

Supremacy: Races

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★ *Humia Race and Subraces*

❖ *Humia (Main Race)*

History: The Humias were one of the first races that were influenced by the teachings of the Destiny Child of Knowledge, Grandose Indra, in Year 1. They were not as innovative as the Dwarvinias, nor were they as talented in Magic as the Elvilians, but they borrowed aspects from both races and utilized it to make up their identity; making them capable of modernizing and efficiently learning Magic. Humias are responsible for the establishment of most cities around the world, and for providing Surmulos' traditions, which brings with it a multitude of festival celebrations. Plenty of Humias dedicated their lives towards agriculture, shopkeeping, trading, and other occupations that did not require the use of a sword and battle-based Magic, and their wealth was extremely varied compared to the other races. However, besides the occurrence of raids and Magical anomalies, the Humias mostly live a peaceful and uneventful lifestyle.

Traits: The characteristics of a Humia are always varied; some are not afraid to be sympathetic towards the people around them, and others are willing to maniacally manipulate others to gain self-benefits. Humias mostly act friendly towards any person they meet, unless a certain situation forces them to behave differently.

Appearance: Humias can stand at an average of five feet and eight inches, the highest being eight feet. Their skin tones lie between

light yellow-brown to dark yellow-brown. Their natural hair colors are black, brown, blond, red, and white, but their eye color can be any color except white (Being born near Grandia Flowers may alter this).

Base Hit Points: Humias start with a Base of 10.

Base Movement: Humias can move up to 25 feet.

Racial Age: Humias can live up to 100 years.

Ability Score Improvement: You have 3 points to allocate in any Ability Score

Racial Assets:

- **Jack of All Trades:** Humia gains an advantage roll when trying to learn a certain thing.
- **Uncanny Apprentice:** Training Stage 1 and Stage 2 Magic is easier.
- **Seasoned Worker:** Extra items can be earned from Farming and Alchemy.

Racial Flaws:

- **Master of None:** It is extremely difficult to master skills or Magic.
- **Still Ignorant:** Manipulation attempts on the Humia will be at an advantage.
- **Mystical Travesty:** Magic at the earlier Stages are going to be weaker.

➤ **Magale** (Humia Subrace)

History: Even though most Humias were simply adept at using Magic, there existed another group of Humias that were able to match the Magical talents of the Elvillians and Minuomes. During the beginning of Year 37, the Humias that wielded a huge abundance of Magic dwelled in caves, or in areas that lacked any life. Some perished due to their overpowering Magic, but others learned how to harness their abilities. In Year 50, Humias with tremendous Magic power had begun to emerge and invited themselves to join society. Due to the great Magic they wielded, they were dubbed "Magales" in the same year of their emergence. Plenty of these Magales chose to either live like the Humias, with the bonus of wielding practical Magic, others chose to teach people how to harness their talents, and some desired the path of venturing the world of Surumlos, with their most reliable companion being their Magic. Even with these differing paths, all of them need to take the time to meditate to sustain their Magical talents.

Traits: The Magales are mostly peaceful people, tending to not behave aggressively in most situations. They are willing to befriend any people they meet, regardless of their status, race, or gender. However, Magales will only act more barbaric if they do not receive enough meditation.

Appearance: The Magales are identical to the Humias in every way. However, they could gain random burn marks at birth, unlike the Humias (Being born near Grandia Flowers may alter this).

Base Hit Points: Magales start with a Base of 9.

Base Movement: Magales can move up to 30 feet.

Racial Age: Magales can live up to 125 years.

Ability Score Improvement: You gain 3 points in Intelligence.

Racial Assets:

- **Over the Limit:** The Magale has 1 extra charge for their Magic, and 1 extra Magic slot per level.
- **Overseer:** Allows the Magale to sense Magical presence from a distance.
- **Magical Prodigy:** Can start with 4 Magics of almost any kind.

Racial Flaws:

- **Enchanted Cuffs:** Lack of meditation will put all Intelligence and Wisdom checks at a disadvantage.
- **Identity Disorder:** Lack of meditation will put all Charisma checks at a double disadvantage.
- **Under a Spell:** The Magale may undergo nightmares that could cause certain debuffs.

➤ Akalunden (Humia Subrace)

History: During Year 50, Mythical Creatures had begun to emerge, and most of them attempted to befriend society. However, there were a group of other creatures that decided to claim the areas owned by the Humias and Elvilians. Due to their Magical Talent, the Elvilians were able to draw away the beasts, but the Humias were powerless to combat them. They felt as if the creatures were invincible, but a small group of Humias that proved themselves to be worthy hunters rose, and drove the creatures away in the Year 60. These warriors would be dubbed the "Akalundens" by Society, during the same year the monsters were

defeated. The Akulundens are praised by their hunting abilities; they pray to the Supreme Being of Conflict, Kresis, to gain good luck when hunting.

Traits: The Akalundens are battle-hardened people, and are willing to negotiate through brawls. They are proud of their abilities but are not as boastful as the Elvilians, and they have strong feelings towards their honour and traditions.

Appearance: The Akalundens can stand at an average of six feet, the highest being eight feet and six inches. Their skin tones lie between orange-brown and dark yellow-brown. Their eye and hair color are the same as the Humias (Being born near Grandia Flowers may alter this).

Base Hit Points: Akalundens start with a Base of 9.

Base Movement: Akalundens can move up to 35 feet.

Racial Age: Akalundens can live up to 125 years.

Ability Score Improvement: You gain 1 on Strength and 2 on Dexterity

Racial Assets:

- **Hunter's Instincts:** Tracking an object or living creature in the wild will be at an advantage.
- **One-Shot, One Kill:** One attack can be a guaranteed hit, and a 10 or above will make it a critical hit. (Can be regained through short rest).
- **Always Ready:** Switching to another weapon, or preparing arrows for a bow does not count as an action.

Racial Flaws:

- **Winter Comes:** The Akalunden is weak against Ice-based attacks.
- **Tainted Magic:** An opportunity to bring back a Charge may not be present when performing Magic.
- **Enemy Number One:** Creatures are prone to attacking the Akalunden.

➤ **Natuvilun** (Humia Subrace)

History: After the defeat of some of the Mythical Creatures in Year 60, a portion of the "Akulundens" had deemed their actions completely savage, believing that there was another way to resolve the situation peacefully; this portion of the group was dubbed the "Natuviluns". This pacifistic group had argued against the way of the Akalundens; this dispute between the two will continue for centuries to come.

Instead of continuing to improve on hunting, the Natuviluns reinforced the idea of peace and love for society. They took their heightened senses that occurred when hunting and converted it to be used in everyday life, which resulted in heightened senses in urban areas, instead of natural areas. The Natuviluns truly valued the power of Knowledge and Magic, due to their potential of bringing prosperity.

Traits: Other than the Akulundens, the Natuviluns are willing to engage in friendly interactions with all the races. They are not willing to do hunting work, but are instead interested in learning and gaining knowledge.

Appearance: The Natuviluns are identical to the Akulundas, except that they are slightly lighter in skin tone (Being born near Grandia Flowers may alter this).

Base Hit Points: Natuviluns start with a Base of 12.

Base Movement: Natuviluns can move up to 30 feet.

Racial Age: Natuviluns can live up to 110 years.

Ability Score Improvement: You gain 1 on Wisdom and 2 in Dexterity

Racial Assets:

- **Street Smarts:** Tracking an object or living thing in urban areas will be at an advantage.
- **Peacemaker:** Convincing an enemy, who wields at least some intellect, to stop fighting will be at an advantage.
- **Magic all Around:** Performing a non-damaging Magic skill grants an advantage roll for bringing back a Charge.

