# Chapter 3: Races

Races define the character physical build and attribute limits while adding some special traits specific to the race.

## Generations

Humans are the first humanoid race. In humans the elements combine in equal proportions allowing them to be balanced and have a neutral disposition about the world.

With time, the magic elements that permeate the world altered humans creating new humanoid races. Some humans were bent on war, others preferred study and contemplation, others preferred adventures and exploration. The magical elements enhanced those traits through the course of many generations, slowly marking their personalities and transforming their bodies into something more appropriate to their style of life. Thus appeared the second-age races.

The elements didn’t stop working and some members of this second-age races had an even stronger predisposition to their element. Those members were twisted and bent and their physiologies and psychology changed even more turning them into warped versions of their ancestors. Those races are called third age races and have such alien values and personalities that are considered monsters by most races.

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| --- | --- | --- | --- |
| First Born | Element | Second Age | Third Age |
| H  U  M  A  N  S | Death | Melraki | Vampire |
| Earth | Dwarf | Troll |
| Fire | Orc | Ogre |
| Life | Elf | Tigren |
| Water | Triton | Merman |
| Air | Sylph | Faeries |

Humans and second generation races can be played normally. Third generation races can only be played by very experienced players and only if the GM allows it. Their stats can be found in the Warscale bestiary.

### Humans

Humans are the first race to awaken. In a human all the magical elements combine harmoniously so they are flexible, adaptable and very diplomatic.

#### Physical appearance

Humans are 1.80m tall and 80kg on average for males, and 1.70m tall and 55kg on average for females. Humans are considered size 2.

Skin tone varies from dark brown to a pale pink to a waxy yellow. Hair pigment varies from black, brown, red, orange and yellow turning white as they age.

#### Personality

Humans are not bound to a specific element with each element burning with a similar intensity. When one element takes a slight predominance, warriors, poets, scholars, tricksters or engineers are born.

This overall balance makes humans renowned between other races as merchants, diplomats, ambassadors and judges.

Humans love nature and can grow gardens, but not as beautifully as the elves. Humans know how to fight but won’t be a match against an orc. Humans are intelligent and persuasive but won’t exhibit the mental feats of a Triton. Humans love freedom and exploration, but, unlike Sylphs they still need a place to call home. Humans love power but not to the extent of Melraki.

While balanced, humans are very slightly biased to the element of Earth, making them to become attached to their homeland and material possessions. They make good engineers and crafters with a tendency to keep history books and ledgers. This is very well seen by Dwarves who embrace Humans as close friends and are open to teaching them some of the secrets of the Earth.

#### Society

Humans are the most ubiquitous race in the world. They can be found living in almost any terrain labouring in a variety of conditions. During their life humans can take different jobs and develop multiple skills.

#### Magic

Being unconstrained by an element is what makes humans respected by other magic users. It allows humans to wield any type of magic with no restriction at all. Humans can learn spells from opposite schools which make for well rounded magic users.

It’s true that other races are more adept to one element and may outshine a human in that particular element, but the ability humans to learn and handle any element spell makes them respected between their peers.

#### History

Humans are the first race to rise and build a civilization. No history is recorded before the humans so they receive the name of First Born.

Legends tell this first civilization expanded all over the world for centuries without any major opposition until it collapsed due to civil war.

After the first empire broke, small states and feuds appeared waging small wars for centuries. During this time other races appeared all over the world and were called the Second Age races.

#### Relation to other races

Humans usually employ dwarves as master metalworkers and keepers of records, when they can convince them to leave their underground cities and fortresses.

Humans see elves as allies and they try to respect hunting and deforestation treaties. But sometimes a few individuals, by greed or ignorance, cross the line and get killed. This raises some friction between the races.

Sylphs passing through human cities and are usually appreciated in taverns and pubs as storytellers. Not so much by law enforcement.

Orcs consider humans weak and feel any human farm or settlement is there to provide orcs with entertainment, money and women. There is a heavy tension between both races.

Humans in general ignore melrakii exist as a race. Only well educated individuals know about melraki societies. To the common populace, when a melrakii is discovered they are seen as undeads, vampires or monsters and promptly eliminated.

Tritons are known but alien to humans. They are always in meditation, distant and far away. They have little sense of humour and don’t get into rumours, chatting or small talk. Still they are hired from time to time to act as counsellors in different matters.

#### Perks and powers

Fast learner x2 (+2 character points per level)

Six additional character points during character creation. This points are not element aligned and can be used to buy any skill, perk or power (if allowed).

### Dwarves

Dwarves are a race of small but hardworking folks, living in caves deep inside the mountains that they protect fiercely against any invader. They are master miners, smiths and engineers with legendary knowledge of the secrets of the stones and metals. They also have exceptional memory and are zealous keepers of history and traditions.

