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PC-Races

Briarborn

Civilization and Culture

Naming Traditions

Briarborn often don't take proper names until later in life. They generally give themselves a name, though sometimes they accept a name given to them. The names often represent aspects of themselves, or something important to them.

Major Organizations

The closest things that Briarborn have to society are the young "saplings" that live among the roots of the Guardian Tree. Here the saplings are cared for by a few devoted Briarborn until they are ready to head out into the world. Guardian Trees are usually well kept secrets as there are only a few known to be in existence.

History

People of The Forest

The Briarborn are neither male nor female but sometimes adopt these traits when among humanoids to differentiate themselves and to appear more familiar to the other races. To themselves however, they are only Briarborn. Due to their plantlike bodies each Briarborn goes through cycles in its lifetime during which they pass on their pollen and become receptive to other's pollen which in turn aids in creating future generations. Unlike other races of Ovenica, the Briarborn do not raise their own youth, instead planting their seeds at the base of a Guardian Tree, or similarly large plant for protection and sustenance. The tree nurtures the seeds until sprouted and shares its water source, which shapes and colours the psychical characteristics of the sprouts. The result is a combination of the parents and guardian and leads to many different and exotic looking facades. Their skin can appear as rough as tree bark or as soft as a succulent, with colourful leaves, branches or thorns adorning their heads in much the same way as hair. While they stand just as tall as humans on average, though they mature much slower and as a result live a great many years longer. When Briarborn reach maturity around 30 years of age, they leave the

protection of their guardian and venture off into the world. Briarborn are technically immortal, though they can die from many different causes, a Briarborn who keeps themselves properly can live for thousands of year, choosing to wilt and die when they wish so that their soul can finally join the grove. While many uproot for adventure, the failing health of a guardian can also be a cause of moving on. Once a guardian is no longer able to provide for future sprouts, the Briarborn set out to find a suitable new guardian for their progeny.

Ancestry and Sap-lines

While every Briarborn is unique, those who originally sprouted by The Healer’s Tears are kept in higher regard. While there is no ruler or leader for the Briarborn due to their nomadic nature only those who carry the Tear as part of the sap line can lay their seeds at the base of the original Grandfather Tree and have right of first plot at guardians aboard. This ensures the line and will of The Healer will always carry on. When the elder finally wilts and passes on, the oldest progeny assumes that right. The uprooting of a Tear sprout is punishable by excommunication, and denial of passing on of one's own lineage.

Minotaur

Civilization and Culture

Major Organizations

Traditionally, Minotaur society operates under the rule of a council of eight leaders. In decision making, four of these leaders represent their people’s opinions and requests, while the other four act in what is believed to be the common interest of the race as a whole. A majority in any situation is required to pass decisions brought before them.

In practice this small council cannot possibly keep track of the thousands of smaller Minotaur clans, and most family groups are expected to resolve problems on their own. If not, they can be facing years worth of waiting before the Minotaur leaders can address their issue. More brutish tribes of Minotaur do exist, although many such tribes have been pushed out of their territories by progress, or captured to be used as guards for mazes and other dungeon locales.

History

Minotaur are known to many as wild, dangerous monsters who sometimes roam stone mazes for their next victims. Within their own tribes, however, Minotaur can be shamanistic warriors who revere the land and worship the sun as a patron deity who brings life and defends against the darkness that encroaches in its absence. They often adorn their horns with jewelry, tattoos, or etchings, rather than using them as weapons.

Powerfully built, a Minotaur's body physically resembles most humanoids, with hooves where one would find feet, and the head of a bull. In some regions, Minotaur may instead have the general appearance of buffalo or even yaks. Female Minotaur generally have a smaller body structure, but are otherwise indistinguishable from their male counterparts to most races.

Minotaur are usually well received by most, and even looked to in matters of spiritual guidance. Likewise, the race accepts any who wish to live in peace with nature, but are quick to quash those who would defile their homelands.

Dragonborn

History

The first Dragonborn came to Ovenica rather recently. A few years before the world shattered, a group of around a hundred Dragonborn escaped from the City of Brass to the material plane. They settled in with the humans and dwarves who were sympathetic to their plight as refugees. During the first war, many Dragonborn were unwilling to participate and, instead of facing the consequences of desertion, fled north. Many died in the harsh tundra of Ustrana but those that survived managed to settle in the town of Coldshore Cliff
Originally the Dragonborn were created by Devils in the Nine Hells and sold as slaves to the Efreeti masters of the City of Brass. The life of a slave in the City of Brass is not one most would even wish upon their worst enemy. Many still live there as slaves to this day and their existence is something that weighs on the hearts of all Dragonborn.

Common Myths and Legends

Dragonborn brought with them the goddess Kohra, now known as The Protector, an alien deity to the people of the Material Plane. Kohra comes from a time before the gods of the Angels of Iron and as such is one that they will snuff out at a moments notice where they can.

Dwarves

Beauty Ideals

The Dwarves are incredibly proud of their hair. Both male and female Dwarves grow hair on their head and face, but the beard of a Male Dwarf is something to behold. Bows, braids, metal bands, beads, bones, and all manner of other accoutrements are woven into both hair and beard. In Dwarven culture "Ugly" is exclusively used to describe someone who is hairless, though it is not always used as an insult.

Common Etiquette Rules

Touching a Dwarf's hair is an incredibly intimate action and, if done so without permission, is liable to get the toucher badly beaten or even killed.

Common Customs, Traditions and Rituals

Cutting of hair only happens in three situations in Dwarven culture: Weddings, Funerals, and Declarations of War.

In a Dwarven wedding the couple seal their marriage by braiding some of their hair together and then cutting it off. This hair is then sealed in clear crystal which is set in a place of honor somewhere within the newlywed's home.

At a Dwarven funeral those who knew the deceased often cut a lock of hair to place in the casket. Sometimes an especially bereaved significant other will cut all their hair and make themselves "Ugly" to show the loss.

When the Ancient Dwarven kings wished to declare war on one another they would shave their head (not their beard) and send the hair to their opponent. Dwarves still do this, but it's usually little more than a gesture of enmity between families and individuals.

History

The history of the Dwarves started thousands of years ago, before the gods war. In their effort to hold back an increasing number of giants, Dwarven society grew until it formed an empire that stretched from one end of Ovenica to the other. Humans were little more than barbarians hiding in the woods at this point and went mostly unnoticed by the Dwarves who built cities on mountainsides and dug tunnels below the ground. In these prosperous years Dwarven traders sailed across the ocean in great stone ships and brought back all kinds of treasure; much of which

can still be found if one knows where to look.