Racial Flaws:

- **Unexpected Turnabouts:** Getting hit by an attack may grant the Natuvilun a headache or even stun them momentarily.
- **The War Isn't Over:** Convincing an Akalunden enemy to stop fighting will either be a normal roll, or a disadvantage.
- **Rusty Warrior:** Hitting with a weapon will be at a disadvantage for 2 rotations.

➤ **Cavrensu** (Humia Subrace)

History: There was a group of Humias who dwelled in caves, and had not been enlightened by Grandose's teachings. Instead, these Humias, which were dubbed "Cavrensues", attempted to teach themselves, but they saw

more value in working on their strength. The Cavrensues pulled around boulders for training, which allowed for them to be almost double the strength of a regular Humia. It was not until Year 100 when most Cavrensues were exposed to the teachings of Grandose Indra. Even with this new path to knowledge, most Cavrensues still followed their old traditions, pulling around boulders for training and praying to the Supreme Being of Virtue, Aresus.

Traits: The Cavrensues are always interested in showing off their strength in any way. They do not wield much experience when it comes to interacting with people, or common sense. However, the Cavrensues are dead set in accomplishing any goal that they may have at the moment.

Appearance: The Caverensues can stand at an average of five feet, the highest being five feet and eight inches. Their skin tones are identical to the Humias and its subraces, but they cannot be as dark as the Akulundens, or as pale as the Skylaes. Their eye and hair color is the same as the Humias (Being born near Grandia Flowers may alter this).

Base Hit Points: Cavrensues start with a Base of 14.

Base Movement: Cavrensues can move up to 15 feet.

Racial Age: Cavrensues can live up to 85 years.

Ability Score Improvement: You gain 1 in Constitution and 2 on Strength

Racial Assets:

- **Powerlifter:** Lifting an object or living thing will be at an advantage.
- **Walking Army:** The Cavrensu can hold a two-handed weapon with one hand.
- **Night Vision:** The Cavrensu can see in the dark.
- **Man's Only Friend:** Drinking alcoholic beverages will heal them like a regular potion for other races.

Racial Flaws:

- **What's This:** Trying to learn a certain thing will be at a disadvantage.
- **Feed Me More:** The Effects of healing potions are weakened by two times.
- **Magical Noobie:** Magic Charges for all Magic, except for Vigor and Drunk Magic, is cut in half.

➤ **Skylae** (Humia Subrace)

History: When Mythical Creatures had emerged in Year 50, there were a small group of people that wanted to befriend them. To reward their honourable intentions, the Mythical Creatures granted these people a place called "Paradise", which was a flying Island located at the continent of Ulunrae. The people that resided here gained brand new talents, such as a larger abundance of Magic power and the ability to levitate, and eventually, fly. Once these group of people began to grow in huge numbers, society dubbed them the "Skylaes" in the Year 65. Even though there were Elvilian variants of the Skylae, they were not as different as the Humia variants. Newborn Skylae were already able to levitate, and it is usually around their teenage years when the ability of flight is evident. Once a Skylae learns how to fly properly, then they are prepared to interact with the rest of society.

Traits: When a Skylae first leaves their home to interact with Society, most of them act timid at first, and are not aware of much Common sense. However, the Skylaes are knowledgeable enough to learn the basis of society's culture and traditions. Once the learning curve is gone, their personalities will vary, depending on the area they set foot on.

Appearance: The Skylaes are identical to the Elvilians and Humias, except that their skin tone is lighter (Being born near Grandia Flowers may alter this).

Base Hit Points: Skylaes start with a Base of 8.

Base Movement: Skylaes can move up to 40 feet.

Racial Age: Skylaes can live up to 130 years.

Ability Score Improvement: You gain 2 on Dexterity and 1 on Wisdom

Racial Assets:

- **Rising Star:** Below the age of 18, the Skylae can levitate. At 18 and above, the Skylae can soar into the air.
- **Boundless Energy:** A Skill Slot or Spell slot can be brought back with a 12 or higher.
- **Magical Prodigy:** Can start with 3 Magics of almost any kind.

Racial Flaws:

- **Wandering At Night:** It is more difficult to see in the dark.

- **Living Under a Rock:** Deciphering the words of other races and their literature will be at a disadvantage.
 - **Too Clustered:** Being around a large group of people may put checks at a disadvantage.
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★ Elvilian Race and Subraces

❖ **Elvilian (Main Race)**

History: The Elvilians, just like the Humias and Dwarvinias, were the first races that were influenced by the teachings of Grandose Indra. With their newfound knowledge from the Destiny Child, they wielded the mental scope necessary to discover their inner, Magical talents. The Elvillians were the first race to witness the birth of Magic and the first to harness its natural powers. This revelation brought with it a more proud and arrogant phase for the Elvilians, which prompted other races to completely detest them. Even with the hateful feelings they were receiving, most Elvilians were able to quickly climb up the social ladder and pronounce themselves as the richest of the Noble Order. They would later create cities that are larger than any capital made by the Humias or the Dwarvinias. Most of the Elvilians end up as noblemen and women, but some use their Magical talents to pursue adventures around the world.

Traits: Due to their innate talents, the Elvilians do not hesitate when it comes to showing off in any way. Most of them come off as extremely arrogant and cocky, which forces many people to dislike them. Even with their vast amounts of riches, most Elvilians do not share their wealth, unless it is to stabilize their civilization and economy. They are a completely centralized race that mainly helps themselves strive.

Appearance: The Elvilians stand at an average of five feet ten inches, and their highest being eight feet five inches. The Elvilians are not as large in mass as the Humias or Dwarvinias, but they are larger than the Gobkiv. Their skin tones have plenty of variety, but they cannot be red, black, grey, or dark-brown. They also possess a large variety of colors when it comes to their hair or eyes, no color is left out. All Elvilians carry around special, dark tattoos around their face,

neck, and sometimes their cheeks (Being born near Grandia Flowers may alter this).

Base Hit Points: Elvilians start with a Base of 8.

Base Movement: Elvilians can move up to 35 feet.

Racial Age: Elvilians can live up to 130 years.

Ability Score Improvement: You gain 2 in Intelligence and 1 in Charisma

Racial Assets:

- **Wealth is Power:** Can start with 100 Gold coins at most, which can be used to buy 10 Horse Carriages.
- **Child's Play:** The Elvilian has an easier time Training their Magic, no matter the Stage.
- **Magical Prodigy:** Can start with 3 Magics of almost any kind.

Racial Flaws:

- **Piercing Words:** Persuasion and deception checks are at a disadvantage.
- **Simply Doubters:** People are prone to target the Elvilian in a battle, or arguments.
- **Devil Juice:** The Elvilian cannot take much alcohol.

➤ **Drowlin** (Elvilian Subrace)

History: There existed a group of Elvilians that opposed coinciding with the rest of society, and were often rebellious towards their culture and traditions. Refusing to live amongst the common Elvilian, Humia, or Dwarvinia, this group decided to fabricate their civilization in dark areas, such as caves, ruins, and forests. These Elvilians built cities in dimly-lit areas, which were dubbed "Shadow Urbs". In the Year 18, these Elvilians were known to society as the "Drowlin", due to their darker skin tones and their heightened ability to see in the dark. The Drowlins mainly engaged in trade at ports or other Shadow Urbs, to stabilize themselves and to aid their growth, but some engaged in worldly adventures, and others resorted to thievery. Even with their differing lifestyles, the Drowlins were almost equivalent to the Elvilians when it came to their Magical potential.

Traits: The Drowlins are often timid with people that are not like them, and can be rebellious towards their ideas, culture, and/or

traditions. They often do not take the time to understand the ideas of society, believing that their civilization and its aspects are superior. However, the Drowlins are not as boastful as the Elvilians, even with their evident potential in Magic and their huge pride for their culture.

