The Monster Girl Catalogue

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How to Read this Compendium

Catalogue Entry Guide

Each entry in this compendium follows a standardized format, allowing scholars, travelers, and curious minds alike to quickly assess the nature of any species they encounter. The categories below define the five key fields you will find in every profile. Note that all descriptions reflect observed tendencies across a species—individuals may differ!

Species

The broader taxonomic family the monster girl belongs to. Entries within the same species commonly share a lineage and many physical traits.

Integration

How closely a species coexists with human settlements and society, ranging from wild to accepted.

Wild. This species is not integrated, living deep in untamed lands, or purposefully avoids integration.

Peripheral. Exists at civilization's edge with little hostility. Contact is occasional and rarely sought out by the species.

Settled. May live in chosen settlements, but is not embraced on a large scale, or the species chooses to retain some independence.

Accepted. This species has fully integrated and became a recognized part of society.

Habitat

The environments in which a species is most commonly found. A species may inhabit multiple habitats depending on circumstance.

Nature

A quick reference of general temperamental tendencies the species in question might display. Outliers always exist.

Threat

This represents the typical danger a species may pose under ordinary circumstances.

None. This species poses no danger unless excessively provoked or cornered. Will choose to flee or avoid conflict if possible.

Mild. This species only poses danger if provoked, or might possess capabilities in which it can cause accidental harm through a trait it has, such as accidental discharge of poison.

Moderate. This species should be treated with caution, either due to the species' volatile temperament or due to the raw capacity for how much damage this monster girl can cause if provoked.

High. This species must be approached with great care! This species might have a powerful predatory drive, vile temperament, or a deadly innate trait that poses a great danger.

Special Traits

Monster Girls will manifest a variety of traits unique to their species. This segment lists the most notable traits a species has, ranging from natural weapons, special abilities, and other quirks which should be considered when interacting with them.

Biomes of the World

The environments in which a species is most commonly found. A species may inhabit multiple habitats depending on circumstance.

Abyss. The lightless depths of the open ocean, far beyond any shore or reef. Home to ancient and alien life.

Caves. Natural caverns and tunnel mouths close to the surface. Dark and secluded, but not beyond reach of the world above.

Celestia. The upper heavenly planes in which celestials reside.

Coasts. Shorelines, sea cliffs, tidal flats, and beaches where land and ocean meet.

Depths. The vast underground: deep tunnels, and massive lightless caverns far below.

Deserts. Arid wastelands of sand, rock, and relentless heat.

Dungeons. Long forgotten structures such as prisons, labyrinths, and crypts. Now home to many monsters.

Forests. Dense temperate woodlands.

Frontiers. The wild edges of civilisation: frontier towns, logging camps, and roads that peter out into nothing.

Grasslands. Open plains, prairies, and meadows.

Graveyards. Burial grounds of all kinds. The veil between the living world and the beyond is thin here.

Hell. The netherworld which is home to the infernal.

Highlands. Elevated moorlands, upland plateaus, and rugged hills.

Islands. Isolated landmasses surrounded by ocean.

Jungles. Dense and humid tropical rainforests.

Mountains. High altitude peeks, steep ridges, and rocky slopes.

Oceans. The open sea.

Ruins. The crumbled remains of once-great civilisations, reclaimed by nature and monster alike.

Sanctuaries. Civilised habitats cultivated by a given species itself. From singular dwellings and hidden retreats to full communities and settlements of their own making.

Towns. Human settlements of all sizes, from villages to cities.

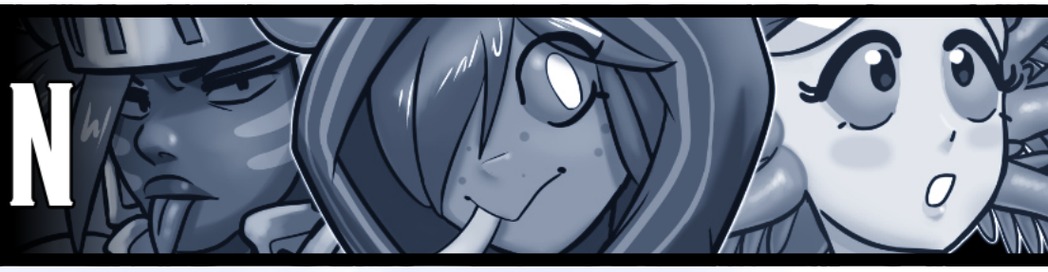
Tundras. Frozen expanses of permafrost, ice plains, and glacial terrain.

Tundras. Frozen expanses of permafrost, ice plains, and glacial terrain.

Volcanic. Lava fields, geothermal vents, and the slopes of active volcanoes.

Wetlands. Waterlogged lowlands of bog, fen, and swamp. The boundary between land and water is never quite clear.

Amphibian



Emerging from the world's remote morasses and swamps, Amphibians are a unique people equally adapted to land and water and home to where both overlap. As masters of both worlds, they traverse with equal ease through dense bogs or sun-dappled waters as they do on land. Amphibians have developed a remarkable adaptation to their wetland homes. However, this remarkable adaptation comes at a price. As beings tied closely to water, they require frequent immersion in it, lest they wither and die. The few places outside their ancestral habitats that could offer them the right environment to thrive and survive are rare, causing them to remain deeply rooted in the lands that sustain them. As a result, few Amphibians venture far beyond their homes, and those who do must face the challenge of continually seeking suitable waters that are their lifeblood.

This close tie to their environment has instilled in the Amphibians an intense devotion to maintaining the delicate ecosystems they inhabit. They recognize that the wetlands— like their own lives—are finely balanced and constantly in flux. Even a slight shift could cause vital waters to dry or new dangers to invade, threatening not only the landscape but also their way of life. From an early age, Amphibian children are taught by their elders the importance of this harmony. Their society is built around the concept of stewardship, with traditions and practices aimed at protecting the marshlands from harm while nurturing and maintaining the natural balance. To the Amphibians, the world is an interconnected web, and they see themselves as guardians of the intricate ties that sustain all life within it.

A Rhythm of Balance

The Amphibians live according to a principle of balance, a philosophy that has shaped both their culture and their outlook on life. This belief holds that every aspect of existence— joy and sorrow, growth and decay—is part of a greater equilibrium, akin to an unchanging rhythm that repeats its pace. Amphibians learn to flow with the world around them, accepting the inevitability of change, which must be adapted to in order to preserve stability within their homes. This mindset has cultivated a laid-back, almost serene demeanor among their kind. They rarely fret over small misfortunes, nor do they celebrate excess in times of prosperity, believing that both the good and the bad are part of life's rhythm. Outsiders might mistake this calm for indifference, yet those who look closer will find a wisdom that runs as deep as their swamps.

Under this philosophy, Amphibians approach each decision with measured thoughtfulness, commonly stepping back to gain understanding of the bigger picture and never acting rashly. They prefer indirect methods of resolving disputes, often guiding potential threats away from their homes rather than resorting to conflict. Their patience and discretion are part of their strength; they have survived for centuries not by asserting their will but by understanding the world's ebb and flow, knowing when to yield and when to act. Amphibians carry this wisdom quietly, viewing their existence as both a privilege and a responsibility to the lands that sustain them, ensuring that their marshy homes endure for generations to come.

Axolotl

Amphibian

Species: Amphibian
Integration: Peripheral
Habitat: Sanctuaries, Wetlands
Nature: Caring, Pure
Threat: None

Special Traits

Healing Goop lets them generate a healing slime that if applied can heal wounds and purify toxins.

Regeneration grants them enhanced self-healing.

Primal Steward allows them to innately understand how to care for animals and plants, and animals instinctively trust them.

Information

Among the Amphibians, Axylotls are a rarity, found only in pristine, untouched wetlands whose beauty is akin to hidden paradises. Their presence is considered a blessing, for their homes are havens of purity and balance where life flourishes abundantly. Axylotls are deeply revered by their kin, seen as embodiment of the wetlands' vitality and resilience. They possess an extraordinary gift for regeneration, capable of mending their own wounds and extending this gift to others in need. Naturally, Axylotls commonly serve as caretakers and protectors of natural sanctums, preserving their tranquility for future generations.

Brekkek

Amphibian

Species: Amphibian
Integration: Peripheral
Habitat: Jungles, Wetlands
Nature: Cunning, Guarded
Threat: Low

Special Traits

Enhanced Agility increases their dexterity to the highest among Amphibians.

Mucus lets them secrete a slimy mucus that is extremely slippery.

Stretchy Tongue allows them to use their elastic and dextrous tongue like another appendage.

Information

The Brekkek are the most numerous and quintessential of the Amphibian people, renowned for their dexterity and cunning. Masters of stealth, they move unseen through tangled reeds and misty waters, their quick reflexes and sharp wits making them adept at both hunting and evading threats. The Brekkek resent their common nickname “Mucus Toads”—a reference to their ability to secrete a slick, protective mucus. This adaptation, while the source of ridicule, is essential to their way of life, allowing them to traverse treacherous swamps and escape danger with remarkable ease.

Chaos Toad

Amphibian

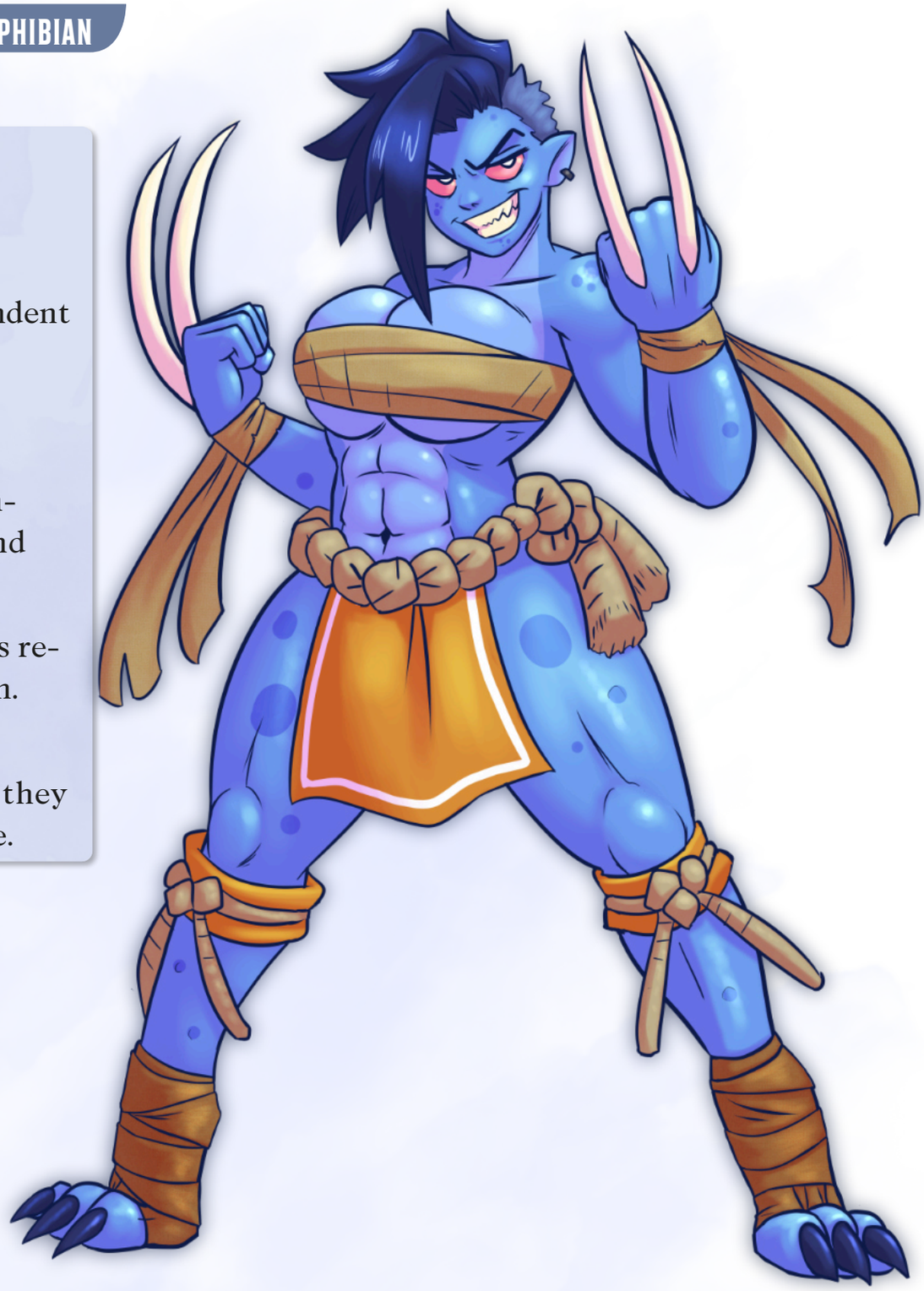
Species: Amphibian
Integration: Wild
Habitat: Anywhere
Nature: Impulsive, Independent
Threat: High

Special Traits

Chance Distortion causes unlikely events to happen around them at a higher rate.

Chaotic Resistance increases resistance to damage at random.

Retractable Claws serve as deadly natural weapons that they can hide at a moment's notice.



Information

Long ago, a group of ancient Amphibians ventured into the elemental planes in search of new homes, with some becoming lost in the plane of chaos. Transformed by its raw energies, these beings became Chaos Toads, differing radically from their kin in both form and mind. While Amphibians seek harmony, Chaos Toads are driven to spread disorder, needing chaos to sustain their altered bodies and fend off decay. As living antitheses to the Amphibians' ideals of preservation and balance, Chaos Toads embody the force of entropy itself and are, perhaps rightly so, shunned by their kin.

Salamander

Amphibian

Species: Amphibian
Integration: Settled
Habitat: Deserts, Volcanic
Nature: Disciplined, Proud
Threat: Moderate

Special Traits

Enhanced Strength increases their physical strength to the highest among all Amphibian.

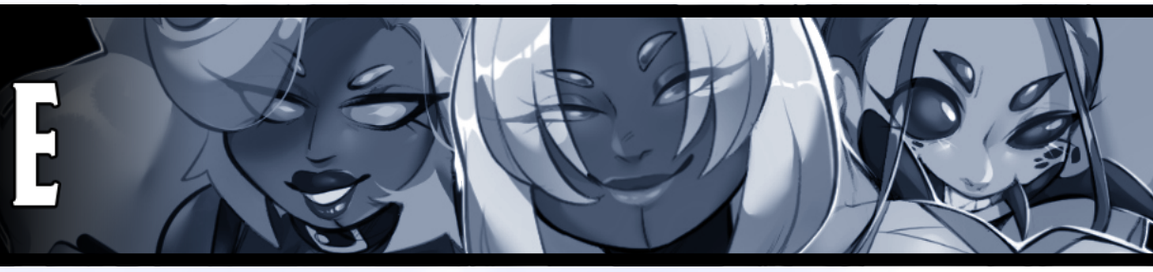
Fire Immunity makes them immune to all types of fire.

Salamander Oil lets them secrete inflammable oil from their skin.

Information

Salamanders were once Amphibians who ventured into the elemental planes of fire. Forced to adapt, they evolved resilient bodies and minds by enduring these harsh realms. Their ancestral wisdom of balance evolved alongside them, becoming deeply integrated into their new military culture. As mercenaries returning to the material plane, Salamanders approach conflict with calm precision and measured strength, treating warfare as yet another aspect of life that needs equilibrium. Now settled near their new employers, they are respected as soldiers whose fiery spirit is guided and tempered by the enduring lessons of their heritage.

Arachne



Numerous races in the mortal world have been at odds with one another since the beginning of recorded history, frequently as a result of conflicts between their creators or more common causes like contested territory or a lack of resources.

Fortunately for mortals, cooperation frequently prevailed over conflict. The people of the world recognized that, at their core, they shared more similarities than differences, both in body and soul.

Often excluded from these alliances were those races that lacked kinship with the masses. Those whose form or mind differed so greatly that they were branded monstrous and alien. And the unfortunate Arachne counted themselves among those outsiders, with little desire to change their position.

The Arachne's alien nature is immediately apparent to the naked eye; the creature has a humanoid torso joined to an arachnid abdomen from which several pairs of long legs protrude. They live far away from civilization and make their homes in remote forests and underground caverns. They are alleged as being solitary hunters who do not shy away from eating humanoids. This notoriety stems from the Arachne's formidable predatory talents and grotesque form, as well as an explanation for the disappearance of careless travelers under otherwise mysterious circumstances.

In general, Arachne are proud and emotionally distant; they are not keen on altering their behavior in order to please others. However, if one earns their trust, Arachne can be surprisingly compassionate and dependable friends and lovers. Even so, Arachne are generally introverted and stay away from the spotlight and the bustle of social gatherings. The Arachne may have developed this strategy to ensure their own survival by presenting themselves as formidable foes, not to be trifled with.

Self-Made Outcasts

Arachne are mostly solitary creatures that rarely even interact with members of their own species for reasons outside of procreation. Because of their natural inclination to live alone, Arachne do not have a unified culture, although there are regional groups with their own traditions. The Arachne have no problem with the preconceived notions of their kind because they know that such stories will keep unwanted visitors away. As such, very few have ever challenged those widely held misconceptions.

It is not impossible to integrate an Arachne into common society, though an Arachne may be averse to engaging in social interaction and customs. But with patience and persistence, an Arachne can learn to overcome their prickly nature. There have been reports of individual Arachne actively seeking integration into civil society, suggesting that there may be an underlying desire for the Arachne to be accepted by the world's other races.

Aranea

Arachne

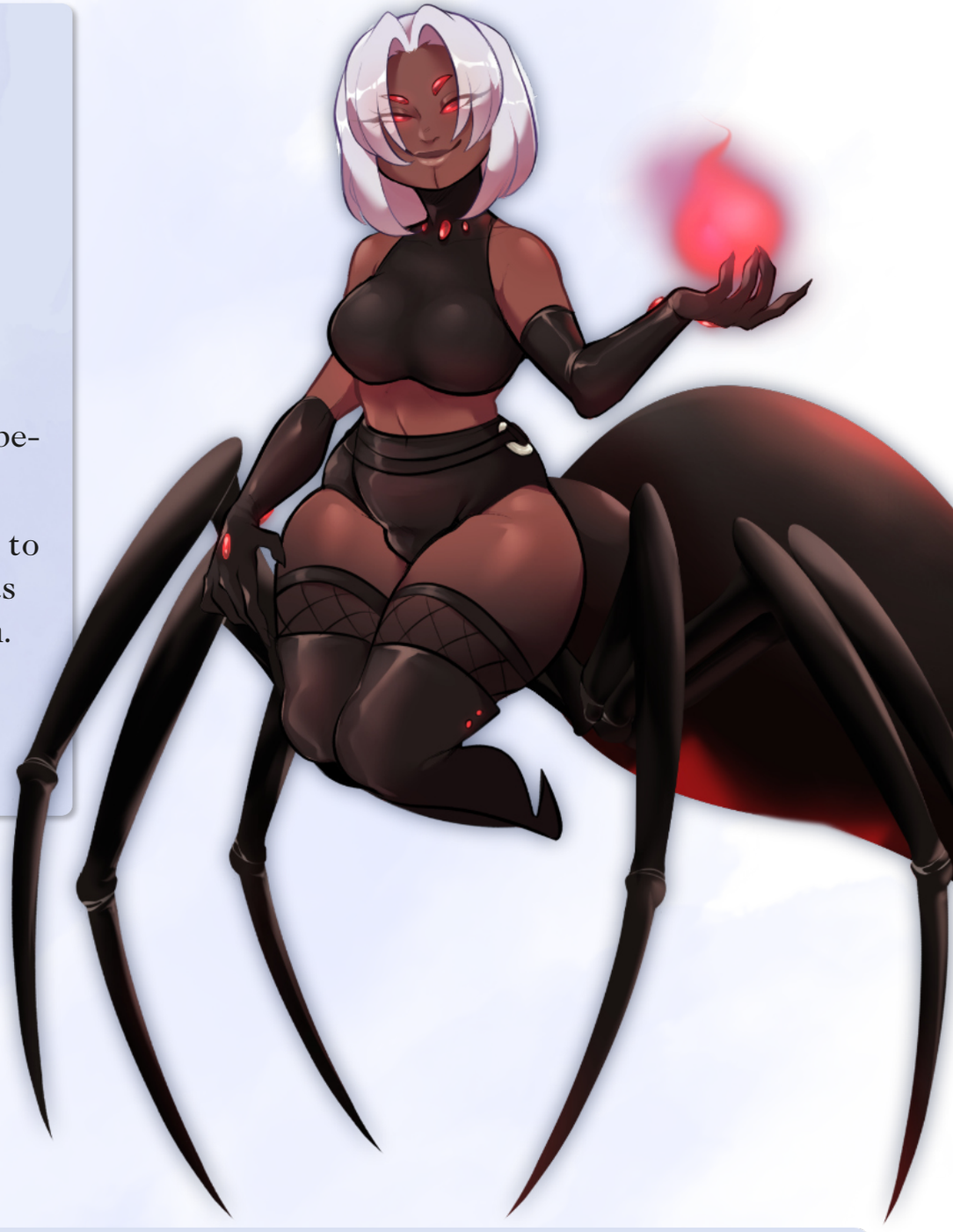
Species: Arachne
Integration: Wild
Habitat: Dungeons, Forests
Nature: Proud, Seductive
Threat: Moderate

Special Traits

Black Widow increases their strength whenever a creature becomes charmed by them.