It was during this time (only a few years after The Betrayer

began his quiet conquest of the nine hells) that The Enemy emerged from the southern shores. Little is known about The Enemy. Scholars believe the ancient Dwarves have very few descriptions of them because they were initially a valued trading partner and lived so close, no one saw the need to make much note of them. They are generally considered to be some form of humanoid, possibly an extinct species, or possibly another Dwarven empire. Whoever they were, they stormed Ovenica (then called Yonend in Dwarvish) suddenly and without warning. The Dwarves were unprepared and despite their spread across the continent were nearly wiped out as The Enemy made their way from one hold to the next until only Kurleigh Castle was left standing. The brave last stand of the denizens of the castle is one that is well known to most Dwarves and is a reminder of their accomplishments. It's account can be found in the history of Kurleigh Castle .

The Enemy defeated, Dwarves found themselves in a vast empty world filled with the husks of their empire. Unsure of how to move forward the Dwarves sealed themselves inside the mountain to deliberate. None could decided what to do. Some wanted to enter the world again and take back what was theirs, others wished to stay in the castle and make tunnels to their other fortresses to see if anything was worth salvaging. Still others wished to tunnel down deeper and escape The Enemy and the outside world. Days turned to Weeks, which turned into Months and then finally Years until generations had lived and died beneath the mountain. The beginnings of the gods war came and went with the Dwarves still sealed in their castle. Finally a settlement was reached. The gates were opened and the Dwarves emerged only to find that in their absence humans had flourished. Small human settlements had started cropping up all over Ovenica. Initially there were skirmishes but it soon became obvious that the Dwarves no longer ruled this land. They came to agreements and joined with the humans in an attempt to build something nearing the prosperity of their forefathers. Together they created a society of safety and opened their borders to other races escaping the worst of the war. They renamed their continent Ovenica, meaning Land of Safe Harbor.

When the world shattered and The Mother used her body to heal the material plane, Ovenica was spared the worst of the collapse. Now the Dwarves of Ovenica carve out their own lives in the dirt and rock, pushing forward to make their Land of Safe Harbor safe once more.

Elves

Elves come from the Faewild and are very different creatures than humans or dwarves, or other races born on the material plane. Their minds think differently due to their Fae influence and long lifespans, and it is for this reason that there is often conflict between the races. Simple misunderstanding.

Civilization and Culture

Beauty Ideals

Traditionally, Elves never cut their hair. Through mundane or magical means they keep it well groomed and tidy but an Elf who has followed the traditions of their ancestors has had the same hair since birth, though the hair of an Elf grows somewhat more slowly than that of some other races. Even so, by the time an Elf reaches adulthood around their first century they will often have hair down past their knees.

Common Customs, Traditions and Rituals

The importance placed on hair runs deep in Elven society. An Elf who has been banished, or punished for a serious crime may have some or all of their hair shorn off in a public ceremony. Additionally an Elf who believes they have caused some dishonour or wish to separate themselves from their family will often cut their own hair. Elves who remain in their society after having lost their hair are generally seen as brave and willing to make a change and as such are usually cared for by friends and family. Even this practice however is often not enough to keep some Elves from abandoning their home. Elves live long lives, and memories of past mistakes live even longer.

When Elves decide to spend their lives together they share in a symbolic ceremony where both parties cut a length of their own hair as long as their partner's index finger. The custom originated by Elven partners cutting their hair to the same length but over time it became a symbolic gesture, though some will still follow the original tradition.

Common Taboos

Purposefully harming the hair of an elf, yanking on it, or touching it in any way that the owner of the hair did not give consent to can be considered as severe a crime as murder depending on the

circumstance.

History

Elves find their origins in the Faewild. Though not true Faeries themselves, Elves today are direct descendants of a small group created tens of thousands of years ago by an Archfae named Tanathil. Under the guidance of the Archfae, the Elves flourished and spread across the Faewild. Some took to the forests, others to the sea, and still others followed their curiosity underground. It took no more than a few generations before the Faewild had twisted these elves the way it saw fit. The elves who went into the forests found their skin and hair, over time, becoming dark browns and greens blending in with the shadows and colors of the trees. The elves who went to the sea discovered their skin and hair taking the colors of the water and ocean plant life. They found swimming was becoming easier and eventually discovered they could breathe the water. The elves who went underground discovered their skin and hair getting pale white, and soon their eyes were changed so that they no longer needed light to function below ground.

A group of the originals decided to remain with their creator and learn his ways. They built a great city around him and he taught them to harness magic and knowledge to their advantage. They named the city Thilath Edhil, or Birthplace of Knowledge.

Years passed and Tanathil fell into a deep slumber. Worry spread throughout the elves for some time until they realized he was not waking up anytime soon. Without his guidance the elves began to seek it elsewhere. This is when tragedy began to strike. The elves from underground emerged only to find the light burned their eyes and skin. They fled once again beneath the earth, so deep this time that they were not heard from again until they emerged in the Underdark worshiping Lolth and calling themselves Drow. The history of how that came to be is known only to them. The elves of the forests joined with the elves who stayed in the city and many fled the Faewild in search of new lands. These are the Woodelves and Highelves respectively. The elves by the see, finding themselves mostly alone in the Faewild made their way to the plane of water, where began their endless war with the Sahuagin.

The elves that remained in Thilath Edhil were witness to a strange event many years after their brethren had left them. Vines, trees, grass, shrubs, flowers, and all other manner of plant life began to spread from the sleeping form of Tanathil. The foliage crept across the city, covering buildings and streets until everything was hidden beneath a layer of green. The elves in the city changed as well. The new plant growth granted them a deeper connection to Tanathil and many of them embraced it (though it caused others to flee). The descendants of those who embraced the new magics from Tanathil are known today as the Eladrin, tied more deeply than all other elves to their creator and the Faewild as a whole.

When the world shattered and the gods were at war, most elves fled back to the Faewild seeking protection. The Eladrin welcomed them with open arms and assisted with the building of new cities. Soon the lands ruled by Tanathil were filled with the elven refugees of the shattering and to this day most elves (save for the Drow who quietly sided with The Betrayer

) live still in the Faewild.

When the war was finished, some elves began travelling again. Though elven settlements are rare on other planes it is not uncommon to find one or two who have settled down in a quiet spot in Ovenica, or run into the ever growing population of Half-Elves. The largest population of Elves outside of the Faewilde reside in Loss, the plane of shadow. Called the Shadar-Kai, these elves were once twisted servants of a long dead, corrupted Archfey. Now, the descendants of those who slew their enslaver are still tainted by his corruption. The Shadar-Kai are pallid, and lack hair of any kind. Their grim history has placed a dour mood of unhappiness over most and many believe (perhaps not incorrectly) that they wold not be accepted among other elf kind. Most Shadar-Kai remain in Loss, a place they know and fit in well, however there are always those with adventurous spirit who manage to make their way out looking for a better life.