Appearance: The Drowlins are slightly shorter than the Elvilians, their average height being five feet four inches, and their highest being seven feet nine inches. Their skin tones range from light grey to black, sometimes being a dark shade of purple, and their hair and eye color are similar to the Elvilians, except they carry around a darker shaded color. Their tattoos are usually located in the arm or chest area (Being born near Grandia Flowers may alter this).

Base Hit Points: Drowlins start with a Base of 7.

Base Movement: Drowlins can move up to 45 feet.

Racial Age: Drowlins can live up to 120 years.

Ability Score Improvement: You gain 3 in Dexterity

Racial Assets:

- **Silent as a Grave:** Sneaking is at an advantage, and sneaking in lit areas with objects to hide behind is a regular roll.
- **Killer Lurking in the Dark:** Sneak attacks are a guaranteed critical, and a regular roll can be used to sneak again.
- **Darkness at my Side:** The Drowlin can see in the dark better than other races.

Racial Flaws:

- **The Sun, How it Burns:** It is difficult to see in areas with bright lights.
- **It's Too Late to be Bless Now:** Drowlins will have a hard time learning Magic under the Blessed Archetype.
- **I Don't Understand:** Religion and History checks are at a disadvantage.

➤ **Avalin** (Elvilian Subrace)

History: Even with their huge magical potential and their high noble status, there were a group of Elvilians that either desired the path of the warrior, or a harmonious lifestyle outside of urban cities. These individuals, to walk this path, made homes in serene, quiet areas, such as the plains, forests, and mountains. Instead of living

the luxurious, Elvilian lifestyle, these people, known to society as the "Avalin", enjoyed the little things in life, appreciating the effort of work, and admiring the gifts of nature. Most Avalins undergo agriculture and hunting work, some of them establish Fighting Dojos, to teach those willing to walk the warrior's path, and others walk around the world, in hopes of unravelling the hidden beauties of Surumlos.

Traits: The Avalins either lost their Elvilian arrogance or never had it in the first place. They instead wield a more humble attitude, not wishing to boast their skills to anybody, but are still detested due to their heritage. The Avalins only have lenses to see the positive and enjoyable of life, rather than the negatives and heart-aching aspects.

Appearance: The Avalins are identical to the Elvilians, except their skin tones are slightly lighter. They also have tattoos, but it is only present on both their arms (Being born near Grandia Flowers may alter this).

Base Hit Points: Avalins start with a Base of 10.

Base Movement: Avalins can move up to 25 feet.

Racial Age: Avalins can live up to 145 years.

Ability Score Improvement: You gain 2 in Wisdom and 1 in Dexterity

Racial Assets:

- **Warrior's Path:** Hits can be at an advantage three times per battle.
- **Calm and Collected:** Checks cannot be at a disadvantage.
- **Have no Fear:** The Avalin cannot experience fear.

Racial Flaws:

- **Magical Harness:** The Avalin can only use Magic once every two rotations.
- **Pitiful Defense:** Blocking only cuts the damage by $\frac{1}{4}$.
- **Straightedge:** The Avalin will refuse to use potions, but water is considered an alternative, even if its healing prowess isn't as effective.

➤ **Terralin** (Elvilian Subrace)

History: During the Year 50, some Mythical Creatures encountered a small group of poor, defenseless Elvilians wishing to find and revere the ambience of nature. These people had only witnessed the harsh conditions and emptiness of the wastelands. The creatures wanted to aid these Elvilians by providing them with a flying island to live on, similar to that of "Paradise". However, the Elvilians declined the offer because they desired to stay on the ground, attempt to find the presence of nature, and admire it up close, rather than from the skies. To appease their wishes but aid them at the same time, the Mythical Creatures enchanted a few desolate wastelands into lush, green paradises. These Elvilians, which were dubbed "Terralins", slowly expanded their population throughout other areas, and continued to admire all things nature.

Traits: The Terralins are rather shy and find difficulty in conversing with other people, due to their lack of connection with the rest of society. However, they still appreciate the company of other people, and especially the company of animals, bugs, and arachnids. The Terralins do not have much common sense either but are fully aware of good and bad conscience.

Appearance: The Terralins are identical to the Elvilians, except they wield a slight hint of green. Unlike the other Elvilians and their variants, the Terralins have light brown tattoos marks around their entire body, taking up almost fifty percent (Being born near Grandia Flowers may alter this).

Base Hit Points: Terralins start with a Base of 11.

Base Movement: Terralins can move up to 25 feet.

Racial Age: Terralins can live up to 170 years.

Ability Score Improvement: You gain 2 in Constitution and 1 in Wisdom

Racial Assets:

- **Tree Talker:** The Terralin can grant plants healing properties.
- **Animal's Best Friend:** Befriending all kinds of animals is much easier to do.
- **Nature's Blessing:** The Terralin is immune to diseases and all status effects, except burns and poison.

Racial Flaws:

- **Completely Homesick:** Staying away from a natural environment for too long will put Charisma and Wisdom checks at a disadvantage.
- **Please Excuse Me:** Performing deception or persuasion on Humias, Gobkivs, and Dwarvinias are at a disadvantage.

- **Unintentional Abuse:** Attacks made at a beast will be cut by $\frac{1}{4}$.
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★ Dwarvinia Race and Subraces

❖ **Dwarvinia (Main Race)**

History: The Dwarvinias were one of the three races influenced by the teachings of Grandose Indra, but they had followed a different path than the Elvilians and Humias. They were not as gifted as the Elvilians when it came to Magic, but they were master craftsmen. The Dwarvinias led the foundation of city and defensive structures, which the Humias later adopted. Their creations, such as weapons, magical vehicles, efficient structure designs, and other innovations paved the way for an ever-growing future; they were nicknamed the "Masterhands", due to their ability to create physical forms of the imagination. Most Dwarvinias pursue construction work and blacksmithing, but others create technology that may potentially affect the future.

Traits: The Dwarvinias' work-driven attitude had forced them to grow extremely impatient. If they hear anything unnoteworthy, then they will be prompted to not listen. Dwarvinias often go by their instincts and ideas, rather than listening to the thoughts of other people. However, the Dwarvinias are often quiet and desire nothing but progress, feeling that boastfulness and talk get them nowhere.

Appearance: The Dwarvinias stand at an average of four feet, and their highest being five feet. They are larger in mass than the Humias and also have the same amount of skin, hair, and eye colors as them.
(Being born near Grandia Flowers may alter this)

Base Hit Points: Dwarvinias start with a Base of 12.

Base Movement: Dwarvinias can move up to 20 feet.

Racial Age: Dwarvinias can live up to 200 years.

Ability Score Improvement: You gain 2 points in Constitution and 1 in Wisdom.

Racial Assets:

- **Forgemaster Fingers:** The Dwarvinia gains an advantage with trying to make something.

- **Walking Encyclopedia:** Trying to remember a piece of information will be a double advantage.
- **Fixer Upper:** Can immediately fix an object with the right materials.

Racial Flaws:

- **Brief Shortstop:** Attempting to use athletics to jump around will be at a disadvantage.
- **Unknown Origins:** When trying to figure out anything magical, it will be at a disadvantage.
- **Put it Bluntly:** Performing an attack with a non-blunt Weapon will be weaker by 1D4.

➤ **Minoume** (Dwarvinia Subrace)

History: Even though most Dwarvinias were only seen as master craftsmen, there was a small portion of them that could wield immense Magic power, possibly more than the Elvilians. However, their numbers were too little to affect the great growth and status of the Elvilians. Not interested in besting the Elvilians, these Dwarvinias, who dub themselves the "Minoume," decided to travel around Surumlos, in pursuit of the answers to greater Magical power and control. This grand adventure then led them to discover a powerful artifact called "Elita", in the Year 30. Being cautious about the situation, the Minoumes informed the Destiny Child, Grandose Indra, about the location of Elita, which would soon be known as the "Source of Power." Grandose was able to use Elita to create the Elixir of Life, capable of instantly curing a person. To thank the Minoumes, Grandose Indra allowed them to be the head of the established Magic schools around the world. For those who declined, he promised them that the essence of Magic awaits them if they were to continue venturing the world.

