Races

Dark-Elf

History:
Civil war is a familiar thing to the Dark-Elves (Drow). During the first War of the Races they betrayed their own brothers, dooming themselves to the shadows that filled their hearts. This first civil war ended with a mass exodus of the Dark-Elves from the lands of the Elves. Separation from their natural habitat allowed the world to change them, and they grew taller than their Elven cousins. Within the deep caverns of the Underdark there was a second schism, with the Dark-Elves now calling themselves Drow, due to Tilnar's rejoining the Light. During this second civil war, the race was divided between those who believed they too could banish the darkness from their hearts and those who continued to embrace the evil within them. In the Dark-Elf capital of Sifnalk, the Drow drove out those openly faithful to Tilnar, those who now call themselves Grey-Elves, driving them deeper into the Vein.

Physical Features:
Drow stand a few inches taller than most humans, although they weigh less due to their lithe and graceful nature. Drow skin tone can range from a charcoal black to deep blues and violets. Crimson and violet eyes are most common amongst the Drow, and it is believed that these colors are a result of their powerful infra-vision that sees using heat differentials. Rare and scorned among the Drow are blue eyes, although the Grey-Elves revere these as a return to their previous heritage. Drow hair is silver and white, with occasional hints of blue tones and traditionally kept long even among males. Like their Sylvan cousins, Dark-Elves have pointed ears, although smaller and tucked closer to the head.

Culture:
Because Dark-Elves can live beyond five hundred years, they have a different sense of time than the shorter lived races. Yet, unlike their Sylvan brothers, they do not have the same patience, and they often devote the first few hundred years of their lives in preparation for the constant struggle for power that occurs among their kind. Until recently Drow society was female dominated, however, at the onset of the second civil war several male lead houses were formed.

Sylvan Elves often have scorn their dark brothers, although in recent years they have become more accepting of those who are trying to cast off their hereditary ways. The more traditional Drow have no respect for the Grey-Elves, believing them cowards for trying to embrace peace.

Dwarf

History:
Originally the children of Twilia, the Dwarves took little part in the slaughter of the first War of the Races. Although a people who love battle and physical challenges, they disdained killing what were once friends and allies. Despite their seclusion and pacifism, the formation of the Goblin Hordes brought conflict to them in their mountain home. Most Dwarves at the time lived in a great underground city called Narnek. Well aware of their chances of success and with no patron Goddess to guide them, the Dwarves built a massive gate made of mithril and stone. Their lands fell fast, and when the tunnels to Narnek were threatened, they sealed themselves within the mountain. Many Dwarven warriors were left outside of Narnek on that fateful day, and continued to wage war on the Goblin Hordes in hopes of one day being reunited with their lost brothers.

Physical Features:
Short and stout are two words often heard when defining Dwarves (also stubborn and practical). Standing between four and five feet in height, they are a thick-boned, stocky people who are typically heavily muscled. Dwarven skin tones run from a tanned leather color to an extreme pale, depending on the climate in which they are raised. Dwarven hair can be as black as night, as red as the fire of the forge, or as blond as the morning’s rays and nearly everything in between. However, older clans tend to have more extreme hair colors, with only Dwarves of mixed heritage having simple brown hair. Dwarves tend to braid both their hair and beards, adorning them with beads, ribbons, and even sometimes bones. Dwarven eyes tend to be the color of gems, with brilliant sapphire and emerald colors being the most common. Dwarves possess infra-vision, allowing them to see in complete darkness using heat differentials.

There are considered to be two subspecies of Dwarf: the Mountain Dwarves who trace their ancestry back to Narnek, and the Vale Dwarves who trace their ancestry back to above-ground villages around the area. Mountain Dwarves tend to have lighter skin, darker hair and lighter eye colors, due to the lack of sunlight in their ancestry. Meanwhile, Vale Dwarves tend to have darker skin, lighter hair and more vibrant eye colors.