#### Physical appearance

Dwarves are short but stocky with an average height between 110 and 130cm. and average weight of 50 to 60kg. Dwarves are considered size 2.

Dwarves are used to wield heavy tools and carry heavy loads in the underground tunnels where they work making them strong and bulky. Their sight is very good even in very low light conditions.

Dwarves live long years with an average of 4 times a human lifespan. They always look mature but never old.

Skin tone varies from dark brown to a pale pink. Hair pigment varies from black, brown and red. They never get white hairs as they age.

Dwarves are very sensitive about their feet, which are usually malformed.

#### Personality

Dwarves are stubborn. Dwarves resist change and prefer everything to stay the same. For a dwarf everything is about permanency and resilience. Dwarves revere the earth for being solid, tangible and permanent. For a dwarf earth and rock provides the foundations for any building and construction.

Dwarves build things to last and stand the test of time. Dwarves love strong foundations and grandiose buildings, and craft objects from the finest ores and precious stones that will never rust or lose quality.

Dwarves may work on a personal project or may join others in a big scale project. Once committed to a project they barely rest until it is finished. A project may take years to complete.

Dwarves keep manuals with all their discoveries and knowledge. The manuals are maintained and catalogued in massive libraries in the middle of their cities. While dwarves hoard large treasures in their vaults, for a dwarf their libraries are the greatest treasure.

Dwarves may forgive but they will never forget. Inflicting damage to their families or friends, breaking a contract or destroying a dwarven manual is taken as a grave offense. Even if a dwarf forgives the responsible they will never forget the deed and will avoid any future association with such an individual.

#### Society

Dwarves build huge cities inside the mountains. The cities are built as fortresses that can be protected by a small number of defenders. Dwarven city guard are fitted with the best armour and weapons the city can afford so even if they are small in numbers their weaponry vastly makes up for that deficiency.

There are very few dwarven female to the point that visitors think the dwarves reproduce from the rocks. No more than 5% of a city population are female so they are much revered, cared and protected even when they are as hardened warriors and as resilient as their male counterparts.

#### Magic

When a dwarf learns magic they will devote themselves to the Earth elements as it allows mining the much-valued ores and precious stones from the ground. Fire magic has a good use in forges and life magic is good to mend broken bodies from accidents and continue the hard work.

Dwarves rarely pick Death or Water magic and are very handicapped with Air magic.

#### History

Dwarfs evolved from a human mining settlement.

As time passed, miners in that town slowly evolved to be able to withstand the underground environment for longer, allowing them to get to the most valuable ores. They evolved low light vision and their bodies turned smaller and stronger to be able to pass through smaller passages while carrying their equipment.

With time, their encampments in the surface were too far to climb every day and the daylight hurt their eyes so they started building small villages underground, improving them into places more comfortable than their surface dwellings.

With each generation digging deeper and deeper into the ground, they learned to feed from underground creatures, mushrooms and plants. They got more proficient in finding underground water streams. Finally, they just stayed underground coming out just to do business with other races.

#### Relation to other races

Dwarves have a high regard of humans and see them as willing students and themselves as teachers. Humans are regarded as valued allies.

Dwarves like elves because they are long lived as well allowing them to make long business relations, but also due to their high quality craftsmanship.

Dwarves know melrakii exists but rarely have direct contact. Any purchase of items or weapons is carried out by minions in behalf of melrakii. When dwarves are hired by humans to keep the city records, they notice unexplained inconsistencies related to death, births and family inheritances.

Dwarves have a love-hate relation with orcs. They go to war frequently for control of the mountains, but at the same time orcs are their greatest admirers of dwarven weapons and dwarven ales. It is not infrequent during peacetime for dwarves and orcs to sing war songs and tell war histories in a tavern… usually ending in a brawl.

Dwarves feel uneasy with Tritons because, on the rare occasions they met, Tritons will stare at them constantly and intently (see Triton relation to dwarves).

Dwarves distrust Sylphs as they cannot understand their lack of respect for rules and lack of attachment to a home place.

#### Perks and powers

Increased Attribute (Earth) x2 (+2 Earth)

Long life x2 (Lifespan x4)

Low light vision x2 (+2 light conditions)

Any Earth spell learned gains a +1 level Modifier.

#### Penalties

When a dwarf is under direct sunlight he gets a -1 penalty in all his skills. Heavy robes, armour and dark tinted glasses attached to helmets can be worn to counter the sunlight and avoid this penalty.

Death or Water spells suffer a -1 level penalty.

Air spells suffer a -2 level penalty.

