

## Appendix 1 – Living Races

### Beastkin

All Beastkin are members of the **Northern Alliance**.



Before the Days of Fire there were no Beastkin! When the invaders appeared so did they. There is no knowledge of a time before the awakening, they are born, live brutal, short lives fighting in a war they know little about. Created by the Gods to aid the battle against the forces of darkness; the orcs and the undead allies.

The largest contingent of Beastkin are the Legio Canis, a canine army which holds a defensive line of stockades and border forts built on the Southern edge of Elland's border with the Orclands. In all parts of the Northern Alliance you can find other Beastkin aiding where they can, be they reptiles from the swamps in Deepmoor, bird folk from the Mountains in Styrmont, and predatory feline kin from the forests of the Theocracy.

#### Minimum Phys-Rep

A prosthetic is an essential requirement for all Beastkin, along with ears (where relevant). Face paint should be used in addition to a mask, not in place of one. Should you wish help with the requirement please contact one of your camp refs.

#### Inspiration

*Chronicles of Narnia* by CS Lewis, *The Dark Crystal*, Were-creatures.

### Ethrin Elves

All Ethrin are members of the **Northern Alliance**.

Within human lands, the dominant elven group are the Ethrin, which means 'the people' in their old tongue. These elves live within human society but also apart from it: while they live side by side they are not truly accepted, nor are they treated as equals. Elves and humans cannot interbreed and so they are always viewed as a race apart.

Elves are not sufficiently powerful or numerous to be able to successfully form their own breakaway state without the cooperation from the humans, so instead live among them.

There are no elven nobles, nor guild leaders, and even the Theocracy preaches that they are not be trusted, limiting their progression in the priesthood.

The treatment of elves varies; in the kingdom's large cities they have an 'Elven Quarter', whereas in others they live in sewers or shanty towns outside city walls, only in the Northlands where



folk are judged more on merit than birth can they be treated much more as equals.

Since the expeditions have begun a few Ethrin elves have shown a true commitment to ways of the Northern Alliance which is helping change the views of many, but it is a drop in an ocean of distrust and outright hatred.

#### Minimum Phys-Rep

Elf ears and tattoo marks on the face.

#### Inspiration

City Elf from *Dragon Age*, Ocedhel from Midkemia, Elves in the 4th Age - Middle Earth.

### Feralian Elves

All Feralian are members of the **Northern Alliance**.



Not all the elves chose to live under human rule. After the Fall during the period when the Ethrin became integrated, many elves fled the cities choosing to live as exiles on the outskirts of society. For a long time, these elves were hunted by the humans which culminated in numerous large scale conflicts so they learnt how to live off the land and survive on the move. The Feralian sought to survive in the wilds, and preserve their culture in the hope that, one day, the elves would have a place to call their own once more.

Within the Kingdom area of the Caerlyn Forest there is a much older district known by the elves simply as Caerlyn. This is the home location of most of the continent's feralian elves.

An alliance with the King of Elland allows both to live in safety as long as they obey the laws of the kingdom, and the lords whose areas they roam through.

#### Look & Feel

As with their ethrin brothers, the feralian ritually tattoo themselves from the day they reach adulthood. However, feralians believe their tattoos have significantly more meaning to them as they depict their entire ancestral history and their pride.

The feralian culture is a nomadic existence akin to real world Bedouin and Romany cultures. The two styles are interchangeable and there is no real distinction between the two and players are welcome to mix the two styles in any way to create the look they desire.

#### Minimum Phys-Rep

Elf ears and tattoos.

#### Inspiration

Dalish from *Dragon Age*, Glamdhrel from Midkemia, Forest Elves from *D&D*.

## Goblins

All Goblins are members of the **Orc Khanate**.



Wherever you find Orcs in the Khanate you will find their physically weaker and smaller kin the Goblins. But don't let their stature fool you, the cunning that is attributed to Orc tribes, clans and kin-bands comes predominately from the goblins living within them.

Then there is the one clan of goblins that is very different from the rest of the tribes; the Tinker Clan. These goblins learnt early on that the best way to survive in orc culture was to be useful and terrifying. This eccentric collection of crafters have interesting views on invention, safety, and research process. It is rare to find them unmarked by their experimentations.

The tinker stronghold in the south; the Pit, is the most wretched hive of scum and villainy that few outside the goblins are willing walk amongst the filth and gloom.

### Minimum Phys-Rep

Green skin, part mask, large pointy ears.

