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DISCLAIMER

This book is an expanded list of the main playable races for the Aldeon combat LARP system. It is not the rulebook and it will not tell you the core rules of the game. Many races in this book require plot approval before they can be played. Most importantly, this book may not be complete. If a player cannot find the race they're looking for here, they should ask plot to see if a new race can be made to fit the player's concept. Not all requests will be granted but they will be considered.

HOW TO USE THIS BOOK

The main playable races are outlined in the core rulebook and they should be considered before using this book. If a player seeks more knowledge on one or more of the main races, they can find a more in depth description on them in this book. If a player does not see a race in the core rulebook that they wish to play, then they may look in this book to try to find an alternative race that suits their purposes.

COSTUMING

Many of the races in this book will require an exceptional level of costuming to play them. For example, if a player were to pick a reptilian race, they would need to paint the parts of their body that they show to fit the character. Different races also wear different clothes. A Viking warrior from Saur dresses differently than a knight from Gatrose. It is important to take these challenges into consideration when making a character.

HISTORY

This book details each playable race with history, culture, and statistics. It expands on the descriptions of the races/cultures in the core book as well as gives information about other races/cultures that can be played. In the history you will see the terms BFI and AFI in regards to dates (example: 230 BFI, 135 AFI). These terms stand for "Before the Fall of Ika" and "After the Fall of Ika", meaning before or after the gate to the faerie world in Ika was destroyed.

Artherans

The Artherans are the Aldeon equivalent to the Mongolians. These nomadic people live in the great plains of Arthero and mostly avoid the Zagache Range except to do occasional trade with the dwarves there and, in rare circumstances, trade smithing knowledge. They survive by herding animals across vast grazing lands and have a heavy reliance on horses as a means of transportation as well as warfare when coupled with their unique bows. Ancient tales state that they once controlled a much larger amount of land including Serphant and Ratoss but were eventually driven back to their current holdings and splintered among tribal factions.

Artheran peasants dress in very simple ankle length robes called dels that cross their chest to tie at their side. Most wear two belts (one thin leather under a wide cloth sash; married women do not wear the sash) that have pouches to hold their smaller belongings. Higher ranking Artherans have more elaborately decorated robes made of higher quality materials (noble women have robes with long trains and elaborate headwear). Artherans do not typically wash themselves or their clothing. Footwear consists of boots or sandals made of leather and cow fur. Artherans of this time are generally unrefined but easy to get along with so long as one can withstand the smell.

Artherans have a well-established government with no infighting which allows open trade to and from other countries. This has allowed Arthero to stretch its power into a massive empire. The people of Arthero are quite varied and have different customs depending on where they are. Arthero is composed of many tribute states, all aligned under one ruler. Nijnai Kihan was the emperor that conquered the majority of Arthero. He was able to do this by use of superior training and tactics as well as having the support of his people. The Artheran bows were able to be shot further than any other bow of the time and when it came to actual siege of a castle, Serphant trapmakers would aid them. Nijnai Kihan allowed open trade between his new states and this gained support for him as their ruler.

Racial Traits:

Artherans have a cultural tie to bows and buy the Bow weapon skill at half cost. They are also proficient with the production of armor and can buy Armor Smithing levels at -1 character point each. They are able to buy the skills Resist Disease and Immune to Disease due to their hardy nature and often rough living conditions. Artherans usually start with the Artheran language unless they have a backstory reason not to.

Ashkin

The Ashkin are fire elementals that come from the Jungwa Desert in Dalabranth. They have hard ashy skin, often times with veins of glowing embers running through their bodies. They usually dress in desert robes and cover most of their skin. They can be sociable and often trade knowledge for favors. As creatures born of fire, they do not enjoy venturing far from a heat source and often times rely on others to accomplish tasks outside of their environment. Outside of the Jungwa Desert, they have been known to help blacksmiths in exchange for letting them stay in their forge.

The Ashkin are ruled by a fire lord. If ordered to perform a task by their current lord, they will do so without hesitation or argument (unless the act is self-destructive). In the current time, that lord is known as Tz-Ozah. He does not like his subjects to leave his domain and forbids the teaching of Ashkin secrets to other races. Only he is allowed to make these negotiations, though some Ashkin still teach if they are outside of his domain. Tz-Ozah dislikes Ratoss because the Keepers of the Flame learned their use of fire from the Dalabranthis instead of the Ashkin. Because of this, he has punished the Dalabranthis by ordering the death of every family member related to the ancestors that taught the Ratossans.

In years before the Ika Hell Gate, the Ashkin taught the Dalabranthis how to produce magical fire. In exchange, the Dalabranthis offered a century of protection and promised to never teach this magic to outsiders. However, after many generations had passed the agreement became a faint memory and as explorers from Ratoss came to Dalabranth, there was an exchange of this knowledge. The fire lord of the time, Tz-Jaha, chose not to punish them for their actions and it stayed that way until Tz-Ozah came to power.

Through the centuries of their coexistence, the Ashkin and Dalabranthis have worked together. Each has a society with a religious tie to the spear. It is their preferred weapon because it was first gifted to them by their god. It also can cause a quicker death and limit the amount of suffering their enemy has to endure. They tend to value mercy in their violence, seeing it as a point of honor.

The Ashkin follow the elemental master of fire, Tzu-Mokà. They follow his religious teachings, which often call for aggressive actions over peaceful ones. He teaches that a fire lord may not turn down a challenge for leadership. If a fire lord does so he loses his natural command abilities. In exchange, Ashkin are bound by magic to obey their fire lord as long as he obeys this rule.

Racial Traits:

Ashkin can buy natural fire effects due to their natural affinity and relation to fire. As well, they can buy Resist Path of Fire up to Immunity. They also have a -1 character point cost for all spear weapon skills. Due to their basis of fire, however, they take double damage from water based attacks. All Ashkin start with the language Ignise.

Bubasti

The Bubasti are a race of felinefolk that hail originally from the land formerly known as Bastet, now known as Exopar. They were rulers of this land from 1300 BFI up until 140 BFI. The Bubasti practice curse magics and have such an innate ability for it that they have learned to use it naturally. They can be very skilled as rogues and there are reports of various thieves and assassin's among them.

The Bubasti had a small kingdom with loose rule. Their most notable leader was Za'har Rahkmnihn (500 BFI – 440 BFI). Through his use of clever tactics and the Bubasti natural affinity for curse magic he was able to defend Bastet from Nein and Saur invaders. His reign may have come too early, though.

In 140 BFI, an ancient species of insect came out of the underdark in Bastet and started taking over the land. These people, the Exoparis, were extremely brutal in nature and quickly overran the Bubasti. The remaining Bubasti retreated through Nein and moved down into Tsero, one of the few countries that trusted them. As a final attack against the Exoparis, the Bubasti cast a permanent curse on the entire Exopari race to make them unable to speak any language but their own.

In Tsero, the Bubasti were given hospitality and were treated as one of the natural people. Tsero tried to make their way into Herrota and the Bubasti came with them. Tsero never made a successful attack, but the Bubasti successfully integrated into Herrota society. At the time, it was a safe haven for gypsies and its people were more than willing to accept the Bubasti into their culture. Over many years of integration, the old Herrotan people were no more. Families of Herrotans and Bubasti had mixed and created a new culture.

By 320 AFI, all Herrotans had human and bubasti features with widely varying appearances. It is said that this is possible because the Bubasti are humans that had been cursed long ago with feline features as a mark of being untrustworthy. Whether or not this mark is an accurate symbol of each Bubasti, the stereotype certainly exists and the Bubasti are often not trusted by most of society and must work hard to prove themselves as a friend or ally.

The Herrotans are currently ruled by a Bubasti leader by the name of Ja'harr Tamhkihun. There is no standing army but there are many mercenary and security forces for the defense of trade ships and markets. It is said that the Bubasti have a thieves guild with influence over all of Mekumade but few people have spoken publicly of it. While the majority of the Bubasti reside in Herrota, they are commonly seen in cities throughout the world, usually in shadier areas.

Racial Traits:

Bubasti can buy magical path of Death effects because of their innate aptitude of curse magic. As well, they do +1 damage with brawling because of their claws. They can buy rogue skills at -1 character point cost and start with a keen sense. As well, they are only able to wear up to 25 points of armor. Bubasti are generally not trusted except by Tserans and others from Herrota and they carry a deep hatred towards the Exopari that often leads immediately to a fight.

Changelings

Changelings are humanoid creatures with animal features. They come in all shapes and sizes and gain benefits from their animal traits.

