Clayrans

The rat people of the Desert

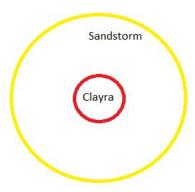


Characteristic

- Ability score: +2 Dex +1 Wis
- Age: Clayrans reach adulthood at age 5 and live up to 30 years
- Size: Clayrans average at around 4 feet and weight about 40 pounds. Your size is medium
- Speed: Base walking speed is 30
- Small Build: Your size is considered small when moving through enemy spaces and for squeezing
- something else idk maybe caste related

Last Bastion of Clayra

- est. Population: 20000
- is the last remaining city of the clayran empire
- located underground
- surrounded by a magical barrier and a Sandstorm



Society

Clayrans live really social democracy and are closely tied to each other. after reaching adulthood they get placed in one of the Castes

Castes are split into:

- Military
- Workers
- Seers

- Live Isolated away from other races, only contact is through trade

Military

Lowest rank: Guards of the City

Elite Rank: Sand Shark Riders, Dragoons(Dragon Hunters

Magical Rank: Seers



Religion

Clayrans don't follow any gods and pray to their Ancestors (past high Seers)

- High Seers are considered the strongest Spell casters and the wisest Clayrans
- They have to follow a long and dangerous path alone after which they get a mysterious and powerful gift
- High Seers are considered to be Immortal

Past High seers and their gifts:

- First High Seer Skrovkok (could bring back the dead)
- Second High Seer Pobbi (could see visions of the future)
- Third High Seer Vonkar (could give the gift of magic to those that did not possess it, sacrificed himself creating the Sandstorm)
- Fourth and current High Seer Rikkez (Has a pact with an Adult Blue Dragon)

Pillar of Eternity

- Giant crystal shaped out of Magicite
- located in the heart of the City and most guarded location
- powers all the magical devices in the city, the Barrier and the Sandstorm
- gets powered by the Great Parting

The Great Parting

- Clayrans that reach a certain age are expected to partake in the great parting
- The Great Parting is performed by the High Seer themselves
- in this Ritual the involved get their soul and lifeforce removed to power the lasting spell that protects the city
- this is considered a great honor as even after death they can help and protect their people and families