

DWARF

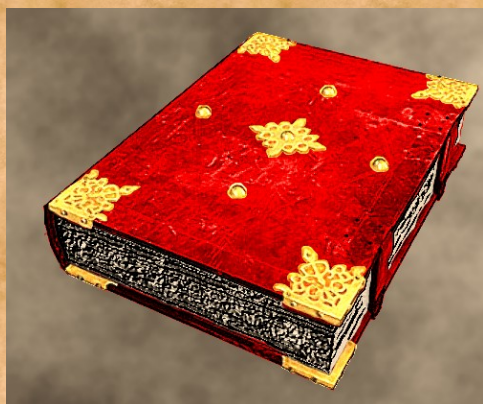
The Ankmargedín, whose pages are fashioned out of a very thinly cut mythríl, contains the origin story of the Dwarves. Only one copy of the Ankmargedín exists and all Dwarves are permitted to make the Trek to see it. It teaches that the Dwarves were spawned from a mythical forge at the center of the world: The World Forge. Using the World Forge, Bolgín, King of the small Dwarven pantheon, forged the first 999 Dwarves who embody the traits of the mountains. Upon a Dwarf's death, their soul returns to the World Forge to be forged anew.

Drophín Urglín, an eccentric smith of moderate talent known mostly for his work with seamless rivets in armor, is the only Dwarf who ever claimed to know the way to the World Forge. But, no one believed him and life carried on as usual. Never completing his rites to become one of the gothi, a priest of the Ankmargedín, Drophín remained a smith despite his ongoing study of the Ankmargedín. On and on, he studied the Ankmargedín, solving many of its riddles and underlying meanings. Written very plainly, its secrets are obfuscated in complex yet subtle riddles. Silently surpassing the gothi, Drophín's knowledge grew as he continually searched the subtle riddles and clues for the path to the World Forge for all Dwarven knowledge is said to whirl about in the World Forge.

Studying the Ankmargedín, his eyes stopped, reading and rereading a particular phrase in the Codex of Provenance: *Steel your soul from the ending and plot to return to the World Forge*. Drophín knew the two accepted interpretations of this passage: "Prepare for death by living a good life so that you may be worthy to be reforged" and "Do not use foul magics to foresee your fate or you will not be reforged." Continuing to reread the passage, it became clear to him, more and more, this passage was a map to the World Forge. "One need only trick Death by separating the body and soul to return to the World Forge," he said under his breath so the nearby gothi wouldn't hear.

His mind flooded with the passages he had studied. Walking home, he nearly stumbled over an obviously placed road stone, stones used to mark the names of roads, when he remembered a passage from the Codex of the Forge: *You will ware yourself if you forge magic items without a clear mind*. All Dwarves are taught the same: when forging magic items, if your mind is unclear or emotional, you invite any number of catastrophes on yourself. That teaching is based on the passage in the Codex of the Forge. However, Drophín realized if you are emotional when marrying magic to items, and lack a





clear mind, you may accidentally imbue your soul, not your magic, into the item. In other words, you will wear *yourself*.

The clang of Drophin's hammer could be heard all night. He had planned, in his mind, how his new war hammer would look and feel. As he hammered out the impurities of the metal he began thinking of how much knowledge he would gain just by visiting the World Forge. He knew he would surpass his father whose shadow he could never get out of, even after his father's death. He kept hammering away, when

all the sudden everything around him faded to hues of grey. Gripping his birthright hammer, he saw himself smithing away. Every strike of the anvil blacked out his vision, until the hammer would pull away. Drophin's body eventually finished and, at Drophin's bidding, picked up the newly formed war hammer. Drophin's forge gurgled and his soul could see the way to the World Forge, straight down the newly formed fiery steps. Drophin's body walked into the forge and the open forge closed.

The next day, on Bolgin's day, Drophin was nowhere to be found and his forge was no longer alight – an extreme rarity, almost certainly an embarrassing rarity, for any Dwarven smith. It takes five or six decades to get the fires in a forge just right. Tending the Forge is a daily routine that is as common as cleanliness is to the Elves. No living Dwarf could remember the last time this happened to a living Dwarf. Forges are even passed down from father to son; though, Drophin had no son.

Weeks after the coals in his forge had gone fully cold, Drophin returned. With him he brought centuries of smithing knowledge the Dwarves had never known. The authenticity of his knowledge was demonstrated when he used the blood of six graybeards, who gave the blood willingly, but very skeptically, to rekindle his forge. Even among the bitter and jealous, his power and knowledge was recognized as legitimate. Drophin was immediately appointed the King's Anvil, a military position, second to the King and equal to the King's Hammer, charged with the defense of the City of Bolgin.

Drophin began to attract followers and disciples. Those who did not follow him believed he must have done something sacrilegious to obtain centuries of smithing knowledge in such a short time. Corroborating this theory, a young Dwarf reported a purple glow, a glow associated with foul magics, coming from Drophin's hold. Parts of dead animals were being fed to his forge as if to sate its hunger. Drophin never told anyone how he got to the World Forge but willingly shared knowledge from it.

A trend, observed by the gothi, arose in Drophin's knowledge. They admitted his knowledge was powerful but realized it was profane. The gothi discerned knowledge obtained from the World Forge depends on one's state of mind. Drophin's warped, and clever, state of mind meant he obtained powerful yet tainted knowledge for when he plunged his hands into the fires of the World Forge, the only souls to respond were those of Dwarves who were not reformed. Drophin always thought the voice sharing knowledge was his own mind, but in reality it was the voice of a forgotten Dwarven foe.

The decision was made: Drophin would be named Unforged and sent away from The City of Bolgin. A peaceful removal was attempted, but those loyal to Drophin resisted. Many died in the uprising, especially those who stood by the outer wall as it was superheated and turned to magma, but it was ultimately successful as Drophin and his cohorts were expelled from the greatest of the Dwarven cities. This marked the beginning of Drophin's War.

In time, Drophin's influence and power began to threaten all thirteen cultures. Drophin knew he would be unable to resist the unity of the thirteen cultures if the Vedalken join the fight. In a final effort to safeguard his soul, Drophin, the loneliest Dwarf, whose iron ego would not give in, perverted the World Forge, making it his phylactery. When the Vedalken discovered this, they challenged Drophin.

After Drophin was defeated, an invisible connection between the World Forge and Agromynia opened. To save itself, the World Forge began pulling all the heat from the world into itself, keeping its coals alight. The Vedalken did not foresee this consequence and the result was a 2,100-year ice age. In a way, Drophin won.

At first it just seemed the seasons were changing as normal. But, as the cold lingered, the Dwarves began growing long hair and beards. The oldest Dwarves now boast knots in their braided beards for every annum the winter has lingered. The cold winds eventually became so unforgiving that the Dwarves abandoned their cities and retreated deep underground.

Before the ice age and the war, Dwarven culture was much more about commerce. As master craftsmen, the Dwarves' wares were highly prized. Cut off from the other cultures, Dwarven trade of wares ceased because it is a point of pride that a Dwarf smith his or her own wares; buying pre-made wares is a sign of weakness and lack of skill. Therefore, Dwarven smithing took a turn and they began creating devices to aid in their survival underground.

Those Dwarves that have survived through the ages now boast secret, large, underground dwellings. Their defenses are proper, their homes warm, and their ranks replenished – which is important because Dwarven women can have exactly one son and one daughter. The dying ice age has let go of its grip on nature and the melting snow washes away as the sun digs up the old world. Weathered roads return to light as the veins of a once thriving commerce are unveiled and the now crystal clear bodies of water have remembered how to flow again.

The gothi have forbade any Dwarves to return to the surface as the world is not what it was. The world has forgotten of Dwarven wares and old enemies have new enemies. Even one Dwarf being seen by an outsider could spark an irreversible intrigue that may lead to problems for the Dwarves. However, many hold that it is only a matter of time before the world rediscovers Dwarves or, worse yet, the world may once again need Dwarves because the end of the ice age begs many questions.

Dwarven Qualities

Having grown up for many generations underground, all Dwarves have darkvision. When it is pitch black, a Dwarf can see normally except only in black and white which does minimize certain types of details they can glean with a perception check.

Being very short, Dwarves must spend 1 additional AP on their first square of movement. After that, they pay AP normally for the rest of their movement. Though, as they are very sturdy and stout, Dwarves also cannot be prevented from moving to their first square under most circumstances. For example, if you try to move forward to attack but an enemy blocks you on your starting square, you automatically move one square of your chosen attack path and then blocking is appropriately adjusted.

Dwarven Abilities: Choose 2

Dwarven Might – If you have one rank in a physical skill, you get a +1 bonus in that skill.

Craftsman – When equipping items to yourself the cost is also 0 AP and 0 Mana. Equipment attached to you does not count against the number of permanents allotted by your intelligence attribute.

Forge's Warmth – When you are in places that are hotter than usual, you do not suffer penalties based on the heat.

Mountaineer – You cannot be blocked when fighting on mountainous terrain.

Dwarven Constitution – It takes 15 poison counters to kill a Dwarf instead of 10. During combat, ignore the effects of up to 2 penalty to strength and toughness.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: attunement, craft, stability.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Power and Toughness.

ELEPHANT (LOX)

When Drophin was being driven from the City of Bolgin, a large group of Dwarves formed a line with their shields, inching forward using song to coordinate. The push was working as Drophin and his loyalists were funneled out of the entrance. Drophin's loyal also chanted in song, super-heating the outer walls of the city, creating an uncontrolled wave of molten rock that would have assuredly decimated the Bolgin legion. In a



powerful display of selflessness, Shalidon, a Lox cleric who was visiting the city before the internal strife began, sacrificed herself to save the Dwarven legion from imminent slaughter. While all fled the collapsing wall, she stood, staff in hand, a bright light shone throughout the city. Shalidon was gone, her staff on the ground, but the molten rock had been diverted towards Drophin's volunteer army. Her staff now resides next to the Ankmargedin, the Dwarven holy book that contains all Dwarven traditions and teachings, as a reminder to the Dwarves that they have friends in the Lox.

But, the Lox were not always so disciplined or dogmatic. After the Dragon god era generations ago, the Lox and the Rhox, both nomadic in nature, found themselves grazing the same lands. The Lox nomadic pattern took them north and east, within the grazing plains, with occasional migrations south. The Rhox were mostly confined to the west and were much fewer in number. This peaceful coexistence was upset when the Lox, who were growing in number year after year, began migrating west to fulfill their dietary needs. The Rhox, faced with going to war or retreating further south, a land no Rhox knew, crossed the river into Fenaria to seek the Elves' help in a joint war effort.

Unknown to the Lox, war was averted by the Elves, who taught the Rhox of the Tet Jungle, an old Elven home abandoned during the Dragon god era to defend Fenaria. While the defense was successful, they lost the jungle, which became inhabited by Viashino and their desert war beasts. Having no need to return, the Elves granted the Rhox their former home to avert war. Unknown to the Lox, the Rhox peacefully retreated to discover their new home, abandoning all they knew.

With the grazing plains to themselves, and having evenly filled its borders, Lox society became less nomadic and established settlements. Rigid and dogmatic in their worship of Arielle, nomadic goddess and the goddess of travel, the Lox formed schools for their young. In formal classes throughout childhood, Lox Shields, the warrior class, learn of armor, pikes, hammers, axes; they learn geography, cultures, history, how to survive off the land; and they learn of the various threats within Agromynia, Glendurial, and Pellenia. When the Shields come of age, they are given the task to maintain, repair, and safeguard all means of travel, including roads and waterways. A simple task, yet infinitely complex.

Lox Staves, the cleric class, also had a set of classes. They learn how to use healing magic and how to doctor without magic. They learn of plants and herbs that can be made into medicines and they learn all of the teachings of Arielle, including the ritual of self-sacrifice. As the young Staves come of age, they are given their enchanted staff, which is hewn from oak. The Staves of Arielle are then sent on a never ending pilgrimage, whose purpose is to help the weak, heal the sick, and aid those in need. These pilgrimages take them across Agromynia, across the oceans to Glendurial and Pellenia, and in one case, to other planes of existence.

Because of their travels and teachings of self-sacrifice, many of the Lox Staves are known for their heroic clerical deeds. From birth, the Loxodon are given one of two different paths: the way of the healer and the way of the warrior. Traditionally, their path is often chosen based on the condition of their tusks once they begin to breach at the age of two or three. If their tusks are white and free of imperfections then they are set on the path of the Warrior as Loxodon warrior needs her tusks in battle. If her tusks have imperfections, then they are set on the path of the cleric. There are Lox who follow other paths, or abandon their tusk-given paths, but it requires the blessing of their parents or closest living relative, a tradition that is not always respected by those intent on straying.

Kukamin, the oldest living Lox, is the only person to complete the Shield training and the Staff training. There are no rules against other Lox doing this; however, it is quite rare that a Lox of three or four has the wisdom to do both for it is at this age such a decision must be made. Kukamin, now the Grand Overseer of the Arielle faith, was traveling between settlements in the Grazelands when he felt a jolt. Falling to his knees, his eyes blanked white, and he peered into the sky. He could see Shalidon's sacrifice. He felt the sweat in her palms, the slow decay of faith that her choice will be rewarded. Arielle showed him her sacrifice, as it happened, as a warning to what is coming: Drophin's war.