Firbolg

The Firbolg people often get a harsh reputation for being quiet, plant eating, pacifists. Much to the contrary Firbolgs consider themselves guardians of the natural world, and they take their job seriously.

Naming Traditions

Firbolg last names are often related to something in the natural world. More traditional Firbolgs may take names like Babbling Brook, Oak in Summer, and Boulder on a Hill. More modern Firbolgs usually take names that are a single word like Whistle, Stream, Flock, or Herd.

Culture and Cultural Heritage

Firbolgs hold a very Anti-Civilization attitude. While this attitude is slowly starting to shift in some younger Firbolgs, most still believe that living in a city with hundreds of strangers is the wrong way to live. Instead they prefer to live in tight knit communities of only a few families in a natural setting.

While much of their history before the material plane is gone, most Firbolgs hold tight to the idea that they are guardians of the natural world. A family of Firbolgs living in a forest will guard that forest with their lives and will not hesitate to take the life of those who wish it harm. To disrespect a Firbolg's home is to invite death into your home.

History

Firbolgs are originally from the Faewild. Beyond that, the Firbolgs have no history of their past. The first mention of a Firbolg, in human texts, dates back to during the gods war, however many scholars believe that they may have been living on the material plane for much longer before their discovery.

Goliath

Courtship Ideals

For Goliaths, actions speak louder than words. When looking to woo a potential partner, Goliaths go out of their way to display that they are well off, or incredibly strong or gifted in some way. Displaying one's ability to take care of oneself is the best way for a Goliath to show they are ready for a relationship.

Common Dress Code

Goliaths value minimalism, and due to their affinity for cold climates and the relatively warmer weather in Ovenica, Goliaths often wear very little clothing. Alternatively they will wear simple, long flowing robes that are incredibly lightweight. Around other Goliaths, nudity is very common and is not considered as much of a taboo as other cultures.

Common Customs, Traditions and Rituals

Goliaths, from time to time, will still host their competitive games. These are no longer as common as they used to be but they can be quite the spectacle. Initially kept Goliath only the games have recently been opened for anyone interested in watching, though the main activities remain Goliath exclusive.

History

The Goliath people, who call themselves Fuil Mhòr*, used to live in the lands past the northern mountains. They were nomadic people who drove massive flocks of sheep across the expansive grasslands. They lived peacefully, and had regular competitions which could last for a month and had competitors from thousands of families. They lived blissfully unaware of the gods war. Then the world shattered. The grasslands were shaken to pieces and a cold wind ushered in a never ending winter. Lesser Giants came to the land from their own shattered corner of the world and many Goliaths fled south through Shepherds Pass. Their lifestyle uprooted, many Goliaths joined with the people already living on the land. Still others, reluctant to give up their culture so quickly, took to the high crags of Ovenica's mountains and returned to their nomadic lifestyle.

Currently most Goliaths are content with their lives and have begun properly carving out a name for themselves among the peoples of Ovenica. Still, there is always quiet discussion in darkened rooms of one day returning to their ancestral home and taking it back from the giants who now live

there.

*Fuil Mhòr literally translates to Great Blood. Great used in the sense of size.

Halflings

Dietary Needs and Habits

It is common knowledge that Halflings are lovers of food. In recent years however, scientific studies have concluded that Halflings actually have an incredibly high metabolism, rivalling the metabolism of larger species like Orcs even. However, while an Orc's high metabolism is required in order to maintain their incredible muscle mass, it is still a mystery as to why Halfling metabolisms are so overcharged.

Even more strange is that a Halfling's body does not require them to be constantly consuming high amounts of calories, and in fact Halflings with particularly large appetites are fully capable of becoming obese. They do not starve any faster than other races either. To this day, it remains a mystery.

Civilization and Culture

History

Halflings have always been around, or so they'll say anyone. Halfling belief dictates the Halfling origins as one of the first sentient races, though their small size and tendancy for low impact living left them out of the eyes of history for most of time.

In Ovenica, Halflings began to grow in population around the same time as humans did. Because of this, recent adaptations of Halfling culture mirror many aspects of human culture and anywhere you find a large human population, you'll inevitably find Halflings.

Hobgoblins

History

Hobgoblins, for the longest time, were all over Ovenica. More powerful and lawfully minded than their goblin cousins, Hobgoblins made good use of the world and generally kept in good relations with the other beings dwelling on it. However, when the Dwarves disappeared into their mountain, the Hobgoblins took it upon themselves to take over the land that remained. Unfortunately for them, they weren't expecting humans to be anything more than a speed bump.

Instead, when the Hobgoblin armies marched across the lands the small pockets of humanity rose up to defend themselves. Once little more than barbarian tribes hiding in the woods, humans proved a significant threat when banding together in the face of slavery and subjugation. The Hobgoblins were routed and wiped out all across Ovenica.

With some exception, all that remains of the Hobgoblin race resides as nomadic communities in the northern steppes around Kurleigh

. In order to survive they have taken up many extreme techniques in order to counteract the dangers of the steppe, least of which is their taming of Wyverns for use as mounts. Though their parties are too small to do any significant damage to anyone nearby, particularly Kurleigh Castle, it is not unheard of to hear rumours of scouting parties; Hobgoblins astride their draconic mounts flying high in the sky.

Inferna Sanguinem (Tieflings)

Causes

Inferna Sanguinem is often thought to be the result of an "evil" bloodline, or a genetic ancestor making a deal with a Devil. While neither of these have been disproved more recent research into the topic seems to point to refugees who fled the nine hells during the gods war. These people, who exibhited none of the symptoms themselves, were tainted with the corruption that The Betrayer wrought in that place. As they spread out around the planes so did the genes that carried Inferna Sanguinem.

Symptoms

Children born with Inferna Sanguinem look more or less like their parent's race, with the distinction that they have small hard nubs on their head and a curling tail. The nubs eventually grow into horns (of one shape or another). Once teeth come in the child is likely to have enlarged canines, but other mutations like thin sharp teeth are possible. Additionally the children's eyes start out as a solid color, without visible pupil or sclera, and remain that way into their adulthood. Skin color can also be effected. Many people born with Inferna Sanguinem have skin that is a shade of red, though other colors such as purple, pink, white, or even blue have been recorded. At this time it is assumed that no colors are off the table, though some are more present than others.

