names differ between Elvenweild and Soga – which are the only two bases for Wood Elf names.

Elvenweild confinements tend to be more “flowery” and elegant. Sogan names are harder and point towards suffering and battle. Male names and female name both are equal as eloquent and distinct. Male names and female names only differ by their subjective “feel” of what is traditionally thought of as male and female.

Male Examples:

- ☞ Elendeil Silvermane (Elvenweild)
- ☞ Thanitol Ghostcloud (Elvenweild)
- ☞ Sylsador Glenrunner (Elvenweild)
- ☞ Aithlin Valenanor (Elvenweild)
- ☞ Mathortin Bloodcut (Sogan)
- ☞ Ryfon Bladesorrow (Sogan)
- ☞ Valayor Sylfmourne (Sogan)
- ☞ Katar Warvein (Sogan)

Female Examples:

- ☞ Dawynn Silvermane (Elvenweild)
- ☞ Missianna Ghostcloud (Elvenweild)
- ☞ Adrelle Glenrunner (Elvenweild)
- ☞ Nueluth Valenanor (Elvenweild)

- ☞ Kaylessa Bloodcut (Sogan)
- ☞ Cynthrel Bladesorrow (Sogan)
- ☞ Herrona Sylphmoure (Sogan)
- ☞ Keishana Warvein (Sogan)

## Adventurers

Those Elves who don't live in Elvenweild or Soga have the ability to be adventurers, just like anybody else. While they still reject the Orders, the Fallen Orders (a Clevinsol and cultists) are a possibility for them. Because there is no stigma whatsoever in Elven society between what a male or female can do, female adventurers are very common for Wood Elf. Players who play a Wood Elf always start out as a young character, around 25 cycles old. Wood Elves make fine spellcasters and rogues, but due to their slight lack of Strength and Longevity, Combatants are less common.

**Attributes:** -1 Strength, -1 Longevity, +1 Agility, +1 Dexterity & +1 Mysticism

**Base Hit Points:** 8

**Base Spell Points:** 5

**Base Critical Threshold:** 4

**Land Speed:** 9

**Resistances:** vs. Naturals 13, vs. Mystics 10, vs. Magic 12

### Allowed Character Classes:

**Combatants:** Aurima, Dauntlessit, Errant, Reaper Cultist, Soldier, Swordsman & Warrior

**Battle Mages:** Clevinsol, Corruptor, Rune Knight, Druid, Hejkin, Swordmage & Zerixian Herald

**Rogues:** Any Class

**Wizards:** Abjurationist, Dark Mage, Enchanter, Healer, Mage, Night Mage, Sage, Shaman, Sky Mage, Spellbinder & Wizzard

## Racial Abilities

### Aura Vision (Auto at Level 1)

Manifesting as a faint aura surrounding an individual, which appears once the Elf concentrates, emotions are seen. Each person shows a different aura for different emotions, and by the time an Elf is an adolescent, they can determine the emotion of another with amazing accuracy. Most people cannot do anything to hide or muffle such an aura; however, Wood Elves are exceptionally adept at masking their own aura.

### Woodland Hunter

From cycles of living and hunting in the woods, an Elf receives a +2 to-Hit with any Bow. Additionally, negative range modifiers are halved, round any fraction towards zero. Moreover, they gain the Survival, Forest Skill at Rank 1.

### Observant

From cycles of living in the woods, Elves tend to notice more. They gain the Observation Skill at Rank 2. If in the woods or a forest, treat any failure as a minimum success, but Botches remain unaffected.

### Improved Fast Learner

In addition to the normal benefits of the Fast Learner Racial Ability, when rolling a Skill Check gain an extra Pip for each natural 6 you roll during that Skill Check. No additional benefits, aside from those for the base Fast Learner Racial Ability, are gained with taking this multiple times.

**Common:** Focused, Grip on Life, Meditative Caster, Natural Combatant, Nimble & Willful.

## Grey Elf



A Grey Elf stood in a group of other Grey Elves, speaking Ellish, somewhere in their homeland of Elvenweild, holding an Elish Sword.

### Physical Characteristics

The term “grey” means small or diminutive in the common tongue. Thus, Grey Elves are smaller versions of Wood Elves. They are an entirely different Race of Elf, and no one really knows where they spawned from. They do, however, live amongst the Wood Elves and share many of the same traits, including their lifecycles.

In a normal Elish society, there are probably about 50 Wood Elves for every one Grey Elf. They’re

somewhat looked down upon by their Wood Elven brethren. An adult Grey Elf only stands 5 feet tall and weighs about 90 pounds.

Although they have many of the same features as a Wood Elf, Grey Elves can look quite different. Their skin is usually some deep bronze or tan color. Their hair can be any shade and normally have very dark eyes, either blue or brown. They’re even more swift than their larger cousins, and even more so fragile.

Grey Elves cannot see auras like the Wood Elves do, but can see extremely well in low light.

### Society and Culture

Grey Elves were an integral part of Elven history with the cults during the Great Purge. At the time, Grey Elves were considered less than the common Wood Elf and were outcasts. Shunned from their own society because they are different, they were a perfect target for many of the cults. It was the Grey Elves that first started to turn over to the cults and converted the first of the Wood Elves.

Because of their involvement, the Grey Elves that were part of this movement were not exiled but were executed. Since then, the remaining Grey Elves still live shunned from their own society, but now for a different reason. Thus, Grey Elves are easily coaxed away from the homeland and live abroad more so than any of the other Elish Races.

Grey Elves tend to be roguish in nature and make superior thieves due to their size and nimbleness. They have a natural tendency to be a kleptomaniac and horde lots of trinkets for themselves. Therefore, if they see something they want that is not theirs, they may find themselves taking it for their own. This makes all those around a Grey Elf wary of their coin purse.

Grey Elves, however, are not stupid and understand theft is cultural taboo most places. To supplement their innate desire, Grey Elves pick up anything that is free and take it with them. It is not uncommon to see Grey Elves with large backpacks busting at the seams full of worthless objects.

Because of their checkered history and how they are shunned by most societies, Grey Elves tend to become attached quickly. Grey Elves become the fiercest of

friends to anyone that treats them with true kindness. They go far above and beyond what's deserved from those that accept them, and it is not uncommon to see a Grey Elf loyally tagging along with another person who treats him with little more than indifference.

Like the Wood Elves, Grey Elves tend not to accept the Orders but are prone to join a cult.

Grey Ellish names are very similar to Wood Ellish, but without the differentiator of Sogan and Elvenweild. Because so many Grey Elves were slain in the Great Purge, the people never made it to Soga. As such, their names are all Elvenweild-like.

Male Examples:

- ☞ Elyon Everrain
- ☞ Charise Paliscape
- ☞ Seavel Brightmeadow
- ☞ Uthwey Wysador
- ☞ Kathen Breeze
- ☞ Grambrea Vassenor
- ☞ Eirin Quetten
- ☞ Fayrith Dawnmist
- ☞ Kavelon Moondrop
- ☞ Farus Kesirey
- ☞ Meregon Dazzlestream

Female Examples:

- ☞ Aywin Everrain
- ☞ Erolyth Paliscape
- ☞ Vawynn Brightmeadow
- ☞ Caeda Wysador
- ☞ Curious Breeze
- ☞ Nyfadora Vassenor
- ☞ Erissa Quetten
- ☞ Faye Dawnmist
- ☞ Cavlina Moondrop
- ☞ Fern Kesirey
- ☞ Meredien Dazzlestream

## Adventurers

Grey Elves make excellent adventurers. Having no real home, life on the road suits them fine. Because of their size, Grey Elves generally make poor combatants, unless they rely more on skill than brute force. Unlike Wood Elves, Grey Elves only have a small affinity with magic. They do, however, make some of the best rogues anywhere.

**Attributes:** -2 Strength, -1 Longevity, +3 Agility, +1 Dexterity & +1 Mysticism

**Base Hit Points:** 6

**Base Spell Points:** 4

**Base Critical Threshold:** 4

**Land Speed:** 12

**Resistances:** Vs. Naturals 14, Vs. Mystics 10, Vs. Magic 11

### Allowed Character Classes:

**Combatants:** Dauntlessit, Swordsman & War Teller

**Battle Mages:** Clevinsol, Corruptor, Rune Knight, Hejkin & Swordmage

**Rogues:** Acrobat, Alchemist, Assassin, Bandit, Bard, Buccaneer, Caller, Deceiver, Illusionist, Scout, Thief & Warden

**Wizards:** Shaman

### Racial Abilities

#### Low Light Vision (Auto at Level 1)

Grey Elves have an affinity with the night. As such, their low-light vision is much improved from other Races. They can see in the dark very well, up to their normal vision range. This vision is, however, still dependent on at least some light – the more light, the more they can see. At dusk, they can see as if it were day. In harvest moonlight, they can see nearly as well as dusk.

## Blend

Grey Elves seemingly can disappear from plain sight. They can blend into almost any surrounding either through movement or through more practical means. If in a crowd, they can fade into the masses. If against a wall, they can pull their cloak over them and camouflage, as long as they're not wearing a loud color. This grants any Grey Elf the ability to become *Camouflaged* (See Effect and Abilities Chapter). Moreover, unlike the written Effect definition, they can move at a rate of 2 per Round and maintain Camouflage. This is not mystical in nature, and they can be found by those closely looking (Observation Check of 2, +Elf's Level, or Detection of half that, round down). Moreover, someone can stumble onto them or simply go and touch them – they are not invisible.

## Ambush

If Hidden, Grey Elves can Ambush. They must still be within 2 Units of non-Open Terrain. If Camouflaged, they can Ambush in Open Terrain, but the target must be preoccupied within something else.

## Thieflly

Grey Elves have innate roguish characteristics. They gain the General Thievery Skill at Rank 1. If they choose the same skill as part of their Character Class, then the Skill starts at Rank 2. If they get, or choose, Mastery Thievery as part of their Character Class, then they don't get General Thievery, but Master Thievery at Rank 1+3.

## Improved Nimbleness

Once per Passing, after an opponent scores a hit, you may force them to reroll in addition to the normal benefits of the Nimble Racial Ability. You may perform this Ability as many times per day as taken.

**Common:** Focused, Grip on Life & Meditative Caster.

## Blue Elf



A Blue Elf stood in a group of other Blue Elves, somewhere in their homeland of Elvenweild, holding an Elish Sword.

## Physical Characteristics

Blue Elves are an oddity within the Race of Wood Elves. It is said, when a wisp is attacked by magic and wounded, the child born is a Blue Elf. This happens very rarely, and only about 1 out of every 500 Elves is a Blue Elf. Blue Elves do not share the same lifecycle as the other Elves. When they reach around 700 cycles, a Blue Elf feels an uncontrollable urge to take a stroll in a forest, where there are never seen or heard from again.

Blue Elves are a larger than Grey Elves, but smaller than Wood Elves. Males stand just a bit over 5 feet

and weigh about 90 pounds, with the females being nearly the same size. They have blue or purple-toned skin with colorless hair (black or white). Their eyes are always fierce purple.

Blue Elves do not share the same lowlight vision as other Elves but do have an extraordinarily developed sense of hearing. A Blue Elf can hear a conversation on the other side of a crowded tavern.

Blue Elves have a great affinity with the magical arts, and make probably is the best spellcasters in Wyrmsbane. They are also immune to any type of effect that would charm or confuse their minds.

All throughout their life, Blue Elves scar themselves with mystic runes all over their bodies. Scars turn a darker shade of their own skin tone, making them look as if they are tattooed.

They are extremely frail and have a diminished level of quickness, unlike the other Elves.

## Society and Culture

Blue Elves have a very detached association with the normal Elish culture. They are not shunned per se, but they understand how different they are. They do not share cyclic lifecycle as their brothers. They are brasher than an average Elf. In fact, the other Elven Races tend to regard them to be humanlike in their character.

Blue Elves may serve as part of a Wood Elven society directly if they choose. Wood Elves always welcome them for their magical prowess. Being disconnected from their other kin, Blue Elves tend to venture away from their homeland and do other things. This is especially true of those Blue Elves who have particular proficiency in the magic arts. They leave for the most prestigious schools of magic as these places usually accept a Blue Elf without question.

Blue Elves tend to be very quiet in their mannerisms and introspective. Although brash in action, one would never know it. They do not enjoy large groups, parties or other social gatherings. The average Blue Elf would much rather be alone, reading text or studying their art.