### Elves

Elves are a race of gracious and good looking humanoids that live and fiercely protect the forest and all the creatures living within their borders. Elves build their cities on deep forests using nature skills to shape the trees without damaging their environment.

#### Physical appearance

Elves are supple and well built. The physical proportions of their bodies are harmonious making them naturally attractive. Elves don’t grow fat.

Elves height is about 1,80m average on males and 1.60m average on females. Elves are slender weighting an average of 70kg for male and 50kg for a female. Elves are considered size 2.

Elven racial traits can be described as feline features, with green-yellow eyes allowing them to see at night like cats, pointed ears to capture any sound and hair similar to lion manes that they maintain in long tails. This animal look paired with their near perfect bodies makes for an exotic beauty.

Elves can climb trees and move through dense woods as easily as a human walks in a park making almost no sound. Elven clothes are designed so they blend into the environment.

Elves are born fair skinned, but quickly get a slight natural tan. When they gain maturity they tattoo themselves with intricate patterns in multiple colours describing their battles and achievements. When naked, these tattoos also serve as a camouflage concealing them in the woods. A camouflaged elf is virtually impossible to detect, if someone manages to spot an elf is probably because he wanted to be seen.

Elves have a very long lifespan counted in hundreds of years; and it is not uncommon for elves too live over 1000 years. One year ages an elf like one month for a normal human. Coupled with their natural ability to cope with damage and quick healing makes people think they have more lives than a cat.

#### Personality

Elves are highly protective of the forest and the natural balance and will attack any intruder they consider have no respect for the wildlife or the environment. However, they are not unfair and they will first observe the intruders from a distance without being noticed before a decision is taken. They may give warnings depending on their relation with the offending party and may even offer a way to repair the damage done.

Any party caught making a fire in the forest will be closely observed and may be attacked is the fire is not correctly secured and maintained.

Any attempt on any engineering task that may alter the forest will be severely punished. This includes altering the flow of a stream, building a mill, building a tannery or a farm within forest limits.

#### Society

Elves are in balance with nature. They build their cities between the trees by convincing them to grow into a particular shape. Elven gardens are harmonious and a beauty of colours and shapes.

They never alter a stream and their paths and bridges are built shaping the branches of strong trees into a suspended path.

Elves are very fertile and may have a lot of children but they know that big numbers would only break the nature equilibrium so they voluntarily choose to keep their numbers under control. But in case of a war it is very common for female elves to get pregnant in order to replenish lost members. In time of peace it is uncommon to find an elven child.

Given time, elves can replenish their ranks faster than other races, however they value life so much that instead of direct confrontation they prefer hit and run tactics blending into the forest thus minimizing personal loses. Thanks to their advanced healing skills they are able to cure sickness and mend bodies without leaving scars at all. A scar is badly seen by elves as dishonourable while a tattoo is seen as art.

When an elf dies an unnatural death it is considered a tragedy. Unnatural death occurs mostly by war or accidents but rarely by disease.

Elves favour ranged weapons like short bows and short swords that are more effective in a forest ambush, but they are also trained in martial weapons like spears, long swords or long bows when direct confrontation is required.

Elven prefer using light armour, usually made of natural materials and infused with life magic for additional strength. Elves personalize their armour with the same tattoos they carry on their bodies.

Elves are comfortable with natural weather changes so they don’t require warming their homes in winter or cooling them during summer. There is no need for a hearth in the house. Only smiths own furnaces and they are usually kept under constant watch.

A lot of the high quality craftsmanship of the elves comes from the fact that they live very long lives and they have time to practice their crafting skills.

#### Magic

Elves prefer life spells but are also fond of water and air magic.

Fire and Earth magic are seen as necessary but only to craft weapons or jewels so few elves study it.

Elves who delve into Death magic are seen as dark wizards and cast out of their society.

#### History

Elves are human descendants altered by the element of Life. Originally a village of hunters and woodsmen, they slowly learned to live in harmony with nature, the forest providing for all their needs as long as they took care of it. As time passed, those humans became more attuned to their senses and their healthier ways allowed for a longer lifespan.

They learned how to build their homes by shaping plants and trees, started communicating with animals and the healing properties of plants.

Still, while close with nature, they kept a few metalworking skills like jewellery, weapon and armour making that were refined to high standards.

#### Relation to other races

Elves have some uneasy relations with humans, accepting their wood harvesting activities as a natural cycle of life, usually signing agreements on deforestation and hunting areas. However, it is not uncommon, to find a woodsman dead of apparently mysterious causes or a strange accident.

Elves and dwarves share a long friendly relation, maybe because their realms rarely cross but also because of their long lives and their appreciation at fine crafting methods. Still, elves do not understand dwarven heavy reliance on technology and don’t share their taste on strong drinks, spirits and overcooked meat.