As Drophin's war erupted, the Lox, living in the Grazelands, in the middle of the continent, saw much more devastation than most cultures, including the relocated Rhox. As protectors of roads, Drophin knew the Lox would be difficult to circumvent this early in his war effort. He witnessed, first hand, the power of their magic. What he did not know was Shalidon sacrificed herself to dispel his attack, a preface to what it takes to hold true power, but this concept would have been lost on Drophin as he felt privileged to have centuries of knowledge. But had he known, he may have pressed his attack, as the Bolgin Legion could have succumbed to any number of other attacks.

Drophin mimicked the magic of the World Forge, creating an invisible transportation system that uses forges as waypoints. For nearly three decades of the war, the Lox only fought the battles Drophin wanted. Once he discovered their true power lies in their final rites to Arielle, he attacked in ways that kept them spread out. One by one, he used their traditions against them, and whittled down their forces. It wouldn't be until much later, when the Kith, not the Lox, discovered Drophin's means of transportation, and effective blockades could begin.

Not knowing when or where Drophin would show up, Kukamin ordered all forges in the Grazelands be destroyed, except one. Kukamin waited and waited, until one day, the forge glowed a deep purple color. The coals shifted counterclockwise, rolling atop stationary coals sending gnats of fire into the air until all the coals were shifting around a central vortex that settled into stairs. Out of the purple flames, Drophin emanated, but it was not his usual Nezumi spy to greet him, but Kukamin.

"This way is shut to you" Kukamin said standing between Drophin and the door. Letting the portal close, Drophin was intent on proceeding. Drophin had learned much about the Lox over the past three decades, and this time, he was ready. Blow after blow, spell after spell, Drophin was clearly outmatched, but always stood back up, undying. But Kukamin pressed, giving Drophin no quarter, until Drophin retreated back through the portal he reopened. Kukamin was the only living being to stand up to Drophin alone, since the outbreak of the war, and live. His stand showed many Drophin was no god and hope remains.

Once the war ended, and the ice age began, Lox settlements were insufficient on their own to battle the cold. In a world where travel was impossible, many of the Lox traditions became less meaningful. For example, pilgrimages were nearly death sentences which meant many of the established classes were not so useful. Most of the herb knowledge became useless and patrolling roads was pointless as they were sheathed in snow.

But, Lox culture survived and new traditions and teachings were developed. Lox warriors and soldiers continued in most of their traditions, guarding the area from external threats, but they also took up the role of hunters and gatherers for their herds, often freeing frozen bodies to be thawed and eaten. Clerics, using their magic to create warmth, took on the role of scribes in Kukamin's settlement. They would write down their traditions and experiences, recording all significant events, and make a pilgrimage to Leaflet Grove to store their books in the submarine library so, one day, the Lox may return to their roots and do not lose their way. It would be the job of the Kukamin, the name the settlement, and tribe, was given upon his death near the start of the ice age, to redistribute the old Lox traditions and to bring Arielle back into the world.

With the ice age over, Lox herds have begun finding one another much more easily. Not all the Lox settlements were as diligent as the Kukamin tribe. Some have strayed very far from the path. The Kukamin have now set out to restore Arielle but they have met with much resistance for they speak of a god long bereft of worshippers and whose temples have been worn down and disintegrated, except for the one in the Kukamin settlement.

The traditions of tusk readers and farming are resurfacing but the larger population of Lox no longer ascribe to their older traditions. As a culture, the Lox are somewhat shattered; but, as a people, they are generally peaceful. Traveling in herds, the Lox no longer travel alone like they once did, preferring to explore the thawed land in as safe of a manner as possible. While the Kukamin tribe encourages travel, it is up to them to safeguard and restore the roads along the way.

Loxodon Qualities

Loxodon are very slow creatures which means they cannot be untapped by any means other than naturally during the untap step. Being very strong, they cannot be prevented from untapping unless an ability they activated specifically says they cannot.

Loxodon Abilities: Choose 2

Wide Stance – As long as you don't move and declare your wide stance, you may take up 2 spaces horizontally or vertically. If you wish to switch your stance, it costs 1 AP. You may choose this ability a second time. If you do, then you may take up to 2, 3, or 4 spaces at a time. However, your character card must be able to touch each extra space in the untapped position. If you cancel the ability, you may choose which space to end up in.

Thick Hide – The first physical damage each turn dealt to you is absorbed. If there are multiple damage types during your turn, you choose the order. If it is during an opponent's turn, they choose the order.

Large Ears – You gain +2 to all perception rolls that involve hearing and you do not suffer penalties during ambushes or sneak attacks. Penalties vary depending on the type of attack.

Trunk – Your Trunk can aid you in the following actions: Retrieving a small item, drinking a potion, to make a sonic attack that deals 1-damage to a creature you're attacking unless they decide to get knocked back to an adjacent vacant space, or if you have access to water you may give a creature attacking adjacently to you -2/-0 until end of turn (this does not work when underwater or against certain creature types). Activate this ability only once per turn.

Tasks – During combat, you may exert and deal 2 extra damage during the combat step to the creature they are attacking. This ability does not grant any power bonus.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: devout, herbcraft, leadership.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Mana and Toughness.

ELF

Muldric was a human spellshaper who had a gift for medicine. He never considered himself a cleric as he was devout to no gods or ideals, except for ambition. He would combine existing spells and incantations to create new spells. His craft was very dangerous; most before him usually find a way to incinerate themselves, or worse. But Muldric had a gift that could not be replicated by any living wizard which is why he identified as a spellshaper.



Well before the war, Muldric was given a seat in the Imperial court which consisted of the king, his two princes, several advisors, and representatives of each of the other twelve cultures. Muldric's primary, and secret, role was to find ways to exploit weaknesses of the other cultures. After all, the king was a rather ambitious man and sought only to grow the kingdom of men and, behind closed doors, cared little for the other cultures. Yet, when the war began, the king began to appreciate the efforts of the other cultures. He knew that in order to defeat Droghin that his Imperial court would play a key role. Up until then, it was a veiled attempt to subdue the other cultures; but, the other cultures recognized his court as the only form of uniting leadership. Seeing as the King came to power through circumstance, he no longer needed duplicity and schemes; he no longer needed Muldric.

Against the King's wishes, Muldric introduced a plague that was waterborne. This plague would transform Merfolk gills so they would only accept the intake of air. This would separate the Merfolk from all they knew and they would quickly become defeated. At the onset of the plague, the King issued an edict for the head of Muldric. By the time Muldric's plot was known, he had already fled towards the Fox's Ears, a pair of mountains where Droghin took up residence after his expulsion.

Muldric found himself wanting for the employ of Droghin. Droghin accepted Muldric as a willing convert but Muldric knew Droghin was no god – just a power-hungry Dwarf who was cleverer than most. Droghin compelled Muldric to begin shaping the contingency plan to win the war if the war was lost. "We need an unending enemy to take our place should we fall" he told Muldric. When he served under the King, Muldric had spied the movements of the Elves for months. He noted that one Elf would tend the Leaflet Groves by himself while a young Elf would regularly follow the river bend near what is now known as Kukamin. Muldric ensnared both Elves and began experimentation immediately, poisoning their bodies and experimenting in their souls. In a word, he reshaped them.

The older Elf, Galdir, had lived for centuries as a scout. For months, the experiments persisted. It was Muldric's plan to exploit the Elven immortality to create a perpetual enemy the world had never

imagined possible. Experimenting on Galdir, Muldric eventually found success in twisting the Elf's appetite. Set free, Galdir had no idea what had befallen him and hastily returned to the Fenaria.

Once received by the Elven Watch he was sent to report all he had seen. Galdir left out only one detail: the vile things he was forced to eat. It was embarrassing enough that he had been caught by a human and tortured. After he was dismissed, Galdir went to his home atop the pine groves. His body felt lifeless and the sun boiled his skin. Galdir began to realize nothing he ate would satisfy his hunger. His traditional Elven meals left him in pain until one day Galdir could hear the beating hearts of some of his nearby kin. The beating noises were so many, so loud. Skulking in a way Elves never do, he made his way into the barracks. Galdir bit into the necks of sleeping soldiers. His body began to feel life again and his veins coursed with warmth. His hunger satisfied, he was terrified and ashamed, he then fled the forest.

Muldric's other victim was a young Elf named Fanduin. In much the same manner as Galdir, the experiments lasted a long time – too long for a small Elf. Fanduin lost himself and his body. His insides had been reshaped to fit the dreams Muldrin had in mind. Fanduin noticed changes in himself, in his soul. Smells became so intense he could smell a single bead of sweat in the rain and he could see the single blade of grass that stands still in a field tormented by wind. As the moon approached, Fanduin could slowly feel himself fading and an evil presence taking over his body. He grew hair and his bones began breaking and reforming. Fanduin felt a surge of might rush through him and his shackles felt flimsy. Destroying his shackles, he burst forth – his fangs finding Muldric's neck. Hair covered Fanduin's body which would not subside until the next morning. Like Galdir, Fanduin would flee his home in terror after committing a similarly horrible atrocity.

Muldric could think of no greater shame for the Elves than to call these monsters kin. During the ice age, Elven magic was strong enough to help them subsist but their culture slowly began to collapse. With accusations of who was infected and who wasn't, the Elves battled within their own ranks for a thousand years. The traditional Elven wisdom had given way to the need to survive. Seven Kings later, and extremely unprecedented number of leadership changes, the Elves successfully rooted out the infected but it was much too late – the infection had spread beyond their borders to other races.

Elves had always lived in the forest; understanding that building cities takes time and are costly to maintain. Nature provides enough homes for all and does its own maintenance. The wisdom of Elves translated into practical living. Elves learned the power of nature over thousands of years and it is through this that they survived the infections and the ice age.

With the ice age ending, the Elves have fostered the regrowth of much of the world. Their spells and enchantments make for ideal conditions for life to surge forth which drank the floods dry. The Elven archery traditions have carried through the ice age and infection trials. Elves are now very secretive, reclusive and hold much reluctance in their hearts to deal with the outside world. Though, the melting snows have piqued the interest of a few young adventurous Elves.

Elf Qualities

Immortal, Elves are graceful beings. As a result, Elves are treated as if they have Movement: Balance 10. In other words, they do not lose their balance and they do not suffer non-water terrain penalties. However, Elves, while graceful and quick, are also very frail. Whenever they take damage from a non-ranged physical attack, they take 1 extra damage.

Elf Abilities: Choose 2

Marksman – After dividing your power in half, you may divide your resulting attack damage among any number of creatures that are within your range. Activate this ability only as you attack before blockers are declared. You are attacking multiple targets when using this action. Blocking these attacks can be done by intercepting the arrow paths.

Quiet – When walking, you do not make noise granting you a +2 bonus to stealth when stalking. If you have any movement based abilities that would be considered in the subterfuge spectrum, the first space of movement is free. Ask the GM for clarification if necessary.

Nightvision – In low lit or starlit areas, you can see normally. This ability does not work in pitch black darkness. However, if there is a light source available, you can see 2 spaces outside of the light's radius.

Living Land – Once during combat, a forest you control becomes a Treefolk with Trample whose power is X and toughness is Y. Both X and Y are equal to the amount of power and toughness you pay which must be equal to or less than your own power and toughness. When you pay power or toughness, your own power and/or toughness is lowered by the same amount until the creature leaves play.

Elven Heroics – Once per entire combat and before the start of the next turn, you take an extra turn after this one. Your initiative does not change and this extra turn does not skip your normal initiative. However, during your next normal initiative, you are the only permanent that untaps that you control and your other permanents cannot be untapped by any means during that turn.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: animal handling, herbcraft, perception.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Range and Intelligence.

FOX

Aggakachi and Soju represent both sides of the spirit realm. In their hearts, the Fox are taught to keep Aggakachi and Soju equally. It is the lifelong struggle of every Fox to avoid being dominant in either Aggakachi or Soju. The Enlightened, a sect of Fox who are said to ascend to the Tree of Tromjii, a place in the spirit realm where Aggakachi and Soju exist equally, are the only Foxes who succeed in balancing both aspects of the spirit realm within themselves. Very few become Enlightened but those that do will ascend to the Tree of Tromjii upon their death.

The Aggakachi spirit represents the fallen ancestors of enemies. To have respect for those who you have bested, whether they are an assassin sent in the night or a deer fleeing the hunt, reverence must be given. If a Fox turns his back on this teaching, the ancestors of his fallen enemies will conspire his demise just as he conspired against their progeny. Aggakachi teaches that a Fox should only take life if it means giving life to, or sparing life for, others.

The spirit of Soju represents a Fox's own fallen ancestors. To avoid the grip of fear, resentment, anger, wrath, despair, and other negative emotions, ancestor worship is necessary. Soju teaches that history repeats itself in one form or another and to reflect and take in the experiences and stories of one's ancestors is to prepare oneself for any outcome. Soju also teaches that a Fox's ancestors are always watching over their progeny with a judging eye. The life is the sum of good will and effort of the dead. If a Fox turns her back on this teaching, her ancestors will not aid her during troubling times.