Culture:
Dwarves belong to huge family units called clans, with 'thanes' at the head of each clan. In truth, each clan is several families who adopt a common last name. Dwarves are extremely proud of their clans and are very loyal to their families. All Dwarves can grow facial hair, including the females, and the length and fullness of a beard are matters of honor and pride among Dwarven males. Female warriors will often grow out beards, but around other races it is not strange to see clean-shaved Dwarven women. This is in contrast to beards of the male Dwarves, where a lack of beard is a great dishonor often only imposed upon those who have wronged their families or committed a grievous crime. Dwarves have a high constitution for alcohol, and are often considered heavy drinkers because of this. Actually, most Dwarves begin drinking ale from the day they can eat solid food. Often competitions of physical prowess dissolve into drinking contents that last for days. The extended lives of the Dwarves give them great focus, and often a Dwarf will spend days working continuously in an effort to perfect a work he takes great pride in. This endurance makes Dwarves master smiths, builders, and gem-cutters.

Besides the Mountain and Vale Dwarves, many other communities were scattered during the sealing of the Dwarfgate. Some communities were entrenched by the Horde, some sealed themselves away from even their own kind, and still some managed to avoid the detection of the enemy. Their descendants vary as widely in complexion, appearance, and culture as humans do.

Elf

History:
The Children of Pandora, the (Light) Elves were divided during the first War of the Races, with nearly half of their number becoming Dark-Elves. Those who stayed true to their Patron have become known as High Elves, Light Elves, or even Sylvan Elves. The patron race of Pandora, the Elves have always stayed near the city of Nexus, occupying the Eldane Forest in their treetop city of Talmet. During the final Goblin invasion, this historic capital fell to the might of the Goblin Hordes, scattering the Elves across the realms.

Physical Features:
Elves tend to be shorter than Humans, and often Elven males stand the same height as female Humans. With thin bones, Elves are naturally more delicate and graceful than the other races, and their features are very delicate and beautiful. Elves have incredibly fair skin, and any complexion darker than milky-white is extremely rare. Elven hair is thick, luxurious, and typically the color of spun gold with amber and honey shades, or silver which they claim is from an affinity for the moonlight. On rare occasion, Elves will have raven-black hair that stands in stark contrast to their pale skin. The almond-shaped eyes of Elves are brilliant blues, greens and stunning hazels. Elves possess remarkable night vision, able to see in moonlight what it requires daylight for most other races to see. Elven ears are elongated, ending in sharp sweeping points.

Culture:
Light Elves have a reverence for nature and the forest that has earned them the name Sylvan Elves. Their ancestral home of Talmet was built among the brow of ancient oaks trees so that the Elves could live more closely with nature. Most Elves do not eat the flesh of animals, and offer the forest a prayer of thanks when cutting down one of its number. Elves are long-lived and have been known to live well beyond five-hundred years. Because of their longevity, Elves are extremely patient and often meditate when trying to make a decision believing that it is better to be sure before performing any action that may have unattended consequences. After the arrival of the Goblin Hordes, however, many younger Elves have started to understand that they cannot afford this luxury if they hope to survive. Traditionally, Elven emotions tend to be subtle, and with minor inflections and actions carrying great weight.

Gnome

History:
The Children of Rudestyle, the Gnomes have always been a peaceful people and are always trying

to avoid fighting in favor of celebration. Gnomes have always lived in the region between the mountains and the forests, having an affinity for small woodland creatures that live there. The original Gnomish capital was a small collection of cottages and taverns that was one of the first settlements to be overrun by the Goblin Hordes. Gnomes quickly adapted into Nexus, several workshops dotting the city, as the Gnomish people have a great desire to use their inventions to aid in the war. One of the greatest Gnomish achievements was the creation of the Firecannon which opened up the pathway to Taeviral.

Physical Features:
Gnomes are about the size of Dwarves in stature, although they tend to be less muscular but more bulbous and smooth. Gnomish features tend to be autumn colored, from tanned skin tones to red and brown hair and hazel and almond colored eyes. Gnomes tend to lose the color in their features around middle age when silvers and grays quickly become dominant. Gnomish hair is wispy, although many Gnomes grow long goatees and sideburns.