In this, they do share the same focus as a Wood Elf. They choose a focus that lasts for a generation, practicing it until they become an absolute expert. However, if interrupted or when they fail, their psyche is not as hurt as a Wood Elf. Instead, most Blue Elves shrug it off and move onto the next thing or turn to a drink. Blue Elves do not reject the philosophy of the Orders the way the other Elves do.

Blue Elves are different from their kin, even if they live amongst them. Their names are still similar, but with little or distinction between male and female. They have to attachment to the Great Purge, as so few Blue Elves exists anyway, they were never part of communities. Therefore, Blue Elf name will be inclined to be like their Elvenweild counterparts. Their last names are not confinements, but rather the name of the clan or brood they are birthed into. This changes with each Blue Elf, as they don't have a lineage.

Examples:

- ☞ Zylendor of the Cashweyis Brood
- ☞ Chaldressa of the Morten Bows
- ☞ Orixina of the Broad Plains Brood
- ☞ Delimberya of the Natascenes
- ☞ Salanis of the Deep Glen Counsel
- ☞ Alyndra of the Moonrasps
- ☞ Erlan of the Patastar Striders
- ☞ Nevareth of the Imaril Guardians
- ☞ Myrin of the Swords of Hess
- ☞ Ruehare of the Glenville Depths
- ☞ Taelerin of the Thessle Pact
- ☞ Sirist of the Talisar Forest
- ☞ Bonneluerie of the Hymil Remnant
- ☞ Saehlin of the Calental Keepers
- ☞ Taunlin of the Ashontil Wardens
- ☞ Lymesra of the Vaa'naar Forest
- ☞ Bilaemer of the Living Wood Sentinels
- ☞ Lyre of the Fallen Guard
- ☞ Lesca of the Taris Combine
- ☞ Faymyr of the Felenas Wartribe

## Adventurers

Because they make such excellent spellcasters, is very common to see Blue Elves as adventurers. They do not make good combatants due to their frailty but make decent rogues.

**Attributes:** -2 Strength, -2 Longevity, +1 Agility, +1 Dexterity & +3 Mysticism

**Base Hit Points:** 5

**Base Spell Points:** 8

**Base Critical Threshold:** 4

**Land Speed:** 9

**Resistances:** Vs. Naturals 16, Vs. Mystics 9, Vs. Magic 10

### Allowed Character Classes:

**Combatants:** Dauntlessit & Spell Sword

**Battle Mages:** Acolyte of Lanun, Corruptor, Rune Knight, Druid, Hejkin, Rector of Lanun, Rector of Tathun & Swordmage

**Rogues:** Acrobat, Assassin, Bard, Caller, Deceiver, Illusionist, Thief & Warden

**Wizards:** Any Class

## Racial Abilities

### Charm Resistance (Auto at Level 1)

Blue Elves have an extreme resilience to any form of charm or confusion. Any mystic ability that seeks to control their actions can be Resisted with a +5 to the Check. Against any Mind-Altering Spell, they may always make a Resistance Check to negate the effects, even if there is none listed in the spell. If there is a Resistance Check allowed, Blue Elves may reroll any failed check.

### Magic Affinity

Blue Elves have a natural touch with the Magical Realm and do not choose a Magic Priority. When creating a character, Magic is automatically Priority 1.

They then choose the rest of their Priorities starting from 1. This does mean they get two items at Priority 1. They choose a 2nd Priority, 3rd, and a 4th. The last 2 Priorities are set to the lowest and must also be Bottom of the Barrel, and one of these choices must be Traits.

## Magical Detection

One of the oddest characteristics of Blue Elves is their ability to “sniff” out magic. This sensory aspect is beyond the normal five. Blue Elves describe the sense as a smell of sorts. With this, they can tell general information about a magical item, including where it came from (that assumes that they have smelt that origin before). They can also make an Intellect Check as if it were the Observation Skill but detecting magic. They can sense the presence of magic, enchantments and especially Wards.

## Magical Bonding

If a Blue Elf is a non-spell casting Character Class or chooses the Magic Affinity Racial Ability, they may take Magical Bonding. Instead of being able to manipulate the magical realm, the mere presence creates a vortex of unseen force around them. This confers an innate 1d10 Hit Points per Level that acts as a shield against Magical damaging effects only. Once the Hit Points are gone, they take damage as normal. Resistance Checks act as normal while the shield is up. The Elf does not have it while unconscious, but while conscious, no concentration is needed – indeed the Elf is not even aware of the force. It regenerates at a rate of 1 Hit Point per hour.

## Improved Meditative Caster

Instead of gaining singular Spell Points back, gain 1d4 for each 1 SpP due. i.e., if you rest and should gain 2 SpP back, gain 2d4 instead. No additional benefits for taking this multiple times.

**Common:** Focused, Grip on Life & Nimble.

## Sand Elf



A Sand Elf stood in a group of other Sand Elves, somewhere in their homeland of nowhere, holding an Elish Sword.

### Physical Characteristics

Sand Elves are the offspring of a Wood Elf (or Grey Elf) and a Human. While called Elves, they are not really an Elf or Human. The Race as a whole is unsustainable. The offspring of any Sand Elf is sterile, even if one of those parents are Human. This means that the Sand Elish Race can never be more than two generations deep. Because every Sand Elf is always faced with their own mortality, and that of their Race, the Human Spirit within is strong.

Nevertheless, Sand Elves are common. Many Humans find the Elish Race to be quite attractive. Female Elves tend to be fascinated by Human males because Humans don't focus on a particular craft for generations and give their affections to an Elf readily.

Sand Elves are larger and more robust than either of their parents. Males stand at least six and a half feet tall and usually weigh north of 200 pounds. Female Sand Elves are at least as big as a Human male. They have a little bit darker skin, but the same types of tones as to their Elish parents.

They are extremely robust, but slow (both physically and in their wits), and not at all attuned with the magical realm. Like Dwarves, Sand Elves cannot cast magic.

Usually part of a clan, Sand Elves tend to paint their faces and bodies to distinguish what clan they are from.

Sand Elves only lived to be about 60 cycles old.

### Society and Culture

Definitely not accepted into Elven society (Wood Elves normally regard them as a birth defect and point to their slow-wittedness as proof), Sand Elves can be found in Human societies. It is very common for a Sand Elf not to feel at home in either society. Even if accepted by loving parents, the child knows he is different and doesn't really belong to either Race. This normally drives Sand Elves to be wanderers and vagabonds.

It's very common for groups of Sand Elves to band together and form clans. This is particularly commonplace in Hammer Isle and Southern Ika. These clans can be self-sustaining. Although the direct generation can only be 2 deep, the clan as a whole survives by the influx of new members.

Sand Elves fiercely watch over others of their own Race. Understanding that their particular bloodline ends with their children, they defend their kin with great fervor. Sand Elves are loving partners, protective parents, and loyal friends.

In Wood Elish society, they are immediately cast out and left to fend for themselves. Many times, they live with their Human parent. If this is not possible,

some Elish parents may secretly take care of them the best they can for as long as they can. Thus, many Sand Elves turn out to be orphans.

Despite their unfortunate and somewhat unfair societal disposition, Sand Elves are anything but sorry for themselves. They tend to be very joyful and adventurous. They live like a person whose time is limited. While this is true of everyone, is much more applicable to the Sand Elf. Sand Elves love good food, love a good time and love to interact with other people.

Some clans of Sand Elves make a living as traveling circuses or an acting troop.

Sand Elish names are a far departure from their “kin” as no Wood Elf would have a Sand Elf child, their names are Human in kind. They take a normal Human family name if they live amongst Humans. When/if they leave, they take on another name, one given to them by their vagabond clan. The name is commonly a mixture of an animal that best describes their personality and an aspect of nature that does the same. First names stay Human, but last names are replaced if they become part of a clan as a symbol of accepting their fate.

Male Examples:

- ☞ Garet Mountainbear
- ☞ Willum Stormcrow
- ☞ Furion Rivercat
- ☞ Jerith Forestbuck
- ☞ Tallus Plainstrider
- ☞ Davotier Cliffeagle
- ☞ Perris Barrensspider
- ☞ Rayan Brookshepard
- ☞ Beath Rangeshark
- ☞ Norin Woodbadger
- ☞ Semul Shorebrake

Female Examples:

- ☞ Gondoless Mountainbear
- ☞ Verma Stormcrow
- ☞ Kathina Rivercat
- ☞ Emala Forestbuck
- ☞ Talaya Plainstrider
- ☞ Daycei Cliffeagle
- ☞ Peleno Barrensspider
- ☞ Reveka Brookshepard
- ☞ Belenna Rangeshark
- ☞ Neeta Woodbadger
- ☞ Sareh Shorebrake

### Adventurers

Sand Elves make great adventurers, especially combatants. They are too large to be an effective rogue, and they cannot cast spells so a Sand Elf is restricted in what character class they can choose.

**Attributes:** +2 Strength, +1 Longevity, -1 Agility & -2 Mysticism

**Base Hit Points:** 13

**Base Spell Points:** N/A

**Base Critical Threshold:** 4

**Land Speed:** 10

**Resistances:** Vs. Naturals 8, Vs. Mystics 13, Vs. Magic 14

**Allowed Character Classes:**

**Combatants:** Acolyte of Corax, Aurima, Chevalier, Dauntlessit, Errant, Rager, Reaper Cultist, Soldier, Swordsman, War Teller & Warrior

**Battle Mages:** Rune Knight

**Rogues:** Assassin, Bandit, Buccaneer, Runner & Scout

**Wizards:** None

## Racial Abilities

### Lesser Aura Vision (Auto at Level 1)

From their Wood Elish heritage, a Sand Elf has a decayed version of Aura Vision. The character sees an aura around others, but only those who are not guarded emotionally. If a person tries to hide their feelings, the aura fades and seems confusing to the Sand Elf. A Sand Elf may train to understand what the auras refer to over time, as each aura manifests itself differently for each Sand Elf.

### The Human Spirit (Auto at Level 1)

Sand Elves receive the Human Spirit from their heritage automatically at Level 1. Once per day, the Player may reroll any active roll – that is, any roll with a Target Number.

### Face the World

Sand Elves are born with an innate resistance to the harsh world, even if they are not nomadic and raised in a loving and sheltered home. They seem to be able to go on without food or water far past their limits. They also have the uncanny knack for finding the sustenance they need to survive at the right time. They can eat food that would make a goat wretch and drink water that would give others dysentery with little to no effect.

### Will to Live

Sand Elves have a strong will to live. When resting, or any time recovering Hit Points, they receive an extra 1. Once per adventure (meaning, once per quest as determined by the Storyteller), as a Full Action, they can reach down deep and find strength to recover 25% (round up) of their Hit Points instantly. These regained Hit Points are lost within an hour. If those gained Hit Points averted death, then the loss of them can only bring a character to one point above their Death Number when lost.

## Improved Robustness

In addition to the normal benefits of the Robust Racial Ability, gain an additional 3 points of Absorb, that may be distributed to any non-physical Absorb (Abs #4-9).

**Common:** Extra Tough, Grip on Life, Impervious, Natural Combatant, Resilient & Willful.

## Hill Dwarf



A Hill Dwarf stood in a group of other Dwarves, somewhere in their homeland of Conneria, holding a Dwanar Sword.

### Physical Characteristics

A Hill Dwarf is a short and stocky person with exaggerated features. There is a large difference in the physique between a male and female Hill Dwarf. Males stand just a little under 5 feet tall and commonly weigh over 200 pounds. Females are about the same height and weight around 130 pounds. Almost all of the males' weight comes from their strong build.

Hill Dwarves, both male and female, are naturally muscular and normal routine activity keeps them so. Their skin and hair color can be the same as any Human. The facial hair on a male Dwarf is very thick and fast-growing. Dwarves are almost always seen with large full beards. Other Races might think this a

status symbol, but in reality, it's simply too hard to shave often.

Hill Dwarves love to live underground and have a natural sense of direction when they are. They have excellent low-light vision and can see in almost pitch blackness. They are very hardy people and have great resistance towards poisons, toxins, and alcohol. Hill Dwarves can usually stomach things that would make a goat sick.

Hill Dwarves need to eat... a lot! If the Hill Dwarf has not had at least five decent-sized meals in a day, they feel hungry. No matter how much they eat, they never seem to get fat.

Hill Dwarves have no magical ability at all. While a select few of them can take on professions that have mystical abilities, a Dwarf can never learn to cast spells.

The Hill Dwarves can live over 200 cycles.