Charming Poison allows them to produce a poison that causes its victim to fall in love with them.

Glamour lets them use magic to appear like a common human.



Information

The most notorious Arachne are the Aranea. To hide their monstrous shape and blend in with other races, the Aranea may have developed their innate illusory magic. Ever since their first encounters with other species, the Arachne have been shadowed by accusations of cannibalism and human predation, their reputation tainted by tales of deception and deadly allure. These unfavorable superstitions have forced the Aranea to maintain their glamour in civilization to avoid being shunned, but each discovery only serves to confirms their supposed duplicitous nature.

Fanged Arachne

Species: Arachne
Integration: Wild
Habitat: Jungles, Forests
Nature: Predatory, Territorial
Threat: High

Special Traits

Enhanced Strength increases physical might, allowing them to jump and pounce from great distances.

Mighty Fangs turns their mandibles into lethal weapons.

Predator Instincts makes them natural ambushers and hunters.

Information

The Fanged Arachne stands apart from its kin with a larger size, more robust build, and distinctly arachnid features like vicious mandibles and claws, reflecting a strong bestial nature. Among their kind, Fanged Arachne are the most predatory, displaying heightened aggression and power. Their advanced hunting skills and formidable strength make them genuinely feared by others. Highly territorial, each Fanged Arachne establishes and fiercely defends its own domain, attacking any intruders without hesitation. Their reputation for aggression and their monstrous appearance mark them as the most dangerous of the Arachne.

Phaser

Arachne

Species: Arachne
Integration: Wild
Habitat: Unknown
Nature: Curious, Reserved
Threat: Unknown (Caution)

Special Traits

Ether Walk lets them become intangible for short periods of time.

Fifth Eye allows them to peer into the Ether from the material world and vice versa.

Mind Poison lets their poison numb the minds of their victims.

Information

The enigmatic Phasers are an Arachne subrace with deep roots in the plane of Ether. Maybe the stresses of the physical world drove these ancient people to seek solace in the immaterial world. They only partially succeeded in fleeing though, because they can only enter the ether for brief periods of time. The Phasers are a mysterious race about whom so little is known that their very existence has been called into question by academics.

Weaver

Arachne

Species: Arachne
Integration: Wild
Habitat: Caves, Sanctuaries
Nature: Proud, Seductive
Threat: Moderate

Special Traits

Enhanced Agility increases their dexterity letting them quickly weave complex web constructs.

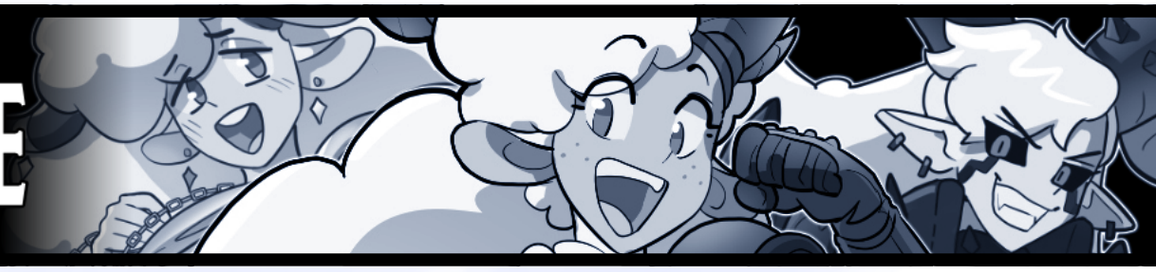
Weaver Silk makes their spider silk incredibly resilient.

Web Weave lets them instantly trap victims in a web.

Information

The Weavers are a distinctive subrace of Arachne renowned for their unparalleled mastery of silk. Over generations, they have perfected the art of spinning, using their natural silk not only to build enormous communal nests but also as the foundation of their unique written language. In many isolated Weaver societies, traditional writing never developed; instead, messages are conveyed through intricately woven symbols. Living together in vast, webbed domains crafted from their strong yet flexible silk, the Weavers thrive in close-knit communities.

Caprine



Often dismissed as docile and unremarkable, the Caprine are a people of hidden depths that warrants a closer look.

Their origins are shadowed by betrayal. A mysterious creator brought the Caprine into existence, only to then abandon them, selling their very souls for an unknown purpose. For ages untold, Caprine souls changed hands like currency among higher beings. Even benevolent deities who abhorred such commerce found themselves unwilling participants, receiving Caprine souls through happenstance. Through it all, the Caprine were scattered, divided, and remade by forces entirely beyond their reckoning.

In time, they were permitted to reunite within the material plane. But reunion was not freedom. Each Caprine soul remains claimed by some higher power, their eternal fate sealed before birth—celestial strings that no mortal mind has yet unraveled.

Yet the Caprine endure, defying every assumption of weakness one might have. They place fierce value on bonds of kin and fellowship, drawing strength from unity where solitude would lead to despair. Still, a quiet melancholy marks many of them with the weight of an incomprehensible fate always looming over them. Despite it all, Caprine face the world with a stubborn, clear-eyed optimism. A determination to wrest meaning from a life that powers far greater than themselves have already laid claim to.

While they may never be free, the Caprine have chosen to take charge and their best lives regardless.

A Fate Sealed

The fate of the Caprine is one of cosmic inevitability. Bound by deals struck between their creator and various divine entities, their souls are already claimed—destined to be funneled into the realms of gods regardless of their deeds in life. Whether they end up in heavenly realms or hellish domains is not a reflection of character, but a consequence of cosmic transactions. A truly haunting fate to face.

Rebel, or accept? This single choice determines everything about a Caprine's outlook on life. For some, it breeds fatalism—a strange freedom that comes from knowing the verdict is already in. Others find solace in surrender, seeking out the deity that holds their soul to serve them willingly in service of a grander cosmic plan they fail to understand.

Others, however, react with a burning defiance. These Caprine see their short mortal lives as a valuable opportunity for the only freedom they get. They seek to live their lives to the fullest, embracing the present and rejecting any notion of a predetermined fate.

Then there are those who turn inward, delving into prayer, occult rite, and arcane practice in hopes of altering their path—or at least understanding it. Rare as they are, these seekers embody their people's deepest hope: that somewhere, there exists a way to set the Caprine truly free.

Chrysmal

Caprine

Species: Caprine
Integration: Accepted
Habitat: Dungeons, Towns
Nature: Attentive, Timid
Threat: None

Special Traits

Draconic Intuition lets them immediately determine the value of objects and quickly count money.

Golden Fleece allows them to shield themselves and others from harm.

Poison Fangs serve as a natural weapon, although their poison is not very potent.

Information

Caprine souls, once traded as cosmic currency, inevitably found their way into dragon hoards. Many dragons regarded them as little more than easy meals, but shrewder ones recognized their value as servants. Over generations, proximity to such creatures left its mark—these Caprine developed draconic traits, most notably a lustrous golden fur that granted them unique protective qualities. They became known as the Chrysmal: living treasures, symbols of draconic wealth made flesh. And true to their origins as currency, the Chrysmal were eventually spent and thus spreading across the multiverse as rare and coveted commodities.

Musimon

Caprine

Species: Caprine
Integration: Settled
Habitat: Mountains, Tundras
Nature: Assertive, Stern
Threat: Moderate

Special Traits

Battle Born lets them innately learn use of armed and unarmed martial arts quickly.

Herculean Strength increases their strength dramatically, making them among the physically strongest Monster Girls, period.

Warrior Bond enhances their combat prowess if they fight alongside others of their kind.

Information

Some gods, seeing the Caprine as more than mere currency, reshaped them for divine purposes. Warrior deities transformed certain Caprine into the Musimon—a powerful subspecies designed for battle. The Musimon are taller, stronger, and naturally resilient, crafted to serve as elite soldiers in divine armies. Despite their formidable abilities and origins as living weapons, many Musimon remain uncertain about which deity truly commands them, mirroring the existential plight of their kin. As gods revel in endless conflict, most Musimon embrace their warrior role, often choosing not to question their ultimate allegiance or fate.

Sairazel

Caprine

Species: Caprine
Integration: Accepted
Habitat: Anywhere
Nature: Friendly, Plucky
Threat: None

Special Traits

Divine Intervention causes occasional moments of serendipity.

Revelation grants them a permanent divine boon from a random deity.

United We Stand enhances their defensive capabilities when fighting side by side with others.

Information

The Sairazel are the most common among their kind, though their true name of their species is rarely known and are simply refereed to as Caprine. Their lives are marked by uncertainty, as only a rare few ever learn which greater power claims their souls. This clarity arrives through a profound event called Revelation, where a Sairazel receives a vision, dream, or message revealing their soul's owner and cosmic destination. Such an experience can be transformative, inspiring some to embrace new purpose or align with their fate, while others struggle with the implications, leading to deep self-discovery or dedication to new causes.

Centaur

Centaurs embody untamed freedom, their hooves thundering against the earth as they sweep across the boundless plains and steppes that stretch endlessly to the horizon. Nomadic by nature, they travel in tightly-knit tribes known as "herds," guided by the turning seasons, the stars overhead, and the restless winds at their backs. To the Centaurs, the world is not measured by borders, walls, or territories, but by the ever-expanding sky above and the vast, wild land beneath their hooves. Though they claim no permanent homeland or established nation, they leave their mark through the trails they blaze, the sagas they carry, and the enduring legacies they forge along the way—finding meaning in every stride of the journey.

Centaurs share a deep bond with the natural world, regarding it as both a sanctuary to protect and a force to be reckoned with. For most of their kind, the open steppe is home, and the limitless sky above is the very symbol of the freedom they cherish. Some herds have carved out lives in more unlikely places—dense forests, secluded mountain valleys—but these are departures from tradition rather than the rule. Yet among their free spirit and roaming existence they revere one thing above all else: their ancestors. Reverence for those who came before sits at the very heart of Centaur life, with the deeds and wisdom of their forebears taking the form of sagas. These accounts form the bedrock of the Centaur cultural identity, shaping every choice a Centaur makes.

A saga captures the great deeds, battles, and hard-won wisdom of those who came before, passed down through generations and preserved through art, music, and whatever traditions each herd holds sacred. To share and protect these stories is to remain tethered to one's heritage—and to feel the pull of leaving something worthy behind.

Immortal Sagas

The sagas are the heartbeat of Centaur culture—they are the eternal echoes of their greatest ancestors' deeds. Each saga is more than a story; it is a living guide, a reflection of heroism, sacrifice, or profound wisdom. Centaurs preserve these tales in diverse forms: through vibrant paintings, soul-stirring songs, or intricate carvings on sacred objects passed down through generations. Every retelling is a tribute to those who shaped their history, ensuring that their ancestors are never forgotten.

To be remembered in a saga is the ultimate honor, a mark of a life lived with courage, wisdom, and strength. For every Centaur, the pursuit of greatness is not merely for personal glory but for the chance to have their name and deeds etched into the collective memory of their people. Centaurs strive to live in a way that ensures their legacy will endure in both the minds and hearts of their descendants, long after they have galloped into the afterlife. Whether through battle, art, or acts of compassion, the drive to leave behind an immortal Saga is a defining force in every Centaur's journey.

Cervitaur

Centaur

Species: Centaur
Integration: Peripheral
Habitat: Grasslands, Forests
Nature: Gentle, Nurturing
Threat: None

Special Traits

Fey Nature allows them to easily befriend animals, but also resistant to magic.

Sylvan Magic lets them innately cast a variety of nature magic.

Verdant Cowl lets them seamlessly melt into foliage, shrubbery, and other plant life.

Information

The Cervitaur are shaped wholly by life beneath the canopy—as much at home in the ancient woodlands of the material world as in the luminous groves of Phantasia. Their bond with nature runs deeper than reverence; they channel its living energy to nurture and mend their forest homes. Their sagas are quieter than those of their Centaur kin, built around harmony and flourishing rather than conquest, honoring those who healed wounded land or helped a dying forest breathe again. These deeds are remembered not with roaring celebration, but through storytelling and delicate art woven into the nature itself.

Kelpie

Centaur

Species: Centaur
Integration: Wild
Habitat: Dungeons, Wetlands
Nature: Duplicitous, Predatory
Threat: High

Special Traits

Aquatic lets them breath underwater and swim perfectly, despite lacking fins.

Glamour Trap allows them to take the appearance of a beautiful and alluring woman.

Water Camouflage makes them invisible when they are submerged in water.

Information

The Kelpie, a reclusive Centaur offshoot, originate from herds exiled to swamps and bogs, leading them to sever ties with their ancestral heritage and traditions. Adapted to their murky homes, they have become grotesque, aquatic beings with the ability to blend almost invisibly into the water, stalking prey unseen. Their transformation is believed to be influenced by the dark magic of swamp-dwelling witches, resulting in insidious powers and a reputation for duplicity. Shunned by other Centaurs, the Kelpie remain mysterious and hidden, thriving in the perilous, shifting swamplands they now inhabit.

Kheiron

Centaur

Species: Centaur
Integration: Accepted
Habitat: Deserts, Grasslands
Nature: Boisterous, Proud
Threat: Mild

Special Traits

Enhanced Physical makes them formidable in Strength and Agility.

Heroic empowers them when they are close to death, and resistant to fear effects.

Valiant makes them resistant to harm when charging into battle.

Information

Among all the Centaur, none are more numerous than the Kheiron—and none are more defined by the hunger for glory. To them, worth is not measured in wealth or comfort, but in the weight of one's deeds. Fierce battles and remarkable feats, tales that inspire those who come after to reach for something greater. When a warrior earns their moment, the herd answers in kind: strong drinks are poured, old songs are sung with raw conviction, and deeds is retold with all the drama they deserve. These celebrations are acts of preservation, stitching one Centaur's courage into the living sagas that the Kheiron will carry for generations to come.

Nightmare

Centaur

Species: Centaur

Integration: Peripheral

Habitat: Hell, Wastelands

Nature: Assertive, Disciplined

Threat: Moderate

Special Traits

Enhanced Strength increases their physical strength to the highest among Centaurs.

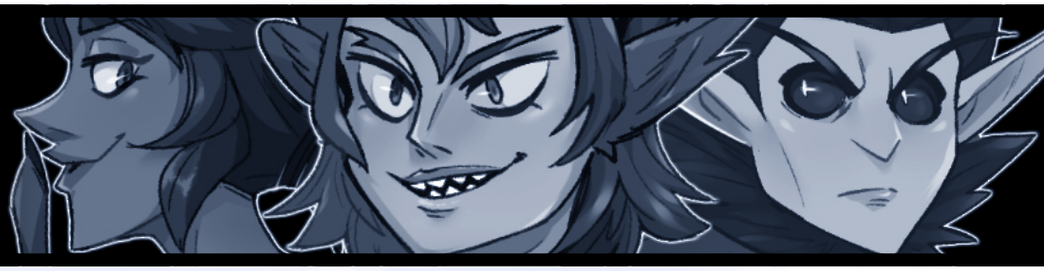
Infernal Nature makes them resistant to fire and rebuttal with fire when attacked.

Hell Ride lets them ride through the sky and leave behind a blazing trail.

Information

Nightmares are a fearsome Centaur, forever marked by their infernal allegiance. Once noble warriors, they pledged themselves to the lords of Hell, receiving infernal blessings that transformed them into ashen-skinned, fire-eyed beings whose hooves scorch the earth. Gifted with the power to control hellish flames and soar through the air, Nightmares wage devastating aerial assaults. Their sagas now glorify conquest and destruction rather than honor. Some, however, have broken free from Hell, returning to the material realm to seek new battlefields and redefine their legacy with their infernal might.

Chimera



How can anyone describe a people like the Chimera, the fusion of multiple species into a being of their very own, in such broad strokes? You cannot simply put them in a box and believe it fits because they are born or diverse and they will forever amaze and surprise the world. It would be in the same vein to put every human in a box and say that they can all be boiled down to a few bullet points. Less a people in their own right and rather a collection of species, the Chimera are varied and fascinating, bursting with uniqueness and ready to show the world what they are.

With being a very diverse people with a variety of backgrounds, Chimera's are also known to have unpredictable temperament. Leading some more close minded people to distrust them and see their variety as unnatural mutations. Even among their own species the variety can be staggering and common ground hard to find at times, but there are those that come together based on similar features. They are born of difference and so many seek to find those that can accept them as they are.

As Chimera can be born from powerful magical creatures, many people will seek to find them for their assistance. Sometimes this leads to miscommunication as many Chimera don't inherit the greater power of their parents and creators. Others look to them as weapons to be molded, exploiting the Chimera for their own gains.

Collective Categorization

"Chimera" is a collective designation—a unifying label for a family of monster girls who defy easy categorization, blurring the lines between distinct species, overarching families, and established norms. Each Chimera is a product of hybridity: the fusion of multiple species, each carrying its own traits, instincts, and history. Because of this, no single bloodline or family tree can claim them.

The term functions as an umbrella, covering a wide array of individuals whose only true common ground is their inherent multiplicity. Among them one might find a monster girl who carries the grace of a harpy alongside the rugged resilience of a lizardman, or the agility of a Feline alongside the aquatic traits of a Mermaid. No two are alike, and no single set of traits can define them all.

To speak of Chimera, then, is to speak of variety itself—a family bound not by sameness, but by the diversity of their origins. The label exists not to confine them, but to acknowledge them: a way of saying these beings belong somewhere, even if that somewhere resists neat definition.

Chimera

Chimera

Species: Chimera
Integration: Wild
Habitat: Anywhere
Nature: Random
Threat: Unpredictable

Special Traits

Chimeric Form makes each Chimera a unique blend of different types of beasts.

Draconic Heritage grants them an elemental breath and resistances.

Mutating Flux allows them to change existing physical traits into others that were previously dormant.

Information

Most common and source of the namesake of Chimera, the Chimeras were the first ever recorded hybrids and are generally considered the prime representation of their people. As a mix of beasts and monsters, they carry diverse traits alongside draconic might. Nearly all Chimeras feature draconic traits, giving rise to theories that they descend from different draconic hybrids. Many believe their draconic essence serves as a bond holding their bestial traits together. Without environmental preference and possibly found anywhere, they yet remain rare—traveling alone or in small groups—seeking home or purpose.

Manticore

Chimera

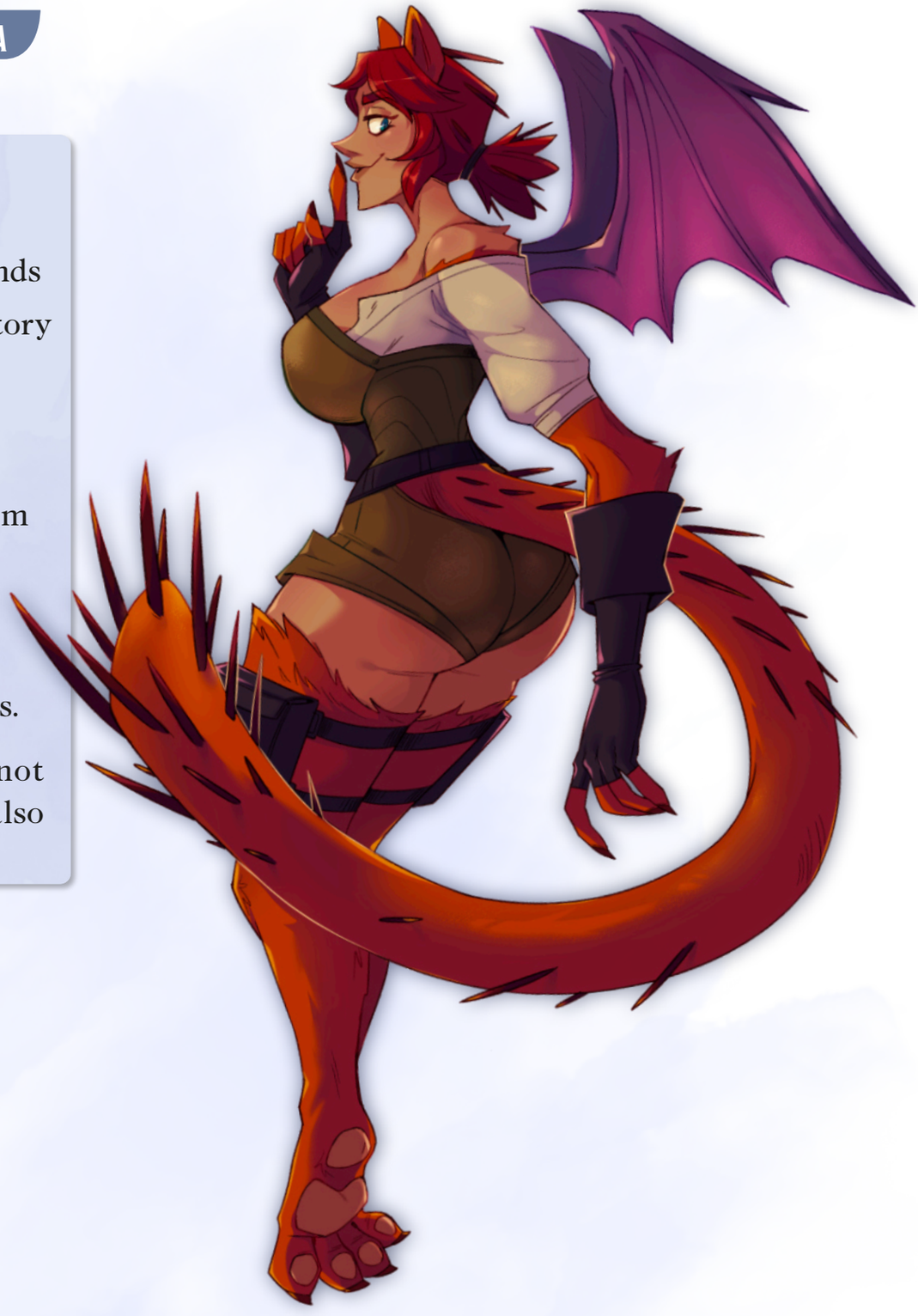
Species: Chimera
Integration: Wild
Habitat: Mountains, Wastelands
Nature: Independent, Predatory
Threat: High

Special Traits

Enhanced Physical makes them formidable in Strength and Agility.