Elves recognize melrakii as the cunning and manipulative race they are. Not surprising elves named the melrakii after an old elven word for ‘white fox’. Elves accept the melraki manipulations as an unnatural version of survival of the fittest and try to keep away from them. Elves know melrakii hide in human population.

Elves hate orcs who hunt, burn and destroy the woods showing no respect for nature.

Tritons are respectful of nature and that is a huge positive point for elves. They see tritons as their counterpart in the seas.

Sylphs are liked and considered family to the dryads that inhabit the deeper woodlands.

#### Perks and powers

Increased Attribute (Life) x2 (+2 Life)

Long life x3 (Lifespan x8)

Low light vision (+1 light conditions)

Familiar terrain (Forest)

Any Life spell learned gains a +1 level Modifier.

Comeliness +1 (if used)

#### Penalties

Fire and Air spells suffer a -1 level penalty.

Death spells suffer a -2 level penalty.

### Melrakii

Melrakii are descendants of humans infused with the element of Death. Melrakii value magic and power above anything else.

Under the DM discretion, only experienced players should create a melraki character.

#### Physical appearance

Melrakii have an average height of 1.80m for males and 1.60m for females. They are thin and have a very pale grey to white skin with a wax looking texture that makes them look frail, sick and pale as dead. Their faces look emaciated and their eyes lifeless. This makes them unattractive to members of any other race. Melrakii may have any colour of hair a normal human has but tends to be black or white.

Melrakii age slowly with a lifespan of about 8 times that of a normal human. This extended lifespan is not product of a healthy lifestyle, melraki just refuse to die.

#### Personality

Despise their strange looks, melrakii are extremely charismatic and master manipulators. They are the minds behind the curtains in almost every high level plot in all government politics around the world. Their high willpower allows them to control a network of loyal spies inside government high ranks. It’s very possible every high rank melraki has at least one agent in every country.

Melrakii strange lifeless appearance together with their long unnatural life causes commoners to confuse them with undead monsters like ghouls or vampires. Also, they have a very bad reputation among humans due to their secrecy, manipulations and schemes. This forces melrakii to play a game of appearances they call ‘façade’ or just ‘the game’.

The game is very important for melrakii as they need to mingle and pass as humans at all times while climbing the social ladder. In order to hide their features and pass as human, melrakii are very proficient with disguise and makeup skills. They also tend to wear long clothes and gloves to disguise their skin. A properly disguised melraki can pass as an extremely charismatic human and will be the centrepiece of any party.

In order to disguise their long lifespan, melrakii feign their deaths then come back later posing as a cousin or long lost son that inherits their properties.

Their social skills allow them to be accepted into high society groups. Essentially, they will be at any party thrown by the cream of the society. In turn they are expected to host some parties as well so real estate, fine clothes, expensive items and lots of money is very important for a melraki lifestyle. Melrakii infiltrate commoner and royalty circles alike.

Melrakii keep a lot of secrets, not only their own shady dealings but about other people as well. Melrakii usually keep detailed records secured in some safe box or deposit in their mansions. Getting into those secrets would be very lucrative but melrakii keep their homes and safe boxes heavily protected.

Melrakii prefer the night for working out their schemes. The sunlight is not harmful to them in any way but darkness helps disguising their features.

Melrakii value their own life above anything else. While not coward, they will try and get out of harm way specially because a medical check will quickly pierce through their façade. Should things turn ugly, they prefer magic instead of physical contact.

#### Society

Melrakii live in the shadow of human society. They are the ones pulling the threads in all human events so anytime a mysterious or unexplained ‘accidental’ death occurs, a melraki will probably be involved somehow.

The real melrakian society structure and relations is a highly guarded secret.

Melrakii are organized in families with the oldest melraki being the family leader (regardless sex). Melrakii live for their families and their highest objective in life is to gather all the power and wealth they can in order to promote their family relative to other melraki families. Melraki families are small with an average of 8 members per family.

Melrakii know that if one of their members is uncovered, all members of all families in the city face risk of being uncovered. Should a melraki be held and interrogated about his dealings, they will kill themselves (using poison rings or pills) before revealing anything. However, with so much wealth and power in the balance it is not uncommon for assassins to be sent by some family to handle the liability.

A melraki whose façade is uncovered is named ‘unmasked’ and is said he has ‘lost face’ for all his family. The family of the unmasked one must pay for any losses the other families may accrue should they need to end any ongoing operation. A family won’t recover its face until all debts (real or invented) are covered. The unmasked one must help repaying the debts but after that is given the chance to take his own life and recover his honour or flee and become an outcast.