### Society and Culture

The history of the Hill Dwarves dates back to antiquity. During the Great Exodus, the Dwanar people started looking for places to inhabit. The vast majority of the peoples went to the large imposing mountains in the northern reaches of Draconia. This land is considered the homeland of the Hill Dwarves now, but it is not the only place they live.

Hill Dwanar dwellings can be found in almost any part of Wyrmsbane, always nestled up against the mountains. They are a common sight in almost every continent, except Dafteria and Lyfenia. Most Hill Dwanar cities are named after the leader who founded the city with the term "hall" after their name. These halls are dug deep into the rock and stone. Deep within the mountains and hills, are the industrial centers of the Dwarves. They raise most of their livestock here as well as grow their crops. The largest portion of a Hill Dwanar city is a central cavern, called the Hall of Commons. It is normal for these places to be over a mile wide and 200 or 300 feet tall. The roof of these great rooms is dotted with openings for sunlight. All along the face of the mountain are individual residences of the Hill Dwarves themselves. There are generally terraces and walkways carved into

the face the mountain to allow the Dwarves to move about.

Hill Dwarves have no aversion to the out-of-doors or sunlight; they simply prefer the cozy environment of living underground.

The hierarchy of the Hill Dwanar community is very much akin to that of Humans. Each Hill Dwanar Hall is considered a kingdom and, therefore, has a king. The king's power is absolute, commonly won through many battles.

Whatever Hill Dwarves do, they tend to do it to the extreme. Hill Dwarves become great warriors because they naturally love to fight. It is very common to see to Hill Dwarves brawling with one another for fun. Their large, powerful bodies and thick skulls mean that blows struck by a fist can do very little damage. This carries over into the way they eat, which is always a large affair. Dwarves also love their brew. Dwanar mead and ale are sought after by most other Races (except the Elves who see beer as pedestrian).

The status of a Hill Dwarf within their society is progressive. Unless the son of the king or a warrior, all male Hill Dwarves start out as miners. They spend decades contributing to their kingdom by digging new rooms, passageways and expanding the hall. Women spend their youth preparing the five meals a day for their household.

A typical day for Dwarf begins with a large breakfast, then go off to mine for two hours and then return home for an early-afternoon meal. Back to digging for a few more hours, which is followed by yet another meal and probably a nap. They finish out their day's work and go home to the largest meal of the day, dinner. Once home, they'll spend their time with their family, snacking and smoking until it is time for supper. While this may seem uninteresting to other Races, the Dwarves absolutely adore their lifestyle.

As a Hill Dwarf ages, and after his time as a miner, he'll begin to apprentice under an artisan. Dwanar blacksmiths are unparalleled in Wyrmsbane. They create the very best armors, jewelry and other works of steel and iron. Eventually, after many cycles of apprenticeship, the Dwarf becomes an artisan in their own right. He usually partners with his master until his master retires. At that time, he takes on apprentices of his own, and the cycle continues. If not adventurers,

Hill Dwanar women are usually confined to the kitchen (which also suits them just fine).

Hill Dwarves are a very welcoming people. However, they are very swift to speak their mind, often with no tact whatsoever. A Hill Dwarf tells you exactly what they think about you and be the first to call out any personality flaws. Even so, they never consider those personality flaws to be anything a good friendship cannot withstand.

Hill Dwarves value their kingdom, their family and their friends above all other things. They make loyal friends and tenacious enemies. Once a Dwarf has an enemy, either as an individual or collectively, they spend all their effort to vanquish their foe. If you make an enemy of a Hill Dwarf, you'd better kill them because they'll keep coming back until one of you is dead.

Hill Dwarves have always been a little bit wary of magic. Some say it is because they cannot use it, but most Dwarves maintain magic unneeded. They much prefer the fruits of good old-fashioned hard work to the mystic arts.

Hill Dwarves are associated by their home – the hold or legacy they are born into. This is not a “clan” per se, but more of a community that established a dwelling together. All within submit to be identified by those who settled the area. If future generation want to break away from these associations (of both name and edict), they are forced out of the hold and onto the road, where they seek to establish their own hold. Dwarves have a first name, and their secondary name points towards the part of that legacy they come from. Their secondary names are “of the...” in syntax. This lets others know they are of that part of the Dwanar hold. Male names are guttural and short, females are not much different.

### Male Examples:

- ☞ Khtuk of Bornin Hall
- ☞ Grendi of the Brassbeards
- ☞ Lufuk of the Glowing Chasam
- ☞ Damaroc of Khezal's Reign
- ☞ Akkar of Viscay
- ☞ Urzuc of Koring Deeps
- ☞ Praux of Caperoul Mines
- ☞ Wane of Coray Mines
- ☞ Azrog of the Shimmering Cliffs
- ☞ Bawerith of the Kalin Depths
- ☞ Kergen of the Kailerain Expanse
- ☞ Okeg of the Solin Shore

### Female Examples:

- ☞ Wekalin of Bornin Hall
- ☞ Drukara of the Brassbeards
- ☞ Erriagar of the Glowing Chasam
- ☞ Noradela of Khezal's Reign
- ☞ Azleen of Koring Deeps
- ☞ Urdara of Caperoul Mines
- ☞ Praeten of Coray Mines
- ☞ Lumareen of the Shimmering Cliffs
- ☞ Braileen of the Kalin Depths
- ☞ Kurlin of the Kailerain Expanse
- ☞ Oolgra of the Solin Shore

### Adventurers

If a Dwarf is not an artisan, miner or noble, they are usually an adventurer. Hill Dwarves make excellent combatants and have even known to be rogues.

**Attributes:** +1 Strength, +2 Longevity & -4 Mysticism

**Base Hit Points:** 11

**Base Spell Points:** N/A

**Base Critical Threshold:** 5 (Counting auto Racial Ability)

**Land Speed:** 5

**Resistances:** Vs. Naturals 7, Vs. Mystics 12, Vs. Magic 16

### Allowed Character Classes:

**Combatants:** Acolyte of Corax, Aurima, Dauntlessit, Errant, Rager, Reaper Cultist, Soldier, Spell Sword, Swordsman, Tombstone Warrior, War Teller & Warrior

**Battle Mages:** Rune Knight

**Rogues:** Alchemist, Bandit, Buccaneer, Scout & Thief

**Wizards:** None

### Racial Abilities

#### Dwarven Might (Auto at Level 1)

Hill Dwarves are some of the very hardiest of all peoples. All Hill Dwarves start with a base Critical Threshold of 5. Additionally, they have a very low center of gravity and can perform feats of might that others, even with the same Strength, cannot. They always max any Strength Check with a roll of 3 or better, i.e. on a Strength Check, any die that is 3 or more, treat as a 6. For Skills based in Strength, treat 5s as a 6. This allows the player to roll 5s and 6s again to add to the total. However, 5s may only be rerolled on the original roll, and not on successive rolls. However, because of their stocky build, they cannot use 2-handed weapons, except for a Great Warhammer and 2-handed Axes. Lastly, they don't lose Initiative or Land Speed from wearing Armor.

## Clan of Konovar

Some Hill Dwarves can trace their ancestry back to the original clan. These individuals are said to have some of the same blood as Konovar, the Dwarven legend who led their people to freedom from Man'lovo'kot the Bloody. They receive a +3 to-Hit and Damage with a Warhammer, Great Warhammer or any Axe.

## Spelunkers

Hill Dwarves are at home underground. For those who were raised in the under-world, their sight is forever changed. Through practice, Dwarves can “change” their eyes to another state, a state where light is not needed. They instead see in a different way where everything is grayscale and less detailed and only to a distance of about 50 feet. In this way, Dwarves can see in pitch blackness. However, they are extremely sensitive to light while doing this, and even a little *Blinds* them, and both visions are whited-out. A candle *Blinds* them for 1 Round, a torch for 3, a lantern for 5 and daylight for about 2 minutes. Additionally, they possess the Navigation, Underground Skill at Rank 1.

## Dwarven Blood

Some bloodlines of Hill Dwarves are hardier than others. This ability grants a character +5 to roll a Resistance Check against non-magical poisons and reroll any failed Check with no modifier. Against the magic or mystic kind, reroll any failed Checks, but no positive modifiers from any origin. This also makes them extremely resilient against toxins, illness, drunkenness and other like effects.

## Improved Resilience

When taking the Resilience Racial Ability, impart an extra +1 Critical Resistance

**Common:** Extra Tough, Fast Learner, Focused, Grip on Life, Impervious, Natural Combatant, Robust & Willful.

## Grey Dwarf



A Grey Dwarf stood in a group of other Grey Dwarves, somewhere in their homeland of nowhere, holding a Dwanar Sword.

## Physical Characteristics

Grey Dwarves, whose name is derived the same as the Grey Elf (meaning, small or diminutive). They share many of the same characteristics of a Hill Dwarf: hardy, resistant to poisons, no magical capabilities, and fast-growing facial hair.

Unlike the other Dwarves, Grey Dwarves have a far different physique. While they are muscular, their proportions are more akin to that of a stocky Human. They can have about any shade of skin and hair that a Human or Hill Dwarf can.

The average Grey Dwarf stands about 5 feet tall and weighs 160 pounds. The females of the Race are the same height and weigh about 120 pounds.

Due to their size, and because they don't have the bulk that a Hill Dwarf does, Grey Dwarves are not as strong. Despite their size, Grey Dwarves are exceptionally light on their feet and quite swift. Also because of their size, they cannot use any two-handed melee weapon, this includes the Heavy Crossbow, the Torval, Flamer, Lightning Caster, Long Bow, and a Great Bow.

Grey Dwarves can live to be about 150 cycles old.

### Society and Culture

Grey Dwarves, as a Race, have an inhomogeneous culture due to their discontinuous history. They live amongst any of the civilized peoples that accept them. There are no Grey Dwarf settlements anywhere. Very little is known about their collective history, even by the Grey Dwarves themselves.

They are not scholars and have no interest in recording their own history. Any record or story of their origins is passed off as being mere fantasy.

The average personality of a Grey Dwarf is very similar to a gruff Human. They tend to keep to themselves and are normally not interested in conversation. This same disinterest applies to other members of their own Race.

Grey Dwarves tend to be very distrustful by nature. They don't give into any philosophy easily and generally reject the Orders. Grey Dwarves are also notoriously stingy, and any Grey Dwarf worth his salt is more than happy to argue and barter for hours over just a few Bronze.

This way of life means that most Grey Dwarves enjoy a high level of anonymity. This makes them perfect for the shadier professions. Many people employ these people for dirty jobs, as most Grey Dwarves really don't care about the concept of good and evil.

All these things make your average Grey Dwarf a superior merchant. Indeed, many of the merchants around the world are Grey Dwarves. They have a deep

love for gold and wealth is one of the only things they genuinely cherish.

### Adventurers

Grey Dwarves are well-suited to become adventurers. With no family or friends to leave behind, they are free to put themselves in danger without a lot of people to worry about them - and they prefer it this way. Grey Dwarves make especially good rogues due to their small size and build.

**Attributes:** -1 Strength, +1 Longevity, +1 Dexterity & -3 Mysticism

**Base Hit Points:** 7

**Base Spell Points:** N/A

**Base Critical Threshold:** 4

**Land Speed:** 10

**Resistances:** Vs. Naturals 9, Vs. Mystics 13, Vs. Magic 13

### Allowed Character Classes:

**Combatants:** Acolyte of Corax, Dauntlessit, Rager, Reaper Cultist, Spell Sword, Swordsman, Tombstone Warrior & War Teller

**Battle Mages:** Rune Knight

**Rogues:** Alchemist, Bandit, Buccaneer, Scout & Thief

**Wizards:** None

### Racial Abilities

#### Remnant of Dwarven Might (Auto at Level 1)

Grey Dwarves, so the others say, are mere shadows of true Dwarfdom. They are small and may not use any 2-handed weapon. Never-the-less, they still are quite strong for their size. They always max any Strength Check with a roll of 3 or better, i.e. on a Strength

Check, any die that is 3 or better, treat as a 6. For Skills with a base of Strength, treat 5s as a 6. This allows the player to roll 5s and 6s again to add to the total. However, 5s may only be rerolled on the original roll, and not on successive rolls.

### Another Path

Grey Dwarves are quite sneaky and are able to Hide. While *Hidden*, they can move at normal speed and are very quiet. Treat this Ability as a Skill with Progression 1, starting at Rank 2. If the Character has any Skill that allows them to Hide, always add one d6 to that skill when performing such an action. If in the dark, a Grey Dwarf adds +5 to this Check and always becomes *Hidden*, even on a botch. Botches disallow the character to move while *Hidden*.