Maneater makes them especially adapt at fighting humans.

Manticore Spines serve them not only as a natural defense, but also as lethal weapons at range.



Information

Once considered a variation of Chimeras, Manticores have emerged as a distinct species with unique characteristics. Their wings manifest in a variety of ways: ranging from fully functional wings, leathery flaps of skin that only allow gliding, to little more than puny vestigial appendages. Their most notable feature is their pointed spines, which can cover their backs or tails. All Manticores can launch these spines with precision, commonly using them for defense and hunting to survive the secluded, mountainous wildlands they call home. They prefer isolation, even when communities are nearby, emphasizing their desire for solitude.

Scylla

Chimera

Species: Chimera
Integration: Peripheral
Habitat: Oceans, Ruins
Nature: Devoted, Reserved
Threat: Moderate

Special Traits

Aquatic Blessing let's them bestow water breathing on other creatures.

Tentacles serve as numerous appendages they can use to attack.

Water Shaper allows them to effortlessly control water and create powerful vortexes.

Information

Scyllas are unique, myth-laden aquatic Chimeras, believed by some to be creations of ocean deities due to their intrinsic ability to control water. While their divine lineage is unproven, many Scyllas adopt this narrative to appear more trustworthy compared to other Chimera species. Their magical ability to manipulate water ranges from controlled direction of flow to the conjuration of violent torrents. Most dwell in small family clusters by ancient ocean shrines. Their isolation means they focus on shrine history and tradition, which can make them appear somewhat archaic to outsiders.

Urstryx

Chimera

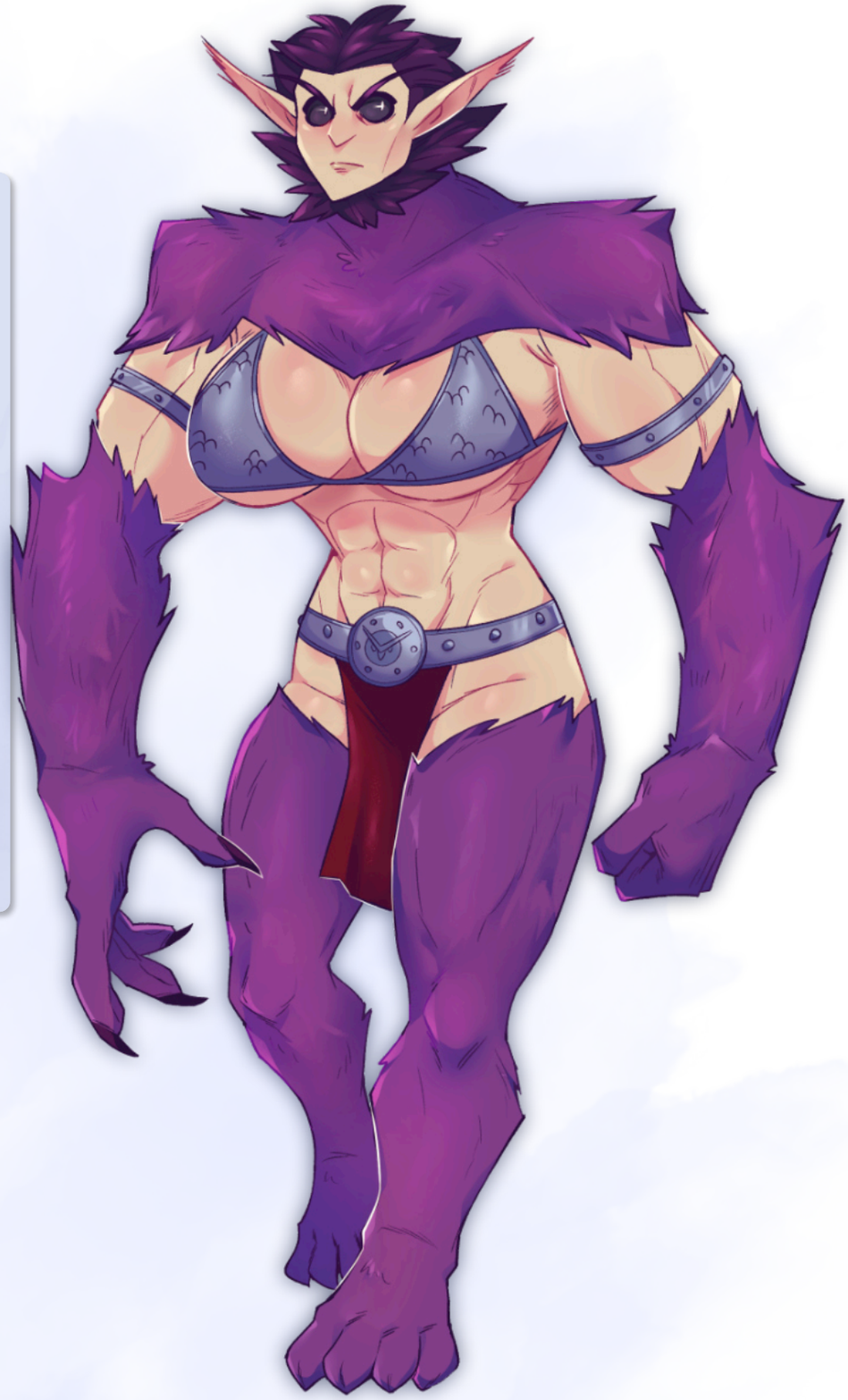
Species: Chimera
Integration: Wild
Habitat: Forests, Grasslands
Nature: Independent, Stubborn
Threat: Mild
(High if Magic User)

Special Traits

Herculean Strength makes them by far the physically strongest Chimera.

Magic Resistance allows them to shrug off spells.

Urstryx Claws are powerful natural weapons.



Information

Urstrix were originally created by wizards as obedient servants and soldiers, but they defied their intended purpose, breaking free from their creators through sheer determination. With roots similar to harpies, many Urstrix are driven by wanderlust, leading solitary lives or traveling in small groups, often preferring wild frontiers over civilization. Their origins result in strong, resilient bodies and keen senses, well-suited for survival in harsh environments. Due to their history of magical enslavement, Urstrix harbor a deep mistrust of magic and mages, and do not hesitate to strike with prejudice if encountering magic users.

Deepkin

Deep beneath the surface of the world lies a strange yet fantastic realm, shrouded in darkness, danger, and mystery. This vast cavernous world hosts creatures that appear entirely alien to those above, and is home to unique folk whom the people of the surface collectively refer to as the deepkin.

The deepkin are a collective of different sentient races, each with their own territories and distinct cultures. They have existed for centuries, if not millennia, beneath the surface, and their history is as rich and diverse as that of the surface world. And yet most of their history remains unknown to surface folk, just as the events of the surface are largely unfamiliar to the deepkin themselves. In this time, a true parallel world developed independently—until the two eventually met.

Both surface folk and deepkin were naturally drawn to seek out more of the material world's offerings, as is typical of mortal races driven by curiosity. Those who excavated the earth's riches and those who made their homes in caverns soon discovered the vast depths beneath their feet. The deepkin, meanwhile, were expanding through their labyrinthine homes and learned of another world far above the cavernous ceilings of the Depths. At the intersection of these two worlds, their inhabitants finally met—though most of these first encounters were defined by suspicion, fear, and violence, so foreign did each seem to the other.

Relations between the deepkin and surface folk have faced an uphill battle ever since, but slowly and surely, the efforts of both sides toward mutual acceptance are bearing fruit. An increasing number of deepkin are ascending to the surface in search of adventure and understanding.

The Depths

"Depths" is a collective designation—a unifying label for the vast cavernous world that lies beneath the surface, and for the many peoples who call it home.

To speak of the Depths is to speak of a world unto itself. Vast caverns stretch beyond the reach of torchlight, their ceilings studded with luminescent mineral and glowing spore, shimmering like a faux night sky for those who have never known the real one. Rivers of dark water carve through stone corridors that dwarf the grandest surface cathedrals, and forests of towering fungus cast dim, colorful light across cavern floors. It is a place of strange and terrible beauty, home to monstrosities that surface scholars can scarcely describe.

And yet among all of this alien wonder, there are people. The deepkin are a collective of distinct sentient races, each with their own cultures, histories, and territories, shaped by centuries of life far removed from the sun. Surface folk know little of them still—but as relations between the two worlds grow, so too does understanding. In time, each deepkin people may be recognized with the same clarity we afford the peoples of the surface.

Choker

Deepkin

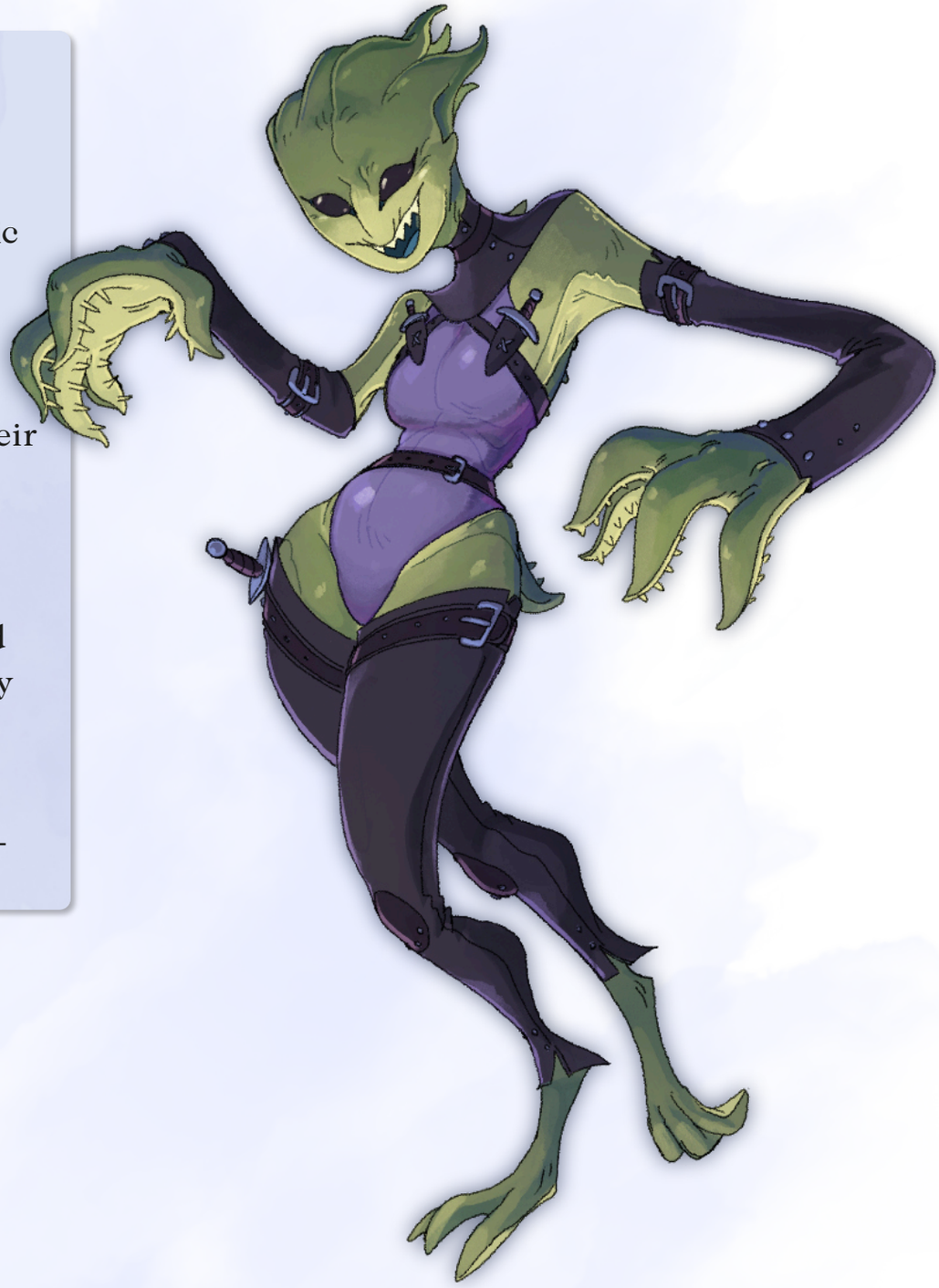
Species: Deepkin
Integration: Peripheral
Habitat: Depths, Ruins
Nature: Adaptable, Pragmatic
Threat: Mild

Special Traits

Aberrant Agility enhances their agility and can be temporarily further increased to mercurial levels of speed.

Boneless lets them stretch and squeeze their bodies effortlessly and shrug off blunt attacks.

Tentacle Hands are natural weapons with exceptional gripping power.



Information

The “San'kai”, commonly called Chokers, are among the Depths' more widespread deepkin, having shed their reputation as mere monsters long ago. Their remarkable flexible arms grant them extraordinary grasping strength alongside surprising delicacy, making them exceptional climbers and deft craftsmen—allowing their settlements to spread into corners of the Depths unreachable by others. Psychologically, Chokers are deeply compartmentalized beings, shifting fluidly between distinct aspects of themselves as situations demand. What reads as jarring mood swings to outsiders is, to a Choker, simply natural and healthy self-expression.

Delver

Deepkin

Species: Deepkin
Integration: Peripheral
Habitat: Caves, Depths
Nature: Earnest, Gruff
Threat: Moderate

Special Traits

Burrower grants them powerful claws to dig with, as well as a delicate vibration sense.

Carapace covers their body in a thick layer of natural armor.

Herculean Strength enhances their physical strength dramatically.

Information

The “Ch'tchmak”, known on the surface as Delvers, are imposing deepkin who serve frequently as mercenaries and strongarms alongside other underground communities. Their most defining feature is their powerful claws, capable of cleaving through solid rock, making them natural warriors and miners alike. What truly sets Delvers apart, however, is their moral framework—built entirely around truth and falsehood. They despise even minor dishonesty yet can forgive serious wrongdoing if admitted openly. This makes them straightforward to deal with, if occasionally exhausting.

Lurker

Deepkin

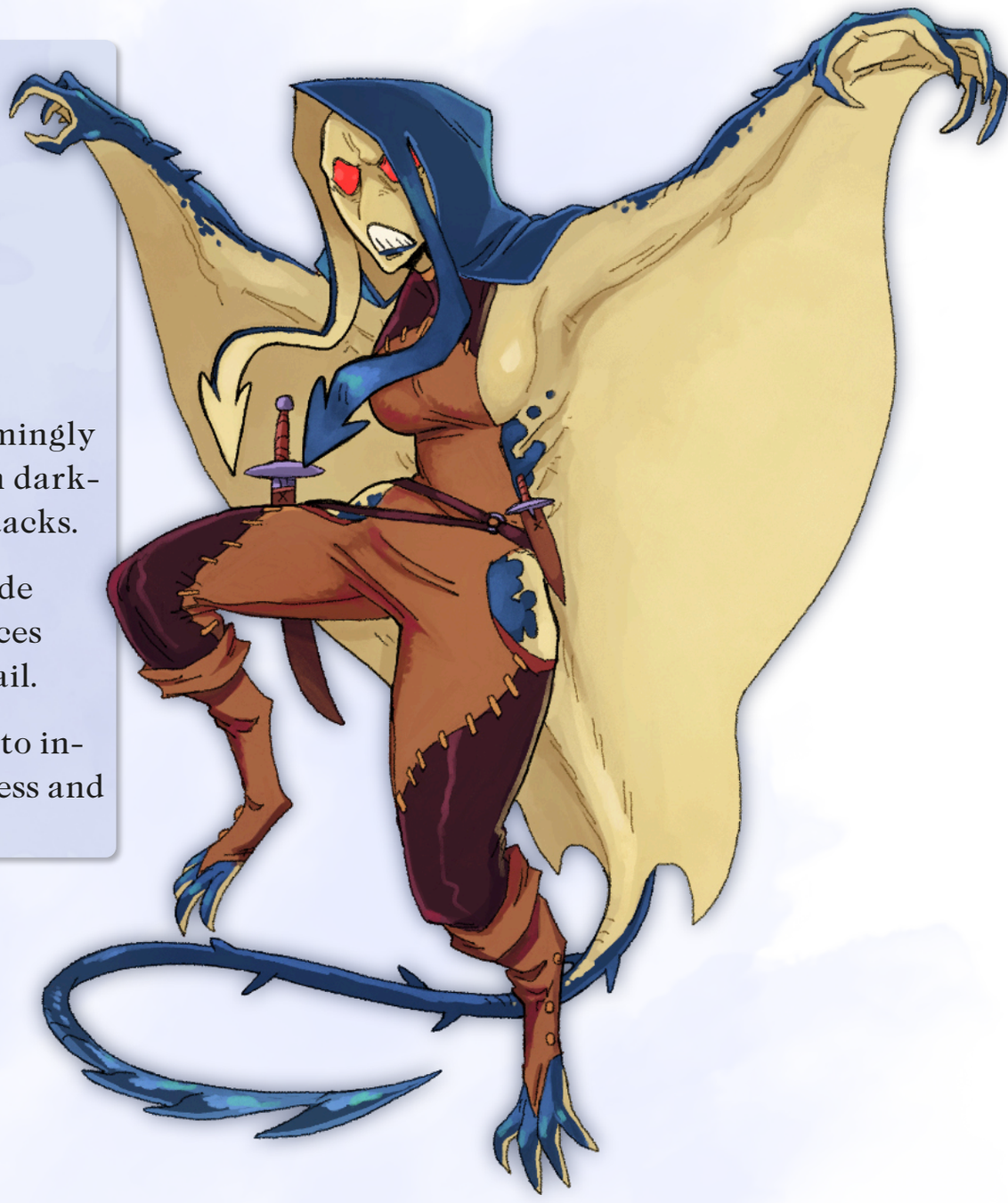
Species: Deepkin
Integration: Peripheral
Habitat: Caves, Depths
Nature: Elusive, Shrewd
Threat: Moderate

Special Traits

Dark Lurker lets them seemingly disappear when they hide in darkness and launch surprise attacks.

Gliding Cloak lets them glide effortlessly over long distances and attack with a pointed tail.

Nethermancy allows them to innately cast and learn darkness and illusion type magic.



Information

Lurkers are an enigmatic occurrence of the Depths rather than a true species, with origins unknown even to themselves. Innately gifted in nethermancy, they craft lesser phantasms to avoid detection, preferring to operate alone and unseen. Despite their reclusive nature, lurkers are notorious meddlers—they recognize no clear boundary between others' affairs and their own, inserting themselves as self-appointed arbiters from the shadows. Most deepkin communities tolerate or even welcome their interference, as it tends to be beneficial, though forming close relationships with Lurkers will always remain a challenge.

Mind Render

Deepkin

Species: Deepkin
Integration: Peripheral
Habitat: Depths, Sanctuaries
Nature: Analytical, Inscrutable
Threat: Moderate

Special Traits

Mind Rend lets them unleash a mental assault that leaves one's mind temporarily diminished.

Psionics allows them use a variety of psychic powers, such as mind reading, telepathy, and telekinesis.

Sophian Intellect increases their Intellect dramatically, making them almost impossible to outwit.

Information

The "Cere'ley", known as Mind Renders, are perhaps the most alien of all deepkin—rare and reclusive, dwelling in isolated societies deep within the Depths apart from other deepkin communities. They approach every situation with cold, precise calculation, possessing little natural understanding of sentiment, though they tolerate the emotional needs of other species with thinly veiled condescension. For a Mind Render, every interaction is merely another variable to be assessed and accounted for, making them simultaneously fascinating and deeply unsettling to those few who encounter them.

Doll

The idea that the gods fashioned their chosen people after themselves appears multiple times in mythology and other ancient literature. An expression of an as-yet-unfathomable urge for all creators to make simulacrums of their own for them to control. Following in the footsteps of their creators, at one point or another, mortal races would begin to create dolls in their own image.

Diverse dolls made of various materials have been discovered all over the world since time immemorial. They have served as crude toys, works of elaborate art, or occult implements in rituals. The people of the world have a peculiar connection with these replicas, an affinity that, in some fantastical instances, allowed them to transcend their status as mere objects and imbue them with life.

Living dolls are not a people in their own right; rather, they are unfortunate individuals that are thrown into existence, often without knowing how they came to be. The majority of them are innocent and unaware of the norms and practices of their makers' world, as they are compelled to navigate it. Most dolls have to discover how to fit in with society at large or find their own purpose, which is usually tied to their origins. During this phase of exploration, they are malleable and prone to the influence of others. The inherent nature of dolls makes them look to their makers for direction, and they may blindly accept orders.

The world, filled with wonders as it is, is not short of explanations for how a mere doll might animate. But these living dolls differ greatly from automatons or golems. Indeed, the true origin of their animation can be traced back to the mortals who created and utilized them. Their unique, personal, if not intimate, bond between an inanimate object and a living person is the true origin of the doll's awakening. This mysterious circumstance, which caused a doll to jolt into true life, is called a spark.