Traits: The Minoumes are always seeking for knowledge, especially about Magic, but they are willing to favor safety first, before embarking on a discovery. They are not as impatient as their Dwarvinia counterpart, but they will ignore a person for being ignorant or unpleasant to be with, almost immediately. The Minoumes still prefer to be left alone and are usually quiet.

Appearances: The Minoumes are identical to the Dwarvinias, except they wield white or grey tattoos on their face, neck, arms, or even their entire body (Being born near Grandia Flowers may alter this).

Base Hit Points: Minoumes start with a Base of 7.

Base Movement: Minoumes can move up to 30 feet.

Racial Age: Minoumes can live for millennia.

Ability Score Improvement: You gain 2 in Intelligence and 1 in Wisdom

Racial Assets:

- **Mystical Destruction:** Each time a Spell is used consecutively, add 1D4 to augment the effect every time. This effect stops when the Minoume does a different action.
- **Magical Prodigy:** Can start with 5 Magics of almost any kind.
- **Universal Concentration:** A Magic Charge is brought back whenever a Spell Slot is used.

Racial Flaws:

- **Broken Fingers:** Gains a disadvantage when trying to craft.
- **Butter Fingers:** Performing an attack with a weapon is Double Disadvantage.
- **Universally Enlightened:** Short rest only heals the Minoume by 1 HP.

➤ **Dwemia** (Dwarvinia Subrace)

History: Most if not all Dwarvinias wield the ability to create, but some prefer to be extra secretive. These individuals were paranoid about the possibility of their innovations being used for the wrong purposes. These Dwarvinias, who named themselves the "Dwemia", founded their homes underground and began to create technology there. The Dwemia built technology that could be argued to be more advanced than anything the Dwarvinias have ever created. However, not many people know of this fact, due to the Dwemias' ambiguous nature. Even with this, there was a small portion of Dwemias that emerged from the underground and shared their innovations, which would later affect the world positively and negatively, especially with the creation of the "Allure Eraser".

Traits: The Dwemias, just like their counterparts, are not willing to converse with other people, but this is taken to an even higher level. They are also not willing to share any of their feelings for anyone, no matter what. Dwemias, due to them believing in their intelligence, refuse to adhere to the ideas of another.

Appearance: The Dwemias are identical to the Dwarvinias, except they possess a darker skin tone and eye color (Being born near Grandia Flowers may alter this).

Base Hit Points: Dwemias start with a Base of 8.

Base Movement: Dwemias can move up to 25 feet.

Racial Age: Dwemias can live up to 200 years.

Ability Score Improvement: You gain 3 points in Wisdom

Racial Assets:

- **Master Builder:** Crafting items will be at a double advantage when the materials are present.
- **Underground Awareness:** A Dwemia has the potential of knowing the layout of caves, mines, dungeons, and anything underground.
- **Walking Survival Kit:** A Dwemia has an advantage when it comes to learning about the effects of most wildlife aspects.

Racial Flaws:

- **Tell Me Yours:** Performing persuasion or deception check on other races will be at a double disadvantage unless they speak up about their motives.
- **Annoying Jukebox:** Being in an area with loud sounds will decrease Armor Class by 1D4.
- **Magical Anomaly:** When tinkering with Magical properties, there is a chance for a disaster to strike.

➤ **Dovark** (Dwarvinia Subrace)

History: During the Year 38, the Elvilian Empire from the Capital City of Ezelyfa had control over South East Blazol, by driving the Dwarvinias away. They were powerless to fight against the immense Magic of the Elvilians, their only defenses being the weapons they built. For half a decade, the Dwarvinias trained themselves and even created more efficient weapons and tools that might combat their oppressors. However, their quest for freedom had also granted them the desire for revenge, forcing them to adopt a more aggressive behavior. These battle-hardened Dwarvinias came in with their new arsenals and attitude, and were capable of driving out, and even massacring the Elvilians. On the Year 43, their fleeing enemies had named them the "Dovark", due to their lynching-ready weapons and their newfound aggression. The Dovarks walked two different paths, the path of the Freedom Fighter, and the path of the Selfish Fighter.

Traits: The Dovarks are aggressive towards the people they meet, but they will not immediately engage in combat unless it is deemed necessary. They wield great hatred towards the Elvilians, which prompts them to attack on sight, negotiations are an extremely rare occurrence.

Appearance: The Dovarks stand at an average of four feet and two inches, and their highest being five feet five inches. They share the same aspects as the Dwarvinias, except they wield dark tattoos around their body (Being born near Grandia Flowers may alter this).

Base Hit Points: Dovarks start with a Base of 14.

Base Movement: Dovarks can move up to 20 feet.

Racial Age: Dovarks can live up to 175 years.

Ability Score Improvement: You gain 2 in Strength and 1 in Constitution

Racial Assets:

- **Berserker Barrage:** For every space you move, you gain one additional attack and an additional 1D4 for Damage.
- **Bloody Massacre:** When an enemy spills blood, the Dovark can regain 1D6 of HP.
- **Soul Charge:** Killing an enemy will automatically bring back a Magic Charge.

Racial Flaws:

- **Foreign Arsenal:** Performing an attack with any weapon that isn't made by Dwarvinias or its Subraces will be at a double disadvantage.
- **Crippling Blow:** If an enemy hasn't been killed within one rotation, the Dovark's movement will decrease by 5 feet every rotation, until an enemy is killed.
- **Critical Aftermath:** Using a Spell or Skill will cost double the slot.

★ Gobkiv Race and Subraces

❖ **Gobkiv (Main Race)**

History: The Gobkiv were once mindless and savage creatures, just like the beasts that were already living in Surumlos, before the arrival of Grandose Indra. It was not until Year 15 when the Gobkiv gained some knowledge and common sense, but still retained a hint of savagery. Connecting with society had prompted a desire for extravagant wealth and riches, eyeing the belongings of the ever-growing, and powerful race, the Elvilians. For centuries, most of the Gobkiv chose the path of thievery, stealing from those possessing vast amounts of riches, and some took the money that came from being a bounty hunter. Many lurk in the shadows, making their homes in alleys, sewers, and even in small, run-down houses. Plenty of Gobkiv, despite their constant thief work, still cannot reach the status of the Elvilians.

Traits: The Gobkivs are mostly interested in taking things that do not belong to them, and getting rich. They may demonstrate a friendly behavior in the beginning, but once an opportunity for betrayal is evident, then they will not hesitate to take it, as long as it benefits them.

Appearance: The Gobkivs stand at an average of three feet and eleven inches, their highest being five feet. They are smaller in mass compared to the Elvilians, Humias, and the Dwarvinias. Their hair and eye colors are similar to that of the Humias, but their skin color consists of all variants of green, yellow, blue, and purple (Being born near Grandia Flowers may alter this).

Base Hit Points: Gobkivs start with a Base of 6.

Base Movement: Gobkivs can move up to 40 feet.

Racial Age: Gobkivs can live up to 80 years.

Ability Score Improvement: You gain 1 in Charisma and 2 in Dexterity

Racial Assets:

- **Devil's Handshake:** Stealth and Sleight of Hand Checks are at an advantage.
- **Golden Opportunity:** The Gobkiv can potentially know the location of something valuable.
- **Golden Tongue:** Grants advantages to Persuasion and Deception Checks.