### Natural Merchant

Many Grey Dwarves are natural hagglers and merchants. These folks receive the Merchant Eyes Skill, Bartering Skill, Appraisal and the Negotiation Skill all at Rank 1. The Negotiation Skill is specialized and only for merchant-like applications. If the character receives any of these Skills from their Character Class kit, then they start at one Rank higher (1+1 instead of just 1).

### Improved Impervious

Just as the Impervious Racial Ability, but choose a second Resistance to reroll once per day. If taken multiple times, gain an extra reroll to ONE of those resistances.

**Common:** Fast Learner, Focused, Grip on Life, Nimble, Resilient, Robust & Willful.

## Stone Dwarf



A Stone Dwarf stood in a group of other Stone Dwarves, somewhere in their homeland of the Great Stone Fields, holding a Dwanar Sword.

### Physical Characteristics

Stone Dwarves are physically imposing specimens. The average male stands a little bit under 5 feet tall and is just as wide. Stone Dwarves can easily tip the scales above 350 pounds, and females of the Race are not much smaller.

Stone Dwarves only grow short stubbly hair on their body. Stone Dwarf skin is usually Human flesh color with a tinge of gray. Their eyes, likewise, are gray as well.

Much like their Hill Dwarf cousins, Stone Dwarves have an excellent sense of direction when

underground. They also share the same keen eyesight and resistance to toxins.

A Stone Dwarf is much like their namesake - a Stone. They are squat, physically powerful, and all but impervious to anything but the sharpness of blades.

Stone Dwarves can be a little bit dim-witted, as study and books are not part of their culture in any way shape or form. They treasure physical prowess above mental quickness, to say the least. Although they are short and squat, they are surprisingly quick on the march. This is mostly because a Stone Dwarf's stamina allows them to move at a jogging pace for hours on end.

Stone Dwarves normally live 90 cycles.

## Society and Culture

Stone Dwarves are probably the most isolated culture in all of Wyrmsbane. 99% of all Stone Dwarves live in the Great Stone Fields, in North Eastern Hammer Isle. This place for is forbidden to foreigners, and there are only a few scattered tales of non-Dwarves who have seen the inside of these halls.

Stone Dwarves, as a culture, care little for the goings-on of the other Races. The culture closely resembles that of Hill Dwarves, except that they keep more to themselves.

For generations, the Stone Dwarves have lived in the same place, and all throughout this time, remain unconquered. The army of the Stone Dwarves is as hard and stalwart as the mountains themselves. Since the War of the Avatars, no Faction has been able to bend the Dwarnar might in the slightest. Even through the multiple times their host nation fell under the control of foreign armies, those same armies would move to avoid the Great Stone Fields.

The individual Stone Dwarf is one of the most stubborn creatures on the planet. Once a Stone Dwarf sets his mind to something, he continues to work toward it until he has succeeded. Even if the task is un-accomplishable, the Stone Dwarf nevertheless keeps at it. That said, Stone Dwarves are not the most intelligent of Races, and it is not uncommon for an individual to simply forget what they were doing through time, despite their drive and tenacity.

Even those very few Stone Dwarves that don't live in the Great Hall (their capital) are still a reflection of this shared attitude. As a culture, they reject the Orders as a whole. Despite their inability to cast magic, and their distrust of the Orders, Stone Dwarves were recruited as Tombstone Warriors against Dragonnian.

Stone Dwarves have a high distrust for anything magical or mystical. They only make use of items from the Archanium sparingly.

Unlike the Hill Dwarves, Stone Dwarves are generally not very warmhearted or welcoming. The few friends a Stone Dwarf has would never describe them as kind or accommodating.

Stone Dwarves are, however, fiercely loyal. Firstly, to their King, then to their Race as a whole. If an adventurer, Stone Dwarves fight to the last to defend their allies.

Lineage is most important to the Stone Dwarf. As they all come from the Great Stone Fields, who you are in relation to the legacy of the Hall is of the utmost. Thus, they identify themselves as a name, who is "son of" their father. Each generation must prove themselves to the Hall. While an unproductive or unremarkable father may have an initial connotation for other Stone Dwarves, it is the deeds of the individual that hold sway. In this, the "son of" is like a rank, that defines an individual's position within the Hall, but does not speak to their mettle. In all this, the value of lineage only extends to those who are living. Once your son has a son, your name (as a Stone Dwarf) is no more and has no meaning, unless that son does something of value (or of malice).

### Male Examples:

- ☞ Tharmus, son of Khlrig
- ☞ Nigreg, son of Thandool
- ☞ Missous, son of Gozier
- ☞ Foss, son of Cainen
- ☞ Thamis, son of Ueltek
- ☞ Surgek, son of Lamén
- ☞ Roxir, son of Olreg
- ☞ Imneb, son of Iesun
- ☞ Hungral, son of Haskbruk
- ☞ Walreg, son of Gulg
- ☞ Burin, son of Kenrid

### Female Examples:

- ☞ Drundella, daughter of Khlrig
- ☞ Abakerra, daughter of Thandool
- ☞ Thranda, daughter of Gozier
- ☞ Ghreta, daughter of Cainen
- ☞ Undel, daughter of Ueltek
- ☞ Sorel, daughter of Lamén
- ☞ Roxa, daughter of Olreg
- ☞ Iennadra, daughter of Iesun
- ☞ Hilgra, daughter of Haskbruk
- ☞ Walgra, daughter of Gulg
- ☞ Burel, daughter of Kenrid

### Adventurers

There aren't many, but the ones who choose to become adventurers and travel the world can be quite accomplished combatants.

**Attributes:** +2 Strength, +3 Longevity, -3 Agility, -1 Dexterity, -1 Intellect & -4 Mysticism

**Base Hit Points:** 15

**Base Spell Points:** N/A

**Base Critical Threshold:** 6 (Counting auto Racial Ability)

**Land Speed:** 4

**Resistances:** Vs. Naturals 5, Vs. Mystics 13, Vs. Magic 17

### Allowed Character Classes:

**Combatants:** Acolyte of Corax, Aurima, Dauntlessit, Errant, Rager, Soldier, Swordsman, Tombstone Warrior, War Teller & Warrior

**Battle Mages:** Rune Knight

**Rogues:** Bandit

**Wizards:** None

### Racial Abilities

#### Stone Dwarven Might (Auto at level 1)

Stone Dwarves are the hardiest of all people, even more so than Hill Dwarves. All Stone Dwarves start with a base Critical Threshold of 6. Additionally, they have a very low center of gravity and can perform feats of might that others, even with the same Strength, cannot. They always max any Strength Check with a roll of 3 or better, i.e. on a Strength Check, any die that is 3 or greater, treat as a 6. For Skills with a base of Strength, treat 5s as a 6. This allows the player to roll 5s and 6s again to add to the total. However, 5s may only be rerolled on the original roll, and not on successive rolls. Additionally, Stone Dwarves can March at an increased rate (see the Movement Chapter). Stone Dwarves also do not lose Initiative or Evade from wearing Armor.

## Spelunkers

Stone Dwarves are at home underground. For those who were raised in the under-world, their sight is forever changed. Through practice, Dwarves can “change” their vision to another state, a state where light is not needed. They instead see in a different way where everything is grayscale, less detailed and only to a distance of about 50 feet. Thus, Dwarves can see in pitch blackness. However, they are extremely sensitive to light while doing this, and even a little *Blinds* them, and both visions are whited-out. A candle *Blinds* them for 1 Round, a torch for 3, a lantern for 5 and daylight for about 2 minutes. They also possess the Navigation, Underground Skill at Rank 1.

## Know your Place

Stone Dwarves come from a society that is regimented and stern, everything in its place. As such, nothing is seen as a weakness, but just a focus of effort in the opposite direction. A Stone Dwarf may choose up to 2 Traits for free, but must also choose 3 Bottom of the Barrel Traits. This Racial Ability may only be taken when creating the character.

## Extra-Extra Tough

Just as the Extra Tough Racial Ability, but add an additional +1 Hit Points.

**Common:** Grip on Life, Impervious, Natural Combatant, Robust & Willful.

## Rosendarik



A Rosendarik stood in a group of other Rosendarik, somewhere in their homeland of Lyfenia, holding a Rosendarik Sword.

## Physical Characteristics

The Rosendarik are a very enigmatic Race. Their features and build resemble that of a Human, but a little bit smaller in stature and with the utmost perfection and beauty. Rosendarik are easily the most attractive Race by far.

The average male stands a little over 6 feet tall, but only weighs about 120 pounds due to his physiology. Rosendarik women are about five and a half feet tall and only weigh about 80 pounds. Lightweight, however, does not mean they have a thin frame. Most Rosendarik are full-bodied, toned and muscular.

A Rosendarik's physiology is very different than any of the other Races. Sometimes called the children of nature, a Rosendarik's makeup is more closely related to a plant than a person. While they eat and drink just like a normal Human, a Rosendarik can also draw sustenance from the suns. In fact, a Rosendarik can survive on nothing but water and the rays of the suns for about two Shifts. They are also quite a bit weaker at night.

A Rosendarik needs to be in direct sunlight at least once every other day. If not, they begin to grow tired. If kept away from the suns' touch for two days, a Rosendarik begins dying of starvation.

Unfortunately, a Rosendarik's skin is less tough than that of a Human. They easily bruise and cut. Their blood is clear, and other Races often have a hard time knowing when one is bleeding.

The tone of their skin can be just about any color one can imagine. Their hair and eyes are always a darker shade of a skin tone or black. Additionally, a Rosendarik can consciously change their skin tone to be a sunny, yellowish flesh color. Rosendarik commonly do this when amongst other cultures to blend in.

Rosendarik have the same magical aptitude as a Human. They are also extremely resilient against mystical attacks.

When a Rosendarik passes away, either by the sword or from time, their body very quickly changes from its corporeal form into that of nature. If a Rosendarik were to pass away in bed, the next morning the bed would look like a beautifully planted garden of flowers with the body nowhere to be found.

The average Rosendarik lives only about 50 cycles.

## Society and Culture

Unlike the other Races, they were never under the subjugation of the Ancients. In fact, no one really knows the history of the Rosendarik.

What is known is that the Race hails from the northern reaches of Lyfenia on a small peninsula. No outsiders have ever been allowed to enter the Rosendarik homeland, and it is fiercely defended by their allies, the Beasts of Lyfenia.

Most Rosendarik, in their native culture, are quite content to live out their short lives doing every-day things. Rosendarik enjoy good food, good company, and good drink. They can seem hedonistic to other Races, but the Rosendarik believe that they are part of nature as a whole and that the time they are given should be enjoyed.

In their culture, the Beasts of Lyfenia perform all of the manual labor and hard work. The Beasts of Lyfenia will gladly slave away for hours in order to receive a smile, "thank you," and maybe even a peck on the cheek from a Rosendarik.

Like many other Races, Rosendarik can stray away from their homeland. Many of these people are captured by slavers, who usually "employ" the Rosendarik as courtesans.

No matter where a Rosendarik goes, they are undoubtedly noticed by everyone around them for their beauty. Most Rosendarik revel in this fact and use it to their advantage. Not in a malicious way, but in a way to get the things that they want. They are genuinely flattered by the other Races' interest in them.

Even when outside their homeland, a Rosendarik always goes back to a life of luxury when able. Even a Rosendarik adventurer who is making a quick stop at an inn for the night spends obscene amounts of money (if they have it) on the very best the place has to offer.

The average Rosendarik is very kind, trustworthy and can seem a bit ignorant in the ways of the world, commonly easy to fool and be taken advantage of. No matter if a Rosendarik is in the royal courts or in prison, they'll make the very best of any situation.

Rosendarik are very curious by nature. They walk up to wild animals, strange people and to new places with wonderment in their eyes. This can get them into trouble from time to time, but a Rosendarik always means well.

While non-existent in the native Rosendarik culture, Rosendarik do not reject the Orders. But they are generally rejected by the Orders because they do not seem to produce Ausa.

Rosendarik have simple names, most of which they invent on the fly. In fact, a Rosendarik may

change their name if they hear something more attractive. In their native society, all are known by who they are, which is based on their person. Just as you and I would recognize a friend to be an individual and no one else, so are the Rosendarik. The very concept of a name is foreign to their culture, and they take it on as adventurers to blend in. As such, their names are a mix of what they know and their take on the civilized people. Male or female is no different, although, they do try and have the gender fit their evaluation of the social conceived notion.