After each Fox's first year of life, they are taken to the Fox Ears, a pair of twin mountains in the north eastern region of Agromynia, to learn about the Tree of Tromjii, Aggakachi, and Soju. The young Fox will leave Agromynia with a tattoo that features a green tree facing north and a black tree, connected at the roots, facing south. The green tree trunk represents oneself with the branches being one's progeny. The roots, the middle of both trees, represent one's own ancestors and the enemy's. The black tree, the shadow of the other tree, represents the enemy and his progeny.

While the Elves and Dwarves, and other races, revere their ancestors, the Fox people's traditions almost entirely revolve around ancestor worship. Each annum, the Fox people gather at the Fox Ears to observe the deeds of any fallen Fox. The Fox Ears are considered sacred because each of the twin mountains culminates into a tree: one of Blackwood and the other of Greenwood. Fallen Foxes are buried in the valley between the mountains, beneath the cleansing snow.



However, after Drophin's expulsion from the City of Bolgin, he took up residence atop one of the twin mountains. Of course, his claim of the mountain went unnoticed by Foxes for eight months until the next Annum and Fox gathering. During this eight-month stretch, Drophin cannibalized the resources of the Western mountain, the one with the Blackwood tree, essentially cutting it in half. Drophin and his cohorts created a stronghold on the Western Fox Ear that would prove impregnable for years. As the Annum approached, many Foxes were arriving day by day to see the desecration of all they revere. Enlightenment seemed a little more distant for any that laid eyes on the Broken Ear. With no true leadership, the Fox army amassed for the first assault against Drophin since his expulsion from the City of Bolgin. A genocidal amount of Foxes died that day with the remaining couple of thousand or so fleeing.

Before the war, Foxes put no stock in establishing cities. Their nomadic lifestyle did not lend itself to settling but did necessitate that the Fox people, deep in the past, learn how to use a bow. The Elves would never admit it, but Fox lore holds that the Elves tacitly learned how to use a bow by observing Fox people hunt. Of course, the Elves have a now superior understanding of bows but they immortal. The Fox people also used to be hired as guides by the adventurous and by those who mean to travel far away.

Traditionally, Elves view the Fox people as somewhat of a nuisance. They are just as adept at navigating the forests as the Elves but don't respect set boundaries. The Fox people do not recognize borders and live the freest life of all the cultures. Elves and Foxes regularly get into skirmishes where few ever actually get injured. The Elves are typically just trying to get them to leave while the Fox people find it amusing to see how long they can keep it up for sport.

As the ice age rolled in, the Fox people started to take on the role as scavengers, regularly competing for food with the Nezumi, they would spend most of their days on the move. When it got cold enough, they would huddle around using their tails to shield small packs of them from the wind and elements. Eventually, however, the Fox people were forced into settling down wherever they could – a most unusual and sedentary lifestyle for any Fox.

With very few Fox people left after the war, they began to live as one large pack. They took up residence underneath Agromynia Falls, the largest waterfall on this continent. It had frozen over, something never seen before, and created a very large and wide shelter for the Fox people. While the ice age was anything but kind, the Fox people were able to survive and replenish some of their numbers. Small dwellings were carved out of the ice of the water fall to make room for the growing numbers.

The end of the ice age was signaled by the melting of the waterfall, which had become known as the water wall, and it came crashing down one evening. The surviving Fox never knew the nomadic life style but the stories of their ancestors were passed down. It is now up to the young Foxes to go forth into the wild and live as their ancestors once did using the stories and memories for courage.

Fox Qualities

The Fox people are very spiritual nomadic people. As a result, their fur grows very thick allowing them to ignore any negative effects from cold conditions. Incidentally, upon creation you may also choose your fur color which will give you a +2 Stealth bonus when hiding in certain areas and a -2 Stealth bonus when hiding in other areas.

Fox Abilities: Choose 2

Spiritual Tether – Twice during combat, you may choose a creature you control. When you do, you gain “You may redirect any amount of damage dealt to that creature to yourself.”

Spirit of Aggakachi – Exile a creature card from your graveyard. When you do, put a 1/1 black spirit creature into play that has “Deathlink: Whenever this creature deals damage to target creature its controller loses life equal to this creature’s power.”

Spirit of Soju – Exile a creature from your graveyard. When you do, put a 1/1 white spirit creature into play that has “Lifelink.”

Swift – The 1st AP you spend on movement grants two spaces of movement or one square diagonally.

Protection of Tromji – Sacrifice a spirit you control to get a glimpse of the Tree of Tromjii. Upon seeing the tree, you gain Lifelink and Deathlink until end of turn.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: devout, movement, perform.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Range and Life.

HUMAN

With a need for hierarchy and structure, humans regularly put the world on edge. For over a century, well before Drophin's war and ice age, human culture consisted of feuding clans who vied for power within the Breach, a western province of Agromynia named after the canyon that disfigures the landscape. Humans broke themselves up into clans around the Breach, each with its own power structure with dictatorial and fear-based power structures surviving longest.

Theodore Alamourn, the Duke of Lightedge, a town on the Eastern side of the Breach, wanted to return to the days of the king. His earliest memories were of his great grandfather telling him about King Theon, who Theodore was named after. "According to the Elves, King Theon represents the height of human culture," his great grandfather would say. King Theon's subjects were safe from goblins and trolls while the high walls of his kingdom defined safety. King Theon created a flag, flown all over the Breach, that enemies baulked at with others feeling its radiant safety. During Theon's rule, peace reigned for 43 years; a lasting peace when compared to the days of old warring kings when the Breach was split into North, East, and West. Uniting the North and East, Prince Theodore was able to conquer the West with little bloodshed. Once King, Theon established the guilds, not Dukes or Barons, to rule over that various towns and provinces.

Each with councils appropriate to the size of their respective cities, the guilds rose to power off the King's back. Diffusing his own power, King Theon mandated that each guild will be responsible for one Pillar of society with the Pillar of Agriculture being divided among all of the guilds. Theon's diffusion of power would create codependence on each of the guilds which promoted cooperativeness instead of competitiveness. Self-sustaining and intrinsically motivating, the system was hard to critique.

However, it should not come as a surprise to learn that Theon's empire, an empire of purity and benevolence, would be undone by a single secret: Theon died 17 years into his 43-year reign. Having diffused his power to the guilds, the King's role was mainly to ensure productivity of all of the guilds and to prop up those that struggled; a task delegated to his sons and wife. When the King fell ill and died, his sons and wife told no one, continuing to oversee productivity.

The King's shadow ruled for an additional 26 years before it was discovered that he had died long ago. The Queen was on a routine check of the Lumber Guild when a large stack of logs collapsed killing her instantly. When the King did not show up to the funeral, rumors began to spread about where the King was and how his beloved wife must be put to rest, alone. For a time, his sons tried



to carry on the systems and institutions designed by King Theon. "Is King Theon alive?" people would ask. The guilds eroded, breaking down into clans again, a step backwards for the human race.

Duke Theodore saw the value in the rule of law and a king who was fair and just. He saw the power of co-dependent guilds and the brokenness of the clans. While Duke of the largest clan, and residing in the former home of King Theon, Theodore began rebuilding Theon's empire brick by brick. He opened the old wheat mill and rebuilt much of the destroyed wall. He put forth mandates that would reconstitute the guilds, preparing for the day when the king could give up power again.

It seemed Theodore would convert many of the clans into Theon's old society. But not everyone wanted to see the return of a sovereign, especially a sovereign who was not themselves. One of the other clan leaders, Ozman, plotted against Theodore. Ozman, a terrible man who many called "Gash" for the large gash in his back earned during a particularly bloody skirmish several winters back, had always keep on retainer eight Nezumi assassins. He offered each one half of the gold in his province for Theodore's head.

It was a smallest of the eight Nezumi, Phagis, that would ultimately succeed, but not for fourteen years. During the first six years, unknown to Ozman, Phagis hunted the other seven Nezumi after which he became a scrivener in the scribe guild, which was stationed in Lightedge. Once he got close enough to Theodore, Phagis murdered him. During those fourteen years, Theodore succeeded in uniting most of the clans using Theon's model. Theodore was nearly elected king but the Nezumi blade cast its vote first.

Ozman, now in his late 40s, invaded Lightedge and assumed power and appointed himself King in the way that dictators do. Ozman used the guild system that was in place, and the bits that were still forming, to profit. Sizeable enough, the profits afforded Ozman the kind of life he felt he deserved. Unaware of his skimming, the guilds persisted. Ozman sought out the top talent from each guild to serve on his council but the motives of this council were only shared with his spellshaper, Muldric. On a hunt for exploitable weaknesses of the other 12 cultures, Ozman's ambition was admired by Muldric, a similarly minded individual, despite a knack for medicinal magics.

Large concentrations of humans lived in the Breach canyon during the ice age. Homes were carved along the canyon walls. Ladders, rope bridges, and steel cables were the main means of coming and going. The only city established during the ice age, the Lift became the new dwelling for humans to hang their hats. Needed for human survival, four Pillars were established to meet societal needs and the four guilds were established to see these needs are met: Pillar of the Hunt has the Hunter's Guild, Pillar of Warmth has the Mages Guild, Pillar of Defense has the Soldier's Guild, and Pillar of Guilds has the Guild Council. The end of the ice age was marked by large sheets of ice falling into the canyon, destroying many of the Lift's bridges and ladders. While the Pillars and Guilds are in place, the region is once again on the cusp of strife. It remains unclear if the ruling human Guilds will maintain cohesion or slip into strife. Only a few courageous humans may know the answer to this question.

Human Qualities

Choose 8 skills to gain a +1 bonus when you have at least one rank in that skill. As humans are highly adaptable in the world and can live in nearly any conditions, they are not given a disadvantage.

Human Abilities: Choose 2

Tactical Strike – When dealing combat damage, your first 2 points of damage are dealt during the “First Strike” phase. For every 3 points of health that you are lower than your maximum, you may do 1 additional point of First Strike damage in this way.

Diverse Ancestry – You do not pay development point costs for creating a multi-racial character and you may select up to two racial abilities from any races, as opposed to one, but you will remain human. For each ability you select, you lose one from your Human racial abilities. Some of your physical traits may change based on your ability and race selections. These races become part of your creature types. For each non-human race you select, you receive its disadvantages outlined in the “Qualities” portion of that race’s description. You may choose this ability up to two times (once for the first ability and once for the second ability).

Coordinate – Whenever you and creatures you control attack the same creature from the same direction, you each gain +1/+0 until end of turn. Whenever you and creatures you control block the same creature from the same direction, you each gain +0/+1 until end of turn.

Morale – Nonplayer creatures you control that share a creature type with you do not die for having X damage counters on them where X is equal to each of their toughness. Creatures who remain on the battlefield that have 0 toughness in this way are tapped and cannot be untapped until damage is removed. If any of these creatures receive an extra damage, they die normally.

Persevere – If a creature you own dies, you may search your library for a creature with the same mana cost or less, reveal it, and put it into your hand and then shuffle your library. Then, put a perseverance counter on yourself. Each time you persevere, you gain +1/+1 until end of turn for each perseverance counter you have on yourself. All “Destroy target creature” effects now have “ or remove all perseverance counters from target creature.”

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: rope mastery, survival, tactics.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Luck and Intelligence.

KITH (HALFLING)

Nicknamed the “tree of a thousand uses,” leaflet trees are very easy to identify and only grow in the southern most reaches of the Fenarian forests in Agromynia. Before the tree matures, a vine wraps around its trunk, until the trunk is fully grown, spiraling upward until the tree meets the canopy. Then, bark grows around the vines creating a ring-like effect. The leaves, wider than a troll’s face, have soft fuzz on the underside making them ideal for scrubbing counter tops and wiping down used cookware. Topside, the leaves boast a pine-needle green surface with deep running veins for catching water. Kith shape them to hold soup, water, and other liquids. The stem of the leaf, brown near the bottom and green near the leaf, can be used to clean teeth and can be fashioned into leafware like forks and simple knives. When bent, the stem holds its shape, allowing for a great number of uses. One of the most common uses is to make a ring with the stem, tuck a leave inside, fuzzy side out, and then fold the leaf edges around lip of the ring. Then, twist the outside edge of the stem-ring towards the middle, tightening the leaf under the lip of the ring to form a cup. The same can be done to create bowls, spoons, ladles, and other temporary devices.



There are other practical uses for the leaflet tree, like the tree bark makes fantastic kindling for fire, but the most important trait of the leaflet tree is that it grows and sheds leaves year round. It is this quality that drove the Kith to establish their village, Leaflet Grove. Leaflet Grove started out as a small village that grew into a town where Kith could live happily. Not a threat, the Elves saw their tenure in the forest as harmless and never bothered them, especially since the Kith revered the leaflet trees properly.

Before the Dragon god era, the Kith built the first Agromynian library. Originally a fairly small building, the library was initially created to house books on Kith lineage, their way of life, and other Kithcentric works. However, as time went on, various Kith took an interest in the library seeking out new topics of interest. Other Kith fashioned books using the Leaflet tree leaves with the stems as binding. The fibers inside of the stem could be separated and individual leaves, trimmed into rectangles after being flattened and smoothed out, would slide right between them forming bound pages. Kith grew their library, both literally and figuratively, and new branches were added as needed.