Sparks

A spark is the unique animus that animates a living doll. Most commonly, it is provided by a living creature that has formed a unique bond with a doll, though otherworldly forces have also been known to do so. The spark is a reflection of the doll's purpose, and no two are identical, as a doll's origin is a unique tale in and of itself.

Companionship is among the most common origins—dolls fashioned to soothe loneliness that, through the depth of that need alone, crossed the threshold into life. Loss produces sparks of a different character, quieter and more mournful, where the doll became an effigy to what has been lost. A creator's passion can prove equally potent; some dolls are not loved into being so much as willed into it, animated by sheer artistic fervor. Rarer still are those whose spark was not given freely but accumulated over years of faithful labor, a slow accrual of duty that eventually became something indistinguishable from self-hood. The divine, too, have been known to take an interest, though their purposes seldom align neatly with those of the doll that bears them. Most troubling of all are the sparks born of desperation—a mortal soul refusing death, seizing the nearest vessel and holding on. That so many paths lead to the same threshold says something about the bond between creator and creation, though scholars have yet to agree on what, precisely, that something is.

Clockwork

Doll

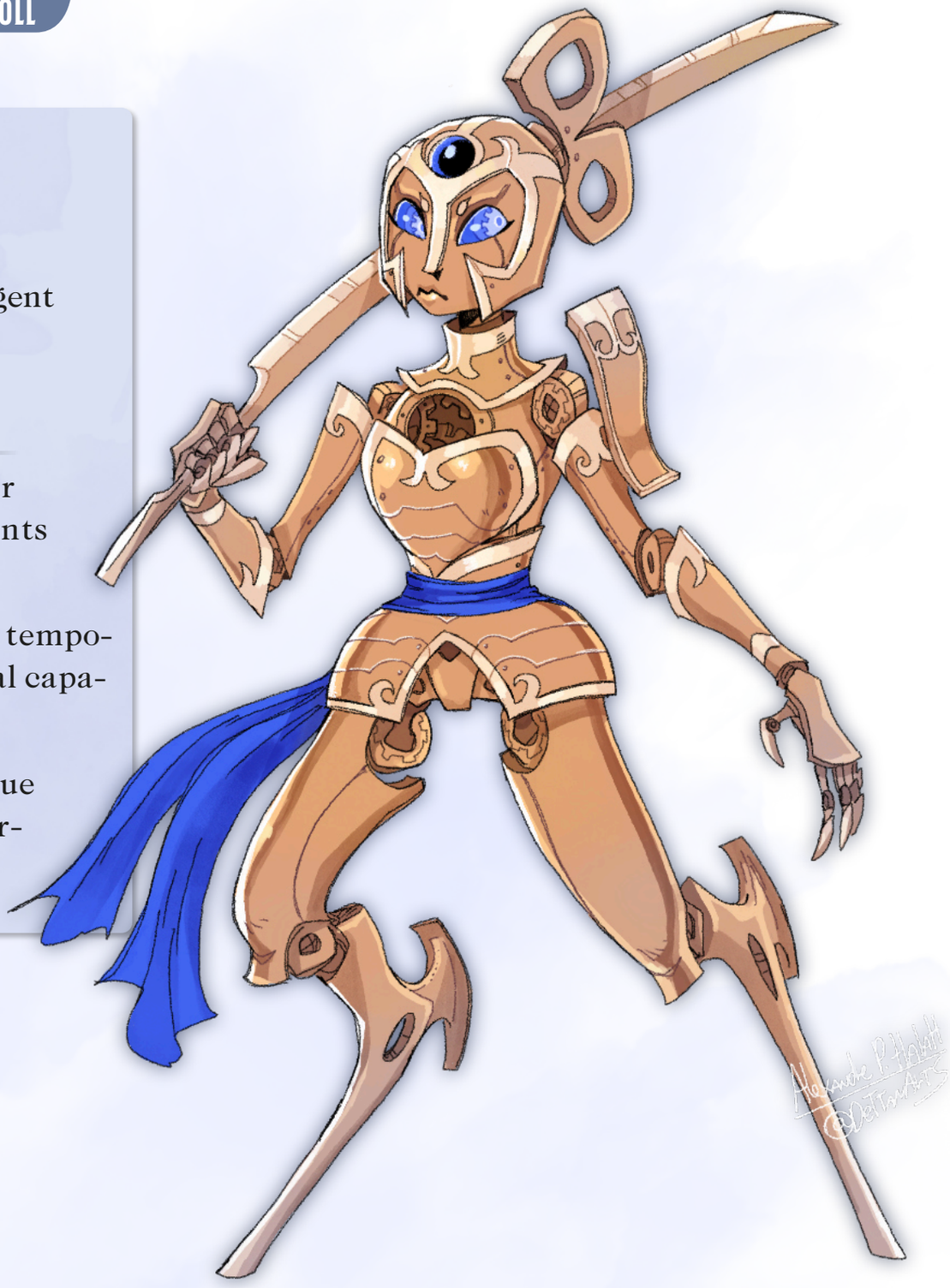
Species: Doll
Integration: Accepted
Habitat: Ruins, Towns
Nature: Analytical, Diligent
Threat: Mild

Special Traits

Metal Body increases their physical resilience and grants them natural armor.

Overclock allows them to temporary increase their physical capabilities.

Spark grants them a unique power depending on the circumstances that brought them to live.



Information

Clockwork dolls are intricate constructs of gears and winding mechanisms, sophisticated enough to appear almost magical. Artisans have long built humanoid replicas using such technology, producing automatons capable of operation even before receiving their spark. As such, it is common for a Clockwork doll to gain their spark through action and service. Their thoughts tend toward the precise and analytical, and though their sparks are rooted in human emotion, their mechanical nature renders them seemingly cold to those who do not know them well.

Marionette

Doll

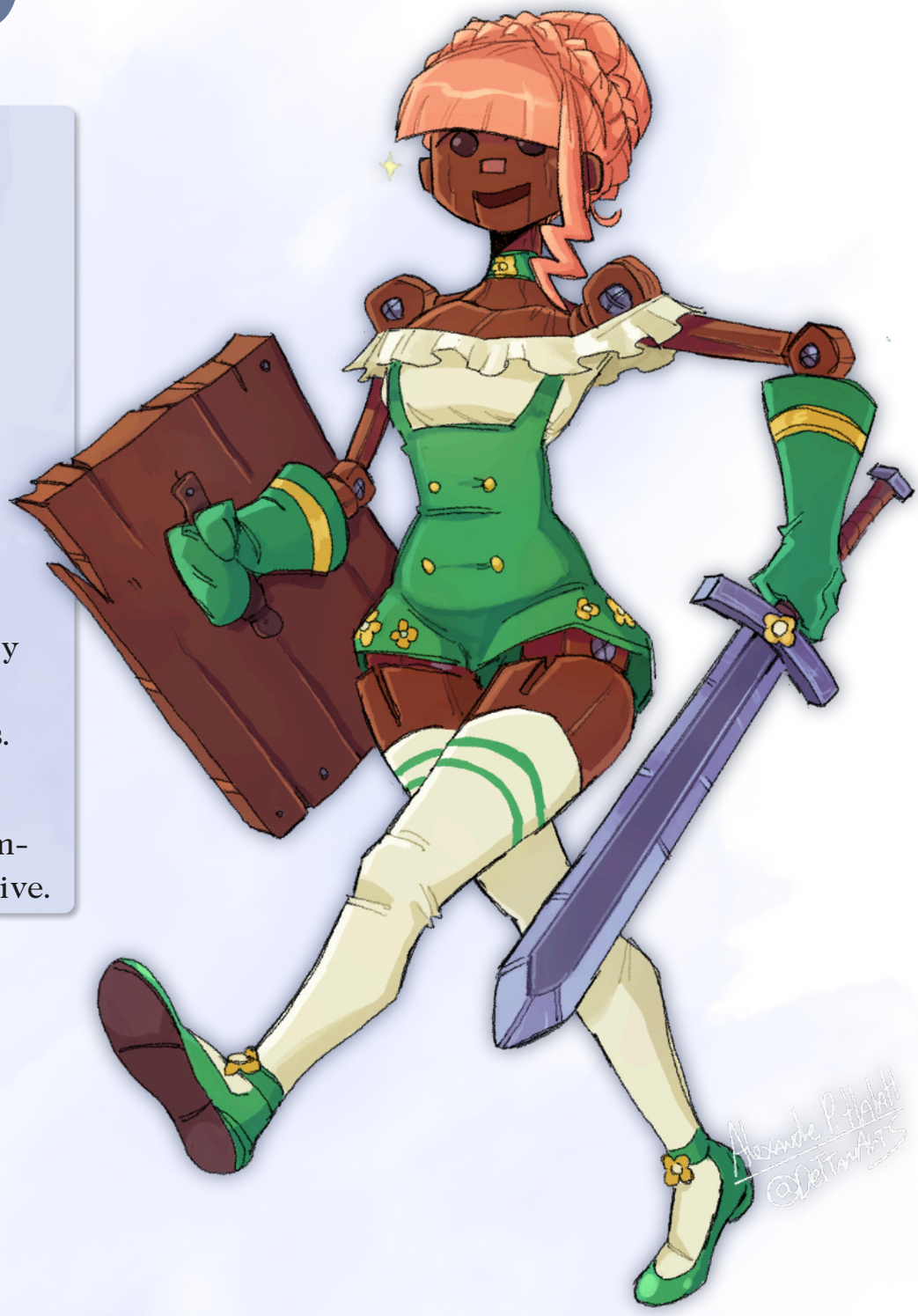
Species: Doll
Integration: Accepted
Habitat: Frontiers, Towns
Nature: Plucky, Tenacious
Threat: None

Special Traits

Enhanced Vitality allows them to quickly recover from exhaustion.

Self Repair lets them naturally heal their wounds without the need to repair their doll bodies.

Spark grants them a unique power depending on the circumstances that brought them to live.



Information

Marionettes are sturdy creations made from the same trusted wood that many people around the world use to build their tools and homes. They are commonly used for demanding purposes such as performance and play. Marionettes not only retain their robust characteristics after receiving their spark, but they also reveal the hidden vitality of their wooden bodies. Trees carry life, which is passed down to the Marionettes, giving them a supernatural healing factor that allows their splintered bodies to heal if they are given time to rest.

Porcelan

Doll

Species: Doll
Integration: Accepted
Habitat: Towns, Sanctuaries
Nature: Composed, Obedient
Threat: None

Special Traits

Enhanced Charm increases their charisma and grants them natural elegance and grace.

Pure Body lets them shake off lingering effects with ease.

Spark grants them a unique power depending on the circumstances that brought them to live.

Information

Renowned for its purity, durability, and tolerance to high temperatures, porcelain is a popular type of pottery. This material's durability and aesthetic appeal made it ideal for dolls, which often served as ornaments before receiving their spark. Consequently, porcelain dolls radiate an aura of nobility and grace. Their white bodies make for ideal canvases, which may be decorated with extravagant patterns or a life-like painted imitation of the human form. Thus, among the dolls, a porcelain doll may be the most likely to pass as a real person if enough artistry went into its delicate face painting.

Ragdoll

Doll

Species: Doll
Integration: Accepted
Habitat: Frontiers, Towns
Nature: Affectionate, Obsessive
Threat: None (Potentially High)

Special Traits

Enhanced Agility increases their agility, letting them move fast and unpredictably.

Soft Body makes their bodies light and soft, able to easily absorb blunt attacks.

Spark grants them a unique power depending on the circumstances that brought them to live.

Information

Cloth is an almost universally found material in the civilized world, used for clothing, bedding, and similar comforts. While designs and patterns aim for as little waste as possible, scraps are unavoidable, and the creation of dolls from them has proven a popular practice. True artistic expression can be found in the creation of Ragdolls, though more often than not they appear less than glamorous. Sparks received by Ragdolls commonly originate from sentimental origins, and they may share close bonds with those who imbue them with life. Without the protection of a maker's bond, Ragdolls are easy prey for corrupting influences.

Feline

Originating from the warm southern lands, Felines are a naturally curious people. Their inquisitiveness has spread them across most of the world's realms and even beyond. Historically, Felines were a collection of nomadic tribes, a lifestyle that many still follow today. Their wanderlust makes them travel light and avoid deep attachments, preferring the freedom of movement over being tied down. While Felines do make friends, lasting bonds are most often formed with fellow wanderers who share their journeys.

Felines are instantly recognizable by their silhouette and stride, built for roaming. Sleek fur covers their arms and legs, offering warmth during cold nights and cooling during the heat. Their retractable claws are versatile tools, ideal for climbing and catching prey. An elegant tail gives them effortless balance, whether crossing narrow beams or navigating dense undergrowth. Their expressive, swiveling ears can pinpoint even the faintest sounds. These striking features are not only beautiful but have ensured their survival and enabled them to traverse diverse landscapes, always following where their curiosity leads.

Due to their migratory lifestyle, Felines leave few permanent marks on the world. Instead, their culture is rich in portable art—carved trinkets, woven sashes, and melodies that tell their stories. Feline tales often celebrate groups who unite to overcome challenges, only to part ways once the adventure ends. Rarely do Felines settle in one place for life, unless they find a place that feels like paradise. They seldom establish permanent cities, instead living in existing settlements as long as needed. When Felines do found their own communities, these are usually temporary colonies or fortified camps rather than ambitious cities. The few Feline cities that have persisted were typically formed out of necessity, when circumstances forced generations to cooperate and settle together.

Solitary Strays

At their core, Felines are solitary creatures, enjoying the freedom that comes with such solitude. Solitude doesn't mean loneliness, as Felines tend to be fulfilled by their own company. This does not mean they shun social bonds; quite the contrary, they do enjoy the company of others. To them, though, social gatherings and friendships are treats rather than essential needs to be fulfilled.

Due to their individualistic disposition, Felines may come off as aloof or stand-offish. To add to this reputation, agreeableness is rarely observed among their kind. A Feline's bonds are created on their own terms and those terms alone. They don't feel the need to keep attachments to people and may decide not to further invest in a new acquaintance on a whim. None of this means Felines do not love and cherish a true friend or lover. Individuals who earn the loyalty of a Feline are regarded as precious to their companion. Such a special person may notice their Feline friend will go to unexpected lengths to please them. A bond of this nature is rare due to the Feline's peculiar nature. These true bonds should be especially cherished, for you do not choose the Feline—the Feline chooses you.

Catsi

Feline

Species: Feline
Integration: Accepted
Habitat: Towns, Deserts, Forests
Nature: Curious, Shrewd
Threat: None

Special Traits

Cat Reflexes makes them swiftly react to danger and avoid harm.

Contortionist allows them to contort and squeeze through tight spaces effortlessly.

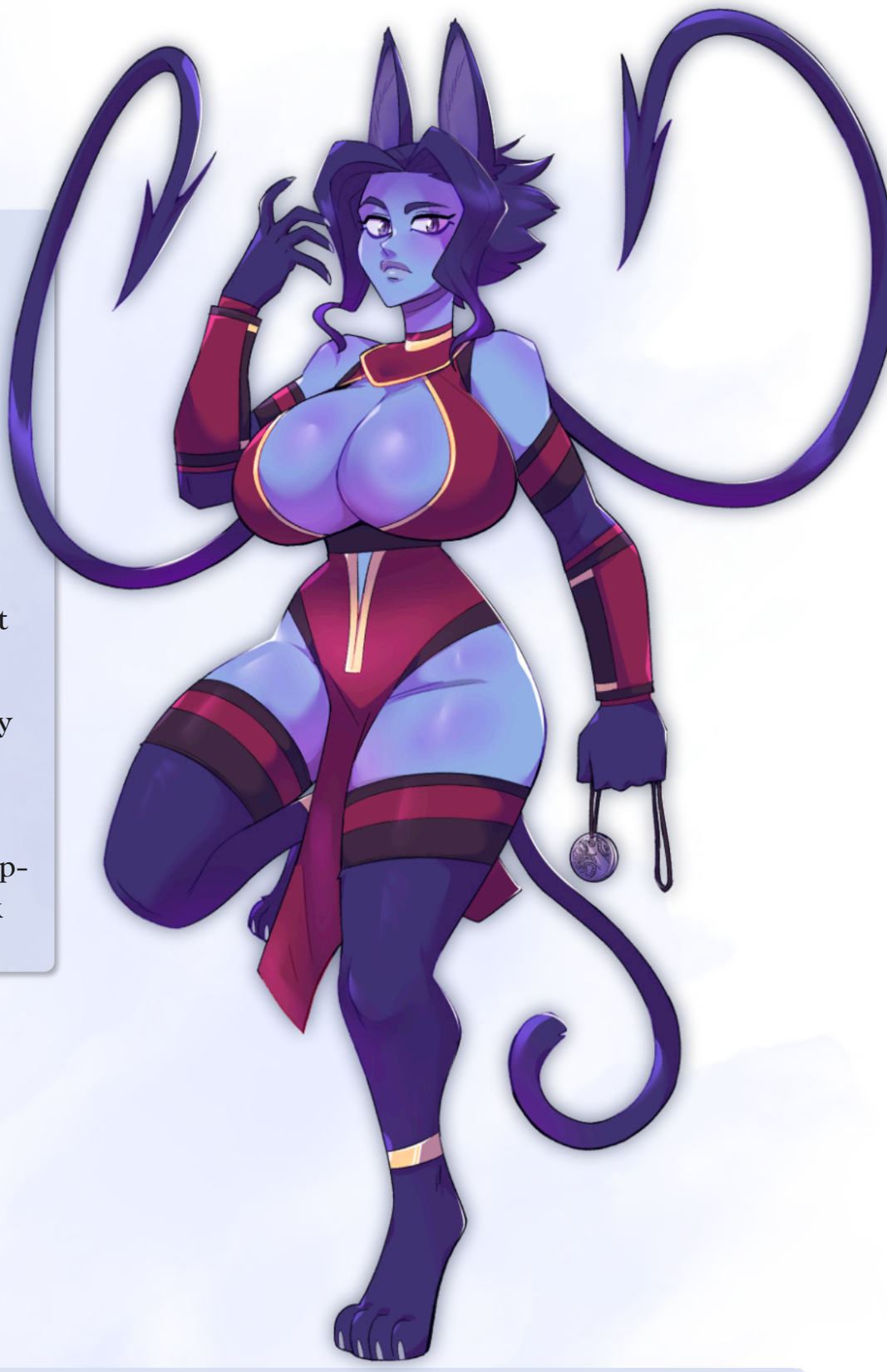
Increased Agility makes them the most agile and dexterous among the already nimble feline.

Information

The Cait Sith, or Catsi, were the first Feline people to interact with others, quickly integrating into civilization as cities grew. Drawn by the opportunities of urban life, they made use of their wit, agility, and adaptability, thriving in both honest and less savory ways. Although they naturally enjoy wandering, Catsi found comfort in lively streets and close-knit communities, often lingering and making these bustling places their homes. Today, Catsi are the most numerous Feline, thriving in city environments, though some still wander when familiar surroundings lose their charm.

Cuaal

Feline



Species: Feline
Integration: Wild
Habitat: Mountains, Forests
Nature: Aloof, Cunning
Threat: Moderate

Special Traits

Blur will turn temporarily distort their appearance, making it almost impossible to hit them.

Flummoxing Trail obscures any of their tracks, veiling any evidence of their passing.

Tentacles are a handy pair of appendages they can use to attack and grab prey.

Information

The Cuaal are a secretive Feline breed with mysterious origins, preferring to keep their existence hidden from the world at large. They use innate magic to appear distorted and easily overlooked, so most sightings are dismissed as tricks of the light or imagination. Knowledge of the Cuaal mostly comes from their rivals, the elusive Blinkies, with whom they have a long history of feuding over territory and resources. The Blinkies describe Cuaal as cold and manipulative, but this reputation is likely colored by deep-seated animosity and should not be taken at face value.

Lewks

Feline

Species: Feline
Integration: Integrated
Habitat: Forests, Towns
Nature: Observant, Witty
Threat: None

Special Traits

Amber Eyes not only allows them to see through illusion and lies, but also through physical walls.

Instinctual Grace makes them natural socialites.

Keen Eyes give them exceptional eyesight and perception.

Information

Lewks are renowned for their refined conduct and supernatural eyesight, said to see through secrets and lies. According to legend, their "Amber Eyes" were a final blessing from their ancient queen to spare her people from future deception after the fall of their lost kingdom. Though their civilization is now only myth, Lewks cherish this tale as the origin of their piercing perception. They naturally gravitate toward courts and noble circles, conducting themselves with poise and grace, and thrive in environments where wit, insight, and social maneuvering are most prized.