Racial Flaws:

- **Not This Time:** Performing a deception check on an already deceived person will be at a disadvantage, and a deception check on a person with high intelligence is a regular roll.
 - **Money is Power:** Having almost no money will decrease Charisma and Intelligence scores by 2.
 - **Hard Bargain:** Items in shops will be sold at a higher price.
-

➤ **Hobke** (Gobkiv Subrace)

History: Even though most Gobkiv pursued the path of wealth, a small portion of them sought full dominance and power over the world. In their quest for sovereignty, they had discovered the location of a Hell Gate, stationed on the top of Immolate Pillar, in Saelam. The Gobkivs did not know how the Hell Gate even functioned, and simply assumed it needed sacrifices to work. They utilized the torture devices of Immolate Pillar on the victims they would capture. These poor souls would dub these new demon variants of the Gobkiv as the "Hobke" due to their malevolence and savagery. After hundreds of sacrifices were given to the Hell Gate, a bloody portal had appeared, and the first group of demons emerged from it. Despite their aggressive attitudes, the demons did not attack the Hobke, believing that these savage creatures are just like them. Plenty of Hobkes continue to perform sacrifices to their new God, Gehanna, the Supreme Being of Immorality, while a small portion attempted to gain back their sanity.

Traits: The Hobkes do not see the value of love and friendship, and simply seek benefits for themselves. Most of them tend to act hostile towards the people they meet, negotiations are extremely rare to come by. Many of the Hobke are willing to perform any action for their God, believing that power will be rewarded to them.

Appearance: The Hobkes are similar to the Gobkivs, except their skin tones only come in any variant of red or black. They also possess markings and cuts around their entire body (Being born near Grandia Flowers may alter this).

Base Hit Points: Hobkes start with a Base of 5.

Base Movement: Hobkes can move up to 50 feet.

Racial Age: Hobkes can live up to 65 years.

Ability Score Improvement: You gain 1 in Strength and 2 in Dexterity

Racial Assets:

- **Painkiller:** Attacks made on the Hobke could potentially heal them instead when a 16 or higher is rolled.
- **Gehanna's Gift:** The Hobke is immune to Fire and Lightning Based attacks, and are resistant towards piercing attacks.
- **Life is An Illusion:** The Hobke cannot fall for Illusions, neither could they get charmed or put to sleep.

Racial Flaws:

- **Pain is Pleasure:** When not exposed to pain for 2 rotations, the Base Movement will be cut by %.
 - **New Experience:** Status Ailments, except burns and paralysis, will be more effective to land and hurt the Hobke.
 - **Walking Vermin:** All Races are prone to attacking the Hobke, even outside of battle.
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➤ Trowks (Gobkiv Subrace)

History: Most of the Gobkiv were influenced by the yearning of wealth, making them a notorious race among society. However, there was a small group of Gobkiv that wanted to be known for their innocent and respectable aspects, rather than the actions that gave the Gobkivs a bad reputation. These group of individuals called themselves the Trowks, and they did not share the same desire for wealth like their Gobkiv counterpart. Instead, they attempted to live a normalized life, similar to that of the Humias, and nature-loving, just like the rare breed of Elvilians, the Terralins. However, even with this changed lifestyle, most people only saw them as the notorious race they were. Despite the backlash, the Trowks still try to live a peaceable life.

Traits: The Trowks are willing to converse with other people. Despite the hate they get, they are overall more polite and caring than even the nicest of Humias. The Trowks do not wield any savage attitudes, unlike their Gobkiv counterpart, and barely possess anger. Even though they demonstrate positiveness towards the people around them, the Trowks often hide their inner sadness and depression, because of their fear of losing a possible friend or companion.

Appearance: The Trowks are similar to that of the Gobkiv, except they have lighter skin tones, and their hair is much longer (Being born near Grandia Flowers may alter this).

Base Hit Points: Trowks start with a Base of 8.

Base Movement: Trowks can move up to 40 feet.

Racial Age: Trowks can live up to 95 years.

Ability Score Improvement: You gain 2 in Intelligence and 1 in Charisma

Racial Assets:

- **Care and Compassion:** When trying to comfort a person, it will be at a double advantage. Comforting them may give them buffs.
- **Mystical Generosity:** When using up a Magic Charge, two charges can potentially be gained, and that extra charge can be given to another person.
- **Sharing is Caring:** With enough people helping out with a certain action, such as persuasion or a team attack, it can be a guaranteed success.

Racial Flaws:

- **Humble but Hesitant:** When meeting with a new person, all Charisma Checks will be at a disadvantage.
- **The Squishy Hero:** Can take the attack for an ally if close enough, but the attack is an automatic critical hit.
- **Happy but Broke:** Rewards will give less money to the Trowk, but it will be used for good purposes.

★ Monster Races

❖ Minotaur (Monster Race)

History: The Minotaurs have been around before the arrival of Grandose Indra, and lived among the other monsters and Mythical Creatures while possessing almost no knowledge. They later gained intelligence from a mysterious source in a shrouded island, myths saying that it was another Destiny Child who was responsible for this anomaly. Many of these Minotaurs left the island in the Year 50 and roamed around the world of Surumlos. Plenty of them decided to make their homes in the vast meadows and plains, while a small portion interacted with society, with discrimination finding itself within the mix. Over the years, the Minotaurs had begun to forget their root origins, but that did not stop them from living their life.

Traits: The Minotaurs are often friendly with each other, but neutral with other races. They do not wield any jealousy or hatred to those races high up in the Social and Noble order, nor do they care about comparing magical abilities and battle prowess. However, most Minotaurs do not take lightly to jokes and tricks, due to them not understanding their purposes, thus forcing them to behave more aggressively.

Appearance: The Minotaurs stand at an average of six feet seven inches, their highest being ten feet. Their skin color ranges from any variant of brown, white, black, grey, tan, and red. Their eye colors vary to all kinds of colors, none is left out (Being born near Grandia Flowers will not alter this).

Base Hit Points: Minotaurs start with a Base of 15.

Base Movement: Minotaurs can move up to 25 feet.

Racial Age: Minotaurs can live up to 300 years.

Ability Score Improvement: You gain 3 points in Constitution

Racial Assets:

- **Castle Walls:** Getting hit by the same enemy will reduce their attack by 1D10, their next attack will be 2D10 and so on.
- **Standing Tall:** All movement spaces can be sacrificed to increase Armor Class by 1D8.
- **Steamroller:** Landing on an Enemy's space during the Movement Phase will deal 3D6 on short enemies, and 1D6 on everyone else.

Racial Flaws:

- **Still New:** Trying to train a Magic will be more difficult.
- **Not my Cup of Tea:** Drinking from a Magical Fountain will not be as effective.
- **Towering Behemoth:** Performing a Stealth or Sleight of Hand check will be at a disadvantage.

❖ **Siren** (Monster Race)

History: The Sirens before Year 1, were mindless creatures entrancing any living thing around them, sucking up their life force and using it for their own gain. This same action continued for years, until the Snake God, Luginasioga, roamed around the skies of Surumlos, and granted people the feeling of courage and common sense. With this newfound knowledge, some of the Sirens decided to change up their

routine, and join society. These individuals, in their quest for unity, discovered a way to transform their fins into legs, for a certain amount of time. Even though some Sirens were able to connect with the rest of the world, they fall victim to their traditional habit, seducing the living things around them, and manipulating their feelings to gain dominance and pleasure.

Traits: The Sirens are often seductive towards the opposite gender, and rarely towards the same one. However, their desires for pleasure will occasionally overshadow the other aspects of their lives that they deem as essential. Even with this, the Sirens still possess common sense, which will allow them to favor safety before any desires.

Appearance: In their Land form, the Sirens possess similar qualities to that of the Humias, except they have fins on their backs and gills on their necks. In their Siren form, they are identical to their Land form, except their legs are replaced with mermaid fins (Being born near Grandia Flowers will not alter this).