These people were born originally through experimentation performed by unseelie high elves mixing animals with elves through magical means. The original intent was to be able to produce faerie creatures unnaturally but the product of their research created something entirely new. They created not elemental faerie, but a new medium focused on the path of Charms. These experiments were seen as failures but the high elves still recognized that they could be useful. The changelings were treated as slaves and pets while working as assistants and occasionally assassins because they are bound by their nature to obey commands of elves unless immediately self-destructive.

Later, the seelie high elves started buying and breeding changelings. While seeing them as more than an animal, the seelie high elves still treated the changelings as lesser peoples. These elves would practice crossing changelings of different animal types as well as breeding for strong magical traits. Later in their history, the seelie high elves finally recognized changelings as citizens.

During the war between elves and humans, unseelie high elves captured humans and performed similar experiments, successfully creating a human changeling variant. While their changeling nature remained intact, they had a more human appearance and were easier to get into human settlements as spies and assassins.

Because of their experimental nature, changelings have a shorter life span than elves and faerie, generally living into their forties. As well, over years of breeding and exposure they have become less susceptible to the wills of elves.

Racial Traits:

All changelings are treated as faerie for the purpose of buying skills. They can buy Magical Charm effects and can buy resist Charms up to Immune. They also gain a keen scent that is relevant to their animal affinity. They start with the language Faerie, or by backstory. Changelings also take double damage from iron weapons and may not use iron weapons or armor.

Chigawas

The Chigawa people are divided into many diverse nations and cultures. They tend to wear leathers and decorate themselves with gems and animal regalia. All Chigawa have a spiritual tie to Denalt, the master of Soul, but each nation has their own religious practices and traditions, as well as rivalries and feuds. While each nation is composed of different tribes, they have no supreme governing body and no real laws.

To the north east lies the Sasquawi nation. These people set up villages with permanent structures, living in long houses made of local timber. They worship Ra-Seko as their god and give many offerings to him. They are often in conflicts with Somar and Ika, but their real rivalry is to the nation of Echapa.

The Echepa reside in the south east of Chigawa. They follow Tzu-Mokà and it shows through their ruthlessness. They are fierce warriors and tacticians that use stealth tactics to take out their enemies. They are mostly hunter gatherers but do have domesticated crops that they care for. They are stationary with small houses called wickiups. They often have encounters with other Chigawa nations and Helia.

On the south side of Chigawa there are the Atatou. In the middle of land, they are more focused on defending their territory from the other nations. Like the Sasquawi and Echepa, they build permanent structures for living and grow many of their own crops while hunting wild game. The Atatou often do trade with outsiders and have come across metal equipment that gives them a technological advantage over their neighbors. Being connected to the ocean, they are followers of Lir.

The nation in the northwest is called the Wi'taka and they are followers of Venti, master of wind. They are migratory in nature and do not grow their own food, relying on hunter gatherer practices. This nation lives in tipis crafted from lodge poles and buffalo hides and often war against their neighbors.

The last nation is the Tekatsa. They are to the westernmost part of Chigawa. The Tekatsa are quite advanced compared to their neighboring tribes. They have built large pyramids that they use for religious purposes. In times before the fall of Ika they sacrificed thousands of their enemies to Leox, the master of the sun's magic. Though Leox may not have approved of this practice, they felt that she had blessed them with her power.

These nations are all quite different in attitude but are all very spiritual and it is common to find monks and theurges amongst them. They usually don't leave their homelands, but they will for spiritual journeys, when they are curious about other cultures, or if they were exiled. The Chigawa are often hesitant to trust or be trusted, though, because their cultures do not often interact with those outside of their homelands. It is hard for a Chigawa tribesman to receive rank in other countries.

Racial Traits:

Chigawas are excellent at hunting and stalking, therefor they can buy hide and surprise at -2 character points each and bow, sling, and atl-atl for -1 character point each. Chigawas start with the language Chigawa.

Dalabranthis

These dark skinned warriors live in the Jungwa Desert of Dalabranth. They generally wear loose fitting desert robes with a cloth to cover their heads and much of their faces. They prefer to use spear and shield combinations while fighting but have been known to use curved swords and daggers.

Much like the Chigawa, they have a tribal culture with no real central government. Even without this they manage a strong sense of economy through intertribal trading and most tribes only have one or two enemies. These tribes share a language which makes it easier to trade and show intention. Dalabranthis are skilled merchants and often times will travel into Herrota and Tsero to trade but never into Shikai.

Their culture has a strong tie to the spear. They believe that long ago, Tzu-Mokà came to them and gave them the spear as their first weapon. They worship him as their god and usually have very little knowledge of the other Masters. Their culture is tied to honor and believes that before you inflict harm you should make that intention clear. You'll find very few rogues from Dalabranth because of this.

Long before the fall of Ika, the Ashkin made a deal with the Dalabranthi tribe Ta'wata. In exchange for a century of protection the Ashkin would teach the Dalabranthis how to produce magical fire under the exception that it would only be taught to the Dalabranthi. This exchange was honored and the ability to produce fire spread throughout the area to all the tribes.

In 118 AFI, however, an expedition from Ratoss came to Dalabranth. Much time had passed and the agreement not to teach this magic faded from memory. The Ratoss offered the N'tik'ta'tik tribe a large bounty of gold, weapons, food, and more in exchange for knowledge of this magical fire. The N'tik'ta'tik accepted this offer which sparked the creation of the Keepers of the Flame, not realizing that they had broken a promise to their allies, the Ashkin. The firelord at that time chose not to punish the tribe due to the amount of time that had passed since the agreement, but in 371 AFI firelord Tz-Ozah ordered the death of every descendent of the N'tik'ta'tik tribe. This act was carried out by the Ashkin as well as neighboring Dalabranthi tribes in fear of an Ashkin assault.

Dalabranthis that travel away from their home are usually exiles but there have been cases of Dalabranthi tribespeople journeying away on trade expeditions or to work as mercenaries.

Racial Traits:

All Dalabranthis can buy magical fire effects. They also buy spear weapon skills and shield style at -1 character point cost each. They cannot start as a noble.

Dark Elves

The dark elves have not been in the world of Mekumade for long, just about 500 years, but they have a long history from their realm. Very proud and hard headed, the dark elves are stubborn and often set in their ways. They have blue skin with varying degrees of darkness, pointed ears, fiery red eyes, and usually stand slightly taller than a human. They dress themselves in relatively light clothing due to their inhabiting of the volcanic region of Teromas which they say reminds them of their homelands on the other side of the faerie gate. They are extremely preoccupied with thoughts of their ancestors and seem to worship them as much as they do to their strange gods. Oftentimes they can be found in communion with these ancestors who they seek to please and turn to for advice.

Dark elves often dabble in both magic and sword with many of their orders requiring the use of both. The oldest of their orders is the mage order “Ethus Matula” of House Araleth which focuses on the understandings of the concept of ether. It is said that they were the first to discover the path of Arcane magic and there are certainly those amongst their ranks that have access to it.

In 7 BFI, the faerie gate opened in Ika and elves and faerie started pouring out into Mekumade. There was immediately a war due to a failure to understand each other between the humans and the elves. Countless lives were lost and in the summer of 1 BFI, the Ikans closed the gate. This locked the gate forever but many other gates had opened in other parts of the world. The dark elves took up their permanent residence in the land of Teromas after kicking out barbarian tribes.

Teromas is split into many domains which are ruled over by five Great Houses. These Great Houses have different virtues that they value and philosophies that they adhered to. This is the most significant difference among the Houses, at least as far as an outsider can tell. These Houses operate to keep order and power through force of arms, diplomacy, treachery, and sorcery. These houses and the general population of the dark elves are very xenophobic and have limited interactions with other nations surrounding them outside of military operations to protect their borders and trade of mined goods and the agricultural goods their fertile soil produces.

As a youth, each dark elf is given a sword of their own which they are expected to practice with and master to their full abilities. These blades are used on one another almost as much as they are used on outsiders. Arenas are set up in many places in the nation where ambitious elves, prisoners of the Great Houses, and wild animals engage in bloodsports before large crowds. These arenas are also used as the setting for duels between elves who feel as though their honor has been challenged by another, a practice which is legally protected in the nation.

Racial Traits:

Dark elves can buy Resist Fire to Immune because their skin is resistant to burning. They buy any blade weapon at -1 CP cost each because of their ancient traditions of sword arts. Because of their traditions to honoring their ancestors, Dark Elves are able to buy Commune with Spirit and Commune with Spirits. Nobles must belong to one of the Great Houses.

Dark elves have many orders due to their homeland not being unified. Each has its own specialties and rules.