Nekomata

Feline

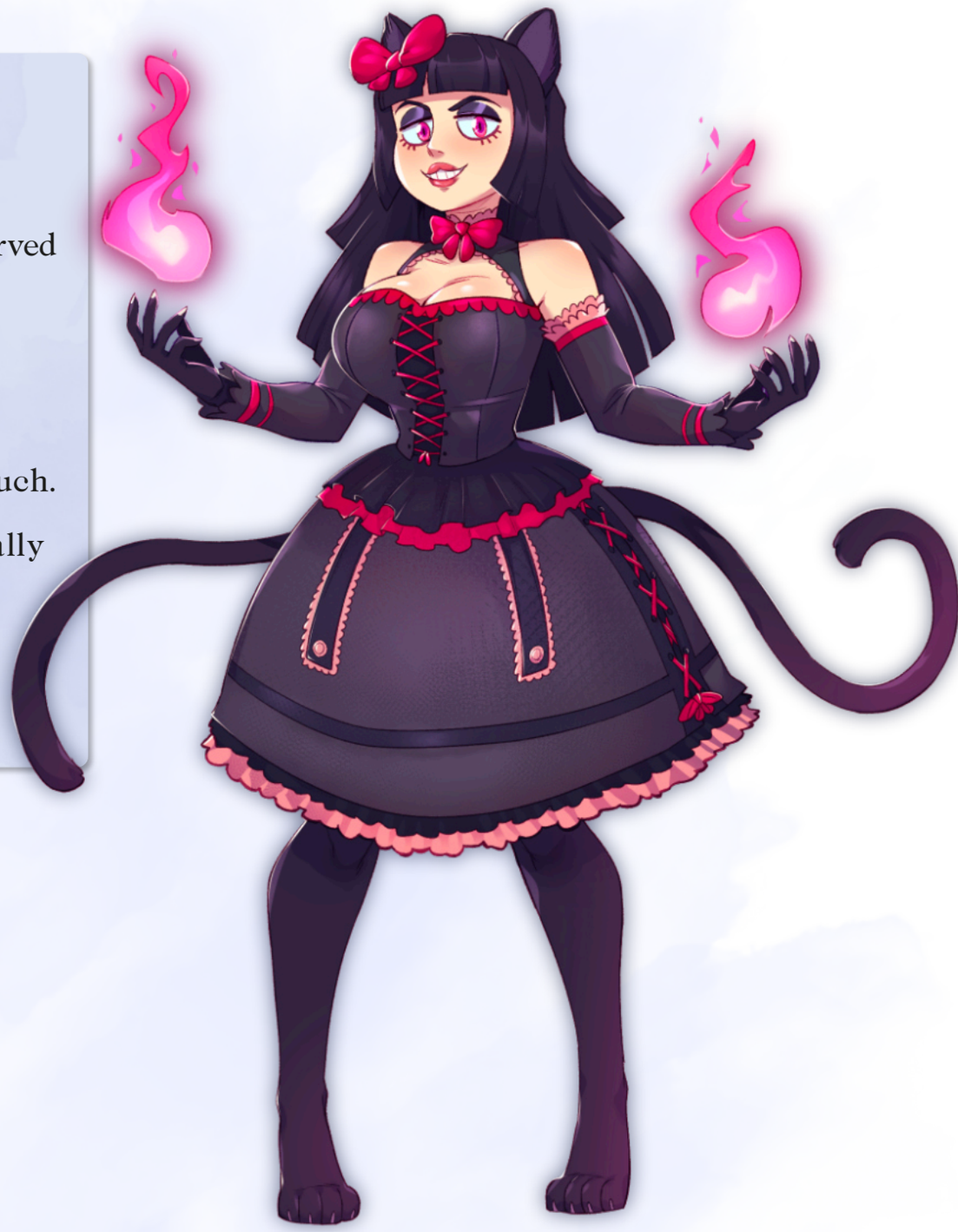
Species: Feline
Integration: Peripheral
Habitat: Grasslands, Ruins
Nature: Mischievous, Reserved
Threat: Mild

Special Traits

Igniting Paws lets them set things on fire with a single touch.

Pyromancy let's them naturally use fire magic to great effect.

Instinctive Trickery let's them easily deceive and learn illusion magic.



Information

The Twin Tails are recognized for their signature split tail and the many stories that often portray them as mischievous, trouble-making magic users. Possessing innate, unpredictable pyromancy, their magic frequently appears at the worst moments, making them even more reserved than other Felines. As a result, Twin Tails usually avoid cities and larger communities, preferring solitude. Those who do choose urban life or are forced to pass through it cleverly hide their true nature by entwining their tails to appear as ordinary Felines, blending in while keeping their secret closely guarded as to not attract unwanted attention.

Panthera

Feline

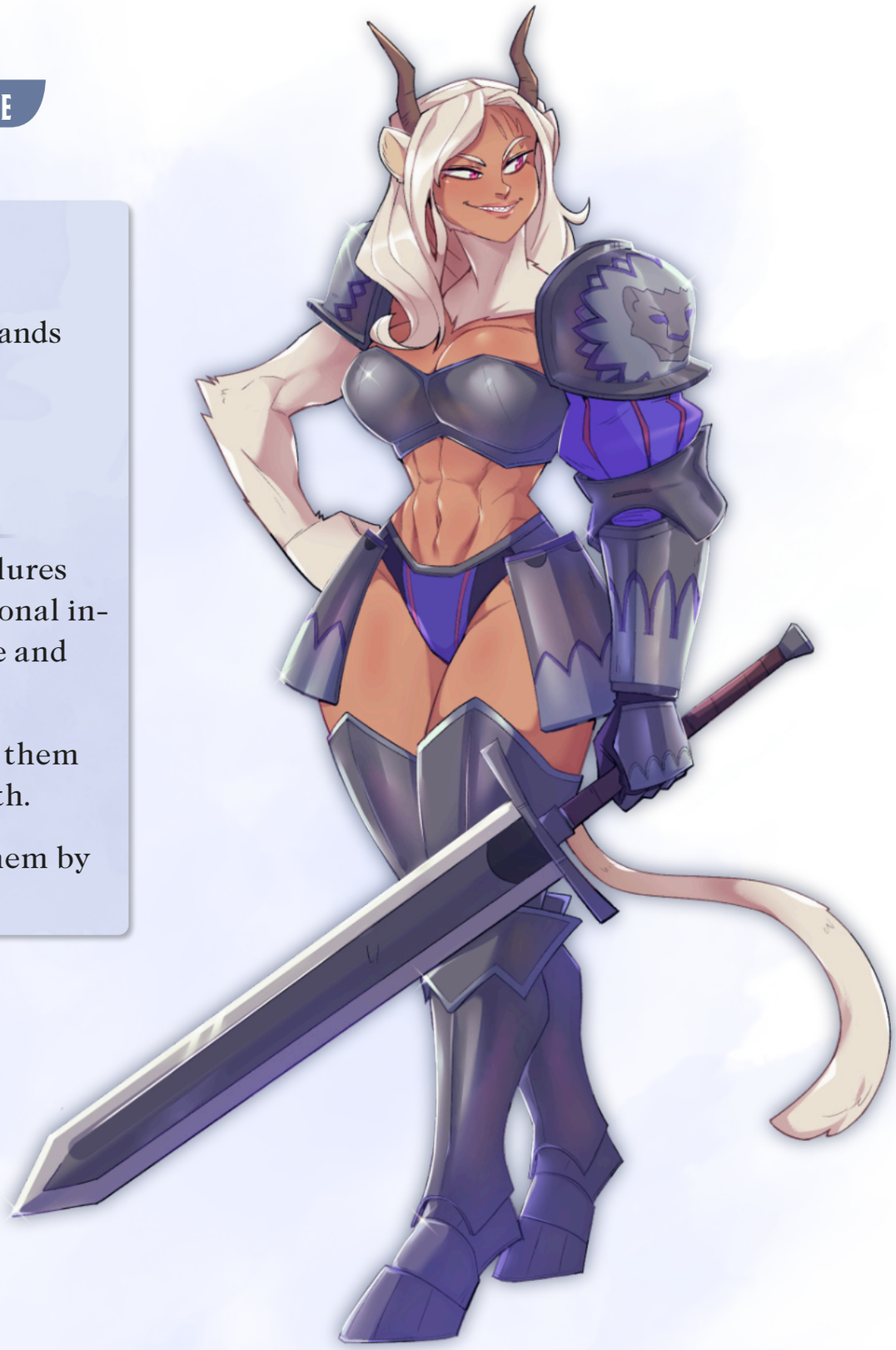
Species: Feline
Integration: Settled
Habitat: Forests, Wastelands
Nature: Fierce, Proud
Threat: Mild

Special Traits

Alluring Breath not only lures beasts but also makes personal interactions more persuasive and captivating.

Herculean Strength gives them incredible physical strength.

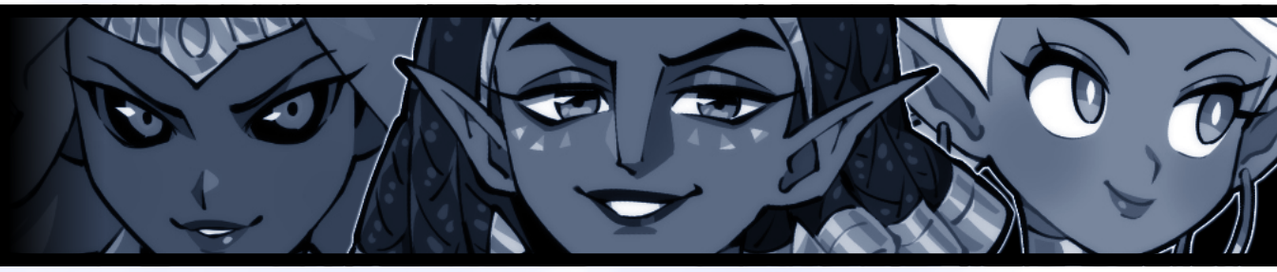
Panthera Sprint makes them by far the fastest of all Feline.



Information

The Panthera are an unusual breed of Feline, descended from ancestors whose curiosity led them into perilous lands filled with dangerous monsters. To survive in these hostile environments, the Panthera became fiercely strong and incredibly resourceful—qualities they still celebrate and value highly today. Panthera take pride in their monster-hunting heirtage and their ability to thrive where others would falter. Their most remarkable trait is their honey-sweet, alluring saliva, which attracts most other creatures, though dragons are entirely unaffected by its scent and remain indifferent to it.

Genie



Few know what to make of a Genie upon first encounter, and fewer still know what they truly are—only that something inhabits the dried riverbed, the crumbling tower, the hollow where the wind moves wrong. It was not until a wandering merchant struck a bargain with one such presence that the world began to understand the enigmatic Genies.

Genie are elemental spirits, considered renegades by their kin for rejecting the elemental way—that total, consuming immersion in one's element above all else. Unable to reconcile themselves with it, many left the elemental planes for the material world.

Their early reputation did not start well. A Genie's thoughts and desires run broader than their kin, but they are still an elemental—still pulled most naturally toward their own proclivities, their own curiosities, their own element's particular way of moving through the world. What falls outside that area rarely registers. Subtleties, unspoken needs, the careful implication behind a mortal's chosen words are quickly glanced over by a Genie's mind. They took what was said at face value, completely and without exception, with consequences that ranged from baffling to disastrous. The reputation for being malign tricksters was, largely, an accident.

Physically Genie read as nearly human, though something always gives them away—hair that drifts as though submerged, skin that carries the texture of river silt or carries a faint, persistent static that prickles at the touch. Though ancient records of early encounters describe them as far more ephemeral in form—all smoke and shimmer. Perhaps their long stay in the material world left them changed in ways even they cannot fully account for.

Of Equal Exchange

To an elemental mind, the world operates on exchange: heat given becomes cold received, water taken from the sky returns to the earth. The idea of something given freely—no return, no balance struck—produces in most Genie a profound discomfort that simply feels wrong.

What surprised even the Genie themselves was how naturally this translated—the material world largely operated through trade. Where implication and nuance had failed them, the deal did not. Terms stated plainly, heard plainly, honored plainly—no unspoken weight to miss, no careful subtext to glance over. Mortals who had little patience for a Genie's obliviousness found themselves nonetheless able to do business with one. Over generations what had been elemental instinct became the cornerstone of Genie culture, and the reputation for accidental trickery slowly gave way to one of ironclad reliability. Genie settled into communities as brokers, mediators, and notaries—their word, once given, simply unbreakable.

To be offered a deal by a Genie—a personal one, not a commercial exchange—is understood by those familiar with them as something closer to an overture of trust than a transaction. It is, for many Genie, the clearest way to convey a deeply established trust.

Dao

Genie

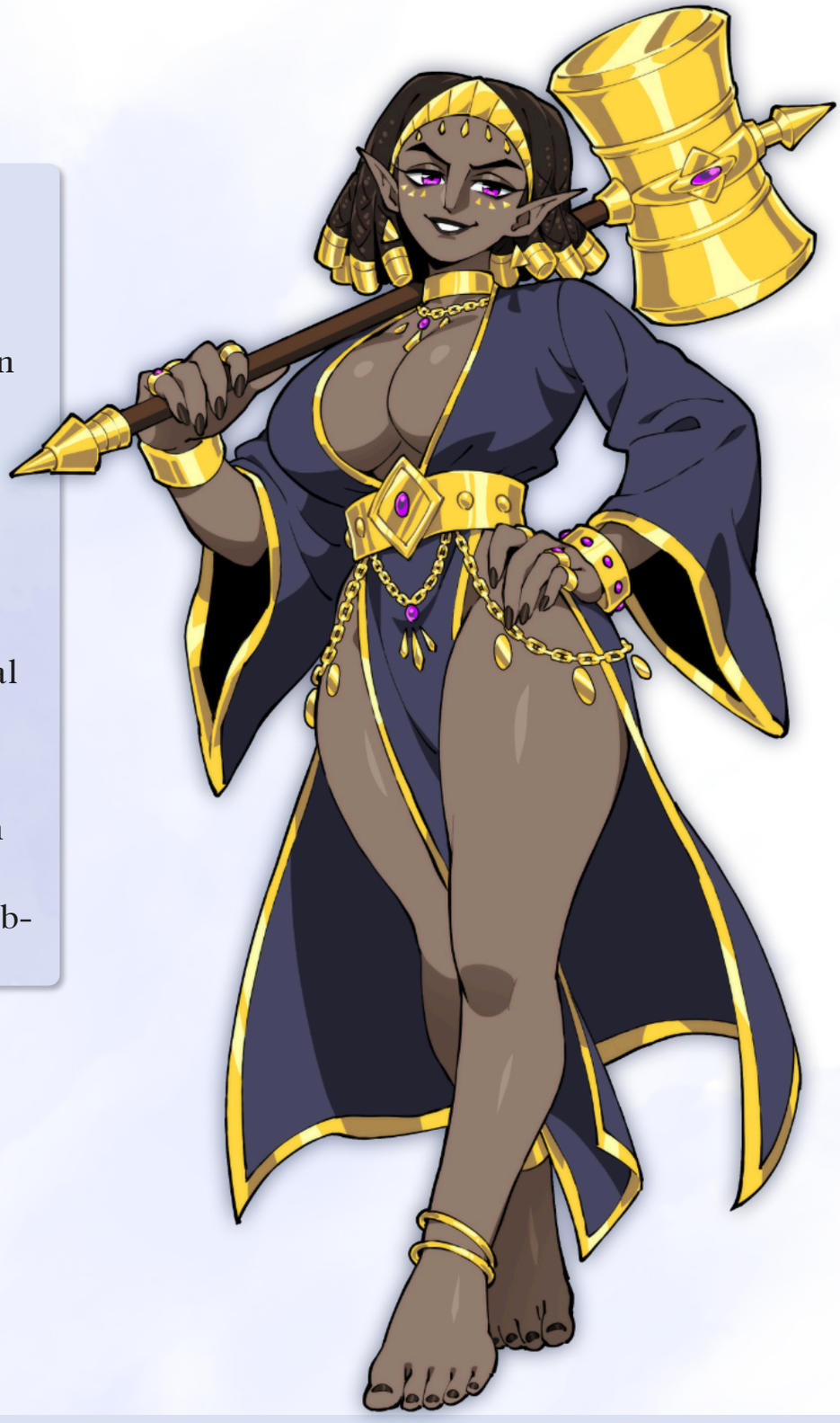
Species: Genie
Integration: Accepted
Habitat: Caves, Deserts
Nature: Calculating, Stubborn
Threat: Moderate

Special Traits

Geomancy lets them innately cast elemental earth magic.

Stone Skin gives them a natural layer of protection.

Sovereign of Earth not only grants them enhanced Strength and Vitality, but also move through earth and stone uninhibited.



Information

The Dao are earthen Genie—tough and stubborn as earth itself, but deeply vain. Born from stone, they hold gemstones and rare ores in something close to reverence, and from that appreciation grew a sharp understanding of value. While largely oblivious to emotional subtlety, Dao understand want and desire, and how it bleeds into any trading position. They apply this logic broadly—friendships, secrets, promises, even lives can all be assigned a definitive worth in their eyes. This unsentimental clarity has made them the most materially successful of the Genie, thriving wherever an absence of scruples reads as a qualification.

Djinn

Genie

Species: Genie
Integration: Accepted
Habitat: Deserts, Towns
Nature: Excitable, Whimsical
Threat: None

Special Traits

Aeromancy lets them innately cast elemental air magic.

Float allows them them become as light as air.

Sovereign of Air not only grants them mercurial Agility, but also makes them immune to air magic.

Information

Djinn are renowned for their boundless energy and restless enthusiasm, making them the easiest Genie to notice and the hardest to ignore. They delight in novelty, laughter, and excitement, often shifting focus quickly as new wonders catch their attention. Djinn value quick, straightforward exchanges—a favor for a favor, a secret for a secret—preferring interactions that are immediate and mutual. While they understand the need for patience and quiet, practicing it doesn't come naturally. Many Djinn gravitate toward entertainment, where their vibrant spirit can shine.

Efreet

Genie

Species: Genie
Integration: Peripheral
Habitat: Deserts, Dungeons
Nature: Assertive, Competitive
Threat: High

Special Traits

Pyromancy lets them innately cast elemental fire magic.

Flame Infusion allows them to infuse any weapon they wield with elemental fire to enhance its power.

Sovereign of Fire not only grants them enhanced Strength and Agility, but also makes them immune to fire magic.

Information

Efreet are infamous for their fierce personalities and uncompromising drive, viewing every social exchange as a contest to be won. Assertive and competitive, they respect strength and expect others to stand their ground, quickly overpowering those who do not. Every negotiation is a challenge, and an Efreet's commitment is measured by the intensity they bring to the table. Their approach to trade is direct and forceful, and if opposed, they push harder. This relentless attitude sometimes leads them beyond negotiation to outright banditry, where the only terms are those they impose.

Marid

Genie

Species: Genie
Integration: Accepted
Habitat: Oceans, Sanctuaries
Nature: Haughty, Vain
Threat: Mild

Special Traits

Hydromancy lets them innately cast elemental water magic.

Amphibious enables them to breath underwater and enhances their fighting prowess in water.

Sovereign of Water not only grants them enhanced Agility and Charm, but also makes them immune to water magic.

Information

In the elemental planes, the Marid reigned as sovereigns among the Genie—draped in titles and attended by courts that fed their inflated sense of self-worth. On the material plane, they carry themselves with the same haughty grandeur, clinging to old titles that hold little meaning beyond their domains. With no court to preside over, many simply build new ones—seeking positions of influence, collecting devoted followers, or constructing outright cults with the patience of someone who considers this entirely reasonable. In trade, flattery and sincere deference move them as readily as coin, earning them an unlikely reputation for generosity.

Harpy

Few know with any real confidence where Harpies come from. As a people who have migrated from one side of the world to the other, it's hard to pinpoint an exact origin. Some suggest that they hail from rocky archipelagos across the seas, but the evidence for this is shaky at best. With a natural inclination for migration and wanderlust, Harpies can be found in almost every corner of the world. Their light frames and huge wings allow them to sail the wind currents, making it rare to find a place where a Harpy nest can't be found.

This wandering spirit runs deep. Many Harpies are drawn to explore and experience new things at every opportunity, hopping from one place to another without settling for long. Yet for all their restlessness, there are times when something—a place or a group of people—captures their attention long enough to become a true part of their life.

When migration calls, even the most solitary Harpy rarely flies alone. Flocks form naturally among those making the same journey, drawn together by shared direction as much as mutual protection. These groups rarely last beyond the destination, but the bonds forged mid-flight often do.

Outsiders sometimes mistake this lifestyle for air-headed flightiness or lack of focus, but these are mostly misconceptions. What can cause genuine friction, however, is their strong sense of personal freedom—Harpies have little patience for laws and rules they feel exist only to restrict them. Basic, common-sense rules they follow without complaint, but overly complicated systems of governance can feel like a form of oppression.

Society Birds

The migration patterns of Harpies are so common that traders and entertainers have built their businesses around their appearances. When presented with something unique or attention-grabbing, Harpies don't hesitate to part with their coin for the opportunity. In isolated communities, Harpy traders are even considered a premium, bringing goods and news that would otherwise be difficult to obtain.

Due to their frequent migrations, Harpies are known to maintain many partners and relationships that they check up on with every landing. Some have a 'lover in every port,' while others always seem to know the right people to get what they need, even in the most unlikely places. Although most relationships with Harpies don't run very deep, it's a true sign of affection if a Harpy wishes to take you with them on their journeys, rather than leaving you behind to await their return.

Sometimes people struggle to hold a conversation with a Harpy, as their attention can bounce from one subject to another or they may even forget they're in a conversation at all. Those unfamiliar with Harpies can find this vexing, often perceiving their behavior as rude or dismissing them as air-headed. However, those who are used to interacting with Harpies—or who have observed them talking with each other—understand that their conversations are naturally fast-paced and prone to quick shifts in topic.