Base Hit Points: Sirens start with a Base of 10.

Base Movement: Sirens can move up to 20 feet on land, and 50 feet in the water.

Racial Age: Sirens can live up to 85 years.

Ability Score Improvement: You gain 3 points in Charisma

Racial Assets:

- **Miss Universe:** Performing seduction on men may result in an advantage or even double advantage.
- **Aquatic Marine:** The Siren can potentially know the layout of the body of water they are on.
- **Slippery Slope:** Weapon attacks made on the Siren may have a chance to bounce off.

Racial Flaws:

- **Unwanted Harlot:** Trying to seduce the same sex, or a person with low Intelligence will be at a disadvantage.
 - **Land Hater:** Staying on land for more than 48 hours will result in a decrease in all Ability Scores by 6.
 - **Grandose's Spite:** Lightning-based attacks are effective against the Siren.
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❖ **Serpent** (Monster Race)

History: The Serpents were not present before the arrival of Grandose Indra, nor were they seen after his occurrence before Year 50. This race of scaly creatures were conceived by the Snake God, Luginasioga, in the Year 50. Their purpose was to establish order upon the world, in case it was necessary, but this task proved to be arduous since society only saw them as monsters. Only a small portion of the world was able to see their good intentions, but it was not enough for the Serpents to persevere in their original task. The creatures were split into two spectrums, one that continued the difficult task of containing order, and the other half pursued full domination and the extinction of their opposers. For years to come, the Serpents will come together and have one set goal, which may possess a positive or negative impact upon the world.

Traits: The personalities of the Serpents may vary, depending on their philosophy. Serpents willing to persevere through their original intentions are kind to the people they meet, and will not hesitate to help them when necessary. The other Serpents demonstrate great hatred towards the people that are not like them, choosing to watch them suffer, rather than help them.

Appearance: The Serpents stand at an average of six feet and six inches, and their highest being nine feet. They possess scales throughout their entire body, and its colors vary from all kinds, none is left out. The Serpents also wield sharp claws and teeth, long tails and tongues, and thin pupils (Being born near Grandia Flowers will not alter this).

Base Hit Points: Serpents start with a Base of 13.

Base Movement: Serpents can move up to 30 feet.

Racial Age: Serpents can live up to 160 years.

Ability Score Improvement: You gain 2 in Constitution and 1 in Dexterity

Racial Assets:

- **Flawless Regeneration:** The Serpent will regain 1D6 of HP every rotation.
- **Toxic Waste:** Can spew out a cloud of poison that covers 4x4 and does 2D4 Dmg, and weapons can be imbued with Poison which does 1D6 Dmg.

- **Venom Bite:** The Serpent can bite into their allies to heal them by 1D4, or poison their enemies by 1D10 and paralyze them.

Racial Flaws:

- **Shedding Season:** When dropped to less than half of their health, all attacks done to the Serpent will be Critical Hits.
- **Slithering Snake:** Intimidation Checks or Deception will be at an advantage, but all other Charisma Checks will be at a double disadvantage.
- **Icy Intensity:** Being in a cold climate will reduce Armor Class by 1D6.

❖ **Arachnia** (Monster Race)

History: Before transforming into overgrown arachnids, they were once victims exposed to the torture devices of Immolate Pillar. While experiencing agonizing torment, they were injected with an enchanted vial, formerly known as "Unlimited Noncontributory Dose of Zealous Endurance" or "UNDOZE" for short, this vial would later be converted into a safe medicine used to endure pain. The enchantment on the chemical altered the appearance and abilities of the victims, resembling that of the arachnids. After undergoing this monstrous transformation, these creatures, which would later be named "Arachnia", massacred their way out of the Immolate Pillar, and into the world with new lenses. These creatures could no longer reconnect with society, due to their hideous state, and found a living in dark areas, such as caves, mines, and any place underground. This isolation from the world allowed the Arachnias to discover their ability to conceive spider eggs that would eventually bring out a newborn, thus granting them a new responsibility.

Traits: The Arachnias are not hostile towards the people they meet, but are extremely overprotective when it comes to their family. Once a threat is made to even one family member, they will undergo a feral state, which can only end once the perceived enemy is dead.

Appearances: The Arachnias stand at an average of five feet and eight inches, their highest being seven feet. They stand on their legs and expose their large abdomen on their back. They also possess eight eyes, sharp fingers, and their skin and eye color range from all

kinds, none is left out (Being born near Grandia Flowers will not alter this).

Base Hit Points: Arachnias start with a Base of 9.

Base Movement: Arachnias can move up to 40 feet.

Racial Age: Arachnias can live up to 75 years.

Ability Score Improvement: You gain 2 in Dexterity and 1 in Constitution

Racial Assets:

- **Wallcrawler:** Can stick to any surface and move around freely.
- **Spider Nest:** The Arachnia can spew out 1D8 amount of Spider Eggs, which will hatch in one rotation. The Spiderlings will be weaker than the parent by %.
- **Webslinger:** Can spew out webs that cover 3x3 or 40 feet straight and traps anyone inside for 1 rotation.

Racial Flaws:

- **Inferna Pits:** Fire and Lightning Based attacks are effective against the Arachnia.
- **Aquatic Noobie:** Attempting to fight or swim on the water will result in all Checks being at a disadvantage.
- **No Similarities:** It will be more difficult to befriend Humias, Elvilians, and Dwarvinias.

❖ **Plarian** (Monster Race)

History: The first Plarians emerged when the Astray Forest of Zundria was given their first Nature Guardian, Plantia Hyacinth, in the Year 100. Their original task was to protect the Astray Forest from any living thing that considered themselves to be enemies, this cycle continued until Plantia thought of another plan. She wanted other forests to be given the same protection as Astray Forest, so some of the Plarians were allowed to roam around the world and inhabit these natural areas. However, finding suitable Nature Guardians for these places proved to be difficult, due to most of society's reluctance to interact with the Plarians, viewing them as walking golems of malevolence. Only a handful of races, mainly the Trowks and Terralins, happily complied to the Plarians' intentions. Throughout the years, the Plarians sought out to expand the territory of natural areas, and find suitable Nature Guardians to protect them.

Traits: Even with their blocky appearance, the Plarians do not possess any hostile attitudes. However, they do not wield much common sense, nor do they understand the jokes and philosophies conceived by society. The Plarians are dead-set on accomplishing the ideas given to them by Plantia.

Appearance: The Plarians stand at an average of six feet and five inches, their highest being nine feet and five inches. They are made out of Magical stones that have vines, bushes, and flowers protruding from it, which all vary in different kinds of colors, none is left out. Their eyes do not possess any pupils and are entirely made up of their iris, which vary in color.

Base Hit Points: Plarians start with a Base of 14.

Base Movement: Plarians can move up to 20 feet.

Racial Age: Plarians can live for millennia.

Ability Score Improvement: You gain 2 in Constitution and 1 in Strength

Racial Assets:

- **Fountain of Youth:** Drinking from a Magical Fountain will be more effective.
- **Cerausia's Assistance:** The Plarian starts with Nature Guardian Magic, but it is not in its full potential.
- **Nature's Guardian:** When in Forest, Armor Class will increase by 1D10. When in Caves, Armor Class will increase by 1D6.

Racial Flaws:

- **Nature Lover to the Core:** Learning Magics that aren't under the Nature or Weather Archetype will be more difficult.
- **Complete Pacifist:** Even though Non-damaging Skills and Spells are augmented by 1.25x, damaging-based Skills and Spells will be reduced by half.
- **Please Prevent Forest Fires:** Burns applied to the Plarian will last double the time.