Culture:
The love Gnomes have for alcohol can be rivaled only by the Dwarves. They also love practical jokes and make amends by often buying the recipient a drink. Gnomes love to work with their hands, from simple crafts to complex inventions. It is extremely typical of Gnomes to invent hair-brained gadgets that many serve no real purpose, often with disastrous results if they do manage to work at all. Gnomes live almost double the lifetime of Humans but with all the time they waste on useless inventions and practical jokes they don’t accomplish much more.

Half-Giant

History:
At the end of the War of the Races, the Giants became a people divided by the energies released from the heavens. The last of the original giants, Storm Giants, or Traenol as they are now called, attempted to aid their degenerated Hill and Stone Giant brethren. Magically fusing the essence of humanity into the Hill and Stone giants, they created a brand new race that inaccurately became known as Half-Giants. That is, Half-Giants are not half Human. Today, the Half-Giants tend to live among their Traenol brothers in Taeviral, although many live within the walls of Nexus as well.

Physical Features:
Half-Giants can stand nearly double the size of a Human, but are more commonly between 10 and 11 feet in height. Proportionally, they resemble Humans very closely, with a slight elongation of the limbs. Due to their Stone and Hill Giant heritage, Half-Giants tend to have earth-toned skin colors ranging from a slate to a light clay color. Their hair and eyes also reflect earth tones, shades of brown, amber, and black as common hair colors, with brown, hazel and green eye colors the most common.

Culture:
Half-Giants are culturally diverse, some with adopting the culture of the Traenol, one of peace and benevolence with reverence for all life. Others are much more Human-like, with rounded

philosophies. Some Half-Giants blame the Traenol for their fractured existence, believing the Storm Giants meddled in affairs best left to the Gods. Living at what is considered to be an average lifespan of a hundred years, Half-Giants live at a pace very similar to humans. Their magical transformation left the race slightly intellectually stunted, something many Half-Giants have striven to make up for while others rely on sheer strength to solve what their brains cannot.

Half-Elf

History:
During periods of racial harmony, marriages between Humans and Elves were common place, resulting in increasing numbers of Half-Elves. These numbers grew until the Half-Elf population was so great they could support their own numbers. Although some racial prejudice still exists, Half-Elves are generally accepted in both societies. In recent years, Half-Dark-Elves have appeared, although these do tend to meet fierce prejudice from their Dark-Elven Heritage.

Physical Features:
Physically, Half-Elves tend to be stockier than Elves, while more lithe than Humans. While Half-Elves posses the capacity for a wide range of skin tones, hair color and eye color, they tend to favor their Elven heritage more often. Half-Elves posses the ability to grow facial hair, although it is rarely as full and thick as Human facial hair. Slight points mark Half-Elf ears, sometimes so subtle they are mistaken for full-blooded Humans.

Culture:
Half-Elves posses no real culture, often assimilating into their paternal cultures with ease. Within Nexus, there are neighborhoods with almost exclusively Half-Elf populations, and they are common within Rymek and Rosehelm as well. Although Half-Elves have no patron God, they usually feel a certain affinity for Trista since she has adopted a Half-Elf appearance. Half-Elves can live up to double the span of a Human, nearly two hundred years.

Hobbit

History:
Before the first War of the Races, Hobbits were a peaceful people who lived in a communities with a loose sense of ownership. When the War of the Races started, Hobbits found that their natural light-fingered talents and small size made them perfect thieves. With the death of Plekto, the spirit of these lighthearted people was crushed. Over the following years, however, they restored their sense of frivolity and their capital city prospered. Unfortunately, the Goblin Hordes overtook the Hobbit capital of Brandyshire southwest of Nexus, and although this was centuries ago, no slaves or captives were ever heard from. This gave the Hobbit people even more reason to hate the Goblins.

Physical Features:
Hobbits appear on casual inspection to be Human children. This is because grown adults range

from three feet to four feet in height and have soft child-like features. Hobbits are unable to grow facial hair, and only begin to develop gray hair and wrinkles well into their lives. Hobbits have much the same variance in skin tone, hair color and eye color as Humans, only further serving the ability to look like Human children.