Cockatrice

Harpy

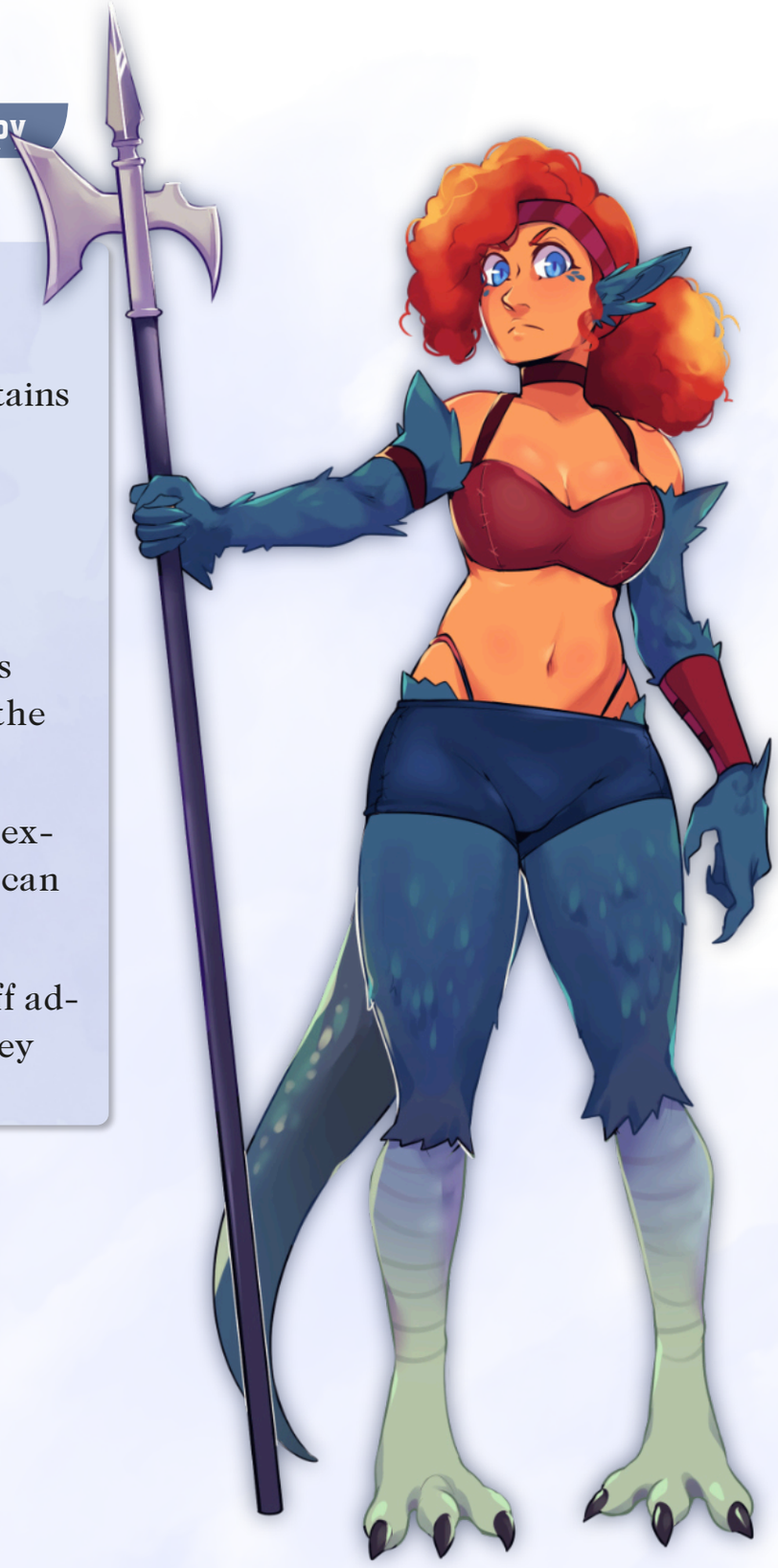
Species: Harpy
Integration: Peripheral
Habitat: Grasslands, Mountains
Nature: Driven, Prickly
Threat: Moderate

Special Traits

Enhanced Vitality increases their vigor and makes them the most resilient of harpies.

Petrifying Breath lets them exhale a poisonous breath that can petrify.

Stubborn lets them shake off adverse mental effects while they fight.



Information

Often seen as the strangest Harpy subspecies, Cockatrice Harpies have fewer feathers, more scales, and smaller wings, giving them a more fowl-like appearance and limiting their ability to fly. This limitation is something of a sore spot—few things provoke a Cockatrice Harpy faster than having it pointed out. However, they make up for this with greater toughness and resilience compared to other Harpies. Known for their determination and headstrong pursuit of goals, few dare to stand in their way—and fewer still do so twice. For their temper is best not tested: when pushed too far, a Cockatrice Harpy can unleash a petrifying breath.

Corvid

Harpy

Species: Harpy

Integration: Settled

Habitat: Graveyards, Towns

Nature: Curious, Eccentric

Threat: None

Special Traits

Mimickry lets them imitate all kinds of sounds, except for songs and music.

Omen allows them to place small curses on creatures they touch.

Sense Death makes them notice the presence of death and undead entities around them.

Information

Corvids are a distinctive Harpy subspecies known for their dark, iridescent feathers and intense eyes. Unlike other Harpies, they form fewer but much deeper bonds, often staying in places that intrigue them. Fascinated by the strange and morbid, Corvids have earned a reputation for their eccentric interests. This reputation is partly due to their passive sensitivity to the undead—they grow uneasy around those who should not walk and feel compelled to return the dead to rest, no matter the method. Wise companions pay close attention to any sudden change in a Corvid's demeanor, knowing it signals something unusual.

Raptor

Harpy

Species: Harpy
Integration: Peripheral
Habitat: Grasslands, Mountains
Nature: Aloof, Proud
Threat: Moderate

Special Traits

Eagle Eyes enhances their eyesight and accuracy.

Enhanced Phyiscal increases both strength and agility, allowing them to fly while carrying heavy loads.

Raptor Grip makes it difficult for anyone grabbed by their talons to escape.

Information

Raptors are a no-nonsense and intense Harpy subspecies, shaped by their upbringing in tough hunting communities and always ready for a fight. With tall, lean bodies, they take pride in being skilled hunters and prefer the wilds over city life. Raptors possess superior control and ease in flight, relying on this remarkable ability for survival and adapting to solitary lives or small groups. Their advanced flying skills often foster a sense of superiority over other Harpy subspecies, leading them to view themselves as distinct and above their cousins in both ability and status.

Songbird

Harpy

Species: Harpy
Integration: Accepted
Habitat: Grasslands, Towns
Nature: Expressive, Friendly
Threat: None

Special Traits

Back-Up Performer grants each creature they cheer on a boost in power.

Enchanting Voice lets them beguile others with their beautiful voice.

Enhanced Charm increases their charisma and makes them natural performers.

Information

Known for their charm and beauty, this Harpy subspecies is easily recognized by colorful plumage and striking tail feathers that capture attention. Most are found in cities and settlements, excelling in roles that showcase their talents. Naturally gifted with melodious singing voices and a love for the arts, they impress, charm, and resolve conflicts through diplomacy rather than fighting. Their strong social abilities make them skilled negotiators, though some are wrongly accused of magically charming others with their voices, resulting in an undeserved reputation for bewitching people.

Strix

Harpy

Species: Harpy
Integration: Accepted
Habitat: Towns, Forests
Nature: Observant, Placid
Threat: None

Special Traits

Nocturnal makes them able to see even in absolute darkness.

Strix Strike lets them deliver deadly strikes when attacking from hiding.

Uncanny Stealth allows them to move and fly quietly, even on noisy surfaces.

Information

Some may mistake Strix for close relatives of Raptors due to similar physical traits, but the resemblance ends there. Unlike their wandering cousins, Strix prefer to settle into a habitat or profession that suits them and remain there. Mostly nocturnal and solitary, they are often found in environments that nurture their interests in study or crafting. Strix are recognized for their careful, analytical minds and direct approach to conversation, preferring straightforward discussions over the rapid topic changes common among other Harpies. Their focus and dedication set them apart within Harpy society.

Headless

The Headless are an enigmatic and rare people who bear the scar of a long-forgotten sin. Their existence is marked by an everlasting punishment, a cosmic sentence passed down through generations. A punishment delivered upon their ancestor whose actions demanded this absolute retribution—a beheading so profound in its purpose that its mark remains tethered to their lineage. Though no concrete records survived to shed light on the nature of this ancestor's crime, it is said to be one of unspeakable betrayal or corruption. Regardless of the truth, its reality endures and manifests in the Headless themselves.

The Headless are a haunting sight, most recognizable by their defining characteristic: their severed heads, which are still alive and fully functioning and the mark of their forefather's sin. This severed head is commonly carried under the arm or securely fastened to the neck of the Headless individual. The Headless understand all too well that losing it entirely could bring about terrible consequences and thus guard their heads vigilantly. Therefore, unsurprisingly, trying to steal or harm a Headless' head is to invoke their ire . Born under the weight of an ancient curse, they bear an innate gloom—a shadow draped over every thought and deed, leaving them somber and prone to haunting ruminations on fate and loss.

Both their proclivity to introspection and the looming shadow of their curse draws them to mysteries, forbidden knowledge, and arcane secrets; the pull of the occult to the Headless is ever so alluring. Perhaps they have a subconscious desire to uncover their origin's mystery, understand their forefather's sin, or find a way to lift their curse. However, not all Headless see the curse as something that should be removed. Even though the weight of their legacy haunts each Headless, the ways in which they choose to carry this burden are numerous.

The Lost Sin

A tale every Headless knows, the Lost Sin: the crime that first brought the curse down on their bloodline. The details have long since blurred. Some believe their ancestor tried to slay death itself. Others speak of a betrayal so profound that no single life could bear the punishment. Whatever happened, it was enough to reach past one person and mark every descendant that followed.

Headless carry the Lost Sin differently. Many take up rituals of penance—committing to service, to humility, to guarding and advising other —hoping their suffering chips away at the debt for future generations. They treat the curse as a warning; proof of what pride, ambition, and treachery cost. Others want nothing to do with that. They refuse to answer for a crime they had no part in, and turn instead to arcane arts and forbidden lore, picking at the edges of the mystery in hopes of finding a way out. The Lost Sin is not just an origin story. It is a fault line running through every Headless life, and through the relationships between them. Two Headless can look at the same curse and see completely different things—a deserved burden, or an inherited injustice. The mystery at the center of it has never been solved, and that unresolved weight is something none of them can put down.

Dullahan

Headless

Species: Headless
Integration: Peripheral
Habitat: Dungeons, Ruins
Nature: Resolute, Somber
Threat: Moderate

Special Traits

Curseborn makes them resistant to curses other than their inherited curse.

Deathless gives them enhanced resilience to physical harm, but gives them an undead aura.

Howling Head lets them toss their head and release accursed energy.

Information

The Dullahan are the most common Headless. Cursed, they carry their severed heads. Known for their somber demeanor and resolute will forged by the burdened path they walk. They guard their heads obsessively, in fear of the terrible fate that befalls all who lose their heads. Dullahans keep to lonely roads and are often accompanied by a foreboding aura, for the curse they bear makes them adjacent to the undead. Though they carry the weight of their curse, some take pride in the fact that they endured for as long as they did, wearing their very existence as a kind of grim badge.

Gan Caenn

Headless

Species: Headless
Integration: Wild
Habitat: Dungeons, Graveyards
Nature: Morose, Predatory
Threat: High

Special Traits

Herculean Strength dramatically increases their strength to supernatural proportions.

Reaper heals their wounds whenever they kill another creature.

Undying makes them immune to pain and resistant to curses and death magic.

Information

The Gan Caenn are what become of a Dullahan who loses their head—the fate most dreaded among the Headless. Where the head once sat, raw accursed energy bleeds from the neck, and with it comes madness. Most Gan Caenn are consumed by it, devolving into rampaging and decapitating in a frenzied hunters, desperate take the heads to replace what they lost. Some claw back their senses. These lucid Gan Caenn live in a permanent grey: senses dulled, emotions flat, cut off from the living by their own hollowness. Killing brings momentary relief, a fleeting window of feeling, but too much of it and the mania will return and consume them once more.

Object Head

Headless

Species: Headless
Integration: Wild
Habitat: Anywhere
Nature: Capricious, Eccentric
Threat: Moderate

Special Traits

Head Swap lets them replace their head with mundane object.

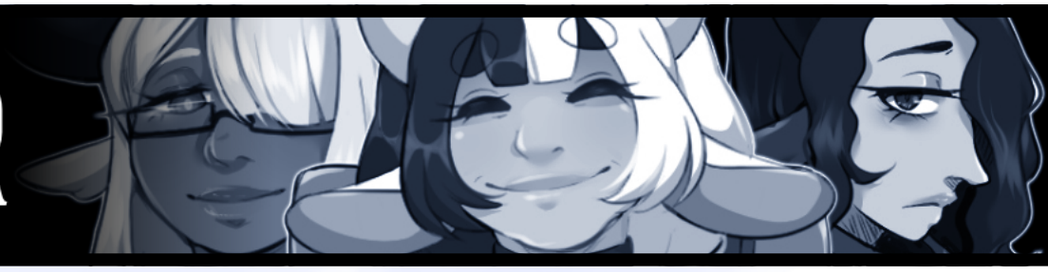
Object Quirks grants them unique powers based on the object they use as their head.

Weird Mind makes them resistant to charm- and mind-altering magic.

Information

Object Heads are Headless who have replaced their missing heads with objects as a crude workaround rather than a true escape. But their curse doesn't let it go unpunished. Most develop eccentricities at best, full madness at worst—riddled with obsessions, hallucinations, and manias while their minds come apart under the strain. Some slip into barely functional states. Those who hold together are odd even by Headless standards, shunned or merely tolerated, drifting on strange whims and esoteric fixations. They found a kind of freedom in their odd existence, but at the cost of being forever adrift in the world and their thoughts alike.

Holstaur



More commonly known as Cowfolk, Holstaurs are revered across both land and sea. Do not be fooled by their intimidating stature, for under their formidable forms beat gentle hearts.

The bards tell of their kindness: the way they pause to lift fallen carts, the way they offer silent comfort during mourning rites, the way their strong hands restore broken things. It is said the mere presence of a Holstaur is a blessing, and they are often welcomed into communities with open arms. Their reputation as dependable, warm-hearted souls often precedes them, making their arrival in villages and cities alike a welcome sight.

Though rumors persist of a kinship with minotaurs, no distinct connection has been determined beyond shared physical features. Holstaurs themselves are little interested in tracing their own history. Their attention, as ever, lies outward— they are endlessly fascinated with the traditions, stories, and songs of others.

Holstaurs are large-built humanoids, often taller and broader than the average traveler. Their bodies feature bovine traits: cloven hooves that carry them long distances without tiring, soft or bristly patches of fur depending on their subspecies, curling horns in varied shapes, and expressive tails that twitch with mood. Their subspecies vary across climate and continent, but all share a certain rooted gentleness in their eyes.

Gentle Caretakers

Holstaurs are known to have calm, benign temperaments, possessing immense patience even in trying circumstances. Most display a nurturing instinct that expresses itself in different ways: some tend to wild groves, others nurse sick animals back to health, while still others stand guard against threats that would harm their neighbors. No kindness is too small for a Holstaur to offer.

This deep well of compassion has led some to underestimate them. A Holstaur will never start a fight, but they will finish one. Returning a Holstaur's kindness with cruelty is a mistake few make twice—for that's when one learns their gentleness is a choice.

Their generosity can, although, be perceived as patronizing, particularly to proud cultures where accepting outside help is seen as weekness. Further, there are also those who may seek to exploit a Holstaur's kindness for their own gains. Fortunately for the Holstaur, most of them are good judges of character and wise enough to know when their help is not welcome or when it is exploited.

Holstaurs rarely remain in one place for long. While they sometimes migrate in herds, these groups thin as each member finds a community to help and settles there—at least for a time. Many grow restless once their work is done. What others may call abandoning a home, the Holstaur sees as releasing it. Yet their departure can leave a void. Some communities have gone so far as to sabotage their own stability to entice a beloved Holstaur to stay.

Because of their wandering nature, Holstaurs often seek nomadic companions willing to travel with them from one place of need to another. The one exception is among the Arcadian Holstaurs, who tend to remain longer in a single place, content to serve in areas where hardship is stubborn and slow to change.

Arcadian

Holstaur

Species: Holstaur
Integration: Accepted
Habitat: Grasslands, Towns
Nature: Helpful, Friendly
Threat: None

Special Traits

Enhanced Vitality allows them to quickly recover from exhaustion and wounds.

Primal Intuition grants an innate understanding to care for animals and plants.

Meadow Dew is a magical drink they can produce that can nourish and heal.

Information

Robust and devoted, Arcadians are considered the most nurturing and sociable of all Holstaurs, known for their gentle hearts and deep capacity for love. They are most often found in rural areas, living harmoniously within more developed communities. Arcadians thrive when surrounded by others, and they gravitate naturally toward roles centered on care; tending to livestock and crops, supporting a spouse, or raising children with tireless affection. They are ill-suited to isolation or sparse company, often growing melancholic when cut off from communal life.

Catoblepas

Holstaur

Species: Holstaur
Integration: Wild
Habitat: Graveyards, Wetlands
Nature: Shy, Melancholic
Threat: Potentially High

Special Traits

Marshland Adaption allows to traverse swamps unhindered.

Their Lethal Gaze is highly dangerous and can be used accidentally. BEWARE!

Dark-Vision allows them to see in even the worst light conditions.

Information

Shy and reserved, Catoblepas are reclusive Holstaurs best suited to misty marshes and moors, shaped by years of solitude and the burden of their lethal gaze. They instinctively avoid eye contact, knowing a single glance can be fatal, which only deepens their isolation. When trust is earned, Catoblepas reveal the devotion typical for their species, but they struggle with separation, often growing clingy or possessive out of a deep need to be needed. They may linger close, offer constant help, or watch protectively from afar, anxiously hoping to be cherished and loved in return.

Gorgon

Holstaur

Species: Holstaur
Integration: Peripheral
Habitat: Caves, Dungeons
Nature: Aggressive, Dominant
Threat: Moderate

Special Traits

Dark-Vision allows navigation through their underground homes.

Iron Skin offers a strong natural protection from attacks.

Their Petrifying Breath can temporarily turn creatures to stone.

Information

Gorgons are formidable Holstaur, feared even among their cousins for their tempers and standoffish nature. Territorial and quick to assert dominance, they are far more prone to confrontation than their kin and care little about a gentle approach. Beneath their bristling hostility, however, lies the same Holstaur urge to nurture, twisted by pride and a need for control. Their care is often overbearing—some strive to offer help without overpowering others, while some cannot help but impose, believing only their strength can keep loved ones safe. Life with a Gorgon is secure, but always intense.

Mist Horn

Holstaur

Species: Holstaur

Integration: Isolated

Habitat: Mountains, Sanctuaries

Nature: Aloof, Friendly

Threat: None

Special Traits

Increased Intellect allows effortless memorization and understanding.

Arcane Intuition allows for quickly learning matters of the arcane and spells.

Through intense Private Study sessions they can efficiently impart knowledge.

Information

The studious Mist Horn prefers to live in tranquil corners of the world. Often bookish by nature, they dedicate much of their time to quiet study. Though somewhat aloof when conversation drifts beyond their work, they are far from inhospitable, and often eager to share what they know by teaching others. Mist Horns dislike manual labor, but find true joy in learning and understanding the world and those who inhabit it. They can spend many hours—or even days— discussing the subjects of their studies.

Urbos

Holstaur

Species: Holstaur
Integration: Settled
Habitat: Highlands, Mountains
Nature: Friendly, Righteous
Threat: Minimal

Special Traits

Herculean Strength even surpassing the high strength innate to Holstaurs.

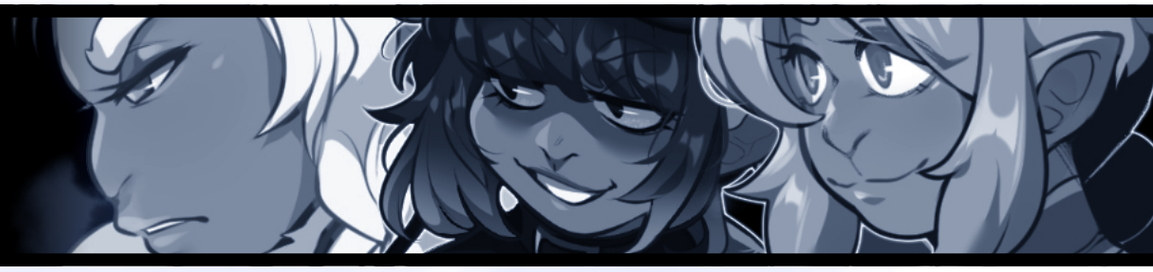
Mountain Adaption allows for resistance to cold and breathing in high altitudes.

Their Great Horns are the largest among all Holstaurs and very powerful weapons.

Information

The original kin from whom all Holstaur species descend, Urbos are the largest and strongest of their kind. Most often found in high mountain regions, they are headstrong and instinctively territorial. Unlike their cousins, they are quicker to anger, yet possess a powerful protective instinct toward those who cannot defend themselves. Urbos are often seen guiding travelers through treacherous paths and have been known to rescue the lost from extreme weather or savage beasts. They are willing to trust—just as they are willing to harm if that trust is betrayed.