Before the library grew too big, Viashino came through, marking the start of the Dragon god era, and destroyed most of the buildings in Leaflet Grove, including the library. Most of the Kith, among other races, were captured and enslaved for several generations. Once freed from bondage, the Kith returned to their home, which was in shambles. The Kith, who survived the attack generations ago, lived in the

vestiges of Leaflet Grove in secret. It was during this time the remaining Elves taught the Kith to be hunters and showed them how to move through the forest stealthily. These Kith carried on as many traditions as they could and establishing new ones along the way. When the enslaved returned, they were cared for and taught the new ways.

Hundreds of years later, after the Dragon god era ended, the Kith library had been re-established. At its peak, the shelves housed twenty thousand original works. But again, as the Kith were a simple people, they were nearly defenseless against an unexpected Orc raid. While the Kith had become hunters, they were not ready for an attack of this size. With no real explanation for why the Orcs invaded on that particular day, later named Red day, Otho, one of the younger bookkeepers, said he was held up by his throat and an Orc said to him "The treasure! Where's it?!" It was at that moment the library began burning and the Orc tossed Otho aside.

The Orc raids conjured two inescapable realities: The Kith needed a way to defend themselves and their libraries would always be victimized, especially by illiterate Orcs should they ever return. Having established trade with the Merfolk some time ago, who also discovered many uses for the leaflet tree leaves, they devised a plan to rebuild the library under water. That way, if any worst case scenarios arose, the knowledge pool would be protected and hidden. Agreeing, the Mer not only grew a library out of coral on the bottom of the Agromynian River, which was later renamed the Athenaeum River, using magic but also developed a process to turn sea weed into a suitable paper substitute. Inks were harvested from squid and octopi, put into a large vat and mixed with the little fuzzy bits on the back of Leaflet tree leaves, which allowed the ink to be both long lasting and water proof.

One by one, all the original works were copied onto the new water proof medium. Each book that had survived various attacks and raids, over the past few generations, were inducted in the new library. The old books were burned and the burned library was converted into lodging for out of town visitors who wished to have books delivered to them for studying during their tenure in Leaflet Grove. Now named the Mer-Kin Inn, the Kith and Merfolk were united in their mission to preserve the knowledge of Agromynia. However, the submarine library system was not the only radical change that befell the Kith.

There was still the matter of their defenselessness. After all, Kith are small people, half the size of humans, and are certainly not known for their feats of strength. But, it was not their small stature and kindheartedness that kept them vulnerable – they did not know the goings on of the world. Thinking like farmers, as most Kith are farmers, they decided to harvest knowledge from the world, record it, and share it. It was the Elven trained hunters who formed the adventurer's guild deep in the grove. Elven techniques were passed on but new techniques developed. Observing animals, several Kith recorded their observations of many animals in the forests and surrounding areas. From the sloths in the jungle they learned patience and silence, ice crocs in the marshes taught how to breach water silently, and birds taught subtle communication techniques. The Adventurer's guild provided the Kith with a way to safely and stealthily explore the world. Spies were deployed all over Agromynia, studying other societies, threats, battle tactics, and bringing back their observations. Not only did the Kith find

ways to determine where attacks may originate, but they also learned from the other cultures. It was from the Lox they learned agrarian magic incantations and renewal spells. The Merfolk, through trade and not through sneaky observation, taught them water magic to aid in their farming, from which the Merfolk benefited to some degree.

Unlike many other races, the Kith did not need to wait for Drophin to make himself known as a villain. Reports came in from all over Agromynia of Drophin's misdeeds. Perhaps the only race to observe this key detail, and even the Vedalken did not divine this knowledge, the Kith discovered Drophin was able, somehow, to travel instantly across Agromynia. Three of the Drophin Reports denote Drophin's presence in the winter marshes, near the Fox Ears peaks, and on the island of Nok; yet, each report had the same date and each report details observations of Drophin himself.

To discover the secret of Drophin's travel, six Kith voluntarily entered Drophin's ranks in three separate regions of Agromynia. Networks were set up to send information home in the event the secret was discovered, and it was. Using unpronounceable incantations, which the Kith were unable to record accurately, Drophin would transform any forge into a fiery staircase that descended into the ground. The Kith unhatched a plan to destroy as many of Drophin's forges as possible.

Their success was rewarded with Drophin's attention who, in turn, invaded Leaflet Grove. Knowing Drophin was a threat, contingencies were in place and when Drophin arrived in the grove, few Kith remained. On the edge of the river in Leaflet Grove, Drophin set up a factory whose primary purpose was to create war ships. Drophin cut down many of the Leaflet trees and used a dark forging technique to petrify the wood of living trees. Drophin's factory, and others along the river, eventually drew the ire of the Mer. The pollutants in the water mapped out where the Mer should strike. After Drophin's war, the dam Drophin set up to repel the Mer became the house for the assassin's guild, an off shoot of the Adventurer's guild, whose primary purpose was to preemptively strike against threats.

During the ice age, the Kith stayed in Leaflet Grove with the few hundred, now petrified, remaining trees. Through some fluke, the trees continued to produce its leaves through the ice age, which were now very commonly used to perpetuate fires. Whether or not Drophin's petrification gave the trees the resilience to withstand the ice age made no difference to the Kith. They were able to harvest the single nut from each Leaflet tree and grow more, replenishing the grove by the middle of the ice age.

The Kith had limited access to their beloved library during the ice age, as the river was frozen over and their trade with the Mer had become harder. But the Kith returned to their old way of creating books. Their library now contains around a thousand books on ice fishing, Leaflet tree petrification, how to work with the left over petrified wood, and how to create ice walls to keep roaming creatures away. As the water drips down the leaflet trees and collects in the grounded leaves, the ice age signals its end. The Adventurer's guild and the assassin's guilds have begun sending Kith out to reassess the world and to prepare themselves for what may lie ahead.

Kithkin Qualities

The Kith are shorter than Dwarves but quicker than most. Therefore, during combat if a Kith is standing behind a nonshort creature then they cannot be targeted by spells, abilities, or long range attacks. Conversely, they also cannot target others with spells, abilities, or long range attacks. This ability/disadvantage falters when lines of sight change as the battle progresses.

Kithkin Abilities: Choose 2

Arrow Parry – 1 AP: If you have a long-range weapon and are at least 3 spaces away, you may prevent X damage from one physical ranged attack that is targeting you or a creature you control rounded down where X is your power divided by 2. If you take this ability a second time, you may prevent a physical melee attack in the same way instead. You may only do this once during your turn.

Thoughtweft Vision – You may enter a state where your eyes begin to glow a pale blue. When you do, you see the mana connections between permanents and their controllers/owners, invisible things, and you can see through illusions. You may also see through the eyes of other Kith, willing or not, and you may see auras of beings. This vision penetrates most all physical obstacles.

Thoughtweft Casting – You and other allied Kithkin may use each other as casting points for spells. Whenever the spell is cast, you are considered the owner and caster of the spell. If a spell or effect affects the caster, the owner, or the spell, it may target either the point of origin, the caster, or the owner. Some exceptions may apply pending GM approval.

Dodge Legs – You may move through enemy spaces if those spaces are occupied by nonshort, nonwall creatures. When moving through the space of a creature you're attacking, you may ambush the enemy using the stealth skill (see the skill for the mechanics). Note: There can be disadvantages to moving through certain occupied spaces. For example, if you move through the space of a fire elemental the GM may assign damage to you.

Clamber – Corporeal walls cannot block you. If a corporeal wall is in the way, you may spend 1 AP to climb it suffering no damage from it. You may also spend 1 AP to climb nonshort corporeal creatures that are attacking you who have more power than you. When you do, subtract your power from theirs and move your card onto their space. If either of you are targeted for a spell or ability, then you are both affected. When you disengage, a die is rolled to determine if any permanents cast end up on your or the enemy.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: gather info, stealth, streetwise.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Life and Luck.

MERFOLK

Polluting rivers, estuaries, and lakes, Drophin's factories caught the attention of the Merfolk. Not always quick to know about the troubles of land Dwellers, Merfolk certainly were not aware of the calamities Drophin had sponsored until they began breathing the filth polluting the waters. It was Korra of the Ship Reefs who discovered the source of the black oil.

"Right now, Mer who make homes in nasty Swamp drink have it better," Korra said as she began to cough, nearly choking to death on the leavings of Drophin's industry. Breaching the surface of the Athenaeum River just outside of Leaflet Grove, and facing one of Drophin's river based factories, Korra and her school chanted. Small hydrospheres rose out of the water, their color black, collecting above the factory smokestacks. When the river was clear, the amassed hydrosphere broke apart. Large portions of the tainted black water poured down the smokestack into the forge, causing a large fire that ultimately consumed the factory. It was on this day that the Merfolk accepted their invitation to war.



Drophin's supply lines and troop movements were disrupted throughout Argomynia when he lost use of the major rivers. Drophin often avoided using roads due to the Lox, who had a self-appointed duty to make the roads safe. For several months, Drophin's forces were retreating with much of Argomynia being retaken. But Drophin, using his technomagic, built a dam that held back the Athenaeum River, parching the land. The dam was nearly 600 feet tall, matching the size of the westward cliff scape. The dam was molded to show Drophin's angered face staring downriver, a reminder to the Merfolk who they challenged. Unable to assist in the war, the Merfolk retreated to the ocean leaving behind only seven Merfolk Curators to defend the Coral Athenaeum, a curious underwater library.

Centuries before this war, barbarian orcs sacked Leaflet Grove, a town whose only claim to fame was its library. Quite large, the library had over twenty thousand volumes of work from across Agromynia. Mages, Engineers, Merfolk, Clerics – all manner of folk contributed their knowledge. One mage, whose name has been lost for obvious reasons, was angry that his contributions to the library were rejected with citations stating "The knowledge put forth herein is either covered across other works or simply lacks substantiation." Talentless, but clever, this unknown mage told the barbarian Orc tribes that the most valuable treasure in Agromynia could be found in the library. The Orcs invaded the small town in full force. But, illiterate, the Orcs saw no treasure and burned everything to the ground.

Due to the flammability of paper, and the fact it was not the first time a library was burned to the ground by illiterate marauders, it was decided that libraries had no place on land. The Merfolk put forth a solution to protect the knowledge pool: using coral, they would grow an underwater library on the

bedrock of the Athenaeum river. Coral takes thousands of years to grow even just a few inches but many Merfolk oceanic incantations can hasten this process to just a few years. They grew walls and shelves; they grew a roof and entry and exit portals; they even grew an auxiliary corridor to add on to later. Thousands of different colors, this library was teeming with life on the outside but the inside had thousands of book shelves. There were traditional shelves but also shelves inlaid into the walls and floor, a design a land dweller would never be able to use.

Resilient to water, seaweed became the new standard source of paper. Large vines of seaweed grown by Mer farmers were cut and laid out along beaches to dry. The seaweed is kept watered until it is sun bleached and ready for use. Smoothed out coral and Mer scales were used as book covers to house the bound pages. After a few hundred years, the library became populated with books from all over Agromynia. This library, and the others established around the continent, meant the Merfolk played a meaningful role in the economy selling blank books, paper, and inks harvested from octopi and squid. Leaflet Grove, the small town who shares borders with a forest and the Athenaeum river, became the land dweller's main destination to access to the library's resources. That is, until Drophin plugged up the river.

The seven Merfolk Curators who stayed behind, used their magic to retain a bubble of water around the library itself. This mostly aided in their survival but also protected against the fires of war and vengeful folk. Drophin never ordered the library to be sieged or taken; He never took any measures against it whatsoever. In the book *Curators of the War*, the Merfolk who stayed behind posited that Drophin never moved against the library because he respected and revered knowledge. However, Drophin did take his war to the oceans where he would encounter Orcs and, of course, Merfolk.

During sea battles, Merfolk are often seen fighting alongside large sea creatures, which gives rise to the belief that they control these leviathans. In truth, Merfolk know how to herd and harass larger sea dwelling creatures and can bring them to battle when needed. The Merfolk pantheon consists of gods who have both a Mer form and a large sea creature form. Self-transfiguration is a trait all Merfolk have, being able to shift from having legs to fins, so it shouldn't come as a surprise that their gods can change into other creatures. Ossa, goddess of the sea, is often depicted as taking on the form of a massive Nonapus, a large creature with nine tentacles.

Throughout the ocean, Merfolk cities exist. Off the southern coast of Agromynia, where the storms are most severe, but under the surface, calm waters reveal the city of Ship Reef. Unbeknownst to the land dwellers, thousands of Merfolk live here. However, as the ice age set in, Ship Reef was frozen over as it is a city found in shallower water than most of the Mer cities. Most Merfolk retreated into the deeper parts of the ocean where they were safest from the ice. Life went on for the Merfolk but many caught near the surface went into suspended animation, a process of deep hibernation where Merfolk bodies age at one one-hundredth of its normal speed. Merfolk in the deeper parts of the oceans are unaware the ice age has subsided, but those who are exiting their suspension have only aged around 20 years, and remember everything very clearly.

Merfolk Qualities

Masters of the water, Merfolk are unmatched in the sea. They are considered to have a Movement: Swim of 10 ranks and have no problem dealing with some of the harshest weather conditions in the open sea. However, when they find themselves in hot and arid places, they suffer penalties in -1 increments. The penalties include -1 to skills, attributes, and/or AP. The GM will determine the rate of penalty increase. The penalties may go away if a meaningful water source is found.