Examples:

- ☞ Birchfire (probably male)
- ☞ Summerdew (probably female)
- ☞ Oakendawn (probably male)
- ☞ Glenecho (probably female)
- ☞ Plainsthunderer (probably male)
- ☞ Winterfalls (probably female)
- ☞ Pinemore (probably male)
- ☞ Beechmaiden (probably female)
- ☞ Harrowdusk (probably male)
- ☞ Sparrowsun (probably female)
- ☞ Dewberry (probably female)
- ☞ Locustmight (probably male)
- ☞ Rainflower (probably female)
- ☞ Maplerace (probably male)
- ☞ Honeylusk (probably female)
- ☞ Ashwal (probably male)
- ☞ Pearfisher (probably female)
- ☞ Fielddamsel (probably female)
- ☞ Hollowpalm (probably male)
- ☞ Brooksong (probably female)
- ☞ Aldermen (probably male)
- ☞ Riverflax (probably female)

### Adventurers

There are few Rosendarik that work as adventurers. However, as an adventurer, the possibilities for a Rosendarik character are almost as open as a Human. They commonly enjoy life on the road and are always interested in seeing new places.

**Attributes:** -1 Longevity & +1 Dexterity

**Base Hit Points:** 7

**Base Spell Points:** 4

**Base Critical Threshold:** 7 (Counting auto Racial Ability)

**Land Speed:** 10

**Resistances:** Vs. Naturals 13, Vs. Mystics 9, Vs. Magic 13

### Allowed Character Classes:

**Combatants:** Aurima, Chevalier, Dauntlessit, Errant, Rager, Swordsman, Tombstone Warrior, War Teller & Yo'Kimo

**Battle Mages:** Acolyte of Lanun, Acolyte of Swune, Acolyte of Tathun, Clevinsol, Druid, Hejkin, Rector of Lanun, Rector of Tathun & Swordmage

**Rogues:** Acrobat, Assassin, Bandit, Bard, Caller, Illusionist, Runner, Scout, Thief & Warden

**Wizards:** Abjurationist, Dark Mage, Enchanter, Healer, Hexer, Mage, Night Mage, Sage, Shaman, Sky Mage & Spellbinder

### Racial Abilities

#### The Rosendarik Body (Auto at Level 1)

Aside from being extremely beautiful, Rosendarik have very particular physiologies. First, they need about a gallon of water to drink per day, any less causes extreme thirst and they can only go without for 2 days max. They can feed off the suns and never die of starvation as long as they take in 1 hour of sunlight per day (of course, they feel famished). Lastly, they do not have organs like the rest of the Races and their innards are not as fragile as others. Their Critical Threshold is 7 base.

## **Mysticist**

Rosendarik are in tune with the mystic origins of the world. As such, they may reroll any failed Resistance Check against Mystics.

## **Lucky**

It is amazing that with such a curious mind, and in such a dangerous place, Rosendarik have survived the ages. In fact, they have a very odd happening about them. When pure of heart and exploring their world in ignorant curiosity, they have outstandingly good fortune. Creatures that would normally rip a Human to shreds would simply look and think nothing of a Rosendarik. It would be the same as if treading through a minefield, to somehow miss every mine. This has limits, and acts of stupidity kills the curious cat. But, in those instances of unknowing, and not influenced by magic or the sword, Rosendarik are just plain lucky.

## **Nature Bound**

Most Rosendarik choose to stay fully connected to the wilds. If they do, they tend to avoid civilization and grow bitter towards those who attack the woods and hills with their axes and mining picks. These Rosendarik all have a Survival Skill in any terrain. For this "Skill," there is no Skill Check, it is always successful, but can profit only the Rosendarik and never take away from nature permanently. They can hunt, or fish or even pick berries, but it is done so with great care and conservation. Trees are not cut down, but deadfall is used instead. Only the old buck is shot and the overgrown warren of rabbits is harvested. The results are also very minimal, and just enough to sustain the Rosendarik.

## **Improved Grip on Life**

In addition to the normal Grip on Life Racial Ability benefits, when a Rosendarik does get killed, their body goes dormant for a number of Passings equal to their Death Number. During this time, they slowly heal and come back to consciousness after that time. This Ability may only be used again when the Rosendarik

has fully healed those injuries that "killed" them. While comatose, that receive no benefits from any form of healing. While in this recovering state, if attacked, they outright die.

**Common:** Extra Tough, Improvement, Meditative Caster, Natural Combatant & Nimble.

## Dafter



A Dafter stood in a group of other Dafter, somewhere in his homeland of Dafteria, holding a Dafterian sword.

### Physical Characteristics

The Dafter, when compared to the civilized peoples of Wyrmsbane, are the most alien. A Dafter is a lizard-man that is one of four colors: blue, red, beige, and a silvery tone reminiscent of a fish (which is less than 1% of births). The actual colors can vary somewhat. For example, Blue Dafter can range from a deep hue of blue all the way up to a powdery shade of blue. The skin is dry to the touch and smooth.

Dafter have three fingers with an opposable thumb. They are digitigrade in construction which leads them to stand with a natural hunch. If the Dafter were to stand completely upright, they would be around 6 feet tall. However, their hunch brings their stature down to

a little over 5 feet. Dafter also have a long (non-prehensile) tail which helps balance. Male and female Dafter are almost indistinguishable to a foreigner, save that male Dafter tend to grow small horns near the back of their head. The underside of the Dafter, from their chin, running down their belly and the inside of their legs, is usually a lighter and washed-out shade of the rest of their skin.

Dafter are warm-blooded and have deep purplish blood. The average Dafter does not need to sleep more than five hours a day and only needs to eat one large meal per day with snacks in between.

The Dafter physiology makes them extremely light on their feet and fast. This is especially true in an all-out sprint, as Dafter are far quicker than any of the other Races. They are also natural swimmers and climbers, and even the youngest of them are expert.

Dafter are also very resilient against poisons and toxins equally as much as they are resistant to mystical effects. Despite this resiliency, Dafter can also be quite frail folk physically. Their bones are not as thick and sturdy as the other Races, and their skin is just as thin as a Human's. While not a particularly magical people, a Dafter can be in touch the magical realm.

The natural lifespan of a Dafter is about 70 cycles.

### Society & Culture

Dafter live in small communal villages dotted throughout their homeland. The Dafterian continent is broken into dynamic areas, each ruled by a single warlord (called a Nygn-Shi), and that warlord serves the Elexador (or Emperor). A Dafter's place in their society is one that serves the whole. Dafter, by nature, are very selfless, and this is ingrained in them naturally through their culture.

Dafter follow the philosophical code of Ken-Jni (Ken-Dgee). This code teaches the Dafter that the village they are a part of, and the other Dafter who make it up, are far more important than one's self. It is the combination of small villages that are meant to serve the warlords, and the warlords serve the Elexador, which in turn serve the Dafter as a whole. The philosophy also teaches a very strict code of honor. The honor of an entire caste rests on the individuals who make it up. Having integrity, courage and doing

one's task to the utmost brilliance hold paramount importance within a Dafter society.

Dafter live in a caste system which is based off the color of their skin. As soon as a Dafter is born, the color of their skin forever defines their place with their society. A blue-skinned Dafter is part of the worker caste (Sai-Kin), who tend the fields, cook the meals and in times of war make up the rank-and-file. The red Dafter are the artisans (Ori-Pom) who make all manner of crafted items and also the support staff in the army. Yellow Dafter are the administrators (Nati) who commonly serve as record keepers, historians, chancellors and, in times of war, the mid-level officers. At the very top of the caste system are the silver Dafter (Damyo), who make up the royalty, generals, and governors.

As soon as a Dafter is born, their assimilation into the caste begins. Because any color Dafter can be born to any combination of parents, Dafter feel no direct connection to their own parents at all, and the idea of a bloodline family is foreign to them. Newborn Dafter are taken into care by their caste only days after birth, and are raised by the community, and not (necessarily) their parents.

Because each Dafter represents the caste they are part of, the honor they uphold is taken very seriously. Even at a young age, Dafter who act without honor can be severely punished. If a Dafter does something that is contrary to the philosophy of Ken-Jni, the whole caste from that village may suffer. If a child committed the crime, a punishment for thievery may be all Dafter within that cast walk with their heads cast down for a month. If the criminal was an adult, then the punishment would be far more severe and may even involve the death of several Dafter from that caste.

Dafter, as a whole, tend to keep to themselves. Not only within their own society from village to village, but from the rest of the world. Their homeland of Dafteria is one that most would call desolate. Much of the continent is made up of dry sand with a tall, tough grass that grows about 6 feet tall. This landscape covers over 75% of the continent. The northern reaches of Dafteria is a lush green forest, which the Dafter hate. During one of the great wars, many foreign refugees landed on the northern shores of Dafteria. In an agreement, the foreigners were allowed to stay and own a given annex that encompassed the

entire northern forest regions - which is called Torsak Province.

This is as close to other Races as the Dafter tolerate. They do not welcome foreigners into their society. Because they are not Dafter, and therefore cannot be placed into a caste, they have no place within a village. Without a place within a village, there is no use for that individual because they don't serve Dafter society.

Although not known to the rest of the world, Dafter keep excellent historical records which are far better than that of any of the other Races. Dafter writing is made up of a series of circles pips and lines around it that form a character. Characters are bound together, forming phrases and meaning. Dafter writing is written and read as the suns rise, meaning from the bottom of the page to the top and from left to right.

When a Dafter has committed a crime or has no use to the village, they can be exiled from their people. Because individual Dafter villages keep to themselves from neighboring villages, just as much as from foreigners, the exiled Dafter cannot simply walk into another village and live there. Sometimes, a Dafter rejects the philosophy of Ken-Jni and leaves a village on his own, dooming himself to roam the wildernesses of Dafteria or go to foreign shores with their exiled kin. Except for one small coven, all Dafter found outside of Dafteria are either wanderers or the exiled.

Despite being such isolationists, Dafter are contrarily a very warmhearted and loving people within their own villages. Dafter always begin the day by performing some sort of light exercise ending with their most important meal of the day, which is breakfast. Dafter eat in a great hall at the center of the village where all members of all the castes join and sit down. Here, except for the silver Dafter, everyone is considered equal. It is a time to remind everyone that they are simply a different cog in the clock and they all support the same purpose. Dafter eat a very hearty breakfast, and the only meal where they consume meat. It is also traditional before the very end of breakfast for there to be a moment of reverence were all Dafter remind themselves of their place within the society. They end the morning ritual by drinking a special brew of tea leaves and wild herbs.

Dafter then go out to perform whatever their function is to their best ability. Evenings in a

Dafterian village, is a far quieter affair than in other places. Dafter spend the evening with their caste and with those whom they share a physical dwelling with. Here they may drink lightly alcoholic beverages, sit outside and smoke and snack on food prepared by the cooks earlier on.

Whatever a Dafter's function is within the village, they learn it to their utmost and every time they use their given skill (even if it is something as simple as making the morning tea), they'll take great pride in what they do. It is very unacceptable for Dafter to judge the craftsmanship of another Dafter's work. If a Dafter's craftsmanship comes into question, which would be a terrible dishonor, both on that Dafter and his entire caste, a petition can be made to the leader of the village. Elders within the Nati caste or the Damyo himself are the only ones who may judge another Dafter's craftsmanship. This is a brilliant self-regulating system. If any Dafter's work is ever called into question, and an official petition is levied against that caste, the offending Dafter is called to produce their skill in front of a tribunal for judging. Obviously, any Dafter in this position is going to do their very best work. Almost without exception, the Dafter passes the test. This, of course, resonates throughout the caste, and the offending Dafter himself, who ensures all future work is done to near perfection. In fact, this procedure has become more of a way to whip "lazy" Dafter into place than anything else.

Dafteria has never lost an armed conflict. Even up against the most impressive odds and armies that have conquered much of the known world, the Dafter have been stalwart and defended their homeland in every case. In addition to practicing their craft every day, midday is meant for battle training. All Dafter stop what they are doing and train for about two hours. Sometimes there is no plan within the village, and a Dafter simply stops working and takes up their weapon and practices. Even if they're out in the field, the Dafter may simply use their farming tool to practice. The artisans get together and ensure their village is logistically ready to support any war effort the warlord wishes at a moment's notice. The Nati practice tactics and personally train the blue Dafter from time to time. The Damyo, who is responsible for the performance and courage of the entire village, commonly supervise the training of everyone under his charge.

This makes all within the Dafter society a trained warrior. And would-be conquerors would be faced with professional-level troops wherever they went.