❖ Harpy (Monster Race)

History: Before the arrival of Grandose, the Harpies were simply mindless creatures that snatched their prey and enjoyed the taste of their bodies. However, they had established a moral compass when the Snake God, Luginasioga, swung around the skies. Inspired by the

elegant deity, the Harpies would capture and eat any living thing that considered themselves wrongdoers. Even with this newfound purpose, some Harpies hunted people for their own self-pleasure. This would cause them to be hunted down by certain races, mainly the Akulundens and the Dovarks, using their bodies as pleasure, or their heads as trophy mantles. Due to this conflict, the Harpies and other races have engaged in battle for many years and will continue for centuries to come.

Traits: Though they wield the ideals of justice, the Harpies still act rude, and foul-tempered towards the people around them, even other Harpies. Not many things get in the way of a Harpy's original intention, whether it is to punish wrongdoers or to gain self-benefits.

Appearances: The Harpies stand at an average of five feet, their highest being six feet. They possess the head and body of a woman and the wings of a giant bird. Their skin, eye, and hair color are similar to that of the Humias, except their irises range from any variant of white, black, or orange.

Base Hit Points: Harpies start with a Base of 8.

Base Movement: Harpies can move up to 20 feet on the ground, and 45 feet in the skies.

Racial Age: Harpies can live up to 90 years.

Ability Score Improvement: You gain 2 in Charisma and 1 in Dexterity

Racial Assets:

- **Soaring Eagle:** The Harpy can soar through the air, and gain heightened sight.
- **Toxic Release:** Can spew out a foul-smelling gas that covers 3x3. Anyone inside will have their Attacks be at a disadvantage.
- **Danger Sense:** The Harpy can sense whether danger is near.

Racial Flaws:

- **Heart Attack:** Hitting the heart of the Harpy will force them to instantly go down, or possibly die.
 - **Waxed Wings:** Getting hit by a Fire-Based attack will force a Harpy to leave flight, may also result in a critical hit.
 - **Racial Differences:** Their attacks against Akalundens or Dovarks will be reduced by 1D4.
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★ Mythical Races

❖ **Dracokin/Dragoling (Mythical Race)**

History: The Dragolings were granted both common sense and compassion from a mysterious source, said to be another Destiny Child. They had inhabited a shrouded island until Year 50 when they exposed themselves to the rest of the world. The Dragolings intended to create a union with the other races, but the majority of them were too terrified by the actions and appearance of the other Mythical Creatures. Instead of causing any trouble, the Dragolings made their homes on mountain tops and observed society from a distance. From there, the Dragolings elected one representative, one person to rule them all, the Dracokin. The Dracokin ensures the safety of all creatures, such as Dragons, Hydras, and all other living things. Even though the Dragolings struggle to coexist with society, they are still able to maintain their own traditions and culture. Whenever a Dracokin wishes to relinquish their title, they can pass it down to a fellow Dragoling, or to another race.

Traits: The characteristics of the Dragolings are completely varied, just like the Humias, but they ultimately have a strong sense of compassion and companionship, which was granted from a mysterious source.

Appearance: Dragolings stand at an average of six feet, and their highest being nine feet eleven inches. They wield scales on their head, neck, torso, arms, and legs, which vary in all kinds of colors, none is left out. Their skin, hair, and eye color are also varied, but their irises can be any variant black, white, grey, or orange.

Base Hit Points: Dragolings start with a Base of 12.

Base Movement: Dragolings can move up to 30 feet.

Racial Age: Dragolings can live for millennia.

Ability Score Improvement: You have 3 points to allocate in any Ability Score

Racial Assets:

- **Dragon Power:** Gains the Dragon Magic, which comes in many variants.

- **Draconic Rebirth:** The Dragoling can be brought back from the dead if there is a living creature willing to sacrifice for them. Creatures with low intelligence will automatically be sacrificed.
- **Unbridled Scales:** All Magic attacks done to a Dragoling will be reduced by 1D12.

Racial Flaws:

- **Rogue Apprentice:** Lack of training with their Dragon Powers may force the Dragoling to go insane.
- **Loyal Servant:** The Dracokin controls the will of the Dragoling.
- **Pretty Blunt:** Blunt attacks are more effective against the Dragoling.

❖ Valisear (Mythical Race)

History: In the Year 100, Gianzu Gralbu returned from his realm travelling adventure and told the world about the possibility of an Overlord of Calamity existing, told by the God of Calamity, Lykerios. The world of Surumlos had mixed feelings about this message, some believed it to be real, and others thought it was a hoax. However, there was a small group of individuals who grew weary of the Overlord of Calamity, to the point where they devoted not just their lives, but their own children's lives in eradicating this Destroyer God. The Valisear Race was created by utilizing their paranoia and terror on the northern part of Saelam. They got in contact with the Supreme Beings and forced themselves to undergo an agonizing trial, known as the "Phantom Trial", to prepare for the Overlord of Calamity's arrival. This relentless cycle of delusions, depression, and insanity will never weaver until their tortuous lifestyles prove to ready themselves against the Overlord.

Traits: The Valisears are only set on doing one thing, ending the Overlord of Calamity once and for all. They will not allow anything else to change this view, only seeing them as petty attachments. The Valisears only live in deep terror and paranoia as long as the Overlord is not dealt with.

Appearance: The Valisears stand at an average of five feet nine inches, and their highest being eight feet. They possess light skin, with slightly dark white irises with bright, white pupils. Bits of black and white aura can be seen throughout their entire body.

Base Hit Points: Valisears start with a Base of 14.

Base Movement: Valisears can move up to 30 feet.

Racial Age: Valisears can live up to 145 years.

Ability Score Improvement: You have 3 points to allocate in any Ability Score

Racial Assets:

- **A Corrupted Blessing:** The Valisear is born with Divine Magic and Chaos Magic, with no repercussions. These versions of the Magic allow the Valisear to produce Chaotic or Divine lightning.
- **Dream Walker:** The Valisear can hop into people's dreams and discover their memories.
- **Phantom Flyer:** The Valisear can naturally fly.

Racial Flaws:

- **Lykerious' Treat:** The Valisear cannot take any form of alcohol, including potions, but their effects can still be active.
- **A Drowner:** Being placed in any body of water will force the Valisear to get out of it as a lightning bolt. This ultimately prevents them from swimming or diving.
- **Stop Calamity:** The Valisear will mainly dream of fighting Calamity, which has a high chance of being a nightmare.

❖ **Diablo Lord/Infernalings** (Mythical Race)

History: The Infernalings are the slaves of the Supreme Being of Immorality, Gehanna, while the Diablo Lords serve as the God's right-hand soldiers. These demons had lived in the Realm of Inferna since the beginning of time, and after the birth of Gehanna. They had stayed there for many centuries until a Hell Gate was opened at Immolate Pillar, in the Year 66. The first group of Infernalings encountered the Hobkes and quickly became partners, due to their similarities. The Infernalings and the Hobkes worked together to open up all the Hell Gates, to grant their fellow demons the opportunity to take over the territories of Surumlos. The arrival of the Infernalings, including the Diablo Lord, Magiliant, spawned a decade long war between them and the rest of the races, who underwent a temporary alliance. Ultimately, spawns from Inferna were defeated, forcing Magiliant to retreat, and leaving behind some Infernalings, who either perished or attempted to form a normalized life.

Traits: The Infernalings are extremely hostile towards most races, and they are globally hated as well. All the demons simply care about owning large territories and torturing the lives of other people, to appease their God, Gehanna. However, they are neutral and sometimes even friendly towards the Hobke, believing them to be like family.

Appearance: The Infernalings stand at an average of six feet, their highest being nine feet. They possess large wings on their back, long horns on their head, and a curved tail which come in dark variants of red, black, and orange. Their irises are always black, and their pupils can be either orange or red.

Base Hit Points: Infernalings start with a Base of 8.

Base Movement: Infernalings can move up to 30 feet on the ground, and 30 feet in the air.