Merfolk Abilities: Choose 2

Adapt – You may switch between fins and legs immediately. If you do not have this ability, it takes 4 rounds. When you have fins, you move 3 spaces for every 1 AP you spend while moving through water. If you have fins on land, it takes 3 AP per 1 space of movement.

Hydroflage – When in water, your skin changes its color to match the water. You gain a +3 bonus to your stealth skill while moving and a +5 bonus when you are not moving. You do not gain this bonus against enemies to whom you are adjacent after the end of the turn.

Water Vision – When in water, dense fog, or heavy rain, you may see normally.

Water Skimmer – When in water, you cannot be blocked by non-sea creatures.

Water Breach – When exiting water, you may gain flying for up to 3 spaces of movement.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: detect spell, escape, gauge.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Mana and Range

ORC

Henrick Willyums, a Kith who hid in the winter marshes observing Orc culture for two years, made the most recent addition to the Coral Athenaeum before the war. It was Henrick's two volume set that showed the world Orc's are indeed civilized, they just aren't very civil. Volume one sheds light on why every Orc is covered in tattoos. According to Henrick's observations, every Orc is a living totem for their tribes. Given to Orcs by Totem Makers, tattoos denote an Orc's moments of bravery, cowardice, and crimes. Orcs who win competitions or live through perilous moments are given unique tattoos and it is by these tattoos that Orc names are given. Some Orcs never receive a name; yet, for those that do, it can take many years. To get the attention of any of the unnamed, an Orc need simply walk over to another and push his or her shoulder.

"This simple, slightly rough, gesture keeps Orc culture communal and toughens up the younger Orcs, who are often pushed onto the ground," Henrick writes. "But as time goes, and Orc bodies become stronger, these pushes feel more like slight nudges – any Kith would feel it as a violent attack."

Orc piercings, volume two, track in which tribes their children currently reside. Whenever an Orc calf is born, the mother takes it and exchanges it for another calf at another tribe. Henrick goes on to say "Many other cultures, such as the human Kingdoms, marry off daughters and sons to unite empires. The difference, you might ask, is Orcs raise the young of their allies, and sometimes of enemies, while humans, for example, raise their own before giving them away." Upon her return, she gifts an erring or stud to her lover. Both of them wear one symbolizing their bond with one another and their bond with another tribe. It is encouraged that Orcs exchange children with as many different tribes as possible. That way, if wartime comes around, the Orcs need only look at themselves to know who not to fight.

It was Henrick's work that opened the eyes of many about Orc culture. Those that have encountered Orcs often view them as rude, tatted up heathens. They have a very guttural language and their physical presence is somewhat intimidating. Of course, not all of these beliefs are hogwash as many stories exist of Orc violence. But the widely held view of their lack of civility was laid to rest by Henrick and Orc culture was then accepted as being, barely, civilized.

Henrick's third unfinished volume on Orc culture may have cost him his life, but no one knows for certain. The opening phrase of the novel reads "Once named, an Orc can challenge to become a captain or first mate. When serving on a ship, Orcs wear their hair in different styles so the captain may refer



to everyone by their job. When under duress, the captain may shout orders and direct those on deck. Certain braids denote different positions on a crew for braiding is similar to boating knots needed to set sail. All ship-bound Orcs are taught these knots in childhood. Named orcs tend not to have hair.

For the most part, Orcs live in the various marshes, along rivers, and have complete control of Nok island off the western coast. Henrick was able to sneak onto a ship and make his way to Nok island, quite possibly the only non-Orc to set foot there in a hundred years. Henrick's unfinished volume concludes abruptly with the final sentence reading "It seems Nok, or 'Vice,' island is a haven for..." Most believe Henrick was captured or, more likely, killed as a spy. His unfinished volume ended up back on the mainland floating around market stall to market stall until it eventually found itself in the Coral Athenaeum labeled "Volume 2.5."

Before the ice age, Orcs only ever dealt with themselves and the Nezumi, who lived in the interior of the marshes while Orcs typically lived on the outskirts. Culturally, they had little in common; but, it was quite clear that Orcish captains kept some Nezumi on their crews. After all, the Orc mind was not as keen as the Nezumi mind and Orc captains who knew this lived longer not just because the Nezumi had clever ideas to serve the captain but because they knew plots were always brewing and were better equipped to prevent any mutinies. Besides, mutiny was the only path to captainship for the Nezumi.

Winning the loyalty of many sea captains during the war, Drophin created cannons that shoot not only cannonballs, but magic. He taught a select few how to petrify the wood of their ships and he fashioned ropes out of spider silk that were hundreds of times stronger than ropes the Orcs bought from the Kith traders. Dominating the rivers and coastlines, Drophin's sea dogs carried out his orders. When Drophin crowned Nicodemus, a Nezumi, the Pirate King, it was an insult to many Orcs. Captains from Nok island set sail to annihilate the petrified ships and oust their new 'king'. The bulk of each fleet met near the southern horn of Agromynia above the Mer city of Ship Reef. As the future Mer homes clashed in battle, both sides took catastrophic losses, leaving Drophin left with enough ships to guard his main territories. Nok island still had ships, and captains and crews, but none who wished to battle on the mainland. It was these who set sail, away from Agromynia, to the uncharted world.

As the ocean froze over, hundreds of Orcish ships that left Nok froze in place, isolated from civilization. Stranded, crews were able to survive in their ships for a time, living by what food the sea could provide. Here and there, a crew might get lucky and haul in a whale for eating and fire fuel. But the isolation and lack of food slowly began to eat away at the crews. Mutinies became commonplace and cannibalism set in. The stranded Orcs who survived went mad and became most unstable.

Glaciers have broken apart, setting forth the end of the ice age. It is known that the winter marsh Orcs have survived the ice age; but the Nok Orcs and the stranded pirate's fates are unclear. Presumed dead, what's left of Orc culture lives on in the winter marshes. But, some Orcs yearn to travel to Nok while others wish to set sail to find one of Drophin's legendary ships, floating about captainless.

Orc Qualities

Orcs are generally a foot taller than humans on average and their bodies are covered in tattoos and piercings. They also tend to have crazy hairstyles and adorn themselves with war trophies. Thus, during combat it takes an extra 2 AP to block players who are Orcs (blocking only their creatures does not cost extra). However, due to their outward appearance, they can often find themselves at a strong disadvantage to fit into most other societies. Due to their extreme outward appearance, they receive a -5 to Etiquette and Streetwise skills (when in non-Orc dominated places).

Orc Abilities: Choose 2

Adrenaline – 1 AP per transfer: During your turn, you may pay 1 toughness and gain 1 power during the choose attackers step. This switch remains until the end of combat unless you cease the adrenaline ability. Once ceased, you cannot use this ability for the rest of the combat. You can only pay toughness using your base toughness.

Hot Temper – Whenever you take damage you gain haste until your next combat step is over. This means you do not pay AP for movement for yourself or creatures you control that have haste and creatures you cast also have haste until end of turn.

Shout – 1 AP: Target creature with power less than your power cannot block you alone this turn.

Magic Tattoo – Runes may be written on your body. You may have an amount of runes written on your body with mana cost X where X is equal to or less than your Mana attribute. To activate these runes, you must pay the mana cost and AP associated with the runes. However, you may skip the AP cost and lose 1 life instead.

Magic Symbol – When you are targeted by a spell, you may remove that spell from the stack and imprint it on yourself as a tattoo. The spell itself will be recast on you in 3 turns and it cannot be countered or prevented when cast on you in this way. If a spell has multiple targets, only the affects targeting you are delayed while the rest of the spell completes as normal. You may only have 1 spell imprinted on you in this way at a time.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: Deception, Gauge: Environment, Movement: Balance 1.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Power and Life.

RAT (NEZUMI)

Phagis, a Nezumi assassin hired by a human clan leader named Ozman forty-eight years before Drophin's War began to assassinate Theodore Alamourn, the Human king, was a renowned potion and poisons master. Seven other Nezumi assassins were hired and all promised the same reward: half the gold in Ozman's treasury, a very substantial sum. The smallest of the eight, Phagis oversaw the blood pact ritual, which is a traditional Nezumi ritual to demonstrate loyalty to one another. Their culture was replete with



betrayal and mistrust which meant these rituals were needed to form contracts within Nezumi communities. But Phagis, having actually been to Pellenia and Glanduria, knew he had no love for Agromynia. Wishing for a fresh start, Phagis inhaled the red fumes of his demonic brew, which was bubbling over the cauldron, to taint his own blood in preparation for the blood pact ritual. Mind you, this was not typical for a blood pact ceremony, but rather an attempt at subverting its meaningfulness.

When Phagis arrived, Ozman was there wanting to oversee the ritual. Ozman, with whom they would all have the contract, provided the ritual blade. Each of them took the blade, and lightly cut their scarred palms, allowing their blood to drip into a wooden cup. Phagis' infected blood mixed with the others and each of them ingested his infection when they took a sip. Phagis' plan was complete because, now, he could smell each of them no matter where they went.

Phagis knew that if he had assassinated the King first, another would claim they did it. Even by bringing Alamourn's head to Ozman wouldn't necessarily constitute proof because, in the time of magic, another could be fabricated. Therefore, to win Ozman's prize, he knew the competition must be eliminated first. Eliminating each assassin and Alamourn would ultimately take Phagis fourteen years. Approximately half of that time was devoted to tracking down the other assassins and the other half was devoted to becoming one of Alamourn's scribes. Once near Alamourn, a very trusting man, his assassination was not difficult.

When Phagis returned to Ozman, whom he was instructed never to contact until the job was complete, Ozman reneged and kept his gold. It seemed Phagis was, once again, blocked from achieving his goal to get out of Agromynia, albeit through ill-gotten gains. Like most Nezumi, Phagis had lived in disgusting and untenable places his entire life: city sewers, the Winter Marsh interior, in abandoned caves that were abandoned for good reason, or in slimy ship hulls. His people did not have much wealth and most held service jobs in the Breach, on Orc ships, and on Nok island.

Humans had built cities, Elves ruled the forests, Dwarves had their mountains, but the Nezumi never had a home. While the Fox people lived off the land, the Nezumi lived off the land's people, taking leftover scraps of food from bins and anything that falls through the city grates is collected and repurposed or reused. In short, they were the poorest of poor and their survival depended entirely on scavenging from others.

But, for Ozman to betray Phagis in this manner was unforgivable. Ozman's hubris, having become the human king between the time of the assassination and when Phagis approached him, made him feel secure from the small assassin; though, he did not know Phagis killed the other assassins. Phagis left Ozman's site never to be seen again.

Around the time of Phagis' departure, Ozman met another sinister fellow named Muldric. Muldric was a spellshaper who invented spells and incantations. A dangerous trade, but Muldric was very good at it and managed to avoid self-cremation. King Ozman was ambitious and, having conquered the human Kingdom silently, wanted to do the same to the other cultures. He set Muldric on a quest as an envoy to each of the other races, including the Nezumi, to send a representative to serve in his imperial court. On its face, it seemed as if Ozman was looking for a cooperative effort to unite Agromynia in peace, but in reality Muldric's goal was to discover and exploit weaknesses of the other cultures.

Muldric, having first visited the Merfolk, discovered a severe weakness that could be very easily exploited: he could take away their ability to breathe underwater. "If stuck on land" he thought to himself "they may be more sympathetic to 'land-dwellers' as they say." He brought this information back to Ozman just at the time of the outbreak of Drophin's war. For months, Ozman continued to instruct Muldric to work on his waterborne respiratory virus.

After many sleepless nights and failed experiments, Muldric informed Ozman he was ready. To his surprise, Ozman told him not to unleash the virus: "Muldric, Drophin gave the imperial court power. Other cultures are looking to my court to assemble and coordinate. Power was given to me, and I intend to keep it." Infuriated that Ozman, the wicked king, turned his back on Muldric and he unleashed the virus anyway and fled north to Drophin's location, where he sought employ. His virus succeeded in harming some Merfolk, but ultimately, without the king's support to help strategically spread the virus, there was little he could do on his own. About one year into the war, King Ozman disappeared. It is unclear if he was murdered, fled, or went into hiding, but the human kingdom was up for grabs as Ozman had no heirs or successors. For a while, the human guilds managed, but ultimately infighting began, making the humans relatively useless against Drophin for a time.

As the Nezumi lived all over Agromynia, there is no written account for how they survived the ice age. But, it was likely due to the way they normally survive: scavenging and living in places no other race will live. With the ice age ending, the Nezumi have a new shot to find a home, grab power somewhere, or organize. But who among the Nezumi is up for such a task?

Rat Qualities

Rats are often to be said the ultimate survivors bested only by certain insects. Their thick fur keeps them warm and the outer layers are waterproof, so much so that many diseases and bacteria exist on the top layer of fur. Their long tails give them a lot of control when swimming through the water. Therefore, rats are considered to have a survival of 10. However, Rats tend to be looked down upon by many people. Therefore, a rat starts out with a -5 Notoriety. You also receive a -3 to Appraisal and -2 to Cooking because Rats often have to sell things quickly on the black market and they do not usually cook their food as they are usually highly mobile.

Rat Abilities: Choose 2

Diseased – If a living enemy bites you during an attack phase or while using an ability, you may give a -1/-1 counter to that enemy.