While there is a lot of competition between families, with so much power and wealth at risk all families usually coordinate to avoid conflicts. When there is a disagreement the patriarch, the leader of the most influential family, has the last word for conflict resolution. All family leaders covet this title so there is a lot of political manoeuvring within the melraki society as well. With all this competition law also becomes an important skill for melrakii.

Melrakii are very unfertile. They tend not to mate with their own kin unless is strictly necessary and they tend not to mate with other races to avoid any risk to their façade. In addition, raising a kid takes time and melrakii feel their time is best used to promote their schemes. As a result, a melraki child is a very rare occurrence. Melraki kids are trained in social behaviour skills that include disguise, poisons, law, and lots of social manipulation and court intrigue.

Melrakii just refuse to die. They can endure sickness and old age just by sheer willpower. A melraki death is socially seen as a tragedy and a lot of money is spent into giving the deceased a proper goodbye. However, that is just for display. The real tragedy is that the family faces a dilemma of wasting time conceiving, breeding and training a replacement (which takes time) or watch the family decrease in size, which reduces the family income. In the other hand there is a lot of competition for the deceased inheritance.

#### Magic

Melrakii are powerful necromancers and usually have zombies and skeletons as house guardians. They may even summon powerful beings from the planes of death like vampires or even lesser and greater Grim Reapers to do their bidding.

Water and air magic are also seen as very useful as it allows them to enter restricted places and gain knowledge from other people, even read and control minds.

Melrakii have problems manipulating the Life element.

#### History

Melrakii all know their origin, but will never tell. They will invent stories like being outsiders, formed an ancient pact with a powerful entity, anything but the truth.

Melrakii were human outcasts, rejected by the society. Beggars, asassins, addicts, thiefs, madmen, with no where to go or call home, they took refuge in the city sewers, living underground surviving on food scraps and things the city throws away, sometimes coming out at night to steal something then back to hiding. Always looking up from the shadows, they learned how to make the best of their condition, how to learn the deepest secrets of the surface dwellers and how to use those secrets to manipulate, extort and blackmail. Lying became as natural as breating. They became a shadow society sucking the blood of the real living human society.

With time, their skin changed. It became grey and sick. With no access to healers they just had to go on when sick. If you fell down when sick there was no one to help as everybody was focused on surviving.

Slowly their fortune increased and while that allowed them to buy homes and riches in the surface, their ways were set and their schemes were always working.

#### Relation to other races

Almost every race dislikes Melrakii. Their looks plus the bits of knowledge of their shady society makes them feared and hated.

Melrakii consider humans as pawns in their schemes. They love seeing humans thrive and prosper as that means business and calls for bigger and more reaching favours.

Melrakii love dwarven craftsmanship and will buy high quality items from them to furnish their homes and impress their guests. Still they are seen like a problem. Dwarves are usually hired by humans to keep records of the occurrences on their cities and their efficiency makes things like the ‘inheritance’ or ‘successions’ required for the façade harder and riskier. As dwarves are incorruptible, part of melraki efforts are directed to muddy or destroy records or, from time to time, organize a deadly accident.

Melrakii see elves as a nuisance. While they can fool humans faking their deaths, long lived elves will remember them well making it a huge risk on the façade. It is not uncommon for elves to suffer accidents in areas where melrakii operate. Fortunately elves don’t like coming into cities too much.

Melrakii have a good relation with tritons. Their cold and practical intelligence and planning capacity is highly regarded by the families. It is very common to see a triton hired as a tactical counsellor. All melraki houses have pools and large libraries so tritons live comfortably as guests.

Melrakii use orcs as heavy hitters and smoke screens. When some government investigation puts some operation at risk, it is very common for melrakii to pay handsomely to orc tribes to attack some villages and make some noise thus diverting attention somewhere else. This kind of contracts are always done using a minion so Orcs don’t know about Melrakii.

Melrakii see sylphs as an unfocused, unreliable and useless race. Sylphs don’t accumulate wealth anyway so there are outside of melrakii interests.

#### Perks and powers

Increased Attribute (Death) x2 (+2 Death)

Long life x3 (Lifespan x8)

Death spells learned gain a +1 level Modifier.

Fast Talking +5

Melrakii have a huge control over their death. Should a melraki decide to die, all healing skills applied to him will fail, all health stabilization checks will fail, any wound will bleed at twice speed, every hit against him deals double damage, any poison will double its effect. Spells can be used to force-heal a melraki.

#### Penalties

Fire and Air spells learned suffer a -1 level penalty.

Life spells learned suffer a -2 level penalty.