Culture:
Hobbits tend to live in the foothills, in communities of underground homes of burrowed earth called 'shires'. They are sharing communities, and although in recent times this has begun to change, Hobbits tend to view possessions as community items. Hobbits, by nature and upbringing, tend to have a very cheerful and curious disposition. Due to their child-like appearances, people tend to protect Hobbits, a fact which infuriates some of the race's more warrior-like members. Because they tend to be half the height of regular men, they have earned the common name of Halfling, although they generally prefer Hobbit as they find Halfling demeaning.

Half-Orc

History:
Virtually unheard of before the first War of the Races, the initial role of Orcs in the war left very few Half-breeds alive. Even in the most peaceful times, cross-breeding between Orcs and Humans, although possible, has been extremely rare. Half-Orcs have only really become more common in recent years, as vast number of Orcs were transplanted into Nexus after the fall of their capital city of Vis’farad. Half-Orcs, unlike Half-Elves, have had to deal with far more racial prejudice from both their Human and Orc parentage.

Physical Features:
Half-Orcs appear to be well-built tall Humans from a distance, and only up close do enlarged bottomed incisors, protruding brows and coarse hair distinguish them from humans. They stand nearly half a foot taller than the average Human. The superficial tusks of a Half-Orc only barely stick out past the lips. Half-Orc skin tends to be darker and thicker than Humans. Half-Orcs have many of the same hair colors as Humans, although it is impossible for their hair to be blond or even a lighter brown due to their Orcish heritage. Half-Orcs tend to have the eye color of one of their parents, but because Orcs and Humans share the same eye colors they are not otherwise restricted.

Culture:
Although they have become more accepted since the mass migration of Orcs to Nexus, Half-Orcs face perhaps the harshest racism of all the Allied Races. They have no real culture to themselves and often have to work hard to be adopted into one of their paternal heritages. Humans tend to view them as ugly savages, while Orcs view them as inferior weaklings. Most Half-Orcs strive to become considered full members of Orcish Culture, but once they are accepted the Human half of their heritage is often ignored. Because of their Orcish blood, Half-Orcs can expect a shorter life span living upwards of eighty years.

Human

History:
Humans have always been the most diverse of races, and both before and after the first War of the Races they developed great empires and city-states that dotted the face of Altin. Four-hundred and seventeen years after the end of the first War of the Races the Humans founded the great Tholmic Empire that would last until the fall of the its capital, the city of Tholm. Tholm was a center of great learning and was filled with ancient and powerful magic. When the Goblin Horde destroyed the city it caused the desert to be filled with perpetual sandstorms due to all the magic that was released. Most refugees made their way to Nexus, where the Alliance of All Races would begin anew. However, the fate of the Emperor and the Tholmic nobility remains a mystery, as none ever made it to Nexus. Only three cities survive of the Empire, Nexus which would once again become the City of All Races, the fishing port of Rymek, and the Rosehelm outpost.

Physical Features:
Humans typically stand between five feet and six and a half feet in height. Their skin can be milky white to a highly tanned bronze. Their hair color ranges from blonds, brunettes, to vibrant blacks and reds. Human eyes can be brown, green, blue and any shade between them. Humans are a very diverse people, incredibly adaptable to their surroundings and their physical features often reflect their environment.

Culture:
Humans are very adaptive, often appropriating cultural norms and values from their surrounding culture. With the addition of so many races to the city of Nexus, Humans have become a melting pot of cultures adopting many new holidays. Humans, despite being the patrons of Andaras, follow every God, and make up the bulk of the faithful. Humans easily out number any other of the races, with adaptability and shorter lifespan being responsible. Humans can live a full century if their health holds up.

Ogre

History:
After the first War of the Races, the Ogres' capital could hardly be called more than a simple village in the Crystal Mountains. Little changed over the years with most Ogres having been nomadic and wandering the Crystal Mountains in search of food. When the Goblins first invaded, many Ogres moved to Nexus, becoming known as City-Ogres. Those Ogres who remained in the Crystal Mountains became known as Clans-Ogres. In later years, it was discovered that the Ogre village had fallen to the Goblins, which have since enslaved the Clans-Ogres.