House Araleth

This house is one of the oldest and controls the southern side of Teromas. They are bound by honor and little sympathy is given to those that are untrustworthy. They are generally not hostile to outsiders but it can take some time for non-dark elves to be trusted.

- **Order of Estes**
This paladinic order was founded in Teromas in 93 AFI to defend borders. Estes knights are often sergeants and generals in Araleth's army. Members must be nobles of House Araleth.
In school paths: Fire and Charms
- **Order of Ethus Matula**
This is the oldest dark elf order. This group of mages is devoted to understanding the complexities of the flow of ether. They are one of the few inclusive dark elf orders, allowing those from other houses to take part in the lower ranks. It is very difficult for a non Araleth dark elf to be recognized above wizard in this order. Members must be noble with proficiency in long sword.
In school paths: Mind, Chronos, Sound, Law

House Salavel

They control the edge of Teromas to the west of Mount Kovan. They are not honor bound and feel that victory should be achieved at all costs, even with deceit. They often travel as merchants and travel outside of their borders.

- **Order of Nexavier**
Consisting of sly, stealthy magic users this order consists mostly of theurges and paladins. They are disliked by the House of Araleth but within Salavel's territory they are quite useful. Must be freeman or Noble to join and must carry a dagger.
In school paths: Chaos and Sound

House Morvayn

A newer house, they broke off from Araleth when Teromas was first settled in pursuit of fitting in with neighboring countries. There are many warriors amongst their ranks and most nobles are very skilled with blades.

- **Knights of Morvayn**
This is the main military force for this house. These warriors come from strong families with histories of service to the house. They lead the armies and are respected by the peasants and yeoman.
Traits: Must be a noble warrior to join. Must have a bladed weapon, Deathstrike, and Parry by 3rd level. Can purchase magical ice effects after achieving knighthood.

House Orethi

These dark elves are confined to Mount Kovan. They must be quick or strong to survive in the harsh, actively volcanic landscape of their home. Originally of House Salavel, the Orethi family left to live under the code of their dark gods. However, the volcanic mountain was the only unclaimed land left in Teromas. House Orethi aggressively proselytizes their religious views to others that they believe to be laboring under false beliefs.

- Cult of Destruction

The Prince of Destruction is the master of the four elements. The Orethi worship him over all their other gods in hopes that he might grant them mercy on what they call his mountain. Members of this cult can be of any class or social standing.

Traits: Can buy faith in the Prince of Destruction (one path) as well as purchase natural earth effects.

House R'zaman

One of the ancient houses, they have been around almost as long as House Araleth. They are very concerned with honor and are unfriendly to outsiders. Those not of House R'zaman are often considered not pure or looked down on as human sympathizers. Members of this house are still unhappy about the atrocities committed by humans in the Elf War that tore apart Ika.

- Order of Berendas

This is R'zaman's military power. These soldiers are passionate about their agenda and incredibly loyal to the R'zaman government.

Traits: Must be a noble of House R'zaman. Must have Long Sword, Death Strike, Parry, and Resist Fire x1 by level 3 and Master Set Blades Skill +2 by level 5.

Dwarves

These short, stout people generally live in complex cave systems in mountain ranges but there are many colonies built underground in less mountainous areas of the world. Dwarves tend to be jolly, even if reclusive, with a love for money and ale. They are renowned for their smithing skills and make some of the best weapons and armor in the world. Most dwarves wear heavy plate armor.

Dwarves come from a few different cultural backgrounds. In the caves of the Zagache Range of Arthero and the Wundfelt mountains of Saur live the mountain dwarves. These people are thick skulled and strong willed. Once they are set in their ways they can almost never be dissuaded. In the Zagache Mountains sits the great dwarven city of Zorn Und, of which no force has ever been able to penetrate. Dwarves of these regions rarely venture out of their mountains but often receive visitors from the neighboring countries to pedal their wares too. They are usually seen wearing rough cotton clothes.

Customers are more than willing to make the trip up the mountain to receive an item build by mountain dwarves. Of all the smiths in Mekumade, the mountain dwarves are the greatest. Many legendary weapons have been born in their forges. Six centuries before the fall of Ika, Druegr the Dragonbane used Zagarat, a sword of dragonslaying made by the Zagache dwarves, against a horde of white dragons attempting to take control of the mountain. Upon his death it was presented to the dwaren king of Zagache, Torag Stonebeard. His grandson, Fulthal Ironfoot wielded it when the Elf and Human War came to Zagache in 5 BFI. The high elves brought dragons and marched to Zorn Und. The elves were held outside of Zorn Und but Zagarat was broken in the fight.

Another type of dwarf, the hill dwarves, can be found all over Mekumade. They build their towns in cave systems of hills where there are large ore deposits. These dwarves are much more likely to travel outside of their holdings than the mountain dwarves. In fact, these dwarves often enjoy living among humans and sometimes set up shop in their towns. They always remember where home is, though, and don't give away their dwarven secrets. Hill dwarves wear rougher clothes than their mountain counterparts, focusing more on how much armor they can put on.

Each mountain and hill dwarf holding has a platoon of guards, the Order of Tronjheim. These dwarves protect the exits of the holdings, both leaving to the surface and going deeper into the underdark. These forces are essential due to underdark creatures and potential invaders from above. Dwarves have great riches that many would love to steal. The most important reason for the Order of Tronjheim however is a group that the mountain and hill dwarves are very familiar with.

Residing in the underdark is a third type of dwarf, the Dagrut. These dark dwarves were cursed three centuries before the fall of Ika when Iglan Bloodletter and his brothers, Wundfelt mountain dwarves, tricked a coven of witches into buying fake enchantable weapons. When the witches realized they had been scammed they performed a ritual to curse the brothers. It caused their backs to hunch and their beards to grow thin, as well as twisted their minds. They stole dwarven women and retreated to the underdark. No longer did they possess the ability to craft weapons like a dwarf. They became angry and violent, often uncontrollably. The ones that could control their tempers experimented with traps.

In 178 BFI, a clan of Dagrut berserkers and trap makers sieged Wundfelt. They blew down the gates of Medjal and raided the city. Neighboring dwarven strongholds had to send reinforcements to drive out the invaders. There have been many hill dwarf holdings that turn into Dagrut colonies overnight and without warning. The hill dwarves generally do not have the same level of fortifications as those dwarves in the mountains, making them much more appealing targets. The Dagrut usually wear breached armor that they take off of the dead and whatever rags they can come across.

Racial Traits:

Dwarves buy all Smith skills at -1 CP due to their history of exceptional smithing. They are incredibly hardy, allowing them to buy Constitution+. Dwarven movement is always considered encumbered and they cannot run. Dwarven spell casters tend to be elementalists. They speak Dwarven, or by backstory.

Order of Tronjheim

These dwarves protect the underground entrances of their hidden cities from invaders. They are essential for a strong fortress due to the terrible beasts that lie below the earth in the underdark.

Prerequisites: Must start with a Great Weapon, Wear Extra Armor, and Blind Fighting

Order of the Bronze Beard

This military force forms an unbreakable wall. These soldiers wield axes and tower shields and never retreat. They keep the mountain close to their hearts and many are known to dip the tips of their beards in molten bronze before going to battle.

Prerequisites: Long Axe and Shield Style skills.

Traits: Can purchase natural Earth effects.

The Runes of Zagache

These dwarven paladins specialize in making runed weapons. They mostly stay in the Zagache Range, but they will travel when needed or to sell their exceptional weapons.

Pre-requisites: Dwarf, Weapon Smith 5, Weapon Skill

In School Paths: Warding, Fire skills.

Traits: Easier access to italicized weapon smithing

House of the Eternal Forge

This is an artisan guild of master dwarven craftsmen. Members are either born into the house or have to prove themselves to the house leaders. The House of the Eternal Forge's headquarters is in Zorn Und. There they have the Undying Flame, the fire that has burned in their forge since before the house was created, dating back further than 700 BFI. They are the master smiths that created Zagarat.

Racial Traits (Dagrut):

The Dagrut require an exceptionally persuasive backstory to play. They do not get normal dwarf racial traits. Instead, the Dagrut get -1 CP cost to Trapmaking and Advanced

Trapmaking. Dagraut movement is always considered encumbered and they cannot run. They start with Low-Light Vision and speak Dagraut, or by backstory.

The Black Rock Berserkers

This clan of Dagraut patrols the underdark looking for dwarven holdings to raid. They are heavily armed and very violent. They occasionally tame rust monsters to fight with them.

Prerequisites: Great Weapon or Long Weapon with Blade Style. Blind Fighting.

Traits: Can buy Battle Rage and Natural Armor.

