Council Races

Humans

*“Another war amongst man, I’m not surprised, you humans always make a habit of trying to kill each other.”*

* *\_\_\_\_\_ King of the Elven people to King Maelon*
* Features:
  + Wider range of build
  + Typical Height 5’ to 7’
  + Natural Hair Colors: Black, Brown, Blond, Grey, and Red
  + Natural Skin Colors: White, Black, Brown, Tan, and Light Brown
  + Natural Eye Colors: Blue, Brown, Green, and Grey
* Stronger Abilities:
  + Swordsmanship
  + Endurance
  + Militia
  + Weapon Crafting

Humankind is a hardy noble race, but also a very self-destructive race, known to have more disagreements amongst each other than with any other race. Humans are known for their impressive organization of battle, with the most extensive militaries in the world. Most times they are masters of sword, axe, hammer, or any steel weapon.

Elves

* Features:
  + Pointed Ears
  + Smaller Frame
  + Typical Height 4’ to 6’
  + Natural Hair Colors: Black, Brown, Blonde, Grey, and Red
  + Natural Skin Colors: White, Black, Brown, Tan, and Light Brown
  + Natural Eye Colors: Any Color
* Stronger Abilities:
  + Magic
  + Archery
  + Potion Making
  + Enchanting
  + Sneaking

The Elven race has always been a graceful yet extremely powerful race, their dynasty predating some of the oldest of of mankind. Typically masters of magic, the elves can live for thousands of years through magic. They have an extremely low fertility rate due to a curse put on them by early mankind, if not for their ability to live for centuries they might have been extinct.

Due to low fertility rates, polygamy is widely accepted. Current Elven king \_\_\_\_ currently has 30 wives. Some Elves rely on polygamy to marry their true loves, while having another partner to reproduce with.

One of the most despised thing a fertile Elf could do is reproduce and or be with another race. Living in Ilocalah as a half breed is extremely dangerous.

Visarei

*“Those beasts should not be allowed into our cities! They say they’re here to trade goods, but all I ever see them do is ploughing our whores! What’s next? They plough our wives and eat our children? Damn ogres should be either executed or in shackles as slaves.”*

*-Disgruntled Dock Worker*

* Features:
  + Pointed Ears
  + Intricate Natural Horns
  + Sharp Teeth
  + Typical Height 6’ to 8’
  + Strong Build
  + Natural Hair Colors: Black and White
  + Natural Skin Colors: Shades of Grey
  + Natural Eye Colors: Any Color, Fills the Whole Eye
* Stronger Abilities:
  + Sneaking
  + Archery
  + Poisons and Trap Making
  + Magic

Visaeri are highly misunderstood by the other races, they are viewed as the most alien and hostile. Most view the Visaeri as no better than murderous beasts. Speculation as to why they exist has led scholars and simple folk alike to believe they are great descendants of a curse. Many believe a nomadic tribe of rebellious Elves escaped into the forest to live with Ogres. It is speculated that the Elven God of the Moon was disgusted by this act, and cursed them to look disfigured. Other’s also theorize that ancient Elves contacted demons and laid with them, the result was the Visaeri. No one knows for sure as to why this is so, as for the Elven Gods, none of them have spoken about the subjects in their summons. It’s a subject they avoid.

Dwarves

*“When you need to battle a battle with a twenty-foot man, you’ll need the finest of dwarven steel forged from the hottest coals from under the earth’s crust! Everyone towers over us Dwarves, but we rarely lose a battle because our steel is too damn good! Get your fine dwarven crafts here! Don’t get caught without it by your side!”*

*- Dwarven Merchant in Trade Square*

* Features:
  + Stocky build
  + Typical height 3’ to 4’
  + Mostly Bearded
  + Shorter Limbs
  + Natural Hair Colors: Black, Brown, Blond, Grey, and Red
  + Natural Skin Colors: White, Black, Brown, Tan, and Light Brown
  + Natural Eye Colors: Blue, Brown, and Green.
* Stronger Abilities:
  + Stonemasonry
  + Blacksmithing
  + Animation of Stone creatures
  + Great Vitality

The Dwarves are the most northern born race. They are viewed as weak, solitary merchants; however, they can be quite hardy and are rarely lacking in physique. Bandits occasionally try to ambush Dwarven caravans. But rarely succeed due to a dwarven trick called Animation of Stone. Masters of this art can sometimes animate great stone men to protect Dwarven cities or caravans. Besides this most of the dwarven lore is unknown, even the origin of the dwarves is highly clouded. Most ignorant Humans think that the dwarven ancestors came from the stone that they walk on. And because of this they should be worshiped.

Hytiaeri

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* Features:
  + Pointed Ears
  + Long, broad head
  + Spiked fingernails
  + Typical Height 7’ to 8’
  + Bulky frame
  + Hefty hooved feet
  + Natural Hair Colors: Black, Brown, white, and blond
  + Natural Skin Colors: White, Black, Brown, Tan, and Light Brown
  + Natural Eye Colors: Black, brown, green, and blue
* Stronger Abilities:
  + Masters of polearms
  + Proficient survivalists