The Orders have no place in Dafter society, and not a single Order House is found anywhere within Dafteria. The philosophy of Ken-Jni takes the place of the Orders. No matter if exiled or a wanderer, you will never find a Dafter who has accepted a foreign philosophy.

The most foreign to you and I is probably the Dafter. Dafterian names are based first and foremost on the village and Caste they come from. "Sai-Kin" are the worker cast, "Ori-Pom" are the artisans, "Nati" are the administrators and "Damyo" are the royalty. The pentameter for a Dafterian name is always village name, then a clicking sound denoted by a "'"; the cast they are part of, then a pause denoted by a " "; then their given name. Male and female share the same names as Dafter don't distinguish between gender.

Examples:

- ☞ Mori-eta `Sai-Kin, Dosho
  - ☪ A Dafter named "Dosho" from the Mori-eta village and part of the worker caste.
  
- ☞ Oigami `Nati, Shingua
  - ☪ A Dafter named "Shingua" from the Oigamhi village and part of the admin caste.
  
- ☞ Tinshen `Ori-Pom, Tatsway
  - ☪ A Dafter named "Tatsway" from the Tinshen village and part of the artisan caste.
  
- ☞ Ventishi `Damyo, Krusz-da
  - ☪ A Silver Dafter the village of Ventishi named "Krusz-da".
  
- ☞ Onomik `Sai-Kin, Shunsin
  - ☪ A Dafter named "Shinsin" from the city of Onomik and part of the worker caste.
  
- ☞ Amishori `Nati, Morisake
  - ☪ A Dafter named "Morisake" from the city of Amishori and part of the admin caste.

- ☞ Kata-zuk `Ori-Pom, Yoko
  - ☪ A Dafter named “Yoko” from the Kata-zuk village and part of the artisan caste.
- ☞ Makitogi `Damyo, Sagan
  - ☪ A Silver Dafter named “Sagan”, lord of Makitogi.

## Adventurers

Dafter who end up being adventurers are usually one of the exiled or a Dafter that has rejected the societal norms. Thus, Dafter can be paired with any of the other Races in any location on the globe. Even the exiled Dafter, and to a lesser extent a wanderer, still holds their Race’s philosophy close to their heart. The Dafter created the character classes of the Aurima and Yo’Kimo, and are one of the only Races who may be such. While they can cast spells, magic doesn’t have a real place in Dafter society. Therefore, Dafterian spellcasters often adopt, only to a small extent, the culture of their character class. No matter what Character Class a Dafter chooses, they are always honor-bound and take their role within a party very seriously. This would almost resemble a Dafter’s fellow adventurers being the surrogate for their own village. No matter what character class a Dafter chooses, it must always be of some lawful alignment.

**Attributes:** -1 Longevity & +2 Agility

**Base Hit Points:** 6

**Base Spell Points:** 2

**Base Critical Threshold:** 4

**Land Speed:** 15

**Resistances:** Vs. Naturals 11, Vs. Mystics 11, Vs. Magic 13

## Allowed Character Classes:

**Combatants:** Aurima, Dauntlessit, Errant, Soldier, Spell Sword, Swordsman, Tombstone Warrior, War Teller, Warrior & Yo’Kimo

**Battle Mages:** None

**Rogues:** Acrobat, Alchemist, Bandit, Buccaneer, Caller, Illusionist, Scout, Thief & Warden

**Wizards:** Enchanter, Mage, Sage, Shaman & Sky Mage

## Racial Abilities

### Semi-Bipedal (Auto at Level 1)

Dafter have a different form from the other civilized people. Their bodies are far more agile, and a tail comes with certain benefits. All Dafter have the Swimming Skill at Rank 1+2, Master Climbing at Rank equal to their Agility Check, Balance at a Rank equal to their Agility Check and may Sprint every other Round.

### Castes (Auto at Level 1)

For those Dafter who grew up in the caste system, each had their own contribution to society. This Racial Ability can only be taken at character creation and signifies that the character is a product of Dafter Society, and not exiled.

Sai-Kin (Workers): +1 to Longevity and any Skill that is based on Longevity may be rerolled. Additionally, receive a +1 to-hit with any melee weapon.

Ori-Pom (Artisans): If taking an Artisan Skill, it starts at Rank 2. Any skill that involves creating something always starts at one Rank higher (1+1 instead of just 1) and always gain +1 Pips with that Skill.

Nati (Administrators): Gain the Perfect Memory, Investigate and Etiquette Skills at Rank 2. This Etiquette Skill is specific to the Dafterian culture and hierarchy.

Damyo (Royal): Has the Etiquette Skill like the Nati. They also have a purpose in society, which is to rule or directly serve the Elexador. As such, they can

automatically gain followers of other Dafter in their homeland and are always taken into villages without a ruler.

### Exiled

For those Dafter who do not take the Castes Racial Ability, they instead must take Exiled. In addition to a whole host of social implications, those exiled are also hunted. Through cycles of pursuit, they gain the Unassailable (1) Rogue Ability, or +2 to the Potency is a Rogue who takes that Ability. Furthermore, they can simply sense the presence of others around them, even if they can't see them. They also sleep very lightly, and the Unassailable Ability is active even while sleeping (but not when unconscious in general).

### Jen-Kia'ata

The Gen-Wu are a very specific breed of Dafter (Nati) that serve as the nation's spellcasters. While very rare, they do exist even outside Dafteria. The Dafterian culture produces an Ausa of sorts. This is always bound to Dafteria, and Spell Anchors do not exist for this kind of Ausa. In effect, Dafterian Spell Casters gain Minor Access to the Element and Spirit Orderly Spheres. Spells from here are cast like the other spells the Dafter possesses (Illrathically or Mashanically). Ausa Power is set at 4 within 10 leagues of any Dafterian population, 3 anywhere within the nation of Dafteria, 2 within the Torsak Province, and 1 anywhere else.

### Improved Natural Combatant

In addition to the normal Natural Combatant Racial Ability benefits, whenever you score a hit of RO 3 or better, gain an additional Pip, limited to 2 times per combat.

**Common:** Fast Learner, Focused, Grip on Life, Impervious, Improvement, Nimble, Robust & Willful.

## Lyfin



A Lyfin stood in a group of other Lyfin, somewhere in their homeland of Lyfenia, holding a Lyfenian Sword.

### Physical Characteristics

Lyfin are an attractive Race of people who somewhat resemble Wood Elves. Lyfin have the same general build as a Human, but with far more elegant features. Lyfin always shows poise and restraint.

The average male stands about as tall as a Human and weighs about the same. Their features are very elegant, and they have an unmistakably fey quality about them, although not nearly as pronounced as an elf.

A feature that sets them apart are their ears. Lyfin have pointed ears, much like an elf, but far more elongated. In fact, a Lyfin's ears generally stick up above their head roughly an inch or two.

Their skin tone is always very fair and creamy in appearance, and their hair can be any Human shade. Next, to the Rosendarik, Lyfin are the most attractive of all the civilized people.

Lyfin are physically weaker than Humans, but the average Lyfin is far more intelligent. In general, Lyfin look like brilliant physical specimens but are anything but athletic.

Although able to cast magic, Lyfin struggle at being adept and very few have the Mysticism to become truly powerful users of magic.

The average Lyfin lives about 250 cycles.

## Society and Culture

Lyfin, in the present-day, are the masters of the Archanium. They understand better than any other Race how to combine science and magic to produce wondrous machines. Indeed, the vast majority of contraptions ever conceived by the Archanium are from the mind of a Lyfin.

The headquarters of the Archanium is based in the Lyfenian capital of Tel'folsol, high above the dangers below.

The history of the Lyfin is one of trepidation. Unlike many Races who, when the ancients ruled, came from multiple locations around the globe. The homeland of the Lyfin is, and always will be, Lyfenia. During the War of the Avatars, half of the Lyfenian people turned against their Avatar. The Avatar became enraged and cursed them. Those cursed people began to turn into half-beast-half-Lyfin creatures. Some took on the traits of the giant rodents that inhabit the swamps of Lyfenia, others took on the traits of the creatures of the plains and became giant elephant-esque creatures. Still, others took on the traits of the animals that roam the forest, such as deer and elk. These curse people, who still exist presently, became known as the Beasts of Lyfenia.

The remaining Lyfin that were not cursed were appalled by what the Avatar had done. In secret, they

began to devise a way to remove themselves from the Order. The problem was that their cursed kin saw those who hadn't been turned into a beast as traitors to their Race. The Beasts of Lyfenia began to hunt down and slaughter the remaining Lyfin.

Fortunately for the remaining Lyfin, there was amongst them a very powerful mage. He suggested that the best way to escape the Avatar and their cursed brethren was to move their capital to where it can't be touched. Many Lyfin agreed but had no idea he meant this in a very literal sense. The master spell caster had the ability to physically uproot the capital and allow it to levitate hundreds of feet above the land. He called all remaining Lyfin back to the capital, where they made a final stand against the beasts while the enchanter wove his magic. After a hard-fought battle, the Lyfin were successful and the entire city was uprooted from the earth to float high above the rest of Lyfenia.

While there was great rejoicing in those first days, it quickly came to a halt as the dirt and stone that made up the foundation of the city began to erode and fall to the ground. The great spellcaster could do nothing to stop this. Intelligent as they are, the Lyfenia began to deconstruct many household items and meltdown metal to form cables. They wove these cables and metal braces into the ground that surrounded the city. This acted as a net of sorts and, over a great amount of time, brought the erosion to a halt.

Presently, Tel'folsol remains in the same place, floating high above the landscape. From this very first foray into using physical means to bolster magical enchantment, Lyfenian people have ever since been intrigued by how science can influence magic, and vice versa.

Because the world of Wyrmsbane is missing certain elements that don't allow for science as we know it in reality, the Lyfin have used their mental prowess to bridge the gap through the use of magic and science together.

The Lyfin who live in the capital still regard the Beasts of Lyfenia as their fallen kin. While not a single Beast would suffer a living Lyfin in their midst, the Lyfenian people look forward to the day when they can remove the curse and reunite their people.

Lyfin are probably the most common to our own (western) naming convention. The child takes on

the last name of the father, and the first is chosen by their mother. Most first names have meaning, something the parents wish the child to aspire. In this, the Lyfin is named for a purpose and coming from a tradition. Thus, there are no “male” and “female” first names.

Male Examples:

- ☞ Ca'lixador Malganis
- ☞ Va'thraan Kentiel
- ☞ Mais'a-dor Peluvien
- ☞ Anfetrion Raithmore
- ☞ Malrovian Ilex'ador
- ☞ Wein-kull Wearder
- ☞ Sy'tamik Zytrel
- ☞ Siez'ol Fennrythe
- ☞ Krunz'a-dor Munrufian
- ☞ Ruheil Adasabore
- ☞ Iaoel Apheleon
- ☞ Ranak'il Graithdraw

Female Examples:

- ☞ Chelenis Malganis
- ☞ Da'vati Kentiel
- ☞ Selenaas Peluvien
- ☞ Quin'vin Raithmore
- ☞ Malrixiven Ilex'ador
- ☞ Wisder'a Wearder
- ☞ U'drelli Zytrel
- ☞ Svixena Fennrythe
- ☞ Kaldathi Munrufian
- ☞ Runa Adasabore
- ☞ Ielendria Apheleon
- ☞ Ris-mora Graithdraw

## Adventurers

Like so many other Races, some Lyfin leave the capital of Tel'folsol in search of fame and fortune in a new way of life. They have an extreme hatred towards the Orders, which they feel splintered their race. Almost counterintuitively, they could still be part of the Order

of Lanun, looking for revenge. Because of their lack of magical prowess, is not normal to see a Lyfin spellcaster - but they do exist. They also tend to make capable and cunning rogues.

**Attributes:** -1 Longevity, +3 Intellect & -1 Mysticism

**Base Hit Points:** 8

**Base Spell Points:** 7

**Base Critical Threshold:** 4

**Land Speed:** 10

**Resistances:** Vs. Naturals 14, Vs. Mystics 11, Vs. Magic 10

**Allowed Character Classes:**

**Combatants:** Aurima, Dauntlessit, Errant, Soldier, Spell Sword, Swordsman, War Teller & Yo'Kimo

**Battle Mages:** Clevinsol, Corruptor, Rune Knight, Hejkin, Swordmage & Zerixian Herald

**Rogues:** Acrobat, Alchemist, Assassin, Bard, Buccaneer, Deceiver, Illusionist, Runner & Thief

**Wizards:** Abjurationist, Enchanter, Healer, Hexer, Mage, Night Mage, Rector of Swune, Sage, Sky Mage & Wizzard

**Racial Abilities**

### The Lyfinic Curse (Auto at Level 1)

The Lyfinic curse is indigenous to the Lyfin race, and all the race is affected. When the Avatar of the Lyfin people was banished from their midst, it cursed them as traitors to their own cause. Many Lyfin started to change into horrible beast-forms. These beasts hadn't a thread of civility – they were animalistic. Each form seemed to resemble the previous-Lyfin in the attitude and demeanor of their most base qualities.