Physical Features:
Ogres stand between nine and ten feet in height, appear as overly large humans with bulbous features. Their skin tones vary from pale yellows to the color of bleached bone. Ogre hair is thin

and often tangled, the color commonly blacks and browns, although rarely it can be a forest green color. Ogres have an amazing variance in their eyes, however, some lacking irises completely, while others have vibrant orange and violet irises. As well, some ogres have white pupils, a rare racial anomaly.

Culture:
Ogres are traditionally a nomadic people, although the war with the Goblins have forced them to settle into their new home. Many Ogres continue to live in caves and even the UnderCity, more naturally at home in the dark than the light. City-Ogres have proven themselves able to overcome their dimwitted nature, often associated with their race. Ogres were the patron race of Malakai, often called Malakai the cruel, a trait they tend to share. Ogres tend to be very self centered, and perhaps the most savage of all the Allied Races. City Ogres view their Clans-Ogre brothers with a sense of pity for being unable to resist the Goblins enslaving them. Ogres are short-lived, known to survive for just over fifty years into old age.

Orc

History:
Although the Orcs began on the side of Darkness during the first War of the Races, like Erisar they turned to the Light in time to drive back the Goblins. The Orcs mourned the loss of Erisar, and when he was resurrected they celebrated for a full week. The day of Erisar's resurrection continues to be an Orcish holiday. Vis'farad, the capital of the Orc nation, fell only days before the city of Tholm, and a great number of its people were captured and made into slaves. However, the passion and devotion these people feel towards their patron protected many of them. Recently Vis'farad, westward of Nexus, has been freed from all invasion forces, with many of its freed people repopulating the once great capital.

Physical Features:
Orcs tower a full head taller than most Humans and posses a much broader frame. Their skin is darker than Humans, a dark grayish brown color. The lower incisors of an Orc are elongated into 'tusks' which stick out from protruding lower jaws to end just below the nose. Orc hair is extremely coarse and almost always black, although some have extremely rare deep forest green color hair. Orcish eyes, while the same colors as Humans, are considered by both races to be far more intense. Although once rare, a trait becoming more common with Orcs is black irises, which make it impossible to tell where the pupils begin.

Culture:
Born warriors, Orcs possess a philosophy of living every day to its fullest, which makes them a highly passionate race. Orcish society is based off strength, with leaders chosen from the most able bodied warriors. Wizards and Clerics get special respect among the Orcish people, as few have the devotion to overcome their races natural tendencies towards the physical. Orcs are not an overly pious people, but nearly all Orcs respect if not outright worship Erisar, although there are some followers of other Gods, with Paelina and Tilnar being the most common. Because of an heightened sensitivity to light, Orcs prefer the dark and avoid bright light. The lifespan of an Orc is of only

seventy years, a reason most Orcs cite for spending less time developing their mental facilities. Orcs who have had their tusks altered or removed are considered to be insulting Erisar, and shunned by Orcish communities. The Orcs of Nexus and Vis'farad do not speak of the fallen outpost in the Blackwood, and to speak to them about it is considered a great insult. The reasons continue to be vague and unknown, but it is suspected that the Orcs fought a civil war at some point and are still ashamed of brother killing brother.

Renis

History:
Even before the first War of the Races, the Renis people were not numerous due to long lifespans and difficulty in breeding. It was long believed that this race had been driven to extinction during the War of the Races, however, when Tilnar resurrected Arskol, the Renis people made themselves visible to the other races again. They had been living in the ancient libraries, absorbing knowledge, knowing full well that their race was fated to extinction. They returned to their ancestral villages at the foot of the crystal mountains, trading with Dwarves to acquire the crystals they use in magical research. When the Dwarfgate was sealed and many of the Vale Dwarves were slaughtered on the slopes of the Crystal Mountains, most Reni felt great pain at being unable to help. This lesson in humility taught many young Reni that sheer knowledge is not enough.