A slightly rarer mutation that is seen right at birth is the existence of digitigrade legs with either cloven hooves or clawed reptile feet. Even rarer are the existence of wings growing on the child's back. Occasionally these wings will even grow to a proper size that allows them to be used for flight.

A child whose parents both have symptoms of Inferna Sanguinem will always also produce similar symptoms, though the actual variations may differ. Children who only have one parent with symptoms of Inferna Sanguinem have a high chance of being born with symptoms, but may be born without. However these children carry the mutation with them and continue to have a high likelihood of passing it on to their children.

Treatment

There is no treatment for Inferna Sanguinem, in fact many do not even consider it a bad mutation at all. While some have tried cutting off or grinding down horns, cropping tails, or using magical means these methods are generally considered cruel and are usually not tolerated within most societies.

Hosts & Carriers

Due to the spread of the refugees during the gods war it would be an impossible task to try and find all of their descendants. At this time it is assumed that any bloodline could contain Inferna Sanguinem. The condition seems to be limited to humanoid races.

Cultural Reception

From culture to culture, town to town, and even person to person, reception of those born with Inferna Sanguinem varies as much as much as one could imagine. In more recent years there has been a greater acceptence of those born with the condition, but there still remain those whose superstitions override their sensibilities.

Those who carry the symptoms of Inferna Sanguinem are often called Tieflings.

Korhoma (Warforged)

Korhoma is an ancient rune no longer in use meaning Vessel.

Genetics and Reproduction

Kohorma have no gender or sex, though some choose to emulate one or more, and do not reproduce but were built within the halls of Hudrinn. The means of creating a Kohorma is still a mystery, as is what causes them to wake up.

History

It was initially believed that the Korhoma were created by the Ancient Dwarves as a military force, however newer research has dismissed that claim. Not for lack of Dwarven ingenuity but due to some incredibly ancient texts discovered deep within The Halls of Hudrinn , it is now understood that the Korhoma are much, much older than even the Ancient Dwarves.

Since the first Korhoma awoke, hundreds have since joined the world. Some of them remain within the Halls of Hudrinn, while others leave their birthplace to seek adventure and knowledge.

Korhoma begin their lives within the Halls of Hudrinn. They believe that a Korhoma vessel awaits a proper soul to fill it. Korhoma who awaken have no memories, but are fully sentient and sometimes require a few years of teaching from other Korhoma before they understand who and what they are. While memories do not remain, some Korhoma speak of visions they sometimes have when resting. The visions are fleeting and are usually not properly remembered. Scars and damage on the Korhoma vessels speak of a life before The Great Sleep, as it is called, though understanding of what may have happened then is all but unknown.

Nerra

Anatomy

Nerra, when they are without a skeletal frame, are usually no more than six inches in length, and look like a flat, pink worm. However this small form belies a surprising nervous system, which is contained within the Nerra by being folded over on itself thousands of times. Under the right conditions, and given enough time, Nerra are able to extend this nervous system from their body over the skeletal structure of a deceased being. After the process is complete, the Nerra has full control over the skeletal frame as if it were the Nerra's own.

Usually the chosen skeletal frame is from a humanoid or animal of relatively small to medium size, however there have been rare cases and reports of Nerra taking control of larger skeletal frames, though many of these reports are unconfirmed.

Genetics and Reproduction

Nerra are an asexual species, and produce offspring asexually. All Nerra are capable of both laying and fertilizing up to a hundred eggs every year, though without the ambient magic of the Faewild, usually no more than two or three eggs actually hatch.

Growth Rate & Stages

Nerra have two scientifically recognized stages: egg and larval. Nerra eggs are laid in clusters of ten or twenty at a time, and while growing within their egg Nerra are helpless, and unaware of the world around them. Nerra eggs take between six and eight weeks to hatch, and the larval Nerra that emerges grows quickly to adulthood in a matter of two to three weeks.

Though Nerra never officially leave their larval stage, most Nerra consider taking control of their first skeletal structure as a right of passage into true adulthood.

Perception and Sensory Capabilities

While Nerra do not have "eyes" the same way most humanoid races have eyes, they do have a cluster of light sensitive sensory organs which can be stretched out just like the rest of their nervous system. Nerra usually place these "eyes" where the skeletal frame they're using would have had eyes in life, though in theory they could be placed anywhere.

There is no evidence that Nerra see better, or more poorly, than any other species. That being said, studies on the Nerra are still being conducted and more is learned about them every day.

Naming Traditions

Nerra names come from family groups, though it is not uncommon for Nerra to change names more than once during their lifetime if they discover one that suits them better.

Beauty Ideals

Nerra as a species don't hold any inherent bias towards beauty standards, and those wishing to express themselves more than their skeletal frame usually take on the dress and mannerisms of the culture they're growing up in.

Gender Ideals

Nerra, while understanding the concept of gender, generally consider themselves genderless. This is not always the case, and Nerra have been known to consider themselves male or female, but these tend to be outliers.

History

The Nerra lived for many years, deep underground in the Faewild. It was only in the years following the appearance of The Seraph
that Nerra had begun to explore above ground.

Initially vulnerable in this dangerous new world, especially after leaving the Faewild, the discovery of their ability to take over a skeletal frame began to bring attention to them and allowed them to enter society. It was somewhat of a jarring entrance, and tragically more than a few Nerra lost their lives during the first few years of integration by being mistaken for undead. However in more recent years, Nerra have been an accepted, and often welcome, sight as much as any other species.

Numen Anima (Aasimar)

Causes

Numen Anima is believed by many to be a blessing sent directly from the gods. More current research shows that, similar to Inferna Sanguinem Numen Anima is a mutation caused by corruption of the Celestial Planes during the gods war. When refugees left these planes in search of safety they carried some of the corruption with them.

Symptoms

Cataloguing all the different symptoms of Numen Anima is a job for a much larger tome, however the most common can be detailed here. Those born with Numen Anima often have eyes without pupils colored pale white, grey, or even gold. Silver hair is also a very common trait among the affected. They are often uncommonly beautiful as well as unusually tall (relative to their species). Other traits can include emerald or alabaster looking skin, feathers in their hair, shimmering scales, or small feathers on their shoulders.

Children whose parents both show symptoms of Numen Anima will themselves show symptoms, and likely will show the exact same ones as their parents. Children who only have one parent with symptoms are less likely to show symptoms themselves and instead simply pass on the genes.

Treatment

As with Inferna Sanguinem
there is no true treatment for the mutation as it it generally not even considered as something that needs to be treated.