In short order, over half the population turned and rose up against their former kin. In an act of desperation, a powerful spellcaster raised the whole capitol city of Tel'folsol; separating the remaining unchanged Lyfin from those who had succumb to the curse.

To this day, the curse endures and whenever a Lyfin gives into their vile natures, they have a chance of changing into a beast. Each to their own form, but with a common unquenchable hatred for their unchanged kin. Presently, the whole of the continent of Lyfenia is inhabited by the changed Lyfin, now called the Beasts of Lyfenia. Only the floating city remains untouched and is the last vestige of Lyfenic power in the world. Many children born to Lyfin parents change within a Season. Those that do have a fate that only the very top of Lyfenic society know. Conversely, children born to beast parents are all born pure Lyfin. It is common for a mother to hide away when giving birth, not returning for a Season or until the curse has taken effect. Infants that do not change are sometimes taken to the shadow of the floating city, the beast mother uncharacteristically pleading for refuge of an unchanged Lyfin baby. It seems that even the Lyfinic Curse cannot overcome a mother's love for their child.

In the continent below, the Beasts of Lyfenia plot and scheme to one day take over the floating city and rid the world of their former kin. The Lyfin constantly study and endeavor to find a way to break the curse and make their people whole again.

Some say that if a Lyfin tosses away their civility and acts like an animal, the curse takes them, and they turn. No one knows if this is true, but if it is, it would explain all the Elefmen, Rodiers, Rumients and other forms that are found across the globe.

Change is purely based on the character's Approach Alignment. Each time they cross -50 Approach (-50, -100, -150 and so on), the character must make a ResCheck against Mystics (-1 per -10 Approach), or in horrible agony, they seek solitude and change into a beast. The change takes the course of one Passing, and the Lyfin is completely helpless to defend themselves within an hour after onset. There is no known cure.

These new forms are somewhat standardized and based off the Lyfin's alignment. Those of good alignment change into a form of the forests, the like of deer, fey and others. Neutral characters turn into mountainous forms of goats and rams. The evil turn into that of rodents, snakes, lizards and other foul things.

A Lyfin who has kept their civility may also give into the curse. These Lyfin retain most of their pre-Lyfin minds. Legend has it that the Lyfin who give into the curse go amongst the Beasts below in an attempt to bring them together and halt their assault. There is no proof that this has happened. Nevertheless, a character may give into the curse any time they wish, even if lawful.

When the change occurs, strange things happen to the Lyfin. Chiefly, their Intellect Attribute is set to a new value, one that is independent of what it is before they change. Their new bodies gain modifications to the other Attributes. Lastly, they will gain some new Abilities and/or Skills. All their present Skills, Abilities, Spells and Weapons Skills remain intact. However, their new Intellect may affect their ability to use magic, i.e. they may not have the presence of mind and discipline to learn new spells.

Upon changing, the character must make a KO Check. If they fail, the pain is too great, and they die. If they survive, modify the Attributes as per the chart below and roll two times on the Bestial Abilities Chart. Each new Ability and Skill has a precept based on the form the character takes. Reroll invalid rolls. Likewise, if the character already has the Skill or Ability, reroll. Modified Attributes are limited to a low-end of 3 and a high-end of 27. Of course, their new form is not part of the Civilized People, and most every culture will reject them and treat them as monsters. The Storyteller can also choose the character's new form and assign Bestial Abilities that fit that new form without rolling.

While the form due to the Lyfenic curse can be an amalgamation of most any beast, natural or mystical, there are a few common forms. These common forms make up the bulk of the Beasts of Lyfenia, both underneath the floating city and abroad.

Swamp Beasts forms are mostly Rodears (roedeer), which are rodent people of rat, mouse, weasel, bat and other like forms. The Gatox are people who have taken on an alligator, armadillo or other armored form. Lastly, there are a host of serpentmen forms. Some have a whole lower half of a snake; others are lizard people while others still are larger mixes of some of Wyrmsbane's mystical serpents.

The Forest forms are that mostly of Rumients and Dryad. Rumients (room-ee-ent) are large half deer

people, and Dryads have the body of a deer and torso of a person. There is also a form of changed Lyfin called “the Fey”. The Fey are fairy-like beings with wings that allow them to fly short distances.

The Mountain Beasts are mainly Goatmen and Hindermen (Ram forms). Plains creatures are Elefmen (half-Elephants), Grimilkin (great cat forms) and Famorians (Equidae and Artiodacyla forms). Each

of these forms can possess some of the Bestial Abilities listed and the form chosen should be commensurate with those Abilities. For instance, if the Abilities gained are Rending Attack and Natural Armor for a Swamp form, then that is probably a Gatox. Exactly what that form is, while based on Alignment, is left up to the Players and Storyteller.

New Form	Strength	Longevity	Agility	Dexterity	Intellect	Mysticism
Swamp	+5, -1d10	-	+6, -1d8	+8, -1d8	Set to 11, -1d6	-
Forest	+4, -1d6	+2, -1d8	+9, -1d10	-	Present Int, -1d8	-
Mountains	-	+8, -1d4	+3, -1d4	+1, -1d4	Set to 13 - 1d8	-
Plains	+10, -2d10	+3, -1d6	-	+1, -1d6	Present Int, -1d4	-

Roll	Bestial Ability	Swamp	Forest	Mountain	Plains
1	Gain the General Thievery Skill	✓	✓	✓	✗
2	Gain the Mastery Thievery Skill	✓	✗	✓	✗
3	Choose one Combatant Ability	✗	✓	✓	✓
4	Choose one Rogue Ability	✓	✓	✓	✗
5 - 6	Gain the Survival Skill, per new form	✗	✓	✓	✓
7 - 11	Innate <i>Regeneration</i> (2), this will not regrow limbs	✗	✓	✗	✓
12 - 13	Gain a natural Absorb of 2/2/2	✓	✓	✓	✓
14 - 15	Gain a natural Absorb of 3/1/2	✓	✓	✓	✓
16 - 17	Gain a natural Absorb of 2/3/1	✓	✗	✓	✓
18 - 19	Gain a natural Absorb of 1/2/3	✓	✗	✗	✓
20 - 21	Natural Absorb of 4/4/4 and cannot wear armor	✓	✗	✗	✗
22 - 23	Critical Threshold +2	✓	✓	✓	✓
24 - 25	Critical Threshold +3	✓	✗	✓	✓
26 - 27	Critical Threshold +4	✗	✗	✓	✓
28 - 29	Critical Threshold +5	✗	✗	✗	✓
30 - 31	Gain the Natural Armor Effect	✓	✗	✗	✓
32	Gain <i>Invulnerable</i> (2), -1 Intellect	✓	✓	✓	✓
33	Gain <i>Invulnerable</i> (3), -2 Intellect	✗	✗	✓	✓
34	Gain <i>Invulnerable</i> (4), -3 Intellect	✗	✗	✗	✓
35	Large-Sized, +15 Hit Points, <i>Large Target</i> (4)	✗	✓	✗	✓
36	Natural attack that has a <i>Rending</i> (2) Effect.	✓	✓	✗	✗
37 - 38	Gain Phase (0), -3 Strength and Longevity	✓	✓	✗	✗
39 - 40	Gain the Tracking Skill	✗	✗	✓	✗
41 - 42	Gain the Master Climbing Skill	✗	✓	✓	✗

Roll	Bestial Ability	Swamp	Forest	Mountain	Plains
43 - 44	Gain the Prowl Skill	✓	✓	✗	✗
45 - 46	Gain the Tail Skill	✓	✗	✓	✓
47 - 48	Gain the Acrobatics Skill	✓	✓	✓	✗
49 - 50	Gain the Nimbleness Skill	✓	✗	✓	✗
51 - 52	Gain the Contortion Skill	✓	✗	✓	✗
53 - 54	Gain the Detection Skill	✓	✓	✓	✓
55 - 56	Gain the Combat Presence Skill	✗	✗	✗	✓
57 - 58	Gain the Intimidate Skill	✓	✓	✓	✓
59 - 60	Gain the Endurance Skill	✗	✗	✓	✓
61	Gain the Ambush Ability	✓	✓	✓	✗
62	Gain the Fear Causing (3) Ability	✓	✗	✓	✗
63	Gain the Vampirism (1) Ability	✓	✓	✗	✗
64 - 65	Gain the Bounding Ability	✗	✓	✗	✓
66 - 67	Gain the Fish Swim Ability	✓	✓	✗	✓
68 - 69	Gain the Stride Ability	✗	✓	✓	✓
70 - 71	Gain the Wall Climb Ability	✓	✗	✓	✗
72 - 73	Gain the Charge Ability	✗	✓	✗	✓
74 - 75	Gain the Frenzied Charge Ability	✗	✗	✓	✗
76 - 77	Gain the Lancing Charge Ability	✗	✓	✗	✓
78	Gain the Tackling (2) Ability	✗	✓	✗	✓
79 - 80	Gain the Hide (1) Ability	✓	✗	✓	✗
81 - 82	Gain the Move Silently Ability	✓	✓	✗	✗
83 - 84	Gain the Prowling Ability	✓	✗	✓	✗
85 - 86	Gain the Stealth (1) Ability	✓	✗	✗	✗
87	Gain Flying (2)	✓	✓	✓	✗
88	Can use the <i>Cover Save</i> (5) Effect on command	✗	✓	✓	✓
89	Critical Strikes cause the <i>Cursed</i> (3) Effect	✗	✓	✗	✓
90	Critical Strikes cause the <i>Fatigued</i> (3) Effect	✓	✓	✗	✗
91	Critical Strikes cause the <i>Bleed</i> (3) Effect	✓	✗	✓	✗
92	Critical Strikes cause the <i>Hazed</i> (3) Effect	✗	✗	✓	✓
93 - 94	+10 Hit Points, -1 Critical Threshold	✗	✓	✗	✓
95 - 96	+2 Critical Threshold, -5 Hit Points	✓	✓	✓	✓
97 - 98	All ResChecks at +1 to roll	✗	✓	✗	✓
99 - 100	+15% on KO Checks	✗	✓	✗	✓

## Lycanthropy

This ability is only available when a character reaches Level 3. The only secret greater than the Lyfenic Curse is the fact that some have overcome it... in a way. Of those who succumb to the Curse, a scant few learn control. They, of course, can never again be part of Lyfin society. When they begin to change, as per the Lyfenic Curse, some resist the change but are forever stuck somewhere in between. When they act irrationally in the future, they then go through the change as normal. However, they can regain their sanity, and in a moment of clarity, they fall asleep and find themselves Lyfin again.

As time goes on, they can learn what sets them along the path of change. If they engage their baser side, they will change in about 2 minutes with a variable onset. The onset can be controlled with experience and successive changes. The Lyfin drops to the ground and appears to smoke from their pores. As smoke engulfs them, they emerge changed. The change is agony and causes 3d10 unavoidable damage.

They can then choose to change back with a roll of 1d20 and a target number of 20 for the first time, and -1 for each successive survived change. They may try to change back once per hour. If a Lyfin stays in their beast form for more than 20 hours, +1 hour per successive change, they are lost to the curse. The changing back is a conscious decision, and the clock is always ticking, even if the character is knocked out. The onset of changing back is immediate and takes 1 Round. The beast crumples and smoke again fills the area. A Lyfin emerges, unconscious and in the same state they were before they changed. The change heals 3d10 Hit Points, but they are rendered unconscious, unrousable, for 1 hour.

The more the change is survived, the more Intellect the character retains through a change, even to the point they are unaffected, and/or only positive aspects remain.

## Psionics

For those Lyfin who manage to stave off their generational curse, powerful talents of the minds are available. Again, only available at Level 3, for those Lyfin who do not succumb to the Lyfenic Curse may choose Psionics. If at any time they fall prey to the curse, this Ability is permanently lost.