### Inspiration

Goblins from *The Hobbit*, Redcaps from English folklore.

## Haiesti Elves

All Haiesti are members of the **Orc Khanate**.

After the Days of Fire the lines were drawn; the war became a global effort for survival. At this time there were no elves living within the Orc Khanate, but that was to change.

Three years later, what occurred will be forever known as the Night of Blood, when predominately Ethrin elves rose up against those that treat them like second class citizens, and brutally murdered them in their sleep, taking their faces as a trophy, a bastardisation of a Feralian ritual.

These elves made it to the lands of the Orc Khanate to be accepted into their ranks as the Haiesti.



They have no official place to call home, and many make their lives alongside other tribe members. They have an intrinsic link to the Demons that they are just beginning to understand.

#### Minimum Phys-Rep

Elf ears and tattoos much like their ethrin and feralian cousins (which they came from).

#### Inspiration

Reavers from *Firefly/The 100*, Post-apocalyptic savages seen in films like *Mad Max*, *Judge Dredd*, & *Waterworld*.

Of all the races and factions in the Vale, the Haiesti are those who are most consciously evil; as they have murdered and violated the dead to get to their position.

### Human

All Humans are members of the **Northern Alliance**.

By far the greatest population of the Northern Alliance is the race of humans. In every corner of the lands they have dominance, be it in the Kingdom of Elland where the Dukes elect the King, or in the Theocracy where they hold all offices of power from Archimandrite down to Priest, in the Northlands where the Jarls hold areas of land from the frozen beasts that roam, or in the Shield Lands where it is more tribal, or in the Sisters where the Merchant Prince reigns.



#### Minimum Phys-Rep

There is no minimum phys-rep for playing a human. Simply being human is quite enough.

#### Look & Feel

The feudal system of the kingdom brings a heraldic look and feel to characters from this region. The Theocracy in a much hotter land, and as such has more Persian style robes and dress, whereas the Shield Lands have a mix of traditional and flamboyant styling. The Northlanders live in harsh conditions, and generally dress in padding and furs, commonly with war-paint and lighter armour than the knights of the southern lands.

#### Inspiration

**Kingdom of Elland** - Knightly orders, the Court of King Arthur, heraldic.

**The Theocracy** - Parthian Empire, Silk Road cities particularly Samarkand, Byzantine & Bedouin influences.

**Shieldlands** - Classic Greek & Roman, *Merchant Kings* by Stephen R Bown.

**Northlands** - Fjordmen, Viking Raiders, Mountain People in Middle Earth.

## Orcling

All Orclings are members of the **Orc Khanate**.

When it comes to tinkering, the goblins aren't the only ones that play at it. The Shaman of the Pyre



do their own brand, creating new beings for the Great Khan, output from the breeding pools, the sludge of life that all orcs and goblins come from.

Somewhere between an Orc and a Goblin they were created to look more human to spy on their enemies, but the experiment was not particularly successful.

Their lives were spared by the Great Khan who saw something in their forming, that has led to

a fanatical loyalty to him that worries the other Warlords in the Khanate.

### Minimum Phys-Rep

Brown, Grey or Green skin tones depending on the spawning pit you came from, a red hand print on the side of the face, an imprint from the Shaman that denotes you as a member of the Orc Khanate.

### Inspiration

You are something completely new, who knows where you will fit into the society of the Orc Khanate.

## Orcs

All Orcs are members of the **Orc Khanate**.

The greatest population of the Orc Khanate are the Plains tribes orcs that are united under the Kargun, Great Khan of the Orc Khanate. The orc life is one of survival of the strongest, with regular testing to make sure that the one in charge is fit to be there.

Whilst the plains tribes provide the bulk of the troops, Orcs are also found in the River Clans which provide a corsairs and traders to the fight, with their war fleets. Usually lightly armoured and fast moving, their cunning at naval tactics is impressive and unquestionable.

The third, much smaller, group of Orcs are found in the

Mountain Kin-bands on the western edge of the Khanate lands. Generally of darker skin than their cousins the harsh climate of the living conditions generally breeds more intelligent viscous orcs that go on to become Warlords or Shaman.



Minimum Phys-Rep

Brown, Grey skin tones, orc face mask / part-mask.

Inspiration

**Plains tribes** - Mongolian hordes, Sauron's Orc armies.

**River clans** - pirate culture, ship born, with flamboyant show-off captains.

**Mountain kin-bands** - more savage and murderous orcs of popular literature and film.