The Cave Vipers

Alchemists and Trapmakers, these Dagraut help the warriors by taking out obstacles that get in the way. They have been known to lay traps in the hopes that adventurers will accidentally activate them on their adventures. Victims of their traps that don't die are brought to the Dagraut mines as slave workers.

Eeroans

The Eeroans come from barbaric, tribal roots. While they are now unified, their ascent into power is relatively recent in world politics. They are strong people, eager to show off their military might, and masters at their trades. While coming from barbaric tribes the Eeroans have produced some of the world's most powerful mages and wisest intellectuals. They wear woolen clothing of simple style and muted colors with dresses for women and trousers for men. They are prudish and do not share knowledge with others outside of their families.

There were originally six powerful tribes in Eero: Zwierich, the mages of the north; Helvein, the chaos monks of the west; Mardet, the warriors of the east; Habbull, the rogues of Eero's center; Ghi Jharel, the less than humble craftsmen and soldiers of the southeast; and Dischinger, a powerful tribe of warriors and dark magic users in the south. They had been battling each other for control for centuries until the Great War of 161 AFI, which lasted two years. Each tribe was at war with each other during this time but Dischinger was on the verge of overtaking Ghi Jharel as well as Habbull. Emissaries were sent from Ghi Jharel to Habbull in hopes of forming a temporary alliance. Habbull declined the offer for they were already in negotiations with Zweirich and Helvein for a more permanent alliance.

As Dischinger assaulted Drogne, the capital of Ghi Jharel territory, the combined forces of Habbull, Zweirich, and Helvein marched in behind them. Ghi Jharel distracted the main forces from the holding but still took heavy losses while Dischinger fought on two fronts and were eventually overwhelmed by the incredible force behind them. After the battle had ended, the Eeroan Alliance forces marched into Drogne and demanded the surrender of the tribe leader, Johann Ghi Jharel den Roten.

With Ghi Jharel now under the control of the Eeroan Alliance, the four forces marched on Dischinger and eventually overwhelmed their forces, pushing them across the hills and retreating into Shikai. Shikai formed an army to send back with the Dischinger forces but as the army was crossing the Eeroan Mountains a Zweirich wizard by the name of Erich Lieske, crazy with power, used a ritual to sink the mountains. This turned Lake Toh into the TohToh Sea and removed the land bridge connecting the two pieces of the continent, leaving what used to be the mountains as the Sunken Isles. The entirety of the Dischinger forces and family were wiped out in this magical assault.

The only obstacle left for the Eeroan Alliance was tribe Mardet. Hungry for battle, Mardet launched an assault on the already weakened Habbull tribe and succeeded in taking the capital, Limburt, and held the majority of the Habbull family as hostages. When the Eeroan Alliance came to support Habbull, Mardet realized they were severely outnumbered and after negotiations released the Habbull family to keep their power and join the Eeroan Alliance. At the end of the negotiations, Zweirich assumed supreme power over Eero while the other four tribes formed houses that governed over their areas. The head of each house signed the treaty, now known as the Clanpact.

Over 300 years later, Eero still stands unified. House Zweirich still rules and House Mardet is the leader in military training. House Habbull is said to have ties with the Cartel and the Keepers but no one speaks openly about it. Meanwhile, House Helvein still produces fanatical followers of M'sevin-see. They are somewhat restless with the currently stabilized nature of Eero and

wish for it to fall into a more chaotic nature. House Ghi Jharel got the worst deal of the Clanpact. While they were able to keep their land, most of their riches had been taken and the population has the highest rate of poverty. Despite their hardships, House Ghi Jharel still manages to produce some of Eero's greatest paladins.

House Zweirich is led by Irmgard Lorenz II, 8th King Zweirich of Eero. His queen is Gina Lorenz, first daughter of Richard Heilbronn, 9th Baron Mardet. They have two daughters, Mirianne and Dorothea Lorenz. House Zweirich is home to Eero's most influential mage orders, The Order of the Iron Cross and the Order of Lieske. It has the greatest schools and contains Eero's capital, Grazig. The Zweirich house wears blue and white and their symbol is an open book.

House Mardet trains most of Eero's soldiers. The Order of the Iron Pillar is headquartered there, as well as the Order of Guthdeth. Baron Mardet feels that Eero has been docile far too long and without another show of military force Eero might be attacked by Gatrose or Flarosa. House Mardet was a strong supporter of House Helvein when they succeeded in convincing the council to go to war with Gatrose in 173 and 174 AFI and Flarosa in 214 AFI. Their house colors are red and black and their emblem is shield with a longsword behind it.

House Helvein consists of fanatical followers of M'sevin-see. They thirst for conflict and have been the spark of many of Eero's wars since its unification. In 243 AFI, Clauss Helvein, claiming to be the son of M'sevin-see, took Helvein forces of the Order of the Blood Oath on a rampage across southern Gatrose. He took countless prisoners and slaughtered them in mass sacrifices to M'sevin-see. The rest of Eero eventually took Clauss and his forces back to Eero and Gatrose banished all members of House Helvein from entering Gatrose. Eero also forced House Helvein to dissolve the Order of the Blood Oath. Helvein's house colors are black and white with the emblem of a red cross.

Of all the houses, House Habbull had the most interesting deal in the Clanpact. They volunteered to give away much of their land and submit to Zweirich as long as the Habbull family would always have a spot as the Kings' stewards and accountants. House Habbull has never been a straightforward family. They excel in shady dealings and manipulation. Their enemies often die by strange means with no one around to see. Despite losing most of their riches during the Great War they have found a way to stay quite wealthy. Their house colors are black and green with the emblem of an eye watching from the dark.

House Ghi Jharel got the worst deal from the Clanpact. Having been conquered during the war they were forced to give up most of their valuables and pledge service to the Alliance. After the Clanpact was signed they received some of their land back but were given very little political power. They are only kept out of poverty because of their exceptional crafters and the Eeroan army's need for their goods. Despite their struggles they are known as iron fisted rulers. They do not deal with nonsense or shady characters and have an extreme dislike for Helvein's chaotic practices. Ghi Jharel has exceptional paladins that specialize in the path of Law. This house wears green and blue and dons the emblem of a mighty oak tree.

Racial Traits:

All classes can buy Wear Extra Armor at warrior cost and start with a free small weapon proficiency. Warriors start with one level of Wear Extra Armor for free. Eeroans may belong to orders. Nobles must be sworn to either a House or Order. Yeomen tend to be crafters or producers and are required to serve in their lord's forces. Starting Language: Eeroan or by backstory.

Eeroans have many orders and houses, some orders being exclusive to houses.

Order of the Iron Pillar

They are the standing army of Eero. Their forces are numerous and aim to overwhelm their opponents with their numbers.

Prerequisites: Must have Long Sword, Shield, Death Strike, Parry, and Wear Extra Armor by third level.

Order of Guthdeth

The Order of Guthdeth consists of specialized soldiers. They wear heavy armor and don't leave a battle until it is over. A knight of the Order of Guthdeth is truly a force to be reckoned with.

Prerequisites: Must have Great Pike and Crossbow Skill +1, Critical Strike, and Deflect by third level. Must never retreat from a battle or else be exiled from the order.

Order of the Iron Cross

These Eeroan mages stand amongst the knights in battle. A mage of the Iron Cross is bound by honor to never desert a battlefield or decline an honor duel against another magic user. This order is known to bestow the rank of knight to its experienced members.

Prerequisites: Eeroan Noble. Must carry a long weapon. Knights must forge their own Iron Cross.

In School Paths: Fire, Earth, Matter, Warding

Order of Lieske

This order was founded by the wizard Erich Lieske, originally of the Order of the Iron Cross. Many years later while Eero was fighting Shikai, he went mad with power and decided to stop Shikai forces from invading Eero by sinking the hills between the two countries and turning Lake Toh into the TohToh Sea. His order is now based on keeping peace and quickly stopping revolt.

Prerequisites: Eeroan

In School Paths: Earth, Water, Nature, Charm

Order of the Oak

A paladinic order, these men and women hail from Ghi Jharel. They protect and serve their baron and go out of Eero on diplomatic missions to create trust between Eero, or rather Ghi Jharel, and other countries. They stick to the laws of the lands they are in and are some of the most honorable soldiers anyone will ever see. They care not for chaos and shady dealings.

Prerequisites: Eeron of House Ghi Jharel. Must have Long Sword, Shield Style, Critical Strike, Deflect, and 30 Mana by 4th level.

In School Paths: Law and Nature

Exopari

These people are an ancient race of sentient insects. They are brutal creatures with little to no moral compass to guide them. For centuries they laid dormant but they awakened in 140 BFI and crawled out in the land known then as Bastet, home of the Bubasti.