Hosts & Carriers

Numen Anima has appeared in all manner of humanoid races and does not seem to have any preference.

Cultural Reception

Overall Numen Anima is seen as a boon and a blessing within a family. Those displaying symptoms often are believed to be capable of doing great things and often find themselves pushed away from paths others deem "below" them. Those affected by Numen Anima are often called Aasimar.

PC-Races

Selkie

> *"No one will ever believe I've seen the Selkies unless I show them this," he said, and so he leaned over and picked up the skin and slung it over his shoulder. And as he walked, he whistled, and then he suddenly stopped. "My, what a fine penny I'll earn by selling this."*
>
> *And just as he said this, he heard footsteps close behind him, and fearing a thief, he quickly turned to look. Now there was no thief behind him. No indeed. It was an exquisitely beautiful young woman standing there, but she was weeping so hard, it nearly caused the fisherman's heart to break.*
>
> *"Beautiful lady," he said, "why do you weep?"She sniffed and looked into his eyes. "Kind sir," she said, choking back tears, "you have my sealskin. Kindly give it back, for I belong to the Selkies, and I cannot live under the sea without my skin."*

Selkies usually live in small rookeries along the shoreline, or on secluded islands just off the coast. As their distant ancestors were originally denizens of the Elemental Plane of Water, selkies are instinctively drawn to the sea. While some may venture inland for a time, in time all Selkies hear the call of the ocean once again.
While selkies prefer living alone, they are known to cooperate with other races. Many ship captains are happy to hire on a selkie navigator, and when an illness comes to a port town, a selkie druid or cleric may come to help clear the illness.
Other tribes may see themselves as the rightful owners of a portion of the sea or shoreline, and lead raids on merchant ships passing through their waters. Some become very isolated, acting as the guardians of tears between the prime material plane and the elemental plane of water, and suffer no intrusion from either side.

Selkie adventurers are typically motivated by curiosity to venture out to new places. They love to lose themselves in the cultures of land-dwellers, passing from town to town in a whirlwind. Some may even fall into a brief, whirlwind romance. Many don't stay in one place for long, though, either continuing their pilgrimage or returning to their tribes, thirst sated. A selkie looking to make coin amongst others may act as sailors or dockhands. Those that don't may get by on their voices, singing ancient songs of their people or whatever local tune catches their fancy. In selkie colonies, history is passed down through ancient songs, meaning most selkies grow to be talented singers through practice.
Others may leave their rookeries on matters of business instead of pleasure. Returning a shipwrecked sailor to his home, or pursuing a threat that has emerged from beneath the waves

may be the catalyst for a selkie's adventuring life.

History

According to Selkie legends, their ancestors originally came from the Elemental Plane of Water, where they were tasked with guarding portals into the Prime Material plane. However, one of these guards was seduced by a priest of Dark Waters, and let him and his minions through a breach into the oceans beyond the plane. As punishment, the race was banished.
This legend is the cornerstone for the philosophy of the Selkie; there is nothing more important than keeping your promises. To a Selkie, a promise is sacred, and to be an oath-breaker is to be an outcast. This can sometimes be used against the seal folk. Traditional Selkies can often be manipulated into making bad agreements, and will refuse to break their promises. However, if the other party violates their part of the agreement, all obligations are broken on the Selkie.

Yuan-Ti Pureblood

History

The dreadful Yuan-Ti are a species that has not been seen for some time. Their history lies in the most ancient of Dwarven books. They were a reptilian species, snakelike in form and function, and masters of using dark magic to graft and warp flesh to create monstrosities. Their most successful creation were what are now known as purebloods. A near perfect mixture of human and Yuan-Ti, the purebloods had only subtle abnormalities to distinguish them from other humans such as scaled skin, slit eyes, or even a forked tongue. The purebloods were believed to have been created as infiltration units, though during the creation process the cold cunning of the Yuan-Ti was overridden by human emotions. Many of this first batch of purebloods were slaughtered when their Yuan-Ti masters realized their mistake. A few however, managed to make their way to what is now Ovenica.

When the world shattered, all knowledge of the whereabouts of the Yuan-Ti was lost. It is believed that they lived far to the south and, as such, had been wiped off the map. The only remaining remnant of their existence is the descendants of those lucky first purebloods to escape slaughter. Still, every now and then, reports come in from the remote places of Ovenica describing sightings of half snake, half human beings.

Subraces

Subraces

Afe

The Afe people are direct descendants of the nomadic humans that scrounged for scraps in the shadow of the Ancient Dwarven Empire. With the fall of the Dwarves, most spread out and mixed bloodlines. The Afe consider their lineage pure due to the traditions they follow. Unfortunatly these traditions have whittled down the Afe over time and currently there is only one tribe left wandering the land of Ovenica.

Naming Traditions

Feminine names

Ablã, Ackon, Akosua, Akua, Akuba, Así, Ataá, Ayawa, Ekua, Kande, Kumi, Kwasiba, Máanu, Mansah, Nsĩã, Nyankómàgó.

Masculine names

Afúom, Anan, Ansong, Dúkũ, Dúnu, Esson, Kaakyire, Kwakú, Komlã, Kwámè, Kwamina, Kwasí, Nkróma, Píèsíe,

Unisex names

Ackoon, Akosah, Akosísua, Asantãntewaa, Ayensu, Be, Crententsil, Dedáei, Ekuba, Gyimumah, Ko, Kaakyikyire, Karikakari, Obuoorgyamfi, Ogyamúampah, Ohi, Opambémbuor, Siw, Yuo,

Family names

Arkorful, Omenah, Agyei, Twasam, Ankomah, Brempong, Kwayie, Boamah, Oyiakwan, Aborah, Manso, Amissah, Agyemang, Quainoo, Afreh, Afrifa, Twum, Enninful, Dapaah.

Culture

Major language groups and dialects

The Afe speak Common, as well as an ancient human language that is no longer used outside of their people. It is refered to by outsiders as "Afe" or "The Afe Language."

Shared customary codes and values

The Afe's primary purpose is to continue the bloodlines of their ancestors as well as follow the traditions tied to those bloodlines. This means that childbearing and rearing is the most important part of Afe culture. If a couple in a relationship are unable to bear a child both will find sexual partners outside the relationship until someone is pregnant, then all parties involved work together to raise the child. This often results in large families and it is the responsibility of The Speaker to keep track of genetics. In recent times it has become nearly impossible to keep the bloodline within the Afe people and The Speaker has begun to allow members to seek partners outside of the tribe.

Afe believe that the your eyes are literally the gateway to your soul and if you do not cover your face, it makes it easier for others to take your soul from you.