Tail Slap – You may tap to prevent 1-damage dealt to you by an adjacent creature that is dealing damage to you or you may deal 1-damage to an adjacent enemy creature.

Waterborne – You may move through water and swamps at a rate of 2 spaces per 1 AP.

Filthy – When using your claws to attack, you have Poisonous 2 which means if you exceed the toughness of an enemy you deal 2 poison damage to them and they receive 2 poison counters.

Tail Grip – Your tail is slightly longer than usual allowing you to grip simple items and melee weapons.

Starting Skill Ranks

Distribute +3, +2, and +1 bonus evenly across the following three skills: gather info, herb craft, streetwise.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Life and Intelligence.

RHINO (RHOX)

Near the end of the Dragon god era, rumors of Gaarmullax's death began to circulate amongst the slaves, who were searching for a reason to revolt. Gaarmullax, after all, was the strongest of the dragon gods. Frynzath, the dragon god ruling the winter marshes who had the power to exhale decay and death, and who had single handedly enslaved many Rhox, decided to travel back to



quell the threat. Vanquishing Gaarmullax's slayer would undoubtedly make her the strongest of the remaining dragon gods and, if the rumors were incorrect, she would appear loyal for showing up to aid Gaarmullax. After her departure, a cyclone of memorable proportions struck the southern horn of Agromynia. It was common for the area to be trampled by storms, but a storm like this invited the sea onto land. Waves battered ships to pieces, destroyed all the makeshift hovels and slave quarters. Water flooded and flowed in all directions, pulling many to sea. All but the Rhox, who were strong enough and heavy enough to fight the currents together, locking arms and marching away from the coast. The Rhox literally walked away from their enslavement, heading north away from the storms, as their Viashino captors were carried out to sea.

For centuries, Rhox were forced to clean Viashino ships before they rounded the horn back to their home in the desert bluffs. The Rhox were strong enough to pull the ships inland, scrub them down, separating the blood from the wood, before pushing them back out to sea where the carnage would repeat. But with Frynzath gone and the storm, the Rhox were liberated. Migrating north, they settled in the central part of the continent where the Grazelands meet the Tet Jungle. Here, it wasn't cold, they settled next to the river, and they were far from the southern and eastern storms.

After the Dragon god era, the enslaved Rhox migrated to the central part of Agromynia. With trees, rivers, grass, and far away from the storms that rage in the south. While they did not establish settlements, they shared the Grazelands with the Lox, confining themselves to the west to stay near the river. While nomadic, they preferred to move up and down the river, keeping in touch with water for survival purposes as well as to maintain trade with the Mer.

During the Dragon god era, the Merfolk were able to escape slavery by retreating to the ocean depths. But, in a time with no magic, the Mer were much less able to liberate the oppressed. Instead, they provided many slaves, all along the coastlines and near river ways, with goods and food: a black market under the noses of the dictators. With very little good tasting grasses in the marsh, the Rhox had to subsist on whatever the Viashino gave them, which was not generally enough for their appetites. The Merfolk, in exchange for information regarding sailing schedules, would bring them dried sea weed, which tasted much better to the Rhox.

For a period of two hundred years or so, they lived peacefully until the Lox migration started moving west and encroaching on their territory. During the Dragon god era, Rhox, and probably Lox, were worked so hard that no one ever reached full life expectancy. But with peaceful times, the Lox were living longer and reproducing. This was also true for the Rhox but they had been outpaced reproductively.

Crossing the river, the Rhox sought the help of the Elves to join in battle to push the Lox back. However, the Elves had a different plan for the Rhox. Instead of offering war and death, the Elves offered peace and life. "We entrust our former home to you, the Tet Jungle" Galdir, an Elven scout of high status, said to the Rhox leadership. "During the Dragon god era, it was abandoned to defend our home, here. We do not have the numbers to adequately tend the jungle."

The Rhox leadership preferred not to fight, and accepted the offer cautiously. They knew an untended jungle would produce all manner of beasts and wondered why the Elves said nothing of it. Retreating from all they knew, the Rhox surrendered their territory to the Lox, and made way to the jungle. With thick tree trunks and vines as wide as arms, the Rhox starred into the jungle, taking in its musty smell and they caught the thousands of airborne noises. Secretly, the Elves plotted to take the jungle back once the giant beasts were destroyed, and the Rhox weakened. Slaves again, in a much subtler way, the Rhox knack to push through difficult times gave them the needed perseverance.

Deep into the jungle they pushed, their large numbers making paths, as all manner of beasts attacked. Beasts who charged, beasts who stalked, beasts who attacked in numbers, flying beasts, burrowing beasts – it didn't matter, the Rhox beat them all back, taking only minor losses. However, one beast in particular, now known as "the Cloudscraper," put up a great fight near the heart of the jungle by the river. It was this the Elves feared and it was this that took the jungle, not the Viashino. Losing half their herd, the Rhox were able to destroy the great beast, and capture the jungle.

Once life left the Cloudscraper's eyes, the Rhox commander Rol saw a mist clear in the distance, revealing an ancient temple covered in moss, vines, and overgrowth. "Our new home" he said as others turned their heads to see the temple. They approached cautiously, noting the statues of the many beasts outside of the temple resembled the beasts they slew on the way in, including a small replica of the Cloudscraper. Inside of the temple, next to the throne room, where a high stationed Elf most likely sat, there laid the skeleton of an Elf wearing a green crown and wearing a green ring. It was evident he was stabbed in the back as a knife rested between his ribs near his spine.

Placing the crown on his head, Rol was able to see through the eyes of any beast, bird, or fish in the jungle. Seeing the whole jungle at once, he knew what the Elves were after, and he resolved never to give it to them. At this moment, he could see an army of Elves one hundred strong approaching the jungle from the north. Armed for war, the Elven leader noticed a small bird's head following him wherever he moved. The bird did not fly away but stood steady on a branch at the jungle's edge. The Elven leader knew they were too late and had already lost the battle, and retreated.

During the retreat, Rol put on the ring, and heard a voice speak "Any who seek the power of Tet must commit their soul to the jungle. Do you accept?" Accepting, he felt the jungle alive within him. He could command any animal in the forest to do his bidding. Truly, he was now king of the Tet jungle, and the Rhox people have staked their claim to the world and the backs of the retreating Elves proved it. Several hundred years later, just before Drophin's war, the Rhox had built six new temples to house their population. Each temple simply served as both living quarters for the Rhox and monuments to Tet, while the original temple was left to Rhox leadership.

Through study of the Elven writings on the walls of the original temple, which took the Rhox quite some time to decipher as their own language was not as refined, they determined the ancient god Tet created the crown and the staff. He created them to help the Elves tame the jungle and knew they would care for the jungle, helping it grow, and tending to its needs. They also determined that such power and control over the jungle comes at a price: the wearer cannot leave the jungle.

But, the Rhox surmised the Elves must have fostered the growth of the colossal Cloudscraper, a force that should never have existed, until it got out of hand. Upon using the ring and crown, the user becomes blinded to their immediate surroundings, and it was in this moment, when trying to control the Cloudscraper, someone must have stabbed the former Elf king in the back, freeing the Cloudscraper. Whoever the assassin was did not dawn the crown or ring and fled, crowning the Cloudscraper king of the jungle. The crown, called the Essence Crown, and the ring, called the Embodiment Ring, also granted the wearer the gift of green magic. It was from these artifacts the Elves became masters of their forests. Rol used his gifts to teach others, and now many Rhox boast knowledge of both green and white magics.

During the ice age, the Rhox were able to survive using the crown and ring to grow plants and vegetables, despite the frigid temperatures. Rol was able to produce enough bounty for his people, despite the snow that penetrated the canopy and cold temperatures. In his elderly years, it became very difficult for Rol to watch the entire jungle as many parts appeared dark. As his mind faded, he gave the ring to his second in command. Resembling a vine wrapped around her finger, the gold band of the ring holds a green tree-shaped gemstone. Once she put it on, it began to glow brightly again, the question was asked, and she accepted.

Rol had discovered his rule was over as Guardian and hers had begun. Soon after he gave up his rule, Rol passed away. When they dug a hole to put him to rest, his body, upon touching the dirt, immediately decayed and melded with the ground. His funeral was attended by all who live in the jungle, and some say even Tet was there in his own way.

Understanding their symbiosis with Tet, their adopted god, the Rhox knew the cost of the jungle as their home was service to an abandoned god. While most Rhox adhere to this cause, others have begun to venture away from the jungle. Confined to the jungle, the Rhox knew little of the world's goings on, and some adventurous Rhox have been selected for this task.

Rhox Qualities

Heavy and strong, all Rhox enjoy thick natural armor plating that protects them from many different threats. As a result, ranged physical attacks that do damage equal to or less than your toughness bonus deal 0-damage to you instead. However, having such thick armor slows you down. Therefore, it costs Rhox 5 AP to attack instead of 4 AP.

Rhox Abilities: Choose 2

Momentous Charge – During the attack phase when choosing to attack, if you declare a move in a single direction more than 1 space, any creatures between you and your target can pay 2 AP to move out of the way or are considered blocking you. You also gain trample.

Gore Strike – When attacking, you may deal 1-additional damage for every 2 spaces you moved in a single direction.

Heavy Stance – When standing in place, you may pay 1 Power to gain 1 Toughness until end of turn. Your power and toughness revert back to normal at the end of turn. You must decide the amount of power to transfer during the declare blockers step and only if you are blocking. You may only transfer your base power and toughness using this ability.

Rhino Stomp – 1 AP: The spaces around you quake causing any nonplayer creatures occupying those spaces who have less toughness than you have power tap unless their owner pays 2 AP for each creature. Any creatures equipped with weapons must pay an additional 1 AP per artifact to keep them equipped. Activate this ability only if you did not move this turn.

Armored Hide – Whenever you take damage from a spell, you absorb the first point of that damage.

Starting Skill Ranks

Distribute +3, +2 and +1 bonus evenly across the following three skills: animal handling, runes, stability.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Toughness and Intelligence.

SNAKE

Wrecked with violent waves, the shallowly submerged land bridge, connecting Indaro island to the Agromynian mainland and surrounding Indaro's coastline, prevents larger sea vessels from approaching. Rowboats and small sail boats can approach most of the way but even those must be abandoned closer to shore and they are not usually the most equipped to battle the waves and winds. Walking remains the only reliable way to the island, but even that is a dangerous trek. Eels, poisonous sea urchins, and all kinds of not-good-to-step-ons live on and around the waist deep (to a human) land bridge. Sharks also patrol, looking for prey with slow feet, often attracted to the area when someone cuts their foot on coral or gets bitten by something else. As if all of that was not punishment enough, the region is regularly pummeled with waves and storms brew in this area, often heading south towards the horn, where more ships have sunk than anywhere else along the Agromynian coastline.



However, having successfully migrated to Indaro before the Dragon god era, the Snake people have called Indaro home for generations. Their way of life was taught to them by a sect of ascetics well before the Dragon war. These ascetics lived near Agromynia falls, contemplating life, its meanings, and renouncing materialism. They were self-sufficient and cared little for gold or new technologies. It is theorized in an old book by a Vedalken loremaster entitled *Natural Beginnings* this sect, who called themselves the Mizu, was the first group of people to study and learn magic. The Vedalken author, Halizan, believes the sect had deep understanding of the world around them and finds it difficult to believe they would not have tapped into mana at one point or another for it is the understanding of how one fits in the world that sparks their initial understanding of magic. However, no actual evidence of them having practiced magic exists.

"Mizu daily rituals included observing the world, training their minds to be a part of the world and not apart from it," Halizan writes. "They understood water flows around all obstacles, trees stand firm but bow to the wind, and fire mimics the lifespan changing all living things into dust." The Mizu believed words, which are symbols for meanings, are subject to bias and warp the mind, even when written plainly. Therefore, their teachings, or what is left of them, are depicted on hidden murals throughout Agromynia. To date, only four have been found, but Halizan theorizes there are more. Each mural is rather simple, depicting things like a flower growing out of mud, a waterfall with sharp rocks above and dull rocks below, ice melting in the sun, and leaves falling from a tree. Halizan states that grasping the meaning of these pictograms will lead to an understanding of magic and its unseen properties.

Leaving behind only one written document whose title is *Here*, the Mizu signatures and the written language indicate they were all human monks. Yet, their teachings and way of life are perpetuated by the Snake people on Indaro island. No known human practices this way of life any longer but most Snakes do. The Snakes who live on Indaro practice the Mizuic way of life entirely while Snakes who live on the mainland may or may not walk the path. Like Merfolk, the Snake people have the ability to switch between having legs and having a tail, which is why they are able to freely go to and from the island without much trouble, unlike other races. Merfolk, for this reason, also have access to the island but have little reason to go there as the Snakes, being self-sufficient, do not really trade much. Near the island's basin lies the Merfolk city of Duboka Voda, which means "Deep Water."

During Drophin's war, the Snake people did not involve themselves in the war at first, much like the Vedalken. Alone on the island, their way of life does not require interaction with other cultures. Typically, it is other cultures who seek them out, if they can, for one reason or another. But when news about Drophin's dam, that shunted the Mer out to sea, and when news of Drophin's factories poisoning the land and water, reached the Snake people they became disturbed. They understood preventing the natural course of change as unnecessary, unproductive, and a never-ending struggle. But, it became more and more clear that Drophin did not offer the world natural change.