The majority of Exopari live in large hives in the underdark. They have varied appearances, the hive dwellers taking on characteristics of wasps, bees, and ants while the ones that live on the surface look like mantids, beetles, and grasshoppers. Their thick hides make them incredibly durable and each Exopari has the ability to spit acid, making them dangerous from a distance and hard to kill up close. Over the millennia they have perfected violence and commonly eat their enemies after killing them.

As a race, they do not have a strong system of government. Each hive has its own queen that the others take their orders from. After the queen, soldiers have the highest status followed lastly by workers. Hive societies generally shun rogues and mages, often killing them or forcing them into exile. Exopari that live on the surface are often just as violent but come in different classes. While Exopari mages aren't unheard of they are very rare and usually are queens or live on the surface.

When the Exopari came out of the underdark after centuries of slumber they arrived in the land of Bastet, now known as Exopar because they drove out all the Bubasti that they didn't kill. Exopar has no ruling government but instead is controlled by many different hives that constantly battle each other for land and dominance. It is a very violent land where only the strong can survive.

The Exopari language is composed of clicking, pheromones, antennae movements, and stridulation. It is impossible for other races to replicate it but some people have learned to understand it. At the same time, the Exopari have extreme difficulty speaking other languages. Many Exopari that venture outside of Exopar don't bother to learn the local languages though most are capable.

The ones that spend time around civilization are generally mercenaries that deal strictly with killing, a profession they excel at. They don't normally wear clothes, but if they have been persuaded too they wear a basic tunic and pants. Rarely do they ever achieve any social status above yeoman, but there have been exceptions. The most notable example is Lidesiek Warsnake, a mantis Exopari, whose name was given to him by the dark elf house Morvayn. He is the housecarl of the Morvayn house leader.

Racial Traits:

Exopari can buy natural armor at 1/5 CP each and Repair Natural Armor. They also have the ability to spit acid, which they can purchase the use of at 1/2 CP each. They also have the ability Burrow, which costs 3 CP. They start with Speak Exopari.

Exopari are only able to wear natural armor and speak Exopari. They can learn to understand other languages but not speak and scholar skills cost them +1 CP each. They are generally not trusted and usually only hired as mercenaries.

Gatrosans

Gatrose is the most central country of Mekumade and has a long history dating back into 400 BFI. Today and for the past 300 years they have been a major power in world politics, often getting involved in the struggles of other countries. The people are divided by class but only the extremely poor seem to have a problem with the social hierarchy. There are many baronies ruled by different noble houses, a couple of which have stayed in the same family for centuries.

The country was founded in 410 BFI by Ikan mercenaries and religious pilgrims that were trying to set up their own government, venturing away from some of the more traditional Ikan practices. At the time, the central part of Mekumade was inhabited mostly by barbaric tribes. These Ikan mercenaries were led by Peredur Conlaoch and pushed into Gatrose on the western border of what is now Somar and travelled along the river, now called the Conlaoch, to the lake in the north, Prospus. As they travelled, the tribes were pushed east into southern Gatrose, north into Ratoss, or west into Arthero. By 415 BFI, Peredur Conlaoch had gained control of Gatrose from the northern tip down to the Conlaoch River. Settlements were established along the Conlaoch to keep out barbaric tribes. They built the largest fortification in the summer of 416 BFI near Prospus Lake, where the Conlaoch river flows through, and named the city Erimere, which later became the capital.

Gatrose declared its independence from Ika in 410 BFI but the two powers remained trade partners. With the promise of security, more travelers came to settle in Gatrose in the hopes of gaining newfound wealth or to become a noble family in the new country. Baronies were established and the mercenaries that founded the country were given the status of baron while Peredur Conlaoch assumed the role Baron of Erimere and first King Conlaoch of Gatrose.

Gatrossan forces began advancing south of the Conlaoch River in 400 BFI, taking the lands that became the barony of Yseldan in 396 BFI. Pushing even further south, by 381 BFI they forced the barbaric tribes further into the land of Eero. Upon the newly won land, the baronies of Tarox, Irragin, Arkney, Swithferth, and Ofermod were established.

Peredur Conlaoch I died in 367 BFI and Albert Conlaoch, his oldest son, gained control of the throne as the second king of Gatrose. He did not have the military prowess of his father nor did he strike fear into the Eeroan tribes. The eastern front of Gatrose became a constant battle as the tribes tried to make their way back to their old homes. They did not succeed, but they caused a long halt in Gatrose's eastern conquest.

Gatrose's third king (322 BFI – 277 BFI), Simon Conlaoch, focused more on fortifying Gatrose's infrastructure instead of expanding. Bridges were built across different sections of the Conlaoch and Halig rivers, allowing for easier trade between baronies. Blackmere and Yseldan both constructed great stone castles to rival that of the capital and constructed thick stone walls. In a bit of excess, the king ordered a wall to be constructed at the very north of Tandru to limit the amount of vulgar creatures that could enter from the frozen desert of the north. That wall wasn't ever completed and the project was disbanded in 253 BFI.

Peredur Conlaoch II, 4th King Conlaoch of Gatrose, focused his efforts into reclaiming land lost to the Eeroan tribes. In 264 BFI he succeeded in taking not only the land that is now Squall's End, but also a decent bit of Zweirich territory. The Zweirich clan did not take well to this and

mounted a massive attack to reclaim their territory. The people did not appreciate the warlike state Gatrose had been brought back to and the baronies of Blackmere, Krizt, and Tandru went to war against the king. With the majority of his forces diverted, the king was easily captured and killed. The baron of Krizt, Willame Partos, was crowned the 5th King Conlaoch and Baron of Erimere. His brother, Ervig Partos became the 6th Baron Partos of Krizt.

Again, Gatrose focused on fortifying its economy and infrastructure and it remained that way until 7 BFI, the year that the elf and human war began. When the Ikans declared war on the elves and faerie, all humans on the west side of Mekumade were brought into the war. Gatrose, having strong ties with Ika, was required to send aid and declare a strong presence in the war. When the war began, so did the Order of the Grand. In an attempt to encourage willing support of the war, Gatrose opened multiple orders and allowed yeomen a chance to gain nobility by proving themselves worthy in battle. Mage orders, such as the Order of Yashua's Hand gained many members. The Knights of the Tau and the Order of the Bulwark were very active in the war as well.

Most of the fighting in Gatrose happened in 3 BFI in Blackmere and Krizt. High elf paladins and mages with their faerie warriors laid siege on Krizt while the dark elf warriors attacked Blackmere. Both holdings held up but each took serious hits. After the catastrophe that followed Ika closing the faerie gate, Gatrose had peace talks with both the high elves and dark elves, allowing them to travel through Gatrose to seek new lands to the east.

Ten years later, the next calamity struck Mekumade. The last remaining Ikan wizard opened a gate to the Nine Hells and demons and devils began rampaging across Mekumade. The fighting lasted three years until a massive attack organized by Gatrose, Somar, Serphant, and the metallic dragons finally destroyed the demon gate. The constant fear of demons and devils has caused most countries to completely outlaw any association with beings of the Hells.

From this point on, Gatrose has had a hand in world politics, trying to guide decisions to benefit them. When Eero became unified in 163 AFI, Gatrose quickly applauded their accomplishment and offered peaceful trade relations. Eero agreed but the treaty was broken in 173 AFI when Eero started an on and off war against Squall's End. Eero succeeded in taking it but were beaten back in 174. Gatrose again warred against Eero in 214 AFI when the Eeroan army marched into Flarosa. With the combined armies of both Flarosa and Gatrose, the Eeroan forces were once again beaten back but not without massive bloodshed on both sides. Eero signed treaties with both Gatrose and Flarosa, agreeing that they would no longer declare war on either of the two countries. They paid a large sum of gold and each country careful observed the other for many years.

But again, the treaty was broken. In 243 AFI, Clauss Helvein took his Helveinian forces and rampaged through southern Gatrose without the approval of the Eeroan council. They did not take any holdings but took many prisoners of war who were later killed in mass sacrifices to M'Sevin-see. The Eeroan royalty personally rode into Gatrose to retrieve Clauss Helvein. To show that they still wished to be on good terms, Sebastian Zweirich, 4th King Zweirich of Eero, met with Johann de Arkney, 18th King Conlaoch. Once again, Eero paid a large sum of money and also agreed that all current and future members of House Helvein would be forbidden to

enter Gatrose. It was at this point that Gatrose started claiming that they owned the Sunken Isles but there are no deeds or treaties that back up the claim.