Common Dress code

The Afe people wear tight cloth wrappings layered with furs and finally a cloak if the weather is cold enough for it. However, the most important aspect of Afe clothing is their masks. An Afe has their mask given to them as a child. It is usually made of animal skin with a frame made of Yew (for long life) and Beech (for wisdom). As the person grows they are taught how to care for the mask. They keep the skins well oiled and replace brittle supports with new ones. Overtime they add to the mask. More skins, a larger frame. An Afe's mask grows with them. Often masks will be decorated for celebrations or personal achievements.

Common Customs, traditions and rituals

When it is time for a new Speaker, the current Speaker engages in a mock battle of wits with a small group of people. Each person faces off against the speaker telling stories and solving puzzles until only one remains. The final person has actually been training for the role of Speaker their entire life and the battle in which they defeat the current Speaker has been practiced ad naseum. When performing all of the people attempting to beat The Speaker wear identical clothing and masks so that the audience has no idea which person is the new Speaker. In the end the ordeal has become an event for the entire town to watch and brings some much needed levity to their harsh lifestyle.

The Afe people are nomads and go where The Speaker tells them to go. The will of the gods is of utmost importance to the Afe and so they have little in the way of possessions.

Coming of Age Rites

When an Afe comes of age (around thirteen years of age) their mask is painted a solid colour to represent that their childhood is behind them and adult hood is a blank canvas, but the lessons they learned as children remain within them.

Funerary and Memorial customs

When an Afe dies their mask is removed prior to cremation. The mask is hung on the wall in The Speaker's tent and family members are encouraged to come visit the mask. It is believed that the person walks with the tribe as a spirit and can be spoken to. At this point the mask is no longer allowed any repairs and when it finally breaks down it is burned by the surviving family members. If there are no surviving family members it is the job of The Speaker to gather a few members from the tribe and burn the mask. This is considered the second death, when a person's time as a spirit is over and they move on past the veil into the halls of the ancestors.

Common Taboos

Removing your mask in front of another person is considered dangerous and is generally something that is only done with a life partner who is well trusted. Those who do remove their masks in front of others are called Vervloek, meaning cursed, and can sometimes be shunned to the point of having to leave the tribe.

Common Myths and Legends

The Afe believe and follow an ancient creature (Afe the Demigod) from whom they take their name, as well as the Pilgrim. Afe is a deity of wisdom and intelligence. He appears in stories as a man, a spider, or a mixture of the two. His stories always involve him using his words and wits to out maneuver his enemies until they become their own downfall. As respect to him, the leader of an Afe tribe is called The Speaker. They are a teller of stories, a keeper of culture, and a direct line to the gods. The Afe believe that The Speaker can talk to and hear from the gods at any time. Because The Speaker has their soul laid bare before the gods, they forsake their mask when they take on the role. A Speaker cannot have their soul stolen as it belongs only to the gods.

Subraces

Draco Puer (Half-Dragon)

Causes

Draco Puer seems to have two possible sources. Some people believe that, like Inferna Sanguinem

and Numen Anima

, Draco Puer comes from corruption from the gods war. However, since dragons come from the material plane other scholars believe that those with Draco Puer are direct descendants of a dragon. Thanks to the ability of many dragons to take on a human form this belief is not only founded but has been supported by some dragons in the past.

Symptoms

Those born with Draco Puer, sometimes called half-dragons, exhibit many signs of their heritage. These most often show up in the form of: horns, tinted skin, scaly or partially scaly skin, tails, sharp teeth, pointed ears or no ears, vertical pupils, strangely colored irises, and sometimes even wings.

Hosts & Carriers

Draco Puer has appeared in all manner of humanoid races and does not seem to have a preferred host.

Cultural Reception

Reception of those carrying Draco Puer is as varied as the colours of dragons. Some people see it as a blessing while others see only a monster. Often the colour of dragon represented on a carrier is enough to sway people's mood.

Subraces

Elephant Selkie

While it is still mostly impossible to distinguish a Selkie from a human, Elephant Selkies do stand out a bit more than their smaller cousins. Elephant Selkies are larger and have darker, almost leathery, skin. Elephant Selkies typically settle farther north or south, in freezing cold climates. Some, however, are nomadic, wandering the seas in vessels as mercenaries and traders.

Subraces

Harbor Selkie

Among the Selkie tribes, the Harbor selkie typically live closer to other civilizations, cooperating with them from a friendly but enforced distance. As such, they're far more sociable and are often hired as navigators or guides. These selkies are also more commonly found in southern waters, where the sea is warmer.

Subraces

Leopard Selkie

Leopard Selkie are known as fierce hunters and powerful warriors, and Leopard Selkie clans can be a terrible enemy or an irreplaceable ally. Accustom to colder water, Leopard Selkies have been a rare sight in Ovenica since the world shattered. Though they lack the innate magic of their Selkie cousins, Leopard Selkies make up for it with instinctual hunting abilities.

Subraces

Ringed Selkie

This portion of the selkie populace is more reclusive than their Harbor counterparts, often preferring secluded islands or rocky shorelines. Ringed seals are named because of the ringlike patterns to their skins, which may extend over their limbs and face.

Non-Player Races

Vampires of the Material Plane

> "The fair girl went on her knees and bent over me, fairly gloating. There was a deliberate voluptuousness which was both thrilling and repulsive, and as she arched her neck she actually licked her lips like an animal... I could feel the soft, shivering touch of the lips on the super-sensitive skin of my throat, and the hard dents of two sharp teeth, just touching and pausing there."

Purpose

Vampires of the Material Plane was written as the first in depth study into vampires. It collects the smaller works of many writers together and elaborates on them with first hand accounts that prove and disprove multiple theories and "facts" put forward in the other writings.

Background

Dominica Willow's work is widely understood to be the most detailed of any accounts of monstrous encounters. Following her recent disappearance all original copies have been collected by the Redfeathers

for copying and safekeeping.

> Vampires have long considered themselves the master predator, and it is with relative disdain that I am bound to agree with them. Inhuman strength, sight, and other senses, coupled with natural magic makes for a formidable opponent.
> No vampire considers themselves a savage and though it took considerable effort to discover one which would speak to me long enough to divulge any information about itself or the culture of its species. Vampirism_ it seems does not a noble make. Even so, I did manage to speak with one creature who's name and location will not be written within the pages of this book. The gentleman, when I sat down to dinner with him, was nothing but polite. He took no food, though he served me a meal so lavish I was worried that I was going to be dessert. Instead we had a marvelous conversation well into the early hours of the morning. Vampires worship The Betrayer . All intelligent undead creatures believe him to be the first undead being ever. From him came, and still come, all undead creatures. Vampires were the first of his creations, his own children, though none of the originals exist. Because of him there are always vampires on the Material Plane, but no new originals (also called Prime Blooded) have been

created since the first ones. Prime Blooded were incredibly powerful and, if the gentleman I spoke to is to be believed, a devastating force. If one were to be created today, it is likely to wipe out half the continent before it is destroyed. As many know, there are three subspecies of vampire. While they all are classified as vampire, they are all different and most often despise others of a different subspecies.