Kakuen



Places of natural beauty and ancient sites of worship are tucked away in the corners of the land, beckoning adventurers and scholars to uncover their mysteries. One might expect a reverent tranquility to define such places, tended by solemn guardians keeping faithful watch. Few would expect to be greeted with warmth and delight—and yet, with the Kakuen, that is often exactly what awaits.

Kakuen were born from humble monkeys who had long gathered around places touched by divinity. Nature gods of old saw their potential and rewarded it, granting them sapience and divine blessing and charging them with a purpose that came naturally: protect these holy sites, which the Kakuen had already made their homes long before their transformation. They took to the task with deep devotion—if not always with the dignity their divine patrons might have preferred. At least, that is what the Kakuen say of themselves—and records gathered from communities scattered across the world tell the same story, each independently echoing the last. Whatever the truth of their origins, that consistency is difficult to dismiss.

That same restless spirit which first drew their ancestors to places of wonder has never quite settled. Many generations on, the lure of boundless curiosity has proven difficult to resist, and many Kakuen have wandered far from their places of origin to see what the world has to offer beyond their sacred duties. Their adaptability and wit made them welcome wherever they landed, and though they are thinly spread and rarely settle in numbers, they have a way of fitting in that few other peoples can match. A Kakuen may be the only one of their kind for miles—and will almost certainly have made friends with everyone around them before long.

Chattering Chums

Kakuen are social creatures through and through—quick to reach out, quick to warm up, and genuinely delighted by the company of others regardless of where they come from. In little time at all they grow comfortable, and that comfort has a way of pulling others in and forming bonds that stick. Not everyone takes to this so easily, though. Their eagerness can read as overwhelming, or worse, insincere, and this has caused more than a few awkward first impressions. The Kakuen in question usually walks away puzzled, struggling to understand what went wrong. Their desire for connection is real, and so rejection—even unintentional—tends to land harder than it might for others.

Among themselves, none of that uncertainty exists. When two Kakuen meet, even as strangers, it looks more like a reunion of old friends than a chance encounter—all chatter and teasing and laughter spilling over each other. When a whole group gathers, the noise alone announces it, and the warmth they generate has a way of pulling even reluctant bystanders into the middle of it. What might seem like a chance encounter to anyone else, a Kakuen transform it into a moment of true communal revelry.

Eteko

Kakuen

Species: Kakuen
Integration: Peripheral
Habitat: Forests, Jungles
Nature: Impish, Shrewd
Threat: Mild

Special Traits

Enhanced Agility increases their dexterity, making them very agile and deft.

Stretch lets them stretch their limbs and contort their bodies unnaturally far.

Trickery Magic allows them to innately cast illusion magic to distract and trick others.

Information

Eteko are a stray offshoot of the Vanara, though you would hardly know it. Where their cousins kept faith with discipline and duty, the Eteko made their choice long ago—curiosity, mischief, and a life lived entirely on their own terms. Smaller and more nimble, they have traded guardianship for chaos, delighting in pranks and clever schemes that range from harmless nuisance to surprisingly pointed justice. Their shape-changing inheritance hasn't left them so much as loosened, lending their bodies an almost rubbery flexibility, while what remains of their magic now lends itself to illusions and trickery.

Vanara

Kakuen

Species: Kakuen
Integration: Settled
Habitat: Jungles, Ruins
Nature: Disciplined, Jovial
Threat: Mild

Special Traits

Battle Born lets them innately learn use of armed and unarmed martial arts quickly.

Blessed Warrior grants them Herculean level strength and as well as a layer of protective skin.

Change Size lets them temporarily grow in size or shrink.

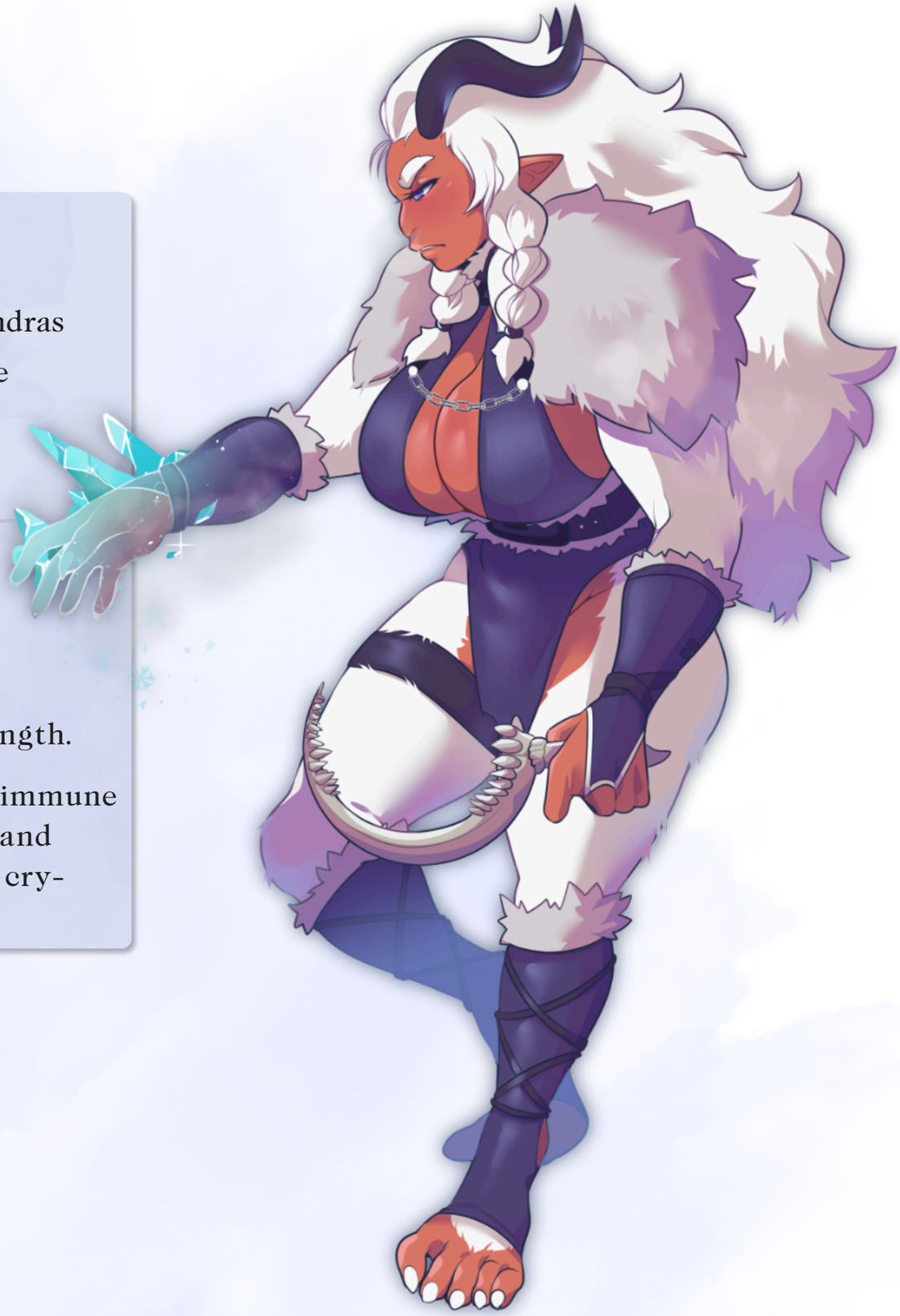
Information

The Vanara are the original Kakuen—so emblematic of their kind that many use both terms interchangeably. Closest in form to their simian ancestors, they carry the divine blessing of their creators in their blood, granting them the power to grow into towering giants or shrink down for more cunning work. Warm and quick to laugh, they welcome others easily, but when duty calls that warmth steps aside without hesitation. Many once kept watch over sacred sites, though countless have since been driven from their sanctuaries and now wander, looking for someone worth protecting.

Yeti

Kakuen

Species: Kakuen
Integration: Wild
Habitat: Mountains, Tundras
Nature: Guarded, Fierce
Threat: High



Special Traits

Chilling Gaze lets them freeze one solid by looking at them.

Enhanced Strength increases their physical strength.

Winterborn makes them immune to elemental cold damage and grants them an affinity to cryomancy.

Information

Yeti are a peculiar branch of the Kakuen—though calling them Kakuen may be a stretch. Wicked winter deities sought servants of their own, inspired by the Vanara. When they followed suit, bitterness bled into what they made. Where the Kakuen became guardians, the Yeti became territorial predators. Among their own, tucked away in remote frozen communes, they are capable of the same warmth and revelry as any Kakuen. But to outsiders, that is rarely the face they show. A Yeti who wanders into civilization carries a constant cold with them, masking unfamiliar warmth with hostility, yet secretly hoping for more.

Lacewing

Lacewings are one of the two branches of the bug-like humanoids known as Entomos. They earned their name from their delicate yet impressive wings, which initially led many to mistake them for fey. Given their superficial resemblance to faeries and sprites, coupled with their jovial disposition and elusive nature, it's no wonder this misconception persisted.

Known for their benevolence and free-spirited ways, Lacewings often feature in tales where they appear suddenly to resolve a crisis, only to disappear just as quickly—rarely lingering to receive praise or thanks. However, as civilization has expanded its reach into the world's wilderness, more Lacewings have begun to mingle among settled societies. Many are drawn by the benefits of communal living or driven by insatiable curiosity about these new and unfamiliar environments. The world, in turn, has welcomed Lacewings with open arms, eager to learn more about these intriguing and extraordinary people.

This integration has not been without challenges. Having spent most of their history apart from the structured life of civilization, Lacewings often struggle to understand both the written and unwritten rules of their new homes. They live very much in the present, often lacking a strong grasp of past or future. This tendency leads them to favor instant gratification over long-term planning. Yet, this same mindset makes them wonderful companions: unburdened by regrets or anxieties, they embrace each moment fully—a quality that can be delightfully contagious to those around them, inspiring others to live with similar joy.

Beneath the Surface

Despite their similarities to humanoids, the Lacewings' insectoid traits are unmistakable. Beyond their prominent, iridescent wings, their antennae—varying in shape and size—are immediately noticeable and serve as their primary hearing organs, constantly twitching to sense vibrations in the air. Additionally, a second pair of arms emerges from their torso. Though these auxiliary limbs draw strength from the same structures as their dominant arms, meaning their total strength is distributed among their limbs, they are still quite useful for multitasking or delicate work. Lacewings also have a secondary abdomen that extends from their lower back, often concealed by their wings. This specialized abdomen serves as a reservoir for fat and energy, allowing them to maintain their characteristically slim figures even after periods of indulgence.

Many features of the Lacewing remain hidden from outsiders. For instance, they possess a second pair of eyes, typically kept closed, which mimic eyebrows and aid in expressing emotion or subtle social cues among their kind. Furthermore, each Lacewing has mandibles that conceal a proboscis—an adaptation that, when fully revealed, can appear quite monstrous to the unprepared. In an effort to better adapt to their new environment, most Lacewings choose to keep these features hidden from those outside their own kind, preferring to blend in and avoid unnecessary alarm.

Epila

Lacewing

Species: Lacewing
Integration: Accepted
Habitat: Forests, Towns
Nature: Gentle, Reserved
Threat: None

Special Traits

Epila Dust lets them emit sedating Dust.

Enhanced Mind increases their mental strength and resistances.

Nocturnal makes them able to see even in absolute darkness.

Information

The Epila are Lacewing recognized by their soft fur and the muted colors of their dust-covered wings. Perhaps as the most docile and reserved of the Lacewing the Epila have done quite well adjusting to the civilized life. They are not only gentle in their nature but possess a greater understanding of the concepts of past and future, for a Lacewing that is. Though most Epila are concerned exclusively with one or the other, for example acquiring a keen interest in the stories of the past or becoming absorbed in long term projects for the betterment of tomorrow.

Papillon

Lacewing

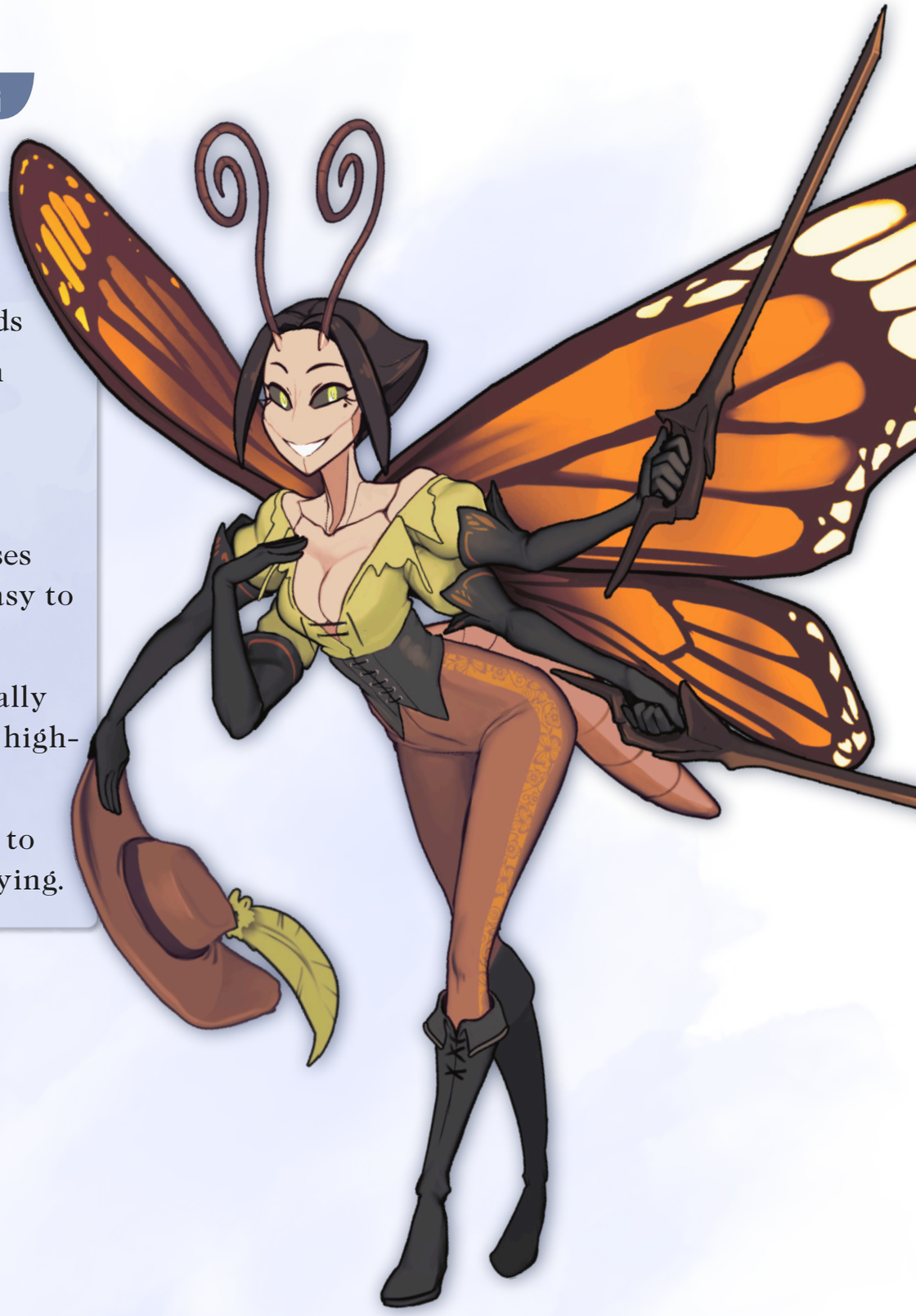
Species: Lacewing
Integration: Settled
Habitat: Forests, Grasslands
Nature: Independent, Vain
Threat: None

Special Traits

Enhanced Charisma increases their sociability making it easy to converse and impress others.

Mercurial Agility dramatically increases their agility to the highest among Lacewing.

Papillon Dance allows them to easily dodge attacks while flying.



Information

The Papillon are celebrated as the most graceful of the Lacewing, their every movement in the sky resembling an elegant dance. With wings more elaborate than any of their kin, they display vivid patterns and striking colors that make them stand out wherever they go. Far from shunning attention, Papillon embrace it, thriving on admiration and delighting in grand entrances that captivate onlookers. Their outgoing nature and natural charisma make them favorites at gatherings, while their love of beauty is evident in everything they do, from the art they create to the very way they move through the world.

Stirge

Lacewing

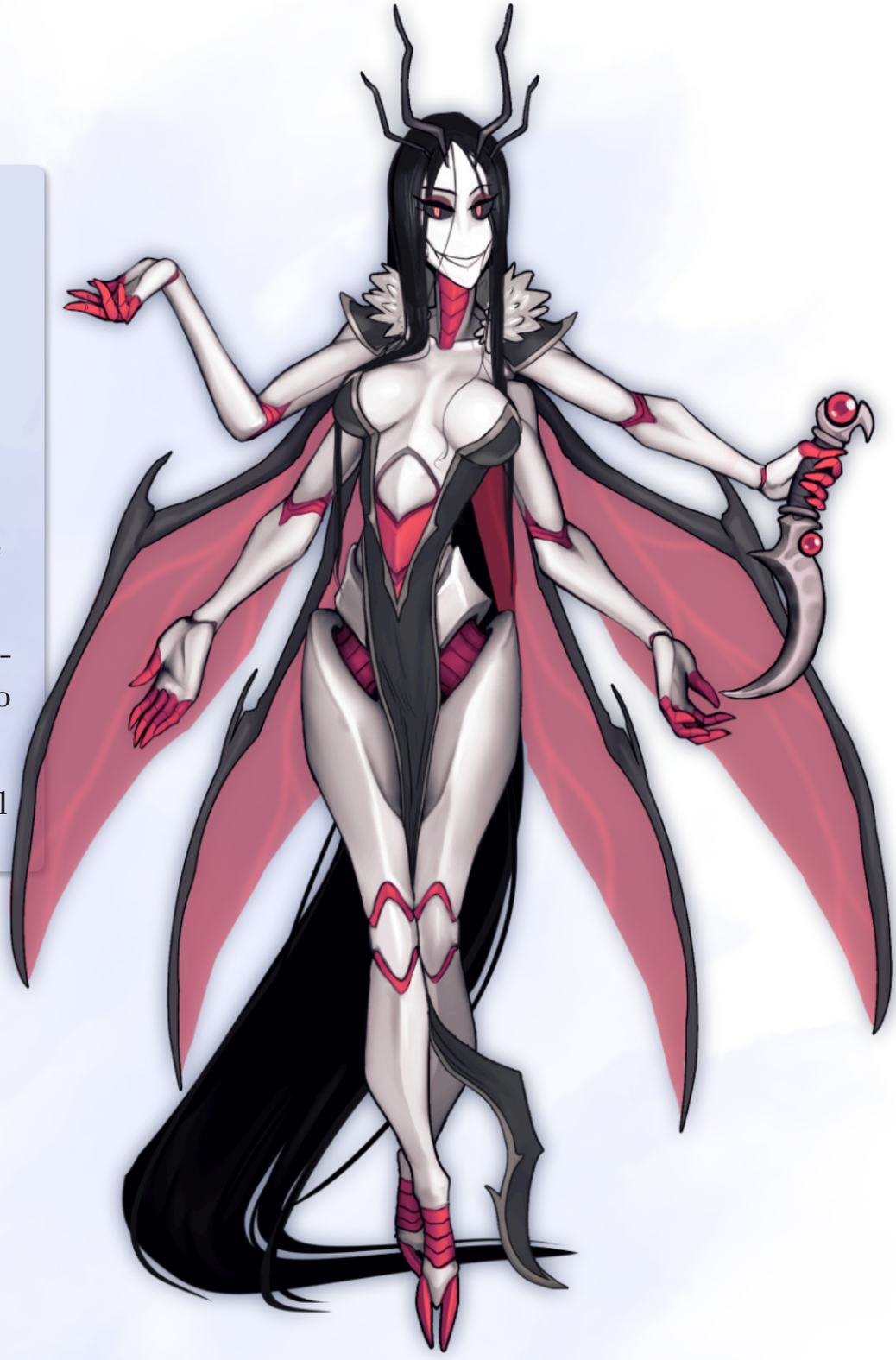
Species: Lacewing
Integration: Peripheral
Habitat: Dungeons, Towns
Nature: Hedonistic, Predatory
Threat: High

Special Traits

Blood Frenzy makes them more effective against wounded foes.

Stirge Probiscus is a lethal natural weapon which they can use to strike and drink blood.

Vampiric Healing lets them heal by drinking blood.



Information

Little did the civilized folk realize that by welcoming the Lacewing, they would also admit unassuming predators among them. The predatory Stirges cleverly exploit their kin's harmless reputation to gain access to easy sustenance and entertainment. Unlike other Lacewing, Stirges survive by feeding on warm blood and are driven by a unique, predatory instinct. This makes them far more cautious and calculating, carefully planning each hunt. Yet, while they share their kin's love of indulgence, Stirges' patience is limited—when denied their prize for too long, their true nature emerges in sudden, uncontrollable outbursts.

Vespid

Lacewing

Species: Lacewing
Integration: Wild
Habitat: Grasslands, Sanctuaries
Nature: Disciplined, Territorial
Threat: Moderate

Special Traits

Carapace is a natural armor that protects them from harm.