The Snakes agreed to take care of the dam if the Mer agreed to continue to disable the damaging factories. Both parties set out with their tasks, the Mer having already destroyed some of the factories, with the first being in Leaflet Grove. Though it took them several weeks, the Snake people showed the river how to flow around Drophin's dam, restoring the river to its natural flow. This tiny gesture allowed the Mer to reenter the war and shut down supply lines making Drophin rely more heavily on other means of transportation.

During the ice age, the Snakes continued to live on their island, visiting the mainland only on very unique occasions. As the world changed, their way of life changed, and they adapted. Over time, each Snake's skin turned shades of blue and plum and their bodies required less heat. While Elves were able to rely on their power over land to survive, the Snake people shaped themselves to better handle the harsh temperatures.

They only had one vegetable that would grow in severe temperatures and it was the koue. Its hard shell only cracks when made brittle by cold temperatures, revealing only two seeds and its rock hard contents that need to be softened through boiling. For the duration of the ice age, the Snakes were able to subsist using the koue and mixing it with various things such as pine needles and tree bark.

With the ice age ending, and the flooding subsiding, the Snake people have been slowly readapting to the new world. Their skin and scales have returned to the reds and greens they advertised before the war. While their way of life remains intact, the Snakes who survived on Indaro aren't eager to leave. But there are still a number of Snakes on the mainland, who do not intend to return, and who survived in other ways not recorded herein.

Snake Qualities

Snake people are in tune with the land and are all excellent climbers either with their tail or when they have legs. Therefore, they are all treated as if they had Movement: Climb 10. However, they do not have the strongest bone structure. Therefore, whenever they are attacked, the first point of combat damage always counts as loss of life to circumvent their toughness.

Snake Abilities: Choose 2

Adapt – You may switch between having a tail and legs immediately. If you do not have this ability, it takes 4 rounds. When you have a tail, you move 2 spaces for every 1 AP you spend while moving through water. When climbing, you may also move 2 spaces for every 1 AP you spend.

Tremor Sense – You may detect unseen enemies who are moving and corporeal. If those enemies are hiding from you and you wish to attack them, you gain +1/+0 against those enemies.

Constrict – When you have a tail, you may wrap it around an enemy who is adjacent to you. That enemy cannot move unless they have more power than you. You cannot move unless you have more power than them. They may break your hold by rolling power + escape and you may resist their attempts by rolling power + security.

Toxic Bite – You may choose this ability twice. You may only activate one toxin per combat step.

Note: All damage prevention spells and abilities have “or prevent all effects from a toxin”:

Neurotoxin – 1 AP: Whenever you attack, the creatures you are attacking receive a Toxin counter. Creatures with toxin counters cost 1 more AP to move per toxin counter. For players, you must overcome their toughness for this to have an effect.

Hemotoxin – 1 AP: Whenever you attack, the creatures you are attacking take an extra damage. For players, you must overcome their toughness for this to have an effect.

Cytotoxin – 1 AP: When you attack, you may prevent all your damage and give them a +0/-1 counter. For players, you must overcome their toughness for this to have an effect.

Mycotoxin – 1 AP: When you attack, you may prevent all your damage and assign a -1/+0 counter to those creatures. For players, you must overcome their toughness.

Molt Skin – 1 AP: Molt your skin once during combat to get rid of all counters and enchantments on you. Activate this ability only once during the entire combat.

Starting Skill Ranks

Distribute +3, +2 and +1 bonus evenly across the following three skills: artisan, concentration, gauge.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Mana and Power.

VEDALKEN

Vedalken greatness is not flaunted with giant flags or brightly colored crests. Like all truly great things, the feats of the Vedalken are self-evidently great. The silver hemisphere at the center of Everlight, the only Vedalken city, found in the north-eastern archipelago, is a visual testimonial to the Vedalken mind. Seamless and perfectly round, the hemisphere is impossible to climb and impervious to magic. According to Dwarven measurements, the dome is perfect. Perfect in design and no impurities can be detected on the surface.



Near the beginning of the dragon god era, some two millennia before the thirteen cultures were established in the Imperial Court, human cities dominated Agromynia, but were cremated by the red dragon god Gaarmullax, who forced all his Dwarven slaves to smith wares and build temples. Above all other races, Dwarves were despised by Gaarmullax the most because it was they who nearly killed him in a revolt. Ever since, he deigned to give them the hardest most laborious work to keep them wary.

Without magic, humans, and other races, were unable to resist the rule of the dragons. Five dragon gods ruled Agromynia, enslaving thousands. Land dwellers had nowhere to hide but the Merfolk retreated deep under water, escaping enslavement. For eight-hundred years, indentured servitude was the way of the world until a small group of Vedalken discovered that land dwellers could also harness the power of magic. These Vedalken escaped their bonds, defeated their Viashino overseers, and fled north.

On their journey, they learned that ambient mana exists in all things and has connections to the land and sea. The escapees even learned how to use magic to subsist which aided in avoiding main roads to evade their Viashino pursuers. Masking their movements, they traveled north and found a region that the dragon gods had not dominated, the north-eastern archipelago of Agromynia. From here, their conjuring began and didn't end for several hundred years. After an unnaturally long lifespan for any Vedalken, aided by magic, the now liberated Vedalken returned and slew their former dragon god captor. The other dragon gods felt the loss of their kin and came forth challenging the land dwelling magic users, only to succumb to the cocktail of spells the Vedalken unleashed.

While celebrated for their victory over the reptilian oppressors, it became noticeable to the rest of the world that their saviors did not return to free the slaves, but to test their mettle against the mightiest magic users. Once the dragon gods were slain, the Vedalken returned to their archipelago with all of their kin. Many asked if they would challenge the Great Wyrn Ey-gon, but the Vedalken were not able to find such a creature and dismissed the Ey-gon stories as myth and legend.

The rest of the Vedalken went north and created their society across all the islands in the archipelago. The Vedalken High Chancery, which consisted of the original five liberators, take turns ruling the Vedalken Islands. Every hundred years, the Vedalken chancellor switches places with another chancellor who is magically suspended in temporal isolation to leap frog through time. After all, Vedalken are not immortal. The Vedalken commoners spend most of their time studying magic, learning the lessons the Chancery has taught them. While not every Vedalken has slain dragon gods, their wizardry is unmatched by any other race. To increase the amount of time they can study magic, Vedalken artificers created many constructs who take care of basic needs such as farming, building construction, and textbook replication.

It was during this four-hundred-year period that the twelve cultures reestablished their traditions and began rebuilding their destroyed cities. The Vedalken became masters of magic well before other races were able to establish proper societies. The thirteenth culture, the Orc tribes, weren't recognized as civilized by the larger community until much later. Once recognized, the Orcs were given a seat in the King's Imperial court at the bidding of Muldric the Spellshaper.

On the hundred and twelfth anniversary of Drophin's exile from the City of Bolgin, the war seemed to be a stalemate. Drophin's efforts had not gained him what he had hoped but, by now, he had offended almost every culture in Agromynia. All but the Vedalken, who seemed compassionless about the goings on of the war. Couriers, knights, wizards, and even kings had visited the smooth cold doors of the Everlight dome, to plead for help from the famed Vedalken Chancery. Eventually, Drophin himself visited the Everlight dome but, unlike the other visitors, Drophin had fashioned a key to the dome. Drophin believed the perfectly angular keyhole outside of the Everlight dome was not merely a means to open Everlight, but a test. Using his dark knowledge, he fashioned a key that would open the lock. It's literally perfect hexagonal shape fit perfectly into the key hole and, indeed, it did turn. Having passed what he thought was a test, the door slid open. Drophin walked in only to see a giant ring, perfectly round, in the middle, the exact middle, of the steel encased room. It appeared to be a portal that would lead somewhere but no magic flowed through it. With all his knowledge, Drophin failed to understand the portal's secrets and said under his breath "Doors, the Vedalken and their doorways... doors aren't a test, barriers... doors are barriers... Cowards," and with that Drophin left.

Drophin was indeed right, to be able to open the door shows extreme knowledge, knowledge that could be the undoing of the Vedalken; knowledge that could be a threat worth quelling; knowledge that could re-enslave the world. The Vedalken Chancery agreed an investigation should occur. Regrettably, opening the door did end the stalemate as Drophin had hoped, but not in his favor. Rumors of three Vedalken wandering Agromynia, going town by town, asking questions, reached Drophin. The time had come.

Well versed in the feats of the Vedalken, Drophin knew they had the power to undo him. But he was unsure, "Did I pass the test?" he kept wondering. His vanity blinded him as he felt more intelligent and cleverer than all the world. Surely, they respected his knowledge. But he still had to prepare for the worst. So, he instructed his human spellshaper Muldric to begin his experiments on the Elves, enacting

the contingency plan should the war effort fail. It would be the last time Drophin would see Muldric as they parted ways.

Creating rivets for a new set of armor, Drophin demonstrated the only earned piece of knowledge he had. His seamless rivets made it possible to create armor that was so perfectly shaped and smooth that it adopted the magical resistance of the Everlight dome. He knew the Vedalken would see his armor and calculate very precisely who they were dealing with. But Drophin went a step further and created a Dwarven war-hammer coated with a thick layer of very dark and impure steel.

As impurities are worked out of metals, enchantments can be cast into a forged ware. Drophin knew the reason magic wouldn't affect the Everlight dome was the perfection of the angles and the lack of impurities. At its heart, most magic seeks to shape and improve the world, but with something that is perfect, magic cannot take hold. Drophin knew the opposite was also true. The impure nature of his new hammer would absorb ambient magic and it was with this he intended to defeat the Vedalken if he could not win them over.

Wearing a thick brown cloak walking with his head down, Drophin traveled alone, unabated, back to the Everlight dome. It was there that he would either win the Vedalken over or a fight would ensue. On his travels, he would hear people scoff his name and curse him in the same way people curse devils. At the very moment Drophin might have begun to regret his path, a consciousness inside of Drophin made itself known. Unable to think as the voice spoke to him, his mind was paused to listen: "Cremate the Vedalken Chancery, Drophin!" screamed the consciousness. "Obliterate the Vedalken Chancellor and his protégés. I will then show you the secret of their portal."

His thoughts were not his thoughts and his knowledge was but another's. He realized his body was a shell housing the soul of another. Drophin finally realized what he had sacrificed and had sacrificed more than any living person could. Before Drophin could despair, the imposing voice said "I was trapped, never to be reformed! I offered you knowledge and you offered your body. We... are... allies."

Before walking again, Drophin shut his eyes, and planned how he would forge his next ware. He had no intention of creating anything new, but knew this process would clear his mind. His permanent eavesdropper sat silent with only thoughts of a smooth shield and all its details to see. Drophin thought of nothing else until he reached the Everlight dome, where the Chancellor and his protégés stood. Approaching them, he screamed "HEL..." Drophin was cut off and the voice inside of him became a full presence. Drophin's vision greyed as the presence inside of him felt hotter than the World Forge. The soul peered at the Vedalken, whose spells could not touch him, and declared "You will now feel the wrath of Gaarmullax!" Destroying Everlight, the battle raged for days. Drophin, whose presence was forgotten amidst the fighting, summoned all his remaining will to control his arm. He damaged a rivet using his hammer, exposing the wearer, and with this last action the battle was over. After his final spell, the Chancellor fell unconscious and died soon after as his burns were beyond magic. Gaarmullax's soul transferred into the war hammer Drophin fashioned. Gaarmullax was free.

Vedalken Qualities

For the past two thousand years or so, the Vedalken have begun using mana to sustain their bodies indefinitely. When their bodies do fail, they replace body parts with metal limbs and machines to keep on going. Very few Vedalken still have their original bodies completely intact. Therefore, you must choose a limb to be mechanical and it is always subject to “destroy artifact” effects. Your arm looks like a Terminator arm. If you choose “Ethereum Arm” below then your arm looks normal except extremely smooth with normal textures except mirrored.

However, Vedalken are also, on average, more talented than most at magic. Therefore, you may pay 1 AP when a spell you control is on the stack to change targets. You may only redirect a spell in this way once per turn.

Vedalken Abilities: Choose 2

Psionic Burst – Tap: You may deal 2 damage to target player and you lose 1 life. Activate this ability only against sentient player-creatures and only once each turn.

Ethereum Arm – Artifact spells, colorless spells, equip costs, and activated abilities on artifacts cost 1 less for you to cast. You may take this a second time, giving yourself a second ethereum arm, to make these cost 2 less instead.

Consume Spell – 1 AP: Exile a spell you put on the stack: You gain 3 life. This ability cannot put you above your base health. If your spell is targeted for a counterspell, you cannot exile it in this way.

Improvise – Each artifact you tap when casting a spell grants you 1 colorless mana and 1 AP.

Flash Cast – 1 AP: The next creature spell you cast has flash. Activate this ability only once per turn.

Starting Skill Ranks

Distribute +3, +2 and +1 bonus evenly across the following three skills: deception, detect spell, runes.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Mana and Intelligence.

VIASHINO (LIZARDFOLK)

When it comes to divorcing skin from the bone, no one is more naturally equipped than the Viashino. Naturally thick, their skin can repel many bladed weapons and their fire-tempered claws glisten before they strike. Slow witted, but quick to act, the Viashino are physically dominant over most other races. Their superiority was felt throughout Agromynia during the Dragon god era. With most of the Viashino being overseers, they were the direct oppressors of civilization and it is in them that many, at the time, placed their hatred.