Comeliness -1 (if used)

### Orcs

Orcs are descendants of humans who embraced their most basic passions and instincts. They live in tribal societies where the law of the strongest prevails.

People regard them as animals, barbarians, harriers, cannibals, killers and, in general, guys to keep at a good distance.

#### Physical appearance

Orcs are larger and stronger than other races. While they are still considered of medium size (2) the average male size is 2m and the average female is 1.9m.

Orcs are extremely muscular with arms the size of a human leg, legs the size of a human torso and torsos that can be the envy of the average bull.

Orc skin colour change to match their environment. In forests it adopts a greenish colour. In mountains its earth colours like brown, grey or ochre. In winter snows it turns white. In desert sands it turns yellow. This change takes a few days to fully match the environment.

#### Personality

Orcs are a warrior race. They respect valour, honour and strength. They won’t respect any individual unless he has proven himself in battle. The more battles the more respect an orc gets. The clan leader is usually the most experienced warrior in the clan.

Orcs also a master strategist, but they won’t respect assassins, thieves, clerics, mages and in general, anyone who attacks from behind, from far away or shrouded by shadows.

Orcs recognize a good combat strategy and can follow a good plan. They can be very focused but only for short spans so orcs excel in raids, guerrilla and hit and run tactics. If a plan is too complex, orcs might just break ranks and search for personal glory. This is very fortunate for other races because should orcs become organized, few races would stand against them.

Orcs might be hot headed and brawl with anyone who looks at them the wrong way, or maybe the right way and or because someone didn’t look at them at all. When orcs are in a bar there will be punches, bruises, broken noses and lots of beer after that. And you better drink with them or else…

#### Society

Orc societies are tribal. Each tribe consists of about 125 individuals organized in about 5 big families. Each big family organized in about 5 small families. A small family is made of a father, wife and an average of 3 kids. All the members of a big family are related by blood and share the same name. Each tribe has usually 60 active warriors at any time counting male, female and youngsters.

The most capable warrior of the small families commands each big family. A tribe chieftain is the most capable warrior in all the big families.

The chieftain makes all the decisions related to the tribe. He is judge, jury and, when required, executioner. Still, he is relatively fair and just in their punishments. Orcs don’t like killing members of their own tribe as they consider warriors should die in battle, but serious offenders like thieves or assassins are branded in the forehead and exiled so no other tribe will accept them.

The worst offenders are allowed to fight the chieftain for their lives. But given the chieftain is usually the most powerful warrior in the tribe the outcome is rarely unexpected.

If any member of the tribe disagrees with any chieftain decision, he is free to challenge the chieftain for leadership. Challenges for leadership are rarely to death, but the loser can never challenge the chieftain again for any reason. If the loser is still in disagreement, he is exiled and banished from the tribe.

Exiled orcs usually band together and work as mercenaries where they can get good money for their services.

Orcs use no currency and they trade in goods. Most goods they barter and trade are usually acquired from their latest raids. Even then, Orcs do understand the value of coins and gems when trading with other societies and they usually drive long haggles and good bargains (mostly due to intimidation).

Orc kids grow in severe competition with brothers fighting for everything. The reason is simple, more food and more parent attention means the kid will grow bigger and smarter which means a better social position in the future. Still, orcs understand the strength of the family is important so the big brother will always protect their small brother with their lives.

Orcs learn their fighting skills from their families. Each family has its own preferred weapon that they learn to use and specialize with. Melee weapons are preferred over ranged weapons. At the end a single clan usually has a mix of multiple weapons.

Should a warrior get too old to fight, he is allowed to challenge the chieftain to death. This is mostly ceremonial and the chieftain allow the older warrior to draw blood a couple times before dealing the killing blow.

#### History

Orcs were human once. Fierce and proud warrior families that, generation after generation, exercised and trained their bodies and martial skills to their peak and then a little more. Their job was to defend their cities, kingdoms, friends and families.

But, their fierce nature made them outcasts of their own society. They were just too big and hot-headed and too well trained, in any confrontation with normal people, someone always got seriously hurt, maimed or killed.

After some time, they were considered just too dangerous to live in a normal society and those who were once revered as protectors were cast away.

As outcasts, they refined their martial skills even more and sold their services as mercenaries. When work was low they razed cities for money or when they needed food or shelter.

Armies were raised to fight this bands and even when they came out victorious, they became smaller in numbers until they were forced to retreat to the mountains where they live even now, razing and taking what they consider rightfully theirs.

#### Magic

Orc magic is mostly limited to fire spells and is used to destroy enemy defences and improve the warrior combat skills.

Air magic is appreciated as a way to make warriors faster in the battlefield. Life magic is used to make their bodies stronger and for healing.

Earth magic is seen as useless and even dishonourable to practice. Death and Water magic is despised.

