**The Warriors of Ameros**

***ARCHIVES***

*VOLUME II*

Races and Species (Native and Invasive)

*The Definitive Guide*

*Native Species*

* **Humans**
  + The staple species that has the most control over the region. They are capable of intelligible speech, and have the capacity to built and convalesce into larger settlements. They are capable of magical feats. They are best suited to be elemental sorcerers and pyromancers, due to their impatient and inventive nature.
* **Pixies**
  + Human-like creatures that have insect-like wings (like a dragonfly’s), and are typically about 2ft in stature. They are capable of intelligible speech, and to built independent societies. When they breed with humans, they have a 25% chance of this resulting in a faerie being born due to pregnancy. They are considered one of the weakest magical creatures of the realm, and typically take on the role of novice healers in times of war and strife.
* **Faeries**
  + Human-like creatures that have eagle-like wings. They are of average stature for a human, and are the result of pixie and human breeding. They are the strongest creatures in Ameros, capable of incredible magical feats. Typically, they are more likely to take on a healer’s role with magic than to cause harm, though there are exceptions.
* **Nixes**
  + Human-like creatures that also have ears and snouts like foxes. They have magical control over animals, otherwise they are not very intelligent and are typically wild, though there are exceptions.
* **Goblins**
  + Creatures of the night. Few are capable of speech, even few do so intelligibly. They are human-like, but are grotesque with green skin and boils all over their body, along with pointed ears. They are short – typically 3ft or shorter – and like to live within mountain caverns and underground in small dens.
* **Werewolves**
  + Humans that transform into wolves when night descends. They typically are harmless, unlike what is said in the normal vernacular. They are weak magic users, typically only able to cast minor healing spells and pyromancies.
* **Krows**
  + Crosses between humans and crows. They have large wing-like arms. They are deadly sorcerers, and typically live in the northern most reaches of Ameros, between the White Mountains and the Great Lands of the Old Dragons.
* **Wolves**
  + Typical animals of the wilds; they are protected by defensive magics they inherently cast during the full moon and during the night, but otherwise are unimpressive.
* **Canines (Dogs)**
  + Typical animals of the old, natural world. They have healing and calming auroras around their bodies during times of stress and anxiety, but otherwise unimpressive.
* **Cats**
  + Typical animals of the old, natural world. They have calming auroras that they constantly produce, as well as hypnotic magic they utilize to garner favor with their own masters.
* **Crows**
  + Typical animals of the wilds. They are capable of flight, and casting novice sorceries, though they are uncoordinated and unintelligent. Largely, they are as unimpressive as wolves, although sometimes they are a cause for concern when they gather in large enough numbers.

*Invasive Species*

* **Valkyrja**
  + Crosses between dragons and humans. Featuring large dragon-like wings on their backs, they are powerful magic users, capability of mixing and imbuing magic with the weapons of war they often carry with themselves. They are led by their age old leader, Iohannes, who inhabits a body in their image. They are tied with being the second strongest creatures in the world, with serpens, their sworn enemies.
* **Dragons**
  + Extremely dangerous. What they lack in magical prowess they make up for by their sheer size (think the size of a small skyscraper... in the BEST case scenario). Avoid at all costs.
* **Serpens**
  + Draconic like animals. They are very similar to the dragons of old, however they are noticeably smaller (they are the size of a two-level residence). What they lack in magical prowess they make up for in their animalistic cunning and viciousness. They are the sworn enemies of the valkyrja. They are invasive to the northern reaches of Ameros. Avoid at all costs.
* **Drakons**
  + The smaller cousins of the serpens race, they are typically amicable to humans and other species, though they do have an inbred distrust of any valkyrja. They are powerful pyromancy and healing casters. Their unnatural abilities to be in-tune with nature at a molecular level allows them. They typically are a calming force against the serpens. They are largely extinct by this point in time, though sightings of some are not uncommon to hear about.
* **Vexes**
  + Think of them as the inverse of the pixies; they have dragon-like wings, but are of similar stature. They are extremely powerful casters of both sorceries, pyromancies, and summons. Take care when dealing with these incredibly dangerous creatures. They are typically seen around the northern and central parts of the Great Plans, but they do venture out to the northern reaches of Ameros as well.