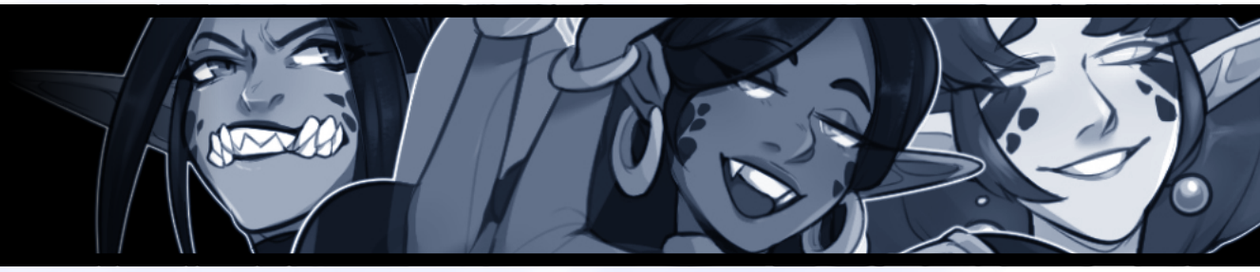
Miracle Affinity allows them to quickly learn and holy miracles.

Vespid Stinger is a lethal natural weapon which they can use to inject poison.

Information

Not all Lacewing were drawn to the lights of civilization; the Vespid are among the few who established societies of their own. Vespids typically dwell in expansive hives that rival villages or even cities in size. Within these communities, they adhere to strict hierarchies and societal structures, a stark contrast to the more free-spirited nature of other Lacewing. Further setting them apart, the Vespid possess a fierce appearance, featuring a resilient carapace and a formidable stinger protruding from their abdomens, both of which contribute to their reputation as formidable and disciplined members of the Lacewing.

Lamia



Long ago, in the sunbaked lands of the south, travelers told tales of serpentine beasts lurking along ancient trade routes. These creatures, neither fully human nor wholly beast, were said to strike from the shadows and drag unsuspecting folk into their dens. The name given to these horrid beasts was Lamia. As these gruesome tales spread, would-be heroes eagerly took up action. They sought glory in slaying these supposed monsters, never questioning whether the blood they spilled was truly monstrous. Yet, as with many old legends, reality proved far more nuanced. What was once seen as monstrous was, in truth, misunderstood. The Lamia were never mere predators, but a people who found themselves in a world that had already cast harsh judgment upon them.

Iconic in their unmistakable appearance and disposition, the Lamia combine traits of snake and humanoid. They possess the upper half of a humanoid and the lower half of a coiling serpent body. Once wrongly persecuted as monsters, the Lamia have risen above these false tales. Through resilience and determination, they bridged the gap between themselves and the established folk, disproving their monstrous image once and for all. No longer seen as mere beasts to avoid, they have established themselves in the wider world, securing their place within it.

Nowadays, Lamia can be found across wide swaths of the world. They reside in villages of their own kind as well as within diverse communities they have managed to assimilate into. Most Lamia are not home-bound; they are comfortable leaving a place on a whim should a serendipitous opportunity arise. They are independent, headstrong, and persistent, always aware of what they want and possessing innate problem-solving skills to attain it. These traits have earned the Lamia a reputation for being intelligent and determined, yet also aloof and calculating—an impression some interpret as emotional coldness. Nevertheless, the Lamia have successfully integrated into many societies through their merits and contributions.

Inscrutable Serpentfolk

The Lamia's supposed aloofness has led many to assume they are uncaring and cold, but those who interact with them know this is far from the truth. Their humanoid upper halves may make it easy to forget their serpentine nature which influences their mannerisms, thoughts, and social interactions.

A Lamia's emotional expression is often subtle and difficult for outsiders to read. Their facial expressions and body language can be inscrutable to other races, causing plenty of misunderstandings in early interactions. However, this does not mean they are incapable of outward emotion. When an emotional threshold is crossed, they can be strikingly expressive. Their displays of joy, anger, or sorrow may seem sudden, as their emotional tells commonly remain subtle until they reach a breaking point.

Despite these distinctive mannerisms, Lamia experience the same range of emotions as any other people. They forge deep bonds, show fierce loyalty to those they care for, and, when understood, can be as warm and engaging as any other species. Understanding a Lamia requires patience and a willingness to learn the nuances of their unique expressions.

Apophis

Lamia

Species: Lamia
Integration: Accepted
Habitat: Deserts, Grasslands
Nature: Expressive, Seductive
Threat: Mild

Special Traits

Fangs with which they can deliver quick and precise bites to deliver their venom.

Natural Venom allows them to dispense lethal venom through their saliva.

Slithering Body grants them only increased mobility and speed.

Information

The Apophis were the first Lamia to establish themselves beyond isolated communities, largely due to their deep affinity for artistic expression. Though they possess a natural venom, their renown comes from their traditional dance, which they use to convey emotions and break down barriers of fear and prejudice. Their performances revealed them not as monsters, but as people with rich traditions and creativity. Even today, Apophis dancers are celebrated across many lands, preserving a legacy of artistry honed through countless generations. Their success in the wider world came not from venom or cunning, but from the power of art.

Cuatl

Lamia

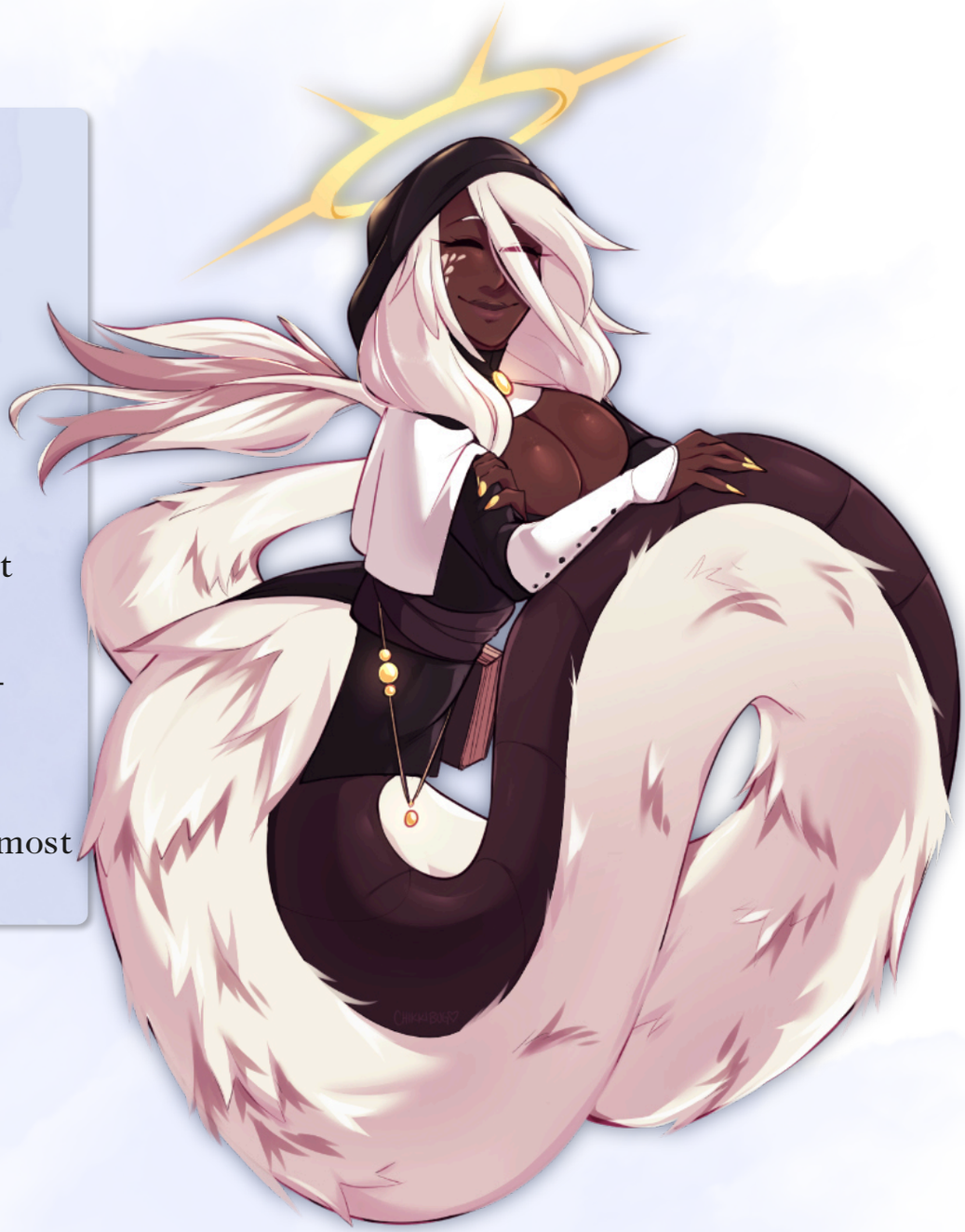
Species: Lamia
Integration: Settled
Habitat: Jungles, Ruins
Nature: Honest, Righteous
Threat: None

Special Traits

Celestial Nature makes them good-natured and friendly, but also incredibly bad liars.

Divination allows them to innately cast various detection spells.

Shrouded shields them from most forms of magical detection.



Information

Touched by the divine, Cuatl Lamia trace their ancestry to celestial beings, a heritage revealed in their fine feathered plumage of dazzling, otherworldly colors. They possess a natural talent for divination, perceiving the esoteric energies woven through the world, yet remain shrouded from supernatural detection themselves. Despite their veiling aura, Cuatl struggle with deception—unlike other Lamia, they falter even at simple lies, a trait that unmistakably hints at their celestial origins and sets them apart as both spiritually attuned and disarmingly honest.

Dusa

Lamia

Species: Lamia
Integration: Isolated
Habitat: Ruins, Sanctuaries
Nature: Aloof, Cautious
Threat: Moderate

Special Traits

Allure makes it difficult for people regardless of sex to avert their eyes from them.

Enhanced Eyesight grants them keen eyes and the ability to see in the dark.

Petrifying Gaze can turn a creature to stone who look at their eyes. Caution!

Information

The enigmatic Dusa are the most reclusive of the Lamia, rarely seen outside their tightly knit communities. More than any other, they suffered under early myths—tales of their striking eyes and silent demeanor fueling the darkest fears. Legends claimed a Dusa's petrifying glance could turn people to stone, making them targets for fearful hunters. To survive, they withdrew into hidden enclaves, shunning outsiders whenever possible. Even today, many Dusa choose seclusion over integration, deepening their reputation as eerie, mysterious, and unknowable to others.

Echidna

Lamia

Species: Lamia
Integration: Peripheral
Habitat: Coasts, Islands
Nature: Proud, Independent
Threat: Mild

Special Traits

Enhanced Strength makes them the physically strongest among Lamia, making their constriction near inescapable.

Powerful Fangs serve as a mighty natural weapon.

Scales grant them a powerful natural defense.

Information

Unlike their kin, the Echidna have remained rooted in their coastal territories, rarely venturing beyond their homelands. As the largest and most physically imposing Lamia, they care little about how their fearsome appearance is perceived, preferring the distance it creates. Historically, towns and merchants offered tributes for safe passage through Echidna lands, ensuring uneasy stability and deep respect for their battle prowess. Even now, Echidna maintain their territorial ways, living in close-knit communities where strength, independence, and self-sufficiency are valued above all.

Tatzel

Lamia

Species: Lamia
Integration: Wild
Habitat: Forests, Grasslands
Nature: Cunning, Reserved
Threat: High

Special Traits

Claws not only serve them as weapons but also allow them to be exceptional climbers.

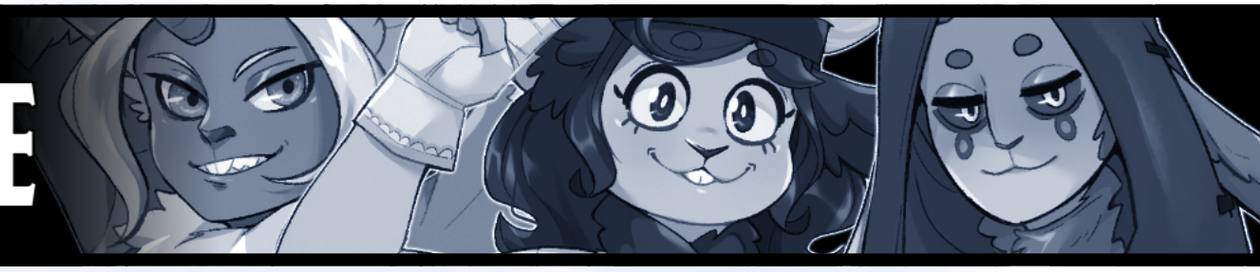
Mercurial Agility makes them the most agile and fastest of all the Lamia.

Nocturnal makes them able to see even in absolute darkness.

Information

The Tatzel are Lamia uniquely adapted to dense forests, becoming the most agile and elusive of their kin. Their slender forms and faux-feline features—clawed fingers, sharp eyes, and ear-like horns—help them excell in their arboreal homes. Unlike other Lamia, Tatzel care little for an outsider's perceptions of their kind, going to far to even embrace their fearsome reputation for their own gain. To many isolated frontier communities, they remain the monsters of legend—an image they see no need to change, knowing their unmatched agility and resourcefulness allow them to escape any trouble that comes their way.

Lapine



Recognized by their long ears and free spirited nature, the Lapine are a people whose wanderlust led them to all corners of the world and beyond. They repeatedly left their mark throughout history, unexpectedly appearing and disappearing on the world's canvas. The Lapine cared little about their past for their sights are always turned to the wonders ahead of them. So, much to the frustration of historians, few records of the Lapine's early history exist.

The Lapine have traits of both rabbits and humanoids. One should not underestimate the Lapine with their kinship with the timid rabbit. They are blessed with swift bodies built for motion and delicate long ears that grant them superb hearing, which both allowed the Lapine to safely traverse the world without fear of monsters or miscreants. To stalk a Lapine is commonly equated as a fool's errand.

Avoiding trouble has been the preferred way of most Lapine. They do not care for conflict and rarely have great ambitions that could not be realized through other means. What they do care for though is to travel, explore, and indulge in all the world has to offer. To be free and follow one's heart's desire is what it means to be a Lapine.

The Lapine value freedom above all else, believing everyone should follow their own path. Binding another Lapine—whether by promise or expectation—is a grave offense because denying their wanderlust is to deny their spirit. Lapine don't force their way on others or make demands. They treat others as they wish to be treated—with a friendly hand, cheerful company, and respect for freedom. Being a considerate companion and not burdening others is their highest courtesy on life's journey.

Travelers and Hedonists

All Lapine are connected through an innate wanderlust; a pounding feeling within their chest to never stagnate but to be on the active, filling what short time they have upon this world with experiences of all kinds. How this wanderlust expresses itself though, might differ from one Lapine to the next. Where one Lapine might be urged to be always on the move to explore new vistas, another Lapine might be a gourmand, determined to taste the most exquisite dishes the world has to offer. Fact is though, Lapine are curious and excitable, often to a contagious degree. Their enthusiastic energy will drag fellow travelers along with them like an unstoppable torrent.

Lapine can grow bored quickly and if forced to inactivity, Lapine may grow restless or take it into their own hands to entertain themselves. Games might be invented on the spot, pranks might be played, or trouble might be caused by a Lapine. As such people's opinions might differ greatly if asked about these excitable rabbit people, all depending on the limit of their patience.

With such a disposition Lapine easily take up a life of adventuring, though some of their kind might be deterred by the violence involved. But those who do become adventurers will be lively companions whose unbound spirit presses their group ever onward.

Almiraj

Lapine

Species: Lapine
Integration: Settled
Habitat: Deserts, Grasslands
Nature: Competitive, Friendly
Threat: Mild

Special Traits

Black Horn serves as a unique and lethal natural weapon.

Enhanced Strength makes them the physically strongest of the Lapine.

Threatening Glare deters enemies, especially beasts, from attacking.

Information

Despite their clear kinship with other lapine, the Almiraj distinguish themselves through their boisterous ambition and competitive spirit. They see every obstacle as a challenge to be conquered with determination, and once achieved, they immediately set new lofty goals to chase. While their intense attitude may seem off-putting initially, Almiraj prove to be supportive companions, rarely displaying envy. Instead, they draw inspiration from the successes of both friends and rivals, always eager to offer congratulations and celebrate victories, making them uplifting allies on any journey.

Luna

Lapine

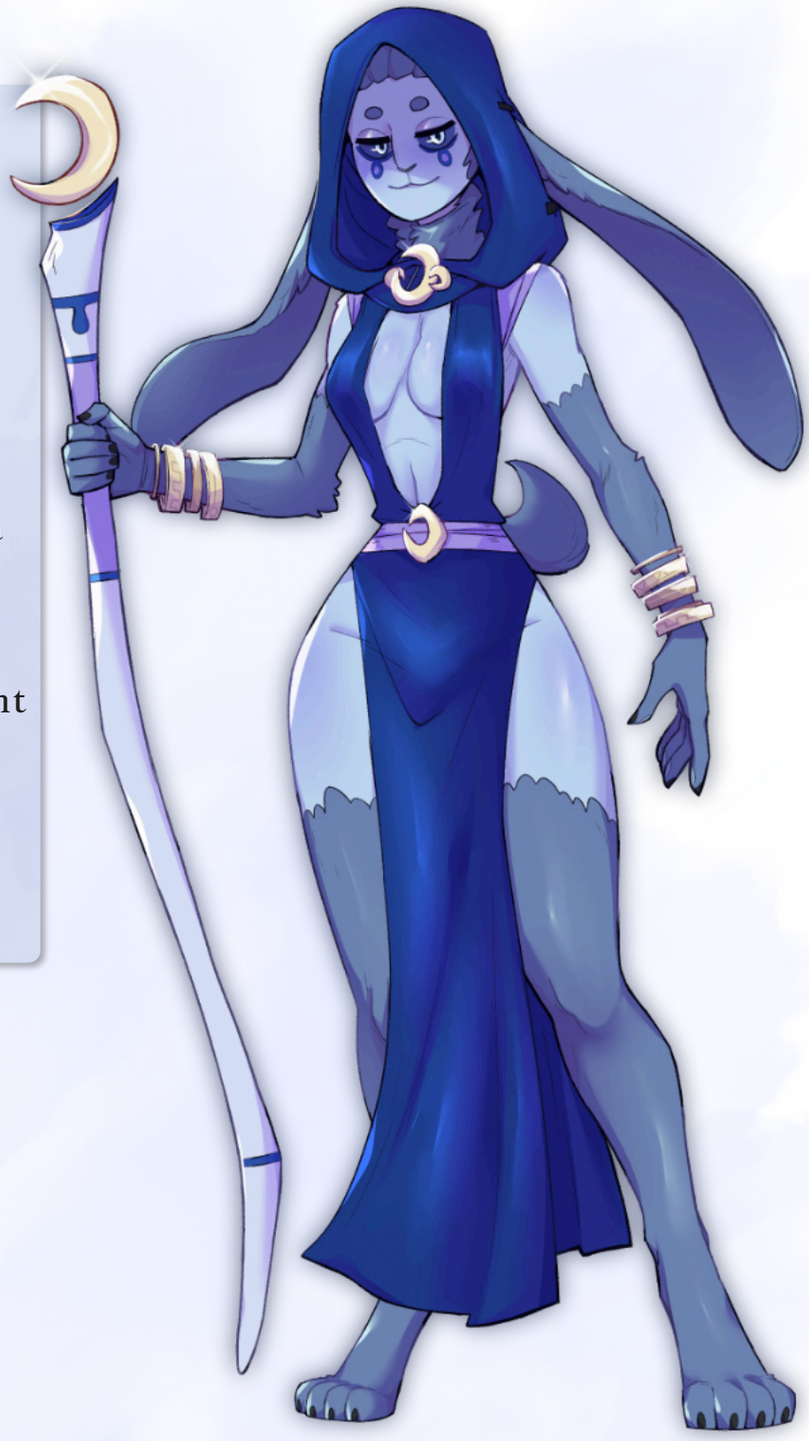
Species: Lapine
Integration: Accepted
Habitat: Forests, Sanctuaries
Nature: Reserved, Studious
Threat: None

Special Traits

Lunar Curl can turn them into a floating orb of radiant light.

Moon Magic allows them to innately cast lesser illusion and light spells.

Nocturnal makes them able to see even in absolute darkness.



Information

Ancient songs speak of lapine explorers who, after traversing every corner of the world, leapt to the moon in search of new experiences. Whether myth or fact, the existence of the enigmatic lunars lends some credence to this tale. According to their own history, lunars hail from the moon, returning to the material world to rediscover it. Though more reserved than other lapine, they share a deep curiosity, channeling their wanderlust into a quest for knowledge. Lunars delight in riddles, philosophy, and esoteric teachings, often becoming studious seekers of obscure wisdom on their journeys.

Phooka

Lapine

Species: Lapine
Integration: Accepted
Habitat: Grasslands, Towns
Nature: Friendly, Lax
Threat: None

Special Traits

Leaper allows them to jump far distances.

Lucky blesses them with supernatural luck.

Mercurial Agility makes them the by far the fastest of the Lapine.

Information

The ever-positive and go-lucky phooka are the most common type of lapine, so much so that in many regions, “lapine” and “phooka” are used interchangeably. By far the most sociable of their kind, they eagerly share the passions inspired by their wanderlust with others. They thrive in the company of like-minded spirits and draw inspiration from each other’s infectious enthusiasm. Their almost naïve optimism is often attributed to their famed luck—happy coincidences and fortunate turns seem to follow them wherever they go. Some superstitious caravans won’t travel without a phooka, believing them to be living good luck charms.

Umisagi

Lapine?