#### Relation to other races

Orcs see humans as big fat sheep to be slaughtered. They usually attack a village stealing all their cattle, food and metals. Then they settle while they consume their goods before attacking the next village.

Dwarves are seen as worthy opponents. Strong during war and great drinking acquaintances when in peace. Dwarves also make the best weapons and they pay handsomely for them.

Relations with elves are a problem. Orcs see no problem about chopping any tree or hunting any creature but elves do. It is very common both races collide in some way.

Orcs dislike Tritons for many reasons. Bad sense of humor, not a good drinking company, they use fancy long words and they tend to make too complicated plans. Not good friends or allies for orcs.

Orcs ignore melrakii exists. From time to time a melraki minion contacts a tribe or mercenary group to attack a village or town. Being paid to do what they love and keep the spoils… the best of life. Any such contract never mentions the melrakii at all.

Orcs like sylphs as they bring news, tales and songs from other clans. It’s like an orcish information service.

#### Perks and powers

Increased Attribute (Fire) x2 (+2 Fire)

Fire spells learned gain a +1 level Modifier.

Weapon specialization (family weapon of choice)

Orcs staying in an area slowly change their skin colour to match their environment. They gain a +1 in all Stealth skill checks per each full day living in that environment (max +5).

#### Penalties

Earth and Death spells suffers a -1 level penalty.

Water spells suffer a -2 level penalty.

### Sylph

Sylphs are a race of travellers and explorers. Always wandering, looking for adventures and whatever is there after the next hill or the next forest.

If you meet one them open your ears and fasten your purse because they are masterful bards but way better thieves.

#### Physical appearance

Sylphs are short, thin and with a youthful look. They have fine hands with delicate and long fingers. They always have blue eyes, fair skin and blonde hair. Always.

Sylph have a normal human lifespan; however, they always look young in body and spitir. They always see the world with young eyes, always curious, always looking for something new, always ready for the next adventure.

At 1.60m for males and 1.50m for females, they are slightly shorter than an average human. Along with their youthful look, they look like a 14 or 15 year-old human.

#### Personality

Sylphs are controlled by an irresistible urge to go forward, travel and explore that forces them to be on the move. A week in the same place is an eternity for a sylph. Sylphs belong to nowhere. Given their knowledge of the land, they are highly regarded as guides.

Sylphs never plan where to go next. If for some reason they are bound to stay somewhere for too long (too long for a sylph can be a few hours) they will grow uneasy and do careless things even when they defy logic or goes against common sense. If there is a closed door they will try to open it; if they hear a dangerous growl in the other side then even better. If within a cage, they will annoy other cell mates until they get killed or the cellmates beg the guards to be moved somewhere else.

A sylph never commits to anything, and when they do they are unreliable. Even then, some people asks them services as messengers and the messages arrive, but not always and not always in time.

#### Society

Sylphs have no culture or society. Sometimes they gather in groups making for awesome circus, theatre or music companies.

Sylphs never know their real parents. If a female sylph gets pregnant she will keep walking and exploring until her state won’t allow her to. After birth the sylph mother usually leaves the child in the door of some human family. Sylph children look like a normal human child but they are extremely agile and have an incredible talent for music.

When a Sylph grows to about 13 years old, he/she is overcome by the urge to explore, he/she packs some food and clothing, leaves home and is rarely seen again by his adoptive family.

#### History

Sylphs are descendants of gipsies and bards. They were travellers that carried their tales and music everywhere, never settling down. They were always looking for ‘the Voice of God’ as they still call it that is supposed to carry the secrets of the creation of the universe.

The air element changed them, always pushing them forward. Some members left their groups to search ‘the voice’ by themselves and they are still searching everywhere.

#### Magic

Sylphs can only use Air magic. They just lack the dedication and patience to sit and learn any other magical element.

Some Sylphs may become aligned with some deity who provides access to more spells. Even then, to be restricted to one deity agenda is like a prison for the Sylphs so this is a rare occurrence.

#### Perks and Powers

Increased Attribute (Air) x2 (+2 Air)

Name of the Wind

Music specialization

Escape artist +2

Pick pockets +2

Hide +2

Move silently +2

Air spells learned gain a +2 level Modifier.

#### Penalties

No magic other than Air unless a deity allows it.

### Triton

Tritons are a race or tinkerers, philosophers and rationalists. They attempt to approach every problem in a scientific way. They have a cold analytic mind and maintain calm even in the most desperate situations.

#### Physical appearance

Tritons are bipedal humanoids measuring 2mts and weighting 90kg in average for a male and 1.80 and 70kg average for a female. Hair ranges from yellow, black, brown and a rare few individuals developing light blue-greenish tones.