Physical Features:
Tall and slender people, Reni stand half again as tall as Humans, although they weigh less than Humans. Reni are covered in a luxurious coat of short fur that comes in shades of blues, greens, and shades of grey and occasionally black. Their fur is accented by a long mane of hair which comes in the colors of precious gemstones. It is believed that this trait is a result for their affinity for crystals. Reni ears are long and swept back ending in sever points. Reni are so longed lived that rumor has it that they can live indefinitely if not killed. Some of the oldest Reni scholars date back to before the First War of the Races.

Culture:
It takes five years for a Renis to bear a child, and never have twin Reni been born. Often Renis females die during childbirth, which has caused their already small population to dwindle to dangerously low levels. When a child is born, the Renis community celebrates the birth with a massive feast and sharing of knowledge. Renis children can take up to five years before they are able to walk, but they begin absorbing knowledge from their first day. Renis children tend to focus on tasks, feeling the need to completely understand things. This gives Reni a deep detailed knowledge of most subjects, but they can be very ignorant of the world around them at times.

Historically, Reni use to be sent by the elders on journeys to absorb knowledge of the outside world, and many Reni became traders and minstrels. However, since the first War of the Races, this tradition has faded away and without this conscious effort, most Renis become scholars, with a few studying arcane magic.

Sprite

History:
For thousands of years, the Sprites lived carefree existences flitting about the realms, playing pranks of the larger races and living as free spirits. However, after the first War of the Races, many Sprites began to see the seriousness in the world. It wasn't until the Time of Darkness and the coming of the Void, however, that Sprites approached the Alliance of All Races and asked to join. The Sprite colonies in the Eldane were destroyed when finally found by the Goblin Horde, and many young Sprites took up a more serious disposition towards the war. The Sprites have had to fight hard to feel accepted within the Alliance, with issues such as the attraction spell creating illusionary sprites that can be killed, creating tension among them and the other Allied Races.

Physical Features:
Sprites stand between 6 inches to a foot in height. They have gossamer wings akin to butterflies, although despite what many believe, these wings do not allow them to fly. Sprites' natural connection to the Weave allows them to levitate, and they use their wings to push themselves around while levitating. The skin tone of Sprites resembles the shades of the sky, pale blues, grays and darker grays. The hair color of Sprites changes with the seasons, although they can choose to keep it a singular color. During the winter it is grey, white or black, while when the first leaves of spring bud it often changes to a soft green, bark colored or blooming lilacs. During the height of summer, their hair becomes either the vibrant color of blooming flowers or the rich green of leaves. Finally, as the fall appears, their hair matches the wide variety of changing leaf colors. Sprites' eyes can be near any color, ranging from simple greens and blues to amazing violets and pastel colors. Their magical connection to the Weave allows sprites to see things that have been magically made invisible.

Culture:
Sprites are fun-loving, carefree and mischievous, loving practical jokes as much as Gnomes. Like Elves they have a great reverence for nature, their communities are often built among the branches of trees or inside of standing deadwood. Sprites are vegetarians, feeling far too much of a kindred spirit with animals to eat their flesh. Sprites posses the ability to magically shrink some items down to their size, however it doesn't change its weight. Sprites culturally have problems with Trolls and Ogres who have often fallen prey to their practical jokes, and these races' savage nature can cause them to respond by pulling off wings or capturing the Sprites and keeping them in jars. The Sprites have been trying to make amends, but great animosity still remains. Sprites hold a great reverence for Aalynor, for it was from him that they gained the gift of life.

Troll

History:
At the end of the first War of the Races, the Trolls mourned the loss of their god Vrackon, but accepted this hardship as they do all in their lives, as a challenge to be overcome. Some Trolls

retreated deep into caves and became devourers of Human flesh, becoming known as Cave Trolls. The rest moved deep in the heart of the Trollmoot, a swampy area within a valley of the Crystal Mountains, where they developed a strict system of honor. They were one of the first races to be overrun by the Goblin Hordes, Trollish Battleslaves being one of the first enslaved races to attack the Allied Races. The Trollmoot is rumored to have survived, due to the advantages the swamp gave them, but suffered heavy losses. No honorable Troll will suffer the indignity of not participating in battle against their sworn enemy.