The first is the most common form of vampire, called Purple by their more intelligent brethren, The Ferine. These beast are quadrupedal and although they lack eyes, they have incredible hearing. Ferine can often be found in packs, roving about more rural areas, or even underground. While they are intelligent, their bestial nature causes them to be looked down on by the other vampires.

The second is the less common but more casually remembered Sovereign. Human in looks, save for pale skin and sharp fangs. Many of them, so I was told by one of them, are quite sophisticated and merely feed on blood when required to, otherwise choosing to blend in with human society.

The third, and most rare, subspecies of vampire are referred to as The Exalted. Believed by Sovereign and Ferine alike to be the perfect form of vampire. These creatures are hyper intelligent and because of this are often solitary. They require no blood, are undamaged in sunlight, and suffer no pain in the presence of silver. Their terrible forms are something out of a nightmare. Even while my host spoke of them the room seemed to grow darker and colder. It is believed that Exalted are only one or two "generations" away from a Prime Blooded though my host seemed adamant that a Sovereign could, under the right circumstances, become an Exalted.

From what I could find, most of the rumors about vampires brought back by adventurers tend to be true. And it is because of these rumors that I believe vampires to be disappearing at such an alarming rate. Stay with me, I know they're monsters, but the gentleman I spoke to was very convincing his his convictions. I'm not saying I believe every word out of his mouth, but I've had enough interactions with divine beings to understand that if there was a vampire, created by a god, set loose on the Material Plane, there would be very little to be done to stop it. In most cases that I've found, vampires tend to have two forms. One is humanoid, and nearly indistinguishable from whatever race it used to be. While difficult to discover a vampire in this form, those with keen vision may be able to pick out the reddish tint to the iris, or the elongated canine teeth. (Though it should be mentioned that some carriers of Inferna Sanguinem bear these same traits and as such not every person with red eyes and sharp teeth should be considered a vampire.) A vampire's second form is monstrous and displays the creatures true nature. Though most forms are unique, they all share similar traits. Pale, even rotting, skin, long fangs that extend out of the mouth, claws, large eyes, and long bat-like wings. Most vampires, so I've found, rarely use this form as it makes for a very satisfying

> target for adventurers.

Dragons

> **Body Tint, Colouring and Marking**
> Stories tell that before the gods war, dragons exhibited a multitude of colours. Nowadays dragon colours seem to be restricted to shades of grey, black, and white, often a mix of the three. It is believed that this shift to more muted, natural colours is another side effect of the world shattering; though some minds believe that they are in fact an entirely new species.
>
> The only remnant of the old dragons left can be found in the Dragonborn who's scale colour dictates things like resistance to elements as well as their elemental breath.

Anatomy

Dragons possess a tail and six limbs: two arms, two legs, and two wings. Dragons are not to be confused with other Draconic species such as Wyverns (who possess only two wings and two legs), and Drakes (who possess four legs and no wings).

Biological Traits

As far as anyone has discovered, Dragons are virtually immortal. Though they can starve, get injured, or be killed, a Dragon who remains well fed and healthy can live as long as they desire. In turn, though their growth slows significantly once they reach adulthood, a Dragon never fully stops growing. They can reach immense sizes given enough time to do so.

Genetics and Reproduction

After a pair of Dragons mate the mother usually carries one to four eggs for anywhere from one to five years until she finds somewhere she feels comfortable making a nest. Once the egg is laid it usually does not take longer than 2 years to hatch.

Growth Rate & Stages

A freshly hatched Dragon Wyrmling is capable of taking care of itself, more or less. It can speak (usually being taught languages by its mother and/or father during its gestation as an egg), hunt for bugs and small animals, and even begin using its elemental breath. At this stage they are about the size of an average adult human and their scales are dully coloured.

It takes about ten years for a Wyrmling to grow into a Juvenile. A Juvenile Dragon usually has left the protection of its parent and has begun to make its own way in the world. About the size of a large horse, Juvenile Dragons are capable of hunting down creatures far bigger than they are. Their scales have started to gain a bit of brightness but otherwise maintain that dull Wyrmling shade.

When a dragon reaches forty years of age it is considered an Adult. Adult Dragons can be about the size of a single room house. Their growth rate slows but a Dragon never actually stops growing.

Dragons who live past their second century are generally considered in the beginning stages of becoming an Ancient Dragon. Most Dragons that reach this stage are incredibly powerful, able to destroy entire armies and cities with their elemental breath.

Perception and Sensory Capabilities

Many dragons possess the ability to see without their eyes, however the ability comes in many different forms. Some can sense vibrations in the earth, some have a highly acute sense of smell, and some can even use magic to sense to world around them.

History

As far as anyone knows, Dragons have existed on the Material Plane long before most other sentient species. In Ovenica especially, the Ancient Dwarves have texts of battles with dragons from a time long before the gods war. However, since the gods war, Dragons have become less and less prevalent. Today they are virtually extinct, at least as far as people remember them. In truth Dragons live on in three ways:

In rare cases there are Dragons that have chosen to live among humanoid society, shedding their true forms in favour of safety. Additionally, while not true dragons, those with Draco Puer carry on the heritage of their ancestors in their blood and appearance. Finally there are the dragons who live to the north, in Giant Country. These beasts are true monsters, so the stories say. Some of them as large as a mountain, fighting each other for domination of the landscape

Dragon Eggs walk the line between bird and reptile eggs, with a twist of magic. Visibly they appear to be an oddly shaped sphere, silver in colour and ranging in various sizes depending on the age of the dragon within. The outer layer of the egg, while strong, is very flexible and allows the dragon inside to stretch and shift to any position it wishes. As the dragon grows the shell grows with it, generally reaching the size of a small cart before the dragon is ready to hatch. Dragon Eggs can be highly sought after. Their outer shell is toxic to virtually any living thing it comes in contact with, other than the dragon's mother, and can be used in multiple poisons. With the proper tools and know-how the shell can even be integrated into weapons and armor, though there are few capable of such work.