Tritons have thin but fit bodies. Their skin is pink with silvery-blue scales in patches around the body to keep their body heat; a small membrane extends between fingers and toes allowing for better underwater movement; and gills on their necks and shoulders allows them to breathe underwater. Tritons can breathe normally in open air but they feel very uncomfortable in warm weather.

#### Personality

Tritons are logical, dispassionate and cold. They rely in cold facts and methodical process to get to conclusions. They love their family members but any display of affection is very private and limited to their immediate family only, not for cousins or even close friends.

Triton’s strong relation with water comes from the peace they feel when they submerge into it, the quietness and solitude, the weightlessness, the isolation from surface sounds. Tritons prefer focusing and problem solving while meditating underwater and they can stay there for hours.

Tritons love poetry however their taste is not shared by other races. They have a tale about a triton in love with a sylph who were married by an elf, then asked a dwarf to build their home in a beach which was razed down by orcs sent by a melraki while humans watched doing nothing. A true epic tragedy played for days that no race other than tritons can stand.

#### Society

Tritons live in coastal villages in temperate to cold seawater usually in bays where sand is white and water is clean and calm. Tritons don’t make villages in freshwater lakes because they feel restricted being surrounded by earth. The villages are not connected to the shore by paths or bridges.

Triton houses are protected by the bay against the worst of rain, winds and storms. Tritons are not worried about getting wet but their books are kept in (much valued) waterproof chests.

Triton villages are small and with few defenders but, being floating villages, they make very hard targets for bandits, mercenaries, slavers or armies. Tritons are also excellent diviners so they can anticipate any attack and abandon their villages with time. When opponents arrive they just find empty huts with nothing valuable inside.

They are also great psychics and spellcasters so they can confuse their opponents into seeing just an empty bay instead of the village.

While tritons have a very limited number of warriors, each one of those are tactical geniuses. This makes tritons terrible foes in guerrilla tactics able to defeat opponents even when severely outnumbered. Tritons are handsomely paid by other races to work as tactical advisors for generals and kings.

Triton diet consists on fish, seafood and algae, all raw and easy to find around their villages. They prefer drinking clear fresh water only. In fact, the only reason for tritons not to cut all bonds with the land is that they need fresh water to live.

Tritons believe that once the bodies die, their souls will go to the water moon of Lamara and reincarnate into mermans.

#### History

Tritons are descendants from humans who chose a life of study and contemplation. They rejected violence and retired to calm and pacific environments.

With time they learned to meditate while submerged in water. Slowly they got used to stay underwater for longer periods of time, with the element of water shaping their bodies for best use of their environment.

#### Magic

Tritons prefer using tactics and knowledge to solve problems. When using magic, tritons prefer using magic that will allow them to get tactical advantage. Spells of the water element are favoured but air, life and death are strongly considered.

Earth spells are seen as restrictive because they root the caster to one place.

Strength and destruction is seen as barbaric so fire magic is left for the incompetent.

#### Relation to other races

Tritons are fine with humans, there is no good or bad will between the two races. Tritons like human books except for the romantic ones as they don’t like wasting time on such nonsense. But the worst aspect of humans is that they foul waters around their cities. When tritons are hired and have to stay in human cities they request to have a clean pool of salt water where they can do their meditations.

Tritons have a very good relation with dwarves. First because dwarves can build for them all the items they need for their research and experimentation. But also because tritons find the closed minds of the stubborn dwarves extremely interesting and, when next to one, they exercise their mental powers by attempting to break the natural dwarven resistance. This is annoying to dwarves (read Dwarves).

Elves are interesting fellows and seen as good acquaintances. They care for nature and their environment and that is on the good side of tritons.

Tritons see melrakii as a fascinating social research. They are hired by melraki families to act as analysts in order to foresee the repercussions of their manipulations and to plan strategies for different scenarios. While working for melrakii they get handsomely paid; get access to good libraries, fresh seafood and large pools for meditation.

For tritons, orcs are too primitive and chaotic, only following their base instincts. They kill and destroy without consideration. They never stop to think and are unable to carry out a plan. They are not people to have as friends.

Sylphs are seen as a good way to send scrolls to other triton villages. While a bit unreliable the information will eventually arrive to the destination. Is not better or worse than homing pigeons really.

#### Perks and powers

Increased Attribute (Water) x2 (+2 Water)

Swimming x2 (Swim power at level 2)

Water breathing

Water spells learned gain a +1 level Modifier.

#### Penalties

Dry/hot environment (desert, volcano): -1 Life, -1 Air

Earth spells suffer a -1 level penalty.

Fire spells suffer a -2 level penalty.