Physical Features:
Trolls are a massively powerful race, slightly smaller than Ogres in size. They stand between eight and nine feet in height and are more proportionate than Ogres. They have incredibly dense muscular structure, giving them immense natural strength and constitution. Trolls have leathery, tough skin that varies between ash grey and forest green. They posses the standard eye colors, with green and browns being far more common than blue. While Trolls do not grow facial hair, they have quickly growing straggly dark hair that constantly appears wet. Trolls have tusks which vary in appearance, but are a great point of personal pride.

Culture:
During the first War of the Races, some Trolls chose to move deep into caves and devour raw flesh, being twisted into the race known as Cave Trolls. These Cave Trolls are viewed by those in Trollmoot and the surrounding forest as poor rabid creatures who are best put out of their misery. This attitude holds true for those Trollish Battleslaves among the Horde, and no Troll will allow his brothers to suffer that indignity. Trolls posses a strange yet strict honor system and even seemingly innocent comments can cause a Troll to be insulted. Since the beginning of the war many Trolls have tried to reign in their outrage at perceived insults, but this means they wear their honor with no less pride. Exiled Trolls will often have their horns cut off, an act that signifies they are never to be allowed back into Trollish culture. Trolls treat exiled members with pity, and in rare cases will believe it is their responsibility to rid the world of such pathetic creatures. Trolls are an incredibly stubborn and determined race, often considered more so than even Dwarves. Despite a lack of natural ability, there exist several powerful Troll clerics and wizards who have overcome their natural inability though sheer determination and conviction.

Goblin (Non-Playable Characters)

> **Life-force removed from Weave after Thelia's genocide spell**

History:
Originally blessed with great culture and beauty, the Goblins are twisted shadows of their former selves. When their patron Goddess Enchantress embraced the Darkness, she used the Goblins as the blunt hammer to start the first War of the Races. When Enchantress was defeated, the Goblins were punished, and what was the most beautiful of all the races were given dark, twisted forms to match their grotesque hearts. However, of all the races affected by the magical fallout of the Godswar, Goblins were perhaps the most dramatic. Having what is referred to as “Tilnar’s Gift”

each Goblin is born with a magical gift, most manifesting as increased strength or affinity for magic. Since the Time of Darkness, the Goblins have multiplied and fallen under the leadership of a Goblin King. The Goblin Hordes spread out across Altin like a plague, destroying all in their path. Several Goblin clans, including the Black Hand, the Dying Moon, the Dragon’s Claw, and the Crimson Legion laid siege to Nexus. In a desperate effort to save the Allied Races from the Goblin Hordes, Thelia cast a genocide spell to tear the Goblins life-force from the Weave, ending their existence.

Physical Features:
Goblins are typically shorter than Humans yet taller than Dwarves, but within their race lies the ability for great variance. Their skin ranges from a light ruddy color to a faded green tone, with the ruling class exhibiting a distinctive gray skin tone. Goblin hair tends to be dark, sometimes obsidian black, to darker shades of orange, blue, or green. Their eyes have no visible pupils and are yellow tones ranging from vibrant amber to pale bone colored. Goblins have sharp rows of canine teeth and slightly pointed ears.

Culture:
Once worshipers of Enchantress, her death caused many Goblins to become faithful to Tilnar, although he has not answered their prayers. It is a widespread belief amongst these Goblins that Tilnar will restore their former glory if they conqueror all the other races. With the formation of the Goblin Hordes and Tilnar embracing the Light, however, devotion to Kyorl has quickly spread though their ranks with the most faithful Goblins converting to the Daemon. The ruling class of Goblins are born with greater power than the common Goblin, using it to keep a tight authoritative reign on the common masses. Little is known about what remains of Goblin culture, but the fear of failing their rulers seems to outweigh their fear of death. Centuries ago, some of the Goblins attempted to leave the Horde, and interestingly these Goblins have less grotesque features than their kin. Goblins once had longer life spans, with some living to be over four hundred years. As part of their punishment, most Goblins would die of old age within forty years, if they manage to survive battles for that long.

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