The current king of Gatrose is Tibbald Caratti, 3rd King Erimere. In 470 AFI, the king's council retired the name King of Conlaoch after the death of the 20th King. The king resides in the Erimere palace and oversees the running of the country and addresses concerns of the barons. Erimere receives many visitors from all over the world and like most Gatrossan cities, you'll find residents with lineage from all over Mekumade. Erimere sits along the southwestern bank of Lake Prospus.

Blackmere lies due west of Erimere. It envelops part of the Conlaoch River and borders both Somar and Arthero. The current ruler is Johann Camoys, 5th Baron Strange of Blackmere. A little over a decade ago it was attacked by a raiding party of orcs that almost killed the baron. Blackmere receives many travelers passing through Arthero usually on their way to trade in Tarox or to the Holy Lands of Yashua in Nein.

North of Blackmere is Krizt, governed by Anton Vayle, 3rd Baron Vayle of Krizt. The city of Tarsus is the capital but is highly trafficked by Ratossan merchants. The most northern barony, Tandru, does not receive many travelers due to the Frozen Desert's close proximity and scares away most visitors. This is a point that Geoffrey Iginlav, 18th Baron Tandru, is not fond of. He has been known to be quite inhospitable to those that ask for his assistance.

Yselden lies to the southeast of Blackmere. Another important trade center, Yselden borders the Motoy Lake which provides a great deal of commerce from Somar and Helia. Yselden is governed by Edward Stoudan, 21st Baron Berkley. While having a great amount of wealth, he is adored by his citizens and does what he can to keep them out of poverty.

South of Erimere and east of Yselden is the trade capital of Gatrose, Tarox. This barony is ruled by Lord Barton, Baron of Tarox. He is very wealthy but his citizens mostly live decent lives. The city of Tarox itself is next to the Halig River and lies on Pilgrim's Way, the road that goes east to the Holy Lands of Yashua. Very recently, Lord Barton sold a piece of land to a Lord Blackwell. Gatrose recognizes it as a new barony, the Grand Fir. Most of the residents are supposedly different assortments of sentient animals.

South of Tarox is Irragin, home of Lord Tiber Boteler, 18th Baron Boteler of Irragin. He is not as wealthy as Lord Barton or Edward Stoudan but he and his subjects get by. The benefit of Irragin's land is that it is quite fertile and has a reliable water source. During times of famine, Irragin is known to always have food.

To Irragin's west is Arkney, ruled by Josephine Kay, 2nd Baroness Thom of Arkney. To the east of Arkney is Swithferth and Lord Bruce Carrick, 7th Baron Swith of Swithferth, Knight Commander of the Order of the Grand. Then, to the east of Swithferth is Ofermod, which is governed by Amelia Estabar, 5th Baroness Brackley of Ofermod, Knight of the Tau.

The most southeastern barony is Squall's End and has been the least sought after barony in all of Gatrose. It lies directly next to Helvein territory in Eero and tension often rises with both sides expecting an imminent attack. Criminals are often sent here to join "Squall's Garrison", an order

with very little praise, even for the knights. The current leader of the barony is Ralph Greystoke, 37th Baron Squall of Squall's End.

Gatrossans have a long history of classism, and rarely see that as a problem. One can usually tell the social standing of a Gatrossan simply by the clothes they wear. Lower classes wear primarily wools and furs or grey/ black. The middle classes wear simple outfits with silk or linen accents, and have muted colors introduced. The bright, colorful clothing made entirely out of silks or linens are reserved strictly for the ruling classes, and are often used to showcase their wealth. Purple is considered the most royal of the colors, so anyone wearing it is usually assumed to be of royal birth. Through the ranks, however, the style of fashion is rarely different. Women of all classes wear a combination of skirts, kirtles, girdles, hose, smocks, corsets, and some kind of head covering such as a hood, cowl, or bonnet. Men who are not in the military often wear multiple tunics, one acting as a shirt, another as a vest, basic trousers, leggings, and typically a fur-lined cloak closed at the shoulder. Military men are usually found in their armor, which is covered by a surcoat bearing their family or order's crest.

Racial Traits:

If not Noble, have -1 character point to the first five levels of a single trade skill. If Noble, may purchase a single weapon skill or path of magic at half cost and have -1 character point cost on Read/Write levels. May belong to orders. Nobles must be sworn to either a House or Order. Yeomen tend to be crafters or producers and are required to serve in their lord's forces. Gatrossans speak Gatrossan, or by backstory.

There are numerous orders that originate from Gatrose that can be played.

Knights of the Temple of Yashua

This order of knights has its origins in the aftermath of the Elf and Human War. A platoon of knights, who had done unspeakable things in the war to protect their country, believed themselves to be damned in the eyes of Yashua. They were going to end their own lives to atone for their sins, but King Willame Partos decided they would be better off protecting the Pilgrim's Way road that runs through Gatrose and into the Holy Lands of Yashua on the Nein shore of the TohToh Sea. They now have forts set up in many countries along the roads to protect pilgrims on their journey.

Prerequisites: Grandmaster by third level and Grandmaster Skill +1 by fifth level. Each member is encouraged to take vows of poverty and chastity.

Order of the Grand

The Order of the Grand is the main knightly force in Gatrose. They insist on helping others in their affairs and will not turn down a cry for help from a lawful citizen.

Prerequisites: Noble Gatrosian Warrior. Must have great sword skill at start. May not have dealings with users of the Path of Chaos.

Traits: Can buy Magical Law Effects.

Squall's Garrison

This order was created to give criminals a second shot by having them protect the eastern front of Gatrose from the potential threat of an Eeroan attack. Members of this order committed

serious crimes that landed them the rest of their life in jail. Squall's Garrison gave them a chance to redeem themselves and restore honor to their families and themselves. However, even the elder knights of the Garrison are looked down on.

Prerequisites: Must swear on their life to never desert the Garrison or else face death.

Order of Yashua's Hand

This is the mage branch of the Order of the Temple of Yashua. They assist the knights in monasteries and heal those wounded or tired from travel. They are also the most common resurrectionists.

Prerequisites: Yeoman or Noble Gatrossan

In School Paths: Life, Soul, Matter, Warding

Order of Enlightenment

This order of mages collects, preserves, and distributes knowledge in all its forms. Members of this order are often sent to various locations to collect personal knowledge. If they discover something new, it is their duty to study all they can about it and add their findings to the order's vast fountain of knowledge.

Prerequisite: Must spend at least 2 CP of every level on Scholar Skills.

In School Paths: Charm, Chronos, Warding, Mind

Order of the Front Line

These mages stand with the warriors in the heat of battle. They fight on the front line and support troops. They are strict about learning effective paths of magic for combat and growing their mana pools to be as large as possible. They are not as scholarly as other mages because their skills cannot be wasted on noncombat skills. This order grants the rank of knight to their members.

Prerequisites: Must have 50 mana by level 2. Must have 100 mana by level 7. Can only use up to 7 CP on skills with no combat use.

In School Paths: Air, Fire, Chaos, Warding

Hunters of the Silver Cross

This group of monster hunters focuses on hunting rogue undead. The order was formed in Tarox by the Gatrossan monk Rowin the Red, a devout follower of Yashua. A Hunter is honor bound to hunt undead at all costs regardless of the reward and should always uphold the laws of the Gatrose and be willing to help its citizens.

Prerequisites: Hunters are forbidden to use magic from the paths of Death, Blood, and Chaos. All Hunters must speak Gatrosan and play a human race.

Heleans

One of the oldest races, Heleans have dedicated many centuries to gathering knowledge and expanding their minds. Unlike the Ikans, they did not focus primarily on magic. Over time, Heleans have decreased in population and slowly blended in with other cultures. Many Heleans who remain in their homeland do not associate with the politics of the outside world, but instead spend their time trying to find the ancient libraries that were lost to time. Those who do leave their homeland travel far, settling down for long periods of time in an attempt to learn as much from other cultures as they can.

Fashion in Helia is rather simple, and sees the least variation among the social ranks. Most women are expected to wear stola, which are simple, pleated dresses with a belt below the breasts. They are made from one large piece of fabric. Men either wear togas for casual activities, or chiton. Both sexes usually accompanied their clothing with a chlamys or palla, which are types of cloaks. Some upper class men will wear chasubles over their basic garb. The only noticeable difference between the classes is that richer people wear clothing with intricate or colorful patterns instead of plain, undecorated colors. Women who wear togas are usually associated with prostitution. Drawing via “The Private Life of Romans” by Harold W. Johnston.