However, at one point, five Viashino ruled all Agromynia, calling themselves dragon gods. Ages ago, Gaarmullax, a Viashino warrior, and a few others discovered the connection between their bodies and land. Rudimentary in form, magic was expressed through Viashino breath attacks. Some discovered they could absorb certain elements through their skin and, somehow inside of them, their breath would coalesce. By evacuating their lungs energetically, a magical effect would be produced.

Gaarmullax the First realized he could absorb heat through his skin and spew it back in a concentrated form. His new power slowly manifested itself in stages. It began with mild experimentation producing small heat waves and eventually turned into an extremely hot fire. As his understanding of his power grew, fewer and fewer would challenge him within his tribe. He waged war on other Viashino tribes until they were a united front; in other words, he won.

Through fear, he ruled and his cruel punishments kindled obedience. As king of the wastes, he ruled all Viashino, and enjoyed being the most dominant. However, this got old, and he set his sights beyond the desert. But he knew his power rested in his connection to the desert and leaving the desert would make him vulnerable; after all, the seat of his power rests in his ability to incinerate challengers. In a way, his power kept him prisoner, and he desperately wanted to leave the desert.

Gaarmullax organized an army and let loose on Agromynia. As his armies swept across the land, Gaarmullax's influence grew. As other Viashino traveled to other regions, they too began to discover they could produce different effects. Some could absorb moisture and produce cold effects while others could exhale decay. Internal strife within the ranks lasted for a while but ultimately Agromynia was divided up by five Viashino, all prisoners to their powers – which kept them from civil war.

But Gaarmullax, having a head start for many years, sought new ways to increase his dominance and regain the armies stolen from him by competing Dragon gods. Eventually, Gaarmullax realized his power was not just tied to the land, but also the sun. His new insight gave him new fuel and he could travel, power intact. Coveting this secret, he reasserted his dominance over the others but allowed them

to rule their regions as his personal agents. Frynzath ruled the winter marshes, Larthlyer ruled the jungles east of the Agro River (now the Athenaeum River), Mejirum ruled the abandoned island (now Nok Island), and Urshwun ruled the plains south of the Ur Mountains.

However, once a few Vedalken intuited a deeper understanding of magic through their observations of Gaarmullax, they were able to escape their bonds. During a four-hundred-year period, they studied magic, refined themselves, and returned to vanquish the Dragon gods, forcing the less powerful, leaderless, Viashino to flee back to the desert. Upon Gaarmullax's defeat, several Dwarven Elders feared the return of Gaarmullax. Many Viashino have the power to regenerate and Gaarmullax was such a strong soul, the Dwarven elders sought to take no chances. Performing the Unforging rites, the Dwarven elders ensured Gaarmullax would never return.

Before the ice age, the Viashino established trade with the Merfolk, who had escaped the Dragon era and had less cause to hold grudges than other races. The Viashino had only one thing to offer the Merfolk for the bounties of the sea: tempered glass. In modern times, it is common for Viashino to have various different breath attacks, but most have been confined to the desert and none have boasted the power of Gaarmullax the First. Some Viashino are able, in very short bursts, to produce flames hot enough to melt sand into glass. Merfolk would come to the beach where the desert meets the ocean and form shapes in the sand: poles, cubes, triangles, even large sheets were often made. The Merfolk were using the glass in the ocean to construct homes because, at this point in time, the Merfolk did not know how to grow coral, they did not know magic, and they did not want to compete for underwater cave dwellings with the beasts of the deep.

The desert cities Zid and Umbrax, coastal cities where most Viashino live, are almost entirely made from glass. With sand filled walls, the glass structures are curved and angled to resist sea storms and sandstorms. For centuries, Viashino knew that digging deep enough in the desert would produce water, but their new glass structures allowed them to funnel water into these deep reserves to replenish them, evidence of higher thinking and civilized living. As the ages passed, the world had forgotten about the Dragon god era, including many of the Viashino, and trade was eventually restored with other cultures over time, especially with the Orcs, whose boats allowed the most direct access to the Glass cities.

With glass blown weapons and their brawn before brains mentality, the Viashino seemed quite primitive to Drophin. Drophin found himself in a peculiar predicament: without access to Dwarven elder blood, whose decades of life provide the needed fuel to boost coal temperatures, he needed a new way to get various forges alight for the war effort. With their natural tendency towards hot climates and the capability to breathe fire, he knew their blood would also work. Unfortunately, Viashino live short lives due to infighting and their brute way of life. He would need to feed his forges more than just their blood to keep them alight.

Drophin sent Muldric, a human spellshaper he recruited, to convince some Viashino to travel with him to Drophin's new forge located within the north-eastern part of Agromynia. "Give them these pearls"

Drophin said as he placed a pouch in Muldric's hand. "Tell them what you have to but it is imperative that you bring as many as you can." Muldric set off to the desert bluffs and took the Ur Mountain route being sure to avoid the Dwarves at all costs.

Once Muldric arrived at his destination, he then had to navigate using the stars. Waves after waves of sand, blue in appearance at night, pose as a still ocean. He made his way towards the coast without much effort as deserts pose little challenge for those who have mastered magic. With the right incantation or hand gestures, he could sustain himself during his trek. Eventually, he found himself in what he thought was Umbrax but it turned out he made it to Zid. Viashino regularly lie about which city is which either because they have some sort of strategic goal or, more likely, they themselves forget.

Muldric was not only able to secure eighty-nine Viashino glassblowers, but he also managed to secure safe passage upon some Orc vessels around the northern part of the island. When Muldric returned, Drophin had already set up to receive his new subjects. For weeks, Drophin organized and reorganized the Viashino to be his personal guard, switching their patrols and stations. As the number of Viashino dwindled, the last few began to realize what was happening but by then they were too few.

It seemed the Viashino could keep the fires burning, but not for long, and replacements were regularly needed. Muldric made several more of trips to keep the forges blazing, costing several thousand Viashino their lives over a period of years. Drophin and Muldric likely would have gotten away with their ploy for a lot longer if it was not for the efforts of one Viashino named Yigmotz. Yigmotz had brought with him a vile of sand. Viashino often carry vials of sand to create everyday objects like toothpicks. However, when he discovered the truth behind the disappearances, he used his vial of sand to create a necklace that would be identified by other Viashino back home as a warning. He gave it to Muldric and thanked him for the provided opportunities. Of course, Muldric was not expecting a clever plot and accepted the gift. On his final return, Muldric did manage to escape with his life but was far outmatched. If it wasn't for the loyal Orc ships ferrying him back and forth to the desert, Muldric would have been slain.

Upon Drophin's death, the ice age crept in. Cold weather was especially tough on the Viashino, whose glassblowers slowly lost their ability to breathe fire. Some Viashino traveled on Orc ships to escape the never-ending winter; others, seeing no other choice, burrowed beneath the sands to sleep until their bodies could adjust to the new environment. Those that remained in the desert resorted to very drastic means of survival after their bodies adjusted. It was those that could regenerate limbs and tails that allowed for survival. Cutting off their own limbs, the meat would be used for deep ice fishing or simply to feed others. While it could take up to a month to regenerate a limb, so long as these Viashino had access to water and fish from the ocean, they were able to continue this cycle. Eventually, they became so good at fishing, they no longer needed to resort to such drastic measures, and fishing colonies began to form. As things have warmed up, the fire within has returned.

Viashino Qualities

Being the descendants of dragons, Viashino a wide variety of physical features depending on their ancestry. Thus, the one trait they have all inherited is their scaly armor which prevents up to 2-damage from physical attacks from behind. However, tend to live in sheltered or warmer places. Therefore, cold-based attacks tend to be twice as effective against them. For example, if a cold spell says that they do not untap next turn, they would not untap for 2 turns instead. This is their default weakness but it is subject to change if you make use of "Coalesce Breath."

Viashino Abilities: Choose 2

Razor Tail – Tap: You may deal 1-damage to an adjacent non-armored non-artifact creature. Activate this ability only once per turn.

Tail Shield – Tap: Gain -2/+2 until end of turn. Activate this ability only once per turn.

Coalesce Breath – 1 AP: You may deal 1-damage to 3 different spaces that are adjacent to one another. Activate this ability only once per turn. If in an area whose climate is very different than what you're used to, you may choose a new element for this attack (ice, earth, water, fire, etc...) When you do, you become weak to its opposite.

Lingering Breath – 1 AP: You may spit liquid fire on 1 space. That space burns with fire causing 1-damage to anyone who passes through or ends their turn on that space. Activate this ability only once per turn. All snow, ice, and water spells have "*Instead* – extinguish all burn counters on creatures or spaces."

Burrow – At a cost of 2 AP per space on sandy terrain or 3 AP to move diagonally, you may burrow underground and come out wherever you please. All movement for this must be paid for in advance. You may only do this once during your turn.

Starting Skill Ranks

Distribute +3, +2 and +1 bonus evenly across the following three skills: cooking, notoriety, throwing.

Attribute Racial Bonus

Distribute a +2 and +1 bonus evenly across the following attributes: Power and Luck.

VAMPIRE

If you choose to be a vampire, you will immediately become an enemy of all uninfected Elves. You gain immortality but you become undead (you gain the creature type "Vampire"). Elves cannot detect that you are a Vampire through magical means. However, they are very aware of the behaviors of vampires. The most common traits they look for are fangs protruding from the upper gums when the scent of blood is near. When blood is near, you generally smell it with ease and can control yourself. However, if blood of your kin is near, you must make a Life resistance check. If you succeed, you can compose yourself. If you fail, you become fixated on tasting the blood of your kin. You will not lash out in the way a werewolf would, but you begin plotting on when and where you can taste their blood. You can feed off any mortal being whether it is a rabbit, a Lox, or a human, but you are most satisfied when feeding on your own kin. After you feed, you tolerate sunlight much more and you can enjoy normal meals. But when you have gone too long without feeding, normal meals leave you in pain and you begin to hear heart beats. Once this occurs, you will not be able to compose yourself, especially if any of your kin is nearby. When in sunlight, if unfed, you take a -3/-3 penalty. When biting others, you may only turn non-kin into vampires but this requires you to drain all their blood, which takes time. Healing spells do damage to you and loss of life spells heal you.



Special Vampire Abilities: Choose 2

Bite Attack – When you declare you are making a bite attack, which is visible to all in the area, you gain Lifelink until end of turn.

Invisibility – Pay 3 life: You are invisible and gain +5 to stealth. You cannot be blocked. You also cannot be targeted for attack or by spells unless they have a way to know where you are. This effect lasts until end of turn.

Enhanced Strength – Pay 2 life: You gain +1/+1 until end of turn.

Regen – You regenerate 1 health per turn never exceeding your base life total.

Disguise – 3 AP: Upon tasting the blood of a humanoid creature, you may disguise your body as that person for 1 minute. However, you do not get their clothes, knowledge, mannerisms, or anything other than their physicality. You may keep a vial of their blood with you to perpetuate this ability.

Starting Skill Ranks & Racial Bonus

You have the starting skill ranks and racial attribute bonuses of your chosen race.

WEREWOLF

In becoming one, whether you sought the beast or because the beast sought you, the Elves are forever your enemy. While they cannot determine your true nature through spells, they are acutely aware of the behaviors of werewolves. They notice when their noses twitch at a far-off smell or how their eyes dart towards subtle movement. You must be aware of when the moons change. If either moon is full, and you go outside, you will immediately change. You do not fully lose control of your mental capabilities but your body can take actions on its



own. If there is meat or blood nearby, you will need to make a Life resistance roll. If you succeed, you may choose your actions as normal. If you fail, you must choose actions that result in obtaining your prey. However, if both moons are full, you lose complete control and become a villain to all who are near. To become a werewolf, you will need a backstory. Being a werewolf does make you immortal so you can choose to have been bitten anytime between the start of the ice age and now. Werewolves did not exist before the ice age and only came into being shortly after (see the "Elf" lore). You may choose your fur color, which will give you a bonus to stealth and hide checks depending on the terrain you are in. You have nightvision. You also choose two abilities listed below that can be activated in wolf form. You can control your transformations except when full moonlight touches you.

Special Werewolf Form Abilities: Choose 2

Bite Attack – 1 AP: You may deal an additional damage during combat. Activate this ability when attacking or blocking. When in human form, your mouth temporarily transforms for this attack.

Pounce – 3 AP: The last space of movement you pay for grants you flying, +1/-0, first strike. You may only activate this ability during your combat phase. If you have haste, the last space functions the same way even if you do not pay for your movement. When in human form, your feet temporarily transform for this attack.

Claw Attack – 1 AP: You may deal an additional damage during combat. Activate this ability when attacking or blocking. In human form, your hands temporarily transform for this attack.

Regen – 0 AP: Regenerate 1 health per turn never exceeding your natural cap.

Combat Awareness – You have Haste and a +2 Bonus to stealth and perception. These are bonuses and not skill ranks. You can also smell unseen or hidden creatures with this ability.

Starting Skill Ranks & Racial Bonus

You have the starting skill ranks and racial attribute bonuses of your chosen race.