Lyfin with these mental powers may use them for communication, insight, and even attack. All Psionic powers begin with "making contact". Making Contact is a Full Action, requires the target and Psionicist to be within 20 yards of one another, have line of sight, and make eye contact. When contact is made, the target does naturally know something has happened or that their mind is under attack. However, with an Intellect check of 12, they can figure it out by seeing the Psionicist staring at them.

The Ability works just like a Skill, and starts at Rank 1, with a Progression of 10 with no possible modification to the Progression.

When all these occur, the target receives a chance to defend their mind. The Psionicist rolls to overtake those defenses with a Target Number of 5, plus the target's Intellect. Lyfin (even the Beasts of Lyfenia) raise the Target Number by 5 and other Psionicists raise it by an additional +5.

If the making contact is successful, as long as the Psionicist stays within Line of Sight of the target, there are a number of things they can do. However, these powers are extremely draining on the physical body. The first power used costs nothing, but any following power deals 1d4 Unavoidable Damage to the Lyfin, which cannot be healed except by time.

## Psycosemantics

This is where the Psionicist speaks with the mind of the other. Towards friends, this is a pleasant experience as they hear the Psionicist's voice in their heads. Speaking to a friend is measured in minutes outside of Combat, and in Rounds inside of Combat. Generally speaking, the Target Number for any conversation is 4 and 8 inside combat. Single words and expressive metaphors reduce the TN by 2.

Against enemies, it has a profound effect. Chiefly, the target enemy has a blur of voices and

words, or a single steady voice in their heads that cannot be silenced. Against Casters, this causes a check to Fizzle with a Psionics Check of 10+. Against others, it reduces initiative by 1 per RO over 4, to a minimum of 1.

### **Mind Over Body**

Psionics can control their body, and that of other, to the smallest level of being. They can command the body to close wounds, or open wounds, bend bones back into place, forms spots on the skin and more. To heal, a single wound is targeted, and 1 Hit Point is recovered by 2 RO with a TN of 2. This can only be done once per person until they heal all Hit Points. Moreover, the Psionics can cause joints bent the wrong way to right themselves, bones to reconnect and minor natural illnesses to be cured. A common cold cured is a TN of 3, a righting of a joint would be around a 7 and mending a bone is 12+, all TNs dependent on the severity of what is being cured.

To wound, 1 Unavoidable Damage is caused per 2 RO over a 2 Target Number. Like with healing, but in opposite, the Psionics can cause horrific internal damage to an opponent. A light internal would be a TN of 5 and a major is 15 or more. While this causes no direct damage, it may have other effects on the target. However, unlike healing, all wounds and damage caused to a target only remain for as long as the Psionics maintains contact. When contact is lost, all wounds close and internal maladies leave. Nothing a Psionics can do mentally can kill a target.

Lastly, the Psionics, as long as they maintain contact, can force a body to show minor changes. Some examples are to change the color of one's eyes, add freckles, slightly change facial features, give someone the appearance of age, or even change one's voice.

### **Invasion**

Invasion is when a Psionics attempts to take over the mind of another. The Target Number is to make contact and must be maintained from Round to Round. An Invasion allows a Psionics to forfeit all their Actions and make the target do whatever they wish, to a point. Normal actions have a standard TN,

but action that a normal person would find harmful to them or someone they care for add to the Target Number. In all cases, the target is aware of what they're doing, but helpless to resist.

In general, Invading a mind to making the person do something that is not harmful to themselves (directly or indirectly) has the same TN as making contact. Making someone do something they really don't want to, but is not harmful (such as give up their money) is +3 to the TN. Making someone do something indirectly harmful to themselves or others (such as giving up money they owe to a thieves guild) is a +6 TN. Making someone hurt themselves or others they don't wish to is a +9 TN. A TN may yet be greater than +9 if it is something especially horrendous to the target.

Because a check is made from Round to Round, the Psionics take 1d4 Unavoidable damage each Round they Invade a mind.

### **Iron Mind**

All Psionics look weary and constantly tired. They have the appearance of someone who is troubled and in slight pain. A Lyfin's hair may go gray early, and age lines and stress marks appear in youth. However, they are also steely in their ability to control their actions. By Making contact within themselves, they can overcome anything they set their minds over their bodies to do. This includes not running in fear (even unnatural fear), forcing themselves to do something that would cause great pain and not yell, even fall on a sword if they wished.

Against any Ability, spell or effect that seeks to overcome the willpower of a Psionics, they receive a +5 ResCheck.

**Common:** Fast Learner, Focused, Grip on Life, Impervious, Improvement, Meditative Caster, Nimble, Resilient & Willful.

## Comeliness (Optional Rule)

This is a measure of someone's attractiveness in a general sense. This is not all about looks but is also about how they allure others to them. Each race is different, and some don't place the same importance on looks or attitude. Thus, what is attractive to one race may be different to another.

Comeliness mainly describes the interaction within the same Race. To another race who treasures certain aspects, one who has low Comeliness within their own kind may be very attractive to another outside their race.

While interracial relationships are known to happen, they do not produce offspring (except for Human and Wood Elf). Generally speaking, most races stick to their own, with some exceptions.

All Ellish people can mate and produce a Wood Elf. Two Grey Elves will always make a Grey Elf, but one Wood Elf and one Grey Elf will make a Wood Elf. Wood Elves see it as proof of their superior and pure state of the Ellish kind. Dwanar are all separate and cannot interbreed. Dafter is completely separated. Lyfin do engage in interracial relationships, but no offspring is produced. All races are attracted to Rosendarik.

### Human (2d10, 9 average)

We should all know how this works. Humans are the most eclectic in their tastes and there is no racial standard that rules. In general, physical attractiveness is seen first, and character is seen second. However, Humans, more than any other race, vary in what they find attractive. Humans also find other races attractive from their general like for physical beauty. Humans are not over concerned with producing offspring, like other races, and then to have children only into a family unit that can support children well.

### Wood Elf (3d8, 10 average)

Very similar to Human. This is a mix of physical beauty and charm. In the case of Wood Elf and other Ellish, this is more reliance/importance on their charm and person. In general, Wood Elf Comeliness is 3 higher to Humans and Lyfin, who see their physical

beauty. Humans seem to be 3 less to the Ellish because they fixate on the physical and not on the person. As such, Human-Wood Elf relationships are normally based on personality and not bound to any age stigma. Due to the lifecycle of the Ellish, none see those born under the same parents as "siblings" indeed, the concept of brother and sister is foreign to them. They are all reestablished beings of the Ellish light.

### Grey Elf (3d8, 11 average)

Grey Elfs tend to be just a little more physically attractive and drawn to physical beauty more than a Wood Elf. Even though an Ellish that can have offspring with any other Ellish, nothing comes from mating with a Human. It is said that the true spirit of the Ellish is that of the pure Wood Elf form. Grey Elfs are wayward component of the Ellish, one that should be done away with through time. When a wisp reenters a child, only two Grey Elf parents are enough to overcome that purity and produce a Grey Elf child. In general, the Grey Elf disdain this point of view, even if they cannot logically combat it.

### Blue Elf (2d10, 9 average)

Like their Ellish brethren, Blue Elfs look to the mental and charm of a person more than physical. While Blue Elf can be stunning in their natural form, their ritual scaring often hides much of the better features. Blue Elfs are only born in rare instances, and there seems to be no rhyme or reason. They can be born to any combination of the Ellish, even if their "siblings" are not Blue Elf.

### Sand Elf (2d8, 7 average)

One might ask why would a Wood Elf and Human ever have a child if it is known they will be outcast? The answer lies in the Ellish point of view. The Wood Elf see a Sand Elf as a physical vessel created by the parents, but without the Ellish light indwelling. This is why Wood Elfs say Sand Elfs are so plain looking – they are without a spirit. Because they are not from a wisp, the Wood Elfs do not see this as an encroachment into their lifecycle. Humans see this as just another offspring and do their best to raise them

as such. Most Sand Elf feel their un-belonging to both races and turn away from both. Sand Elves only see other Sand Elves as viable mates and companions, for no one else can possibly understand what it's like to be a Sand Elf.

Hill Dwarf (2d6, 5 average for male & 2d10, 9 average for female)

The Dwanar people must separate into their different sub-races, and then into male and female as well. For Hill Dwarf males, it is all about their "manliness". If one were to take all the most boorish qualities of a human male, intensify it and make it over the top, that is what Dwarven women find attractive. To others, male Hill Dwarf are hairy, stunt, and odd. To them, it is all about their beards, hairy chests, scars, broken crooked noses and tattoos that show one's grit and courage. The females of the race find this very attractive. Oddly enough, male Hill Dwarves tend to look at their women as objects, there to cook and clean. Female Hill Dwarf are proportioned more like Humans, but shorter. They don't share any of the male Hill Dwarf features and seem very much like a short Human to other races. This does lead to Human male and Hill Dwarf female relationships. But Hill Dwarf females are attracted to only the "manliest" qualities, and you often see a huge similarity in a male Human and a male Hill Dwarf for those with a female Hill Dwarf.

Stone Dwarf (2d4, 4 average)

The Stone Dwarf don't place any importance on attractiveness or courtship. Within their culture, of which they rarely stray, these things are of no importance. The family line is what is paramount, and Stone Dwarves seek to produce offspring that combines two families to make a stronger whole. This new partnership is separate and distinct after the first generation. If an artisan male and a daughter from a warrior family combine, that male will go and live with the female's family, taken into the warrior family and expected to be such to a minor extent. The male child from the two is then a warrior-artisan and will be expelled from that family on their 20<sup>th</sup> birthday, to start a new family holding of the warrior-artisan. In general, Stone Dwarf females don't leave the family hold and are seen as a necessary component to the

family but have no intrinsic value. The whole culture is based around the males, their accomplishments and their bloodlines.

Grey Dwarf (2d6, 7 average)

Grey Dwarf, for both male and female, have many of the same features as a male Hill Dwarf (minus the beards for females). Their lack of Comeliness comes from their personality. Grey Dwarves are shrewd, unfeeling and generally bitter individuals. They find "love" with other Grey Dwarves only, and normally not intended to be a permanent thing. The number of single mothers in a Grey Dwarf community (which there is none and all Grey Dwarf live amongst Hill Dwarf cultures) is over 90%. A joke is, "the only person who can stand the company of a Grey Dwarf is another Grey Dwarf".

Dafter (1d4, 2 average)

To other races, Dafter are so foreign that Comeliness is almost an inappropriate term. Indeed, a female Dafter is very similar in form to a male. Within the Dafter culture, love and attractiveness are foreign concepts. The caste of a Dafter chooses their mate based on the accomplishments of both Dafter. Sometimes this is within the same caste, and sometimes from outside. It matters not, as Dafter females give birth to 3-4 offspring, each of which can be of any color. The choice of mates is based on what the two have as similar qualities in the hopes to produce Dafter offspring that are the sum of the two. As soon as they are born, Dafter children are swept into the caste and cared for there.

Lyfin (3d8+2, 14 average)

By Human standards, Lyfin are very attractive physically. In character, they are very loving and tender. Lyfin tend to only have relationships with other Lyfin, Wood Elf, Human and Rosendarik. For Lyfin, mating is fraught with danger, and many choose not to have children at all. Thus, most Lyfin chose a partner based on selfish reasons, i.e. what they want now without regard for a sustained future. Many Lyfin have an adolescence outlook on relationships, changing often and for "petty" reasons. However,

once a Lyfin chooses a mate, they bond for life, and Lyfin do not leave that bond, even in death of a mate. Even if that mate is not Lyfin, they remain faithful always. Lyfin understand once they bond, it is for all time, and therefore “trial” as much as possible, often returning to an individual for another try. This is maddening to most races, but completely acceptable to Lyfin. It should be noted that copulation only occurs after the bonding.

Rosendarik (3d10, average 15, 15 minimum)

By all standards, Rosendarik are the most attractive all off races. Physically, they are all stunning and near perfect in visage. In personality, they seek to please. For those Rosendarik who live in the world outside the garden, relationships are main part of the Rosendarik psyche. Partnerships are always between a male and female, but no offspring are produced. The birth of a Rosendarik is unknown to all, even those Rosendarik in the world. Rosendarik are not part of the civilized people in that they were never under the rule of an Ancient. They come from a different beginning. The Rosendarik tend to mimic the culture they're in, often with an odd child-like take. They see beauty as most other races do and tend to seek the most attractive people. However, they might also find a characteristic about someone intriguing and bond because of that reason. A Rosendarik who has never felt “love” before will fall completely for the first person that shows them true love. Rosendarik can also always sense insincerity and find it most revolting when it comes to matters of the heart.