Racial Traits:

May buy Scholar Skills at -1 cost with a minimum cost of 1 CP. Must make an annual trip to Helia in order to trade knowledge. They may not become noble except within Helia. Starting Language: Helean or by backstory

Battlewise Hoplites

This is a culture of professional fighters, warriors, and soldiers who reside in Helea. They will train foreign nobles in combat as a source of income to fund their Order and city for their conflicts in Helea. Once the recruit has proven themselves capable, they will spend one year of service to the Brotherhood to prove they are ready to return to their home county a warrior. They will remain a member of the Battle Wise Hoplites after completion of their year but hold no ties to Helea. Most countries have sects of Hoplites that provide a stable of often exceptional squires to knights seeking an apprentice.

Prerequisites: Must have Long Spear and Shield at start. Must have Long Spear Skill +2, Death Strike and Parry by third level. Must have One Handed Master, Master Skill +2 and Style Mastery by level 6. They will not use Bow or Crossbow as it is seen as beneath them. Must Be of Noble Birth.

Traits: Members are considered to have Instructors for Master Skill Plus up to Skill +2. After level 4, a member has access to the skill Chi, and Weapon ward. May never refuse an Honor Duel. May never refuse to obey a non-self-destructive order from a recognized superior (ex. A baron or higher ranking order member).

Juaki

Off the coast of Dalabranth is the jungle island known as Juaki. It is said that a fierce culture of xenophobic warrior women exists on the island but there are very few historical documents concerning them. What is known is that no one has seen a male among them, nor has a male historian ever returned from the island. It is assumed that they treat men as slaves for reproductive purposes, but there is no evidence to back up that hypothesis. They wear animal skin clothing, mostly lion clothes and moccasins and they turn thicker hides into armor.

A female explorer was able to make contact and decipher some of their messages. Supposedly, they have a strong spiritual tie to the Anzat river which runs through the middle of their island. In their language it has the name Gigan Nahn, the Giver of Life/Nature. Juaki mythos states that Nahn mated with a panther that later gave birth to the first woman of the island. When the woman came of age she bled her first blood in Gigan Nahn and out of its bank came the women of Juaki. There is no known mention of men existing in their society or where their new children come from.

They seem to have a tribal society with trade between each other. Every tribe has their own symbol that they paint on their weapons and bodies with the mud of Gigan Nahn. The villages they have set up are each independent with elders in charge to guide them and interpret Nahn's will.

The women of the island have proven themselves as excellent hunters, particularly skilled with bows, axes, and spears. A point of interest among anthropologists is that the adults have a single, left breast. It is believed that as a rite of passage they must remove their right breast to keep from hindering their archery.

Juaki magic use is reserved for a select few who are usually medicine women and shamans. They do not recognize a master of Life, believing Life and Nature to be synonymous. There are rumors that they have discovered a way to use the Path of Nature to heal wounds, though these rumors too are not backed by any documentation.

Racial Traits:

As a xenophobic culture the Juaki require a well written backstory to play. While the character must always be female, a convincingly costumed male player may choose this race. The Juaki are able to purchase skill pluses at -1 cost and bow at half cost. They speak Juaki, or by backstory.

Spotus tu Gigan Nahn

Juaki women are usually warriors but there are occasional magic users. Those few are taught by this order, of which ever village elder is part of. They have access to High Magic Divination. In School Paths... Mages and Theurgists: Nature, Mind, Water, Law; Paladins: Nature and Law

Cromeas tu Gigan Nahn

These are the elite hunters amongst the Juaki and masters of travelling quickly through the forest. Their purpose is to alert neighboring tribes of incoming threats from off of the island. There is at least one member of this group in every village.

Pre-requisites: Tracker 6, Bow Skill +2; Can purchase Forest Walk

Masan

The Masans are a culture of rugged lizard folk from the unforgiving swamplands of Mas. They have no central government, residing in small tribal villages through-out their lands. Their men are often out hunting and securing the area from invaders while the women stay in the village, crafting and raising the young. Usually a male, one of the greatest warriors, has the position of village leader and is guided by the village elders. In some tribes, however, there will be a woman that surpasses the men as greatest warrior and will take the position of leader.

Masans are known as tough, hardy individuals. They have thick, protective skin and are quite resistant to disease. For this reason they have been exceptionally valued as slaves. Before the Ikan war with the elves, the east was not as populated and the Masans lived all across that side of the continent. As the elves and the Eeroans tribes were pushed east they started taking Masans as slaves, the rest retreating to their swamps. During the winter months, they must be extra careful. As cold blooded creatures their speed is inhibited in the cold, making them easy targets for slavers.

They are now not as hospitable to outsiders because of the association of their culture as ripe slave candidates or, to the twisted, as animals to be skinned for their hides. While more trusted than Bubasti, a lone Masan will find themselves under suspicion as they are likely to be assumed to be a runaway slave. Masan slaves dream of nothing more than returning to their homeland and all Masans dream of living in a world free of the greed and servitude of men.

Masans have uses for all classes. While most tend to be warriors, rogues are valued for their ability to slip in and out of harm's way undetected, usually returning with valuables. Magic users are highly sought after because their abilities can give the tribe an edge against invaders. Masan monks are not uncommon, either. They are strong warriors and usually follow one of the elemental Masters. Masans have a long history as mercenaries and assassins and often use their low standing for cover.

In their villages, Masans wear rugged cloth clothing or leathers and will pay hefty fees to merchants that sell heavy garments. They are not a prudish society and in the summer will often go naked, but in the winter they must stay warm so that they can stay fast.

Racial Traits:

Masans can buy natural armor because of their thick skin and Resist Disease up to Immune because of a lineage of hardy, swamp dwelling. Masans have strong backs and legs, allowing them to easily carry more weight with proper training. Due to this trait, they buy Porter levels at -1 cost. They are also incredibly quick in swamps, giving all Masans the ability Swamp Walk as a free racial skill. As a cold blooded species, Masans slow down when it is cold and they cannot run when temperatures are below 32° F. They are generally regarded as a slave race and cannot be noble. Masans speak Masan, or by backstory.

Shikaian

The Shikaian are dark skinned people of the desert peninsula. They have a reputation as being inhospitable dark magic users and there are very few that consider them allies. The average citizen may not have dark or evil intensions but their government has no restrictions on necromantic rituals. While at first glance Shikain society appears tribal and seperated, the truth is that the country is controlled by a council of witchdoctors that each control a sector of the country and designate rulers for each village. These witchdoctors decide when and where they want to go to war and devise the best possible way to do so. The Shikaian government has a long lasting rivalry against their neighbors, the Dalabranthi.

Shikai used to be connected to Eero and Helia by a mountain range. They would use the mountains to stealthfully travel into the Mekumade mainland and assault other countries. They took many Masans as slaves and still have some genetic lines that have been bred in Shikai.

The Shikaian government once had strong ties to the Dischinger clan in Eero. During the Great War of Eero that founded Eero as a true country, the Dischinger clan was forced to retreat across the mountains and take up temporary residence in Shikai. After some planning, the remaining Dischinger forces combined with an army of Shikaian soldiers, living and undead, and marched into the mountains. The entire force was wiped out when the power crazed wizard, Erich Lieske, sunk the mountains, drowning and crushing the soldiers.

Magic comes very easily to the Shikaian, so much so that even rogues and monks are sometimes known to have a path of magic and mana. Due to their magical prowess and dark tendencies, the Shikai are both feared and hated by most other countries. While lately they have not been as focused on outward conquest they have always been a strong country.

The favorite magic of the Shikaian is necromancy. Every farm in Shikai is tended to by slaves, whether they be living or undead. When a member of a powerful family dies, they will sometimes be reborn as a greater undead. There are rumors that the witchdoctors that control the Shikaian government have not changed in the past 500 years, leading to various conclusions by those outside the council.

The Shikaian also practice cursing and usually follow a group of powerful dark spirits called the Loa. while the goals and ambitions of the Loa are unkown they are assumed to be wholely self-serving. Shikaian lore says that the Loa grant their most fervent of followers with small measures of their immense power.

Shikaian citizens usually wear very little clothing, covering only their waist and thighs with cotton fabrics. Higher members of society are usually better dressed, wearing fine cloth robes of varying material and decorating themselves with fabulous gold and silver jewelry adorned with different gems.

Racial Traits:

The Shikaians are incredibly adept at magic and buy their first 50 points of mana at ½ of their class's usual character point cost (with the exception of Paladins and Theurges, who buy their 51st point of mana at ½ cost as well). They can also purchase a single path of the Cycle family (Life, Blood, Soul, and Death) as magical effects. Shikaians speak Shikaian, or by backstory.