Racial Age: Infernalings can live up to 400 years.

Ability Score Improvement: You have 3 points to allocate in any Ability Score

Racial Assets:

- **Gehanna's Blessing:** The Infernalings will gain Magic under the Inferna Archetype.
- **Bloodthirsty Demon:** All attacks have a chance (13 or Higher) of gaining 2D8 of Health, which can be given to an ally, to regain Health, or both.
- **Wall of Flesh:** The Infernaling is resistant to Fire, Ice, Water, and Lightning.

Racial Flaws:

- **Divine Curse:** Attacks from Divine Magic are more effective against the Infernalings.
- **Cold Steel:** Attacks from Steel or Iron will be more effective against the Infernalings.
- **Worship Me:** Not praying to Gehanna will decrease all Ability Scores by 1 every in-game day.

❖ **Phoenakin/Phoenaling** (Mythical Race)

History: The only living thing that wielded vast amounts of knowledge before the arrival of the Destiny Child, Grandose Indra, was the Phoenix Deity herself, Garudia. She held the responsibility of caring for all of the other Phoenixes, protecting them from any harm that the

world of Surumlos can provide. After the influence of the Destiny Child, Garudia desired to create unity with society, now that they wielded knowledge and some hint of common sense. She granted the opportunity to all non-Phoenixes to wield the power of the Phoenixes, and even represent them. The first person that became a Phoenakin in Year 70, was a Terralin named Heroda Calcine. This allowed for the birth of Phoenalings, a combination of both Phoenix and Elvilian. The Phoenalings decided to stay within the boundaries of their homes, afraid of engaging society due to the failed efforts of the other Mythical Creatures. Over the next few centuries, the population of the Phoenalings will gradually decrease.

Traits: The Phoenalings, when interacting with other races, will act extremely timid and will wish to leave almost immediately. They prefer to be around each other, and might even have slight difficulties talking to a Phoenakin. However, they mostly carry around polite attitudes towards the people they meet.

Appearances: The Phoenalings stand at an average of five feet and eight inches, and their highest being seven feet five inches. They wield fiery wings on their back, which can be adjusted to be big or small, similar skin tones as the Elvilians, except darkened, and have black or white irises with orange or red pupils.

Base Hit Points: Phoenalings start with a Base of 8.

Base Movement: Phoenalings can move up to 25 feet on the ground, and 35 feet in the air.

Racial Age: Phoenalings can live up to 300 years.

Ability Score Improvement: You have 3 points to allocate in any Ability Score

Racial Assets:

- **Garudia's Blessing:** The Phoenaling will start out with Phoenix Magic.
- **Fire Star:** All attacks are guaranteed to have Phoenix aspects, which burns an enemy for 1D6 Dmg.
- **Burning Tears:** All Fire-based attacks will heal the Phoenaling instead.

Racial Flaws:

- **Loyal Servant:** Garudia controls the Will of the Phoenaling.
- **Rogue Apprentice:** Lack of training with their Phoenix Powers will cause the Phoenaling to go insane.

- **Pretty Sharp:** Piercing attacks are more effective against the Phoenaling.
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❖ **Fairy** (Mythical Race)

History: The Fairies were created by the Supreme Being of Nature, Cerausia, to stabilize the life of living creatures, by protecting the environment. They later gained knowledge and common sense when the Snake God, Luginasioga, soared the skies of Surumlos. With this newfound intellect, the Fairies decided to perform their task in secret, so there would be nobody to disturb them. They fear the worst from the world, due to witnessing society's interaction with the Mythical Creatures, the savagery of the Dovarks, or even the demonic nature of the Hobke. However, the Fairies are willing to aid those with pure intentions, like the Trowks and Terralins, by lending them the powers of a Fairy. Ultimately, the Fairies make their homes in obscure paradises, where they can protect the natural sights of the world, and cooperating with the Plarians and Nature Guardians for a better Surumlos

Traits: The Fairies do their best to not interact with the rest of society unless they meet people with good intentions. Rather than face those considered to be wrongdoers, the Fairies prefer to completely ignore those kinds of people, unless it is necessary for them to intervene. However, the Fairies will undergo a feral state whenever someone attacks their own kind or destroys a part of nature.

Appearance: The Fairies stand at an average of four inches, their highest being eight inches. They are similar to the Elvilians, except they possess small pixie wings that come in any color. The Fairies also glow in bright colors, which slowly dissipates when they are in a critical condition.

Base Hit Points: Fairies start with a Base of 5.

Base Movement: Fairies can move up to 50 feet.

Racial Age: Fairies can live up to 250 years.

Ability Score Improvement: You gain 2 in Intelligence and 1 in Wisdom

Racial Assets:

- **Inspiring Ward:** Healing spells will be more effective.

- **Words of Wisdom:** Charisma Checks on non-evil things are at an advantage.
- **Equal Exchange:** Magic or Spell damage against an enemy can be taken as Health for the Fairy or an Ally.

Racial Flaws:

- **Unforgiving Chaos:** Attacks under the Chaos Magic Archetype will be more effective against the Fairy.
- **Physical Harm:** Landing a critical hit on a Fairy will be much easier, 10 or higher.
- **Make Room:** When an enemy lands on the Fairy's space, it will deal 1D4 Squishing Damage by small creatures, and 2D4 by everyone else.

❖ **Witch/Warlock** (Mythical Race)

History: During the Year 50, there was a small group of people that saw an opportunity to gain the Magical powers of the Mythical Creatures. Instead of shunning them away, like the rest of society did, these devious people made a pact with the creatures, simply to gain benefits from them. Ultimately, these people, who dubbed themselves "witches" and "warlocks", managed to have overthrown some of the Mythical Creatures, using their new abilities, and gaining more in the process. The witches and warlocks were seen as enemies to the rest of society, due to their brief alliance with the creatures, and their untrustworthiness. The most prominent witch clan, the Grimlars, made a pact with the Phoenixes in the Year 60, promising to aid in their stability. However, the Grimlars were slowly extracting Magic from the Phoenixes' power source, and this effort would continue for centuries. Even with their lack of connection with the rest of the world, the witches and warlocks find little difficulty in living their lives and manipulating the people around them.

Traits: The Witches and Warlocks simply care about their own well-being, and their families, and see the rest of society as vermin or as possible test subjects. They are manipulative in nature, using the people around them to gain self-benefits. However, the Witches and Warlocks are willing to stabilize their own tribes, while helping the efforts of their colleagues.

Appearance: The Witches and Warlocks share similarities with the Elvilians, except they wield slightly darker skin, with hints of white or grey.

Base Hit Points: Witches/Warlocks start with a Base of 10.

Base Movement: Witches/Warlocks can move up to 30 feet.

Racial Age: Witches/Warlocks can live up to 125 years.

Ability Score Improvement: You gain 2 in Intelligence and 1 in Charisma

Racial Assets:

- **Mystical Prowess:** The amount of Spell Slots the Witch/Warlock has is doubled. Magic Charges can be increased by 1D4 once per battle.
- **The Ultimate Test Subject:** All negative effects of potions and ingredients are nullified.
- **Taboo Mage:** The Witch/Warlock will automatically gain Witchcraft Magic.
- **Grimlar Trait (The Excor):** If the Witch is a Grimlar, then they are worthy of riding "The Excor".
- **Grimlar Trait (Global Test Subjects):** If the Witch is a Grimlar, then they will start with Life Value.

Racial Flaws:

- **Divine Punishment:** Receiving healing from Restoration or Divine Magic will hurt them instead.
 - **Steel Judgement:** Steel Weapons are more effective against the Witch/Warlock.
 - **Completely Untrustworthy:** If a person realizes that you are a Witch/Warlock, all Charisma Checks are at a double disadvantage.
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