Harpies

Anatomy

While standing upright and having a humanoid appearance Harpies have a digitigrade leg structure, much like many walking birds, and have wings instead of arms.

Genetics and Reproduction

Harpies are magical beings. When a clamor of harpies intends to make more they gather together on high mountain peaks and sing to one another. The music, already intertwined with space, matter, and time through magic, begins the process of gestation within the harpies present. After a period of 4 - 6 months a baby harpy is born.

Growth Rate & Stages

Young harpies grow quickly. Though they are usually capable of hunting and caring for themselves after a year, they do not reach adult size until around 5 - 8 years.

Dietary Needs and Habits

Harpies are obligate carnivores and cannot survive without a steady diet of meat. They often prefer the meat of sentient creatures, but no scientific proof exists to say they require more than animal flesh.

Additional Information

Social Structure

Harpies form small groups called clamors. These are usually made up of family members, very rarely containing members outside of their "blood" relatives due to their aggressive nature. Harpies do not follow any sort of pecking order, and are not usually considered to be matriarchal. Instead, clamors of harpies work together to hunt, sharing food and labour equally.

Facial characteristics

Harpies possess the features of a humanoid woman, though when observed at a close range the angles and bone structure seems far too sharp. Additionally, large eyes and feathers growing alongside hair give a very obvious avian appearance to them.

Average Intelligence

Though both sentient and intelligent, harpies can be fiercely territorial and aggressive. It is rare to find a clamor of harpies containing more than 10 individuals.

History

So the story goes: When the world was young, an elf witch named Sylna got it in her head to trap one of the now dead elven gods. She sent him offerings, and letters inviting him to join her for a meal. He was amused and went to her home in the forest. Together they dined and afterward she led him to a large chair in front of the fireplace. Once he was seated she began to sing. Now Sylna was a powerful witch, and as she sang she wove magic into her music. The song put the god into a deep slumber, from which it is said he never woke. With the god asleep in her home Sylna opened his chest and took his heart. Even in those days, when gods could walk the planes in their true form, removing the heart of a god was not enough to kill it, and even asleep as he was, the god was not truly robbed of his power.

So as Sylna stood in front of her fireplace and began to eat the still beating heart of the god, she was cursed. She choked on the meat and her form was twisted. In the end she flew away on her new cursed wings and went into hiding in the mountains. Now her progeny still lure creatures to their deaths with haunting songs, steeped in the magic of Sylna.

Lesser Giants

Anatomy

Though having a regular humanoid shape, Giant bones are incredibly dense and durable in order to support the massive weight of the body. Giants are quite stocky in appearance and have feet that are less like a humans (long and thin) and more like an elephant's (short and round.) Giants are Faculative Bipeds and have the ability to walk around on two legs but most often prefer moving on all fours.

Giants have little to no sexual dimorphism between male and female.

Growth Rate & Stages

Lesser Giants are born fully formed, about the size of a full grown man. They go through an incredibly rapid growing stage and become full grown adults within about a year.

Ecology and Habitats

Giants typically live on mountains, large plains, or thick forests where large prey is plentiful.

Dietary Needs and Habits

Giants are omnivorous but prefer to eat meat. Each giant has a different preference, but most prefer to hunt their prey and eat it bloody and warm. That being said, Giants are not idiots and will often prep for winter by stockpiling food in a cave or hole. Giants need a lot of food to sustain their bulk and therefore spend most of their time hunting.

Social Structure

Giants are solitary creatures. They leave their mother shortly after birth and find an unclaimed chunk of land to live on. Very rarely Giants will gather to discuss a grave threat, such as a Dragon who has claimed a territory spanning multiple Giants claimed territories, or on even rarer occasions a Giant moot where Giants will travel from all over to gather and discuss what is happening where they are, participate in physical 'games' and generally try to prove that they are the strongest. Other than these rare events, Giants almost only ever come together to mate or fight.

All Giants follow the motto of Bigger is Better. Though two Giants that meet may fight to try and prove which one is dominant, when it comes down to it a smaller giant will always give way to a bigger Giant.

Uses, Products & Exploitation

Giant bones are incredibly dense and strong. A craftsman with the proper skills can create weapons, armor, even building fortifications out of Giant bone. Because of this, Giants are sometimes hunted down by skilled warriors, and the discovery of a Giant's skeleton can mean prosperity for a small village. Aside from the uses of a Giant post mortem, a living Giant will sometimes provide protection to a village or bolster the ranks of an army in exchange for food.

Facial characteristics

Giants usually have square faces with exaggerated 'tusks' and large noses.

Geographic Origin and Distribution

Giants can be found nearly everywhere. Though each Giant had a wide territory, these territories overlap and change all the time as Giants die, fight, or relocate.

Average Intelligence

Most Giants are just as smart as any human.

Perception and Sensory Capabilities

Lesser Giants can see in the dark (as many races can), have a heightened sense of smell that allows them to track prey, and also have the ability to detect nearby magical auras.

Naming Traditions

Giant names are not like other cultures and the names are usually descriptors like "Lives in a hollow tree" or "Threw a boulder over a lake."

Beauty Ideals

Since there is very little sexual dimorphism between male and female, Giants decorate themselves with trophies of their greatest kills, jewelry made from any material imaginable, and tattoos.

Courtship Ideals

A Giant who wishes to mate with another Giant will leave gifts of food in the territory of its perspective mate. After some time passes and the gifts are well received, the gift giver will leave a final gift but wait next to it for the recipient to arrive. They then participate in a mock battle which, from the perspective of other creatures, is just as violent as a real fight. In the end one Giant will show their dominance over the other and the two will then mate. It is not required of either sex to make the first move.

History

The oral traditions of Lesser Giants claim that they are descendants of True Giants, which are now considered to be extinct, and were the first sentient creatures to exist on the material plane. The lived in solitary harmony across the world until the Dragons came. Giants were hunted by Dragons and systematically wiped out over time. Since then, Giants and Dragons have remained bitter enemies. With the arrival of Dragons came an understanding of magic no other creature on the material plane had yet grasped. Because of its connection to the Dragons, Giants hate magic almost as much as they hate Dragons.

Lesser Giants are of the belief that one day True Giants will return, and when that day comes they will stand up against the Dragons and all other races of the world, proving once and for all that Giants are the greatest of all creatures.

Interspecies Relations and Assumptions

Giants consider most humanoid species beneath them, due to their size, and because of this make very little distinction between them and animals as prey. However some Giants who are having a hard time feeding themselves (or simply do not want to hunt on their own) will join forces with an army or take up the role of guarding a small village in exchange for food.