Ursa

Rumored to have once been cults of men whom worshiped bears or a bear master. Some say they were created to be above ground protectors for Dwarves. Others say they are a race of Fae. Their true origin has been lost to the ages. Ursa are a bipedal bear race. Ursa usually live solitary or in small family/tribal units. Ursa usually prefer wooded and mountainous areas, and rarely found established in larger cities. While they have no innate fear of mages, the majority of Ursa are warriors cast, with very few exceptions.

Racial Traits:

May buy Natural Nature* Effects, Natural Armor, Keen scent, Natural Weapons (claws and/or bite), Natural Conceal, Battle Rage (tribe dependent).

May purchase (teacher required, by cult or tribe/backstory) Constitution and Strength Plus, but only if other requirements are met.

Scholar skills must be purchased at +1 CP each, may never obtain Polyglot, regardless of amount of CP spent, as other humanoid languages are very difficult for Ursa. Take double damage from cold iron and may not use iron weapons or armor.

*Note: Some Ursa have other path effects, tribe/cult/backstory dependent and with plot approval.

Miscellaneous Additions

Faerie Laws

These laws are those which characters of faerie, elven, and changeling races are expected by their rulers to follow and adhere to. They are more prominent in their home lands of the Fae Realm, however they do still apply in the Mortal Realm.

Due to the generally wild and chaotic nature of faeries, the methods of following these laws may be interpreted in a multitude of ways (like the examples given in the “Faerie Law vs. Application” section below). Those of the Seelie Court tend to be more inclined to make more chivalrous and honorable decisions, while the Unseelie Court have more selfish and anarchic outlooks. Both courts have their own separate sets of laws as well.

Fae yeomen and peasantry might not be as concerned about upholding the laws when interacting with others of the same social rank. High Elves tend to be very rigid about application of Fae Law due to their high concern about status. Wood Elves are more laid back about the laws in general. Dark Elves do not adhere to Fae Law at all. Neither do humans or other races not from the Fae Realm. Alternatively, more xenophobic denizens of the Fae Realm may not feel themselves obligated to follow the laws of other races in the Mortal Realm, but they do so within foreign holdings at their own peril.

The Escheat

The Right of Demesne

A lord is the sovereign over his domain. He is judge over all crimes, large and small; his word is law. A noble is to be obeyed by his vassals, and respected by others. A noble is to respect his own lords in return.

The Right of Rescue

All faerie in the Mortal Realm have right to expect rescue from mortal peril. In mortal lands we are seen as foreign and are in danger together. We must strive to survive together and attempt to preserve one another.

The Right of Safe Haven

All faerie who seek hospitality are expected to be given it. Those who meet in peace leave in peace in this hollowed brotherhood.

The Right of Life

No faerie shall spill the lifeblood of another faerie without just cause of the lord or his nobles. No faerie shall unjustly bring salt tears unto the earth.

The Right of Good Faith

A faerie's oath is his bond. A broken oath is a stain upon one's house and name. No trust can be found in one who can't keep a bond between their own kind.

The Escheat – Faerie Law vs. Application

The Right of Demesne

This one is pretty straight forward, a lord or a noble is sovereign in their domain. Those sworn to them are expected to be obeyed and respected. There is no wiggle room given for this, Seelie or Unseelie.

The Right of Rescue

This law is filled with opt outs and special clauses. Also, despite being second on the list, it is rather new to the Escheat, but are indeed a sign of the times. Many faeries live in the Mortal Realm of humans and many of these lands have racial prejudice for them and as such should expect protection. To those in the home lands, they see this law as foreign but mutually acknowledge that even in their realm it should be seen as a protection against external threats. The other big special case clause that many think a clever Unseelie slid in is that only a meaningful attempt needs to be made to rescue. Sometimes risk outweighs helping a fellow fae and many nobles will happily use this clause as to why a commoner wasn't rescued with the same bravado as a titled noble. An attempt was made and therefore the law was satisfied. However most nobles know this can't be the case all the time lest commoners get rowdy about the lack of assistance. There are also plenty of tales of members of House Fiona bravely going into battle to save faerie in peril.

The Right of Safe Haven

This law is another one that, while there is some debate, is generally upheld in high regard. Faerie strongly believe in hospitality and it is why this law is sometimes also called "The Right of Hospitality." Guests between baronies and nobles are expected to be treated well and given hospitality. Even shuttered and roaming commoners are expected to be treated like other commoners in the new lands they arrive in. The second sentence even implies the hospitality can be invoked between two faeries in a parlay sort of fashion and that while under the grounds of safe haven nothing is to happen to them unless that peace is broken. That hasn't stopped some from violating it and to harsh punishments. The second sentence is also often used for those who indulge on their fellows hospitality as grounds for such to be receded as well for violating the good will gesture.

The Right of Life

This law is always a sore point for commoners. No faerie are supposed to shed the lifeblood of another...unless a noble has just cause. Commoners will be quick to point out that through laws, wars, and other reasons, just or not, plenty of kindred blood has been shed in the name of a noble's word but such are the times that we live in. In rebuttal nobles are always quick to point to "The Right of Demesne" to justify their actions.

The Right of Good Faith

It is universally understood that this law is meant for sacred oaths; those of fealty, acceptance into an order or house, accepting the burden of being a noble, or other such lofty

things. In more recent times, or well recent for faeries, this law has seen quite a bit of expansion. Most notable is with commoners, who have suggested this should be expanded to any promise. Fail to repay a debt then you have violated this law. This isn't widely accepted though and is taken on a case by case basis of the noble interpreting the law. Some even take it a step further and suggest that by the second line faeries shouldn't lie to one another by this law, though most scoff at this as Seelie nobles too locked away in their ivory towers to see the real world and this interpretation is strongly in the minority.

The Seelie Code

Death before dishonor.

This is Chivalry in its highest form. Honor is the most important virtue, the source of all glory. Personal honor must always be kept stainless. Sometimes death is the only path which can erase a mark of dishonor.

Love conquers all.

True love transcends all and epitomizes what it means to be Seelie, but this doesn't just mean love for ones partner. It can also mean the love shared between a band of brothers who fight together or the love of a family. Anything is permitted in the name of true love.

Beauty is life.

Beauty is a timeless, objective quality that, while it cannot be defined, is always recognize for itself. Even for the seemingly unageing faeries life can be taken in an instant. Life and the beauty in it should always be cherished. To even die in the service of beauty is an honorable and noble act, seen as a privilege for those of the Seelie court.

Never forget a debt.

One gift deserves another. The recipient of a gift is obligated to return the favor. Likewise, a curse should be returned in kind. An oath of friendship should be answered with a corresponding oath. Never refuse to aid anyone to whom you are indebted. Never forget a kindness or a cruelty.

The Unseelie Code

Change is good.

Security does not exist. The slightest of circumstances can transform a king into a peasant. Nothing is certain in a world where change is the only constant. Embrace change or else fall before its onslaught. Chaos and discord rule the universe. Adapt or die.

Life is freedom.

Life is worthless unless experienced to its fullest extent. Every vice and avarice should be explored. So long as you are living there is always something new to explore; some aspect of life unfound. The world is a large space and every moment should be soaked up like a cup of unemptying pleasure.

Honor is a lie.

Honor has no place in the modern world. It is a fairy tale, ironic for a fae to use those words I know, constructed to cover the essential emptiness behind most traditions. Only through enlightened self-interest can any truth be attained.

Passion before duty.

Passion is the truest state of the faerie spirit. Follow your instincts and act on your impulses. Live life to the fullest without regard to the consequences, as they will come about regardless of what you do. Even more so than “life is freedom” duty is a hollow “truth” much like honor. Duty restrains and constricts, keeping you from your true self. Death can come at any time, so live without regret.

Vagabond's Guild

(Added due to having been removed from the 2017 edition of the manual.)

This guild is a secret network of connections among the poor of most major cities on the continent. The network functions as a way for these impoverished people to sustain themselves and aid one another in the often harsh situations that they face on the streets of an uncaring city. Members typically have neither permanent homes nor means of employment but rest somewhat easier knowing they can travel between cities to find temporary shelter and enough food to warm their bellies for a night or two. The group lives by two basic rules: Always aid, never harm, people of low standing or in dire straits; and try to make legitimate coin when possible. This vast network of transients holds a vast wealth of knowledge gained through being in the right place at the right time which is sometimes available for a price and is passed along through the coded language and texts developed by the group.

Prerequisites: May never be Noble.

Traits: Start with Vagabond Cant (a coded language indecipherable to outsiders) for free. Start each game with one piece of information about goings on in the city. May purchase Read/Write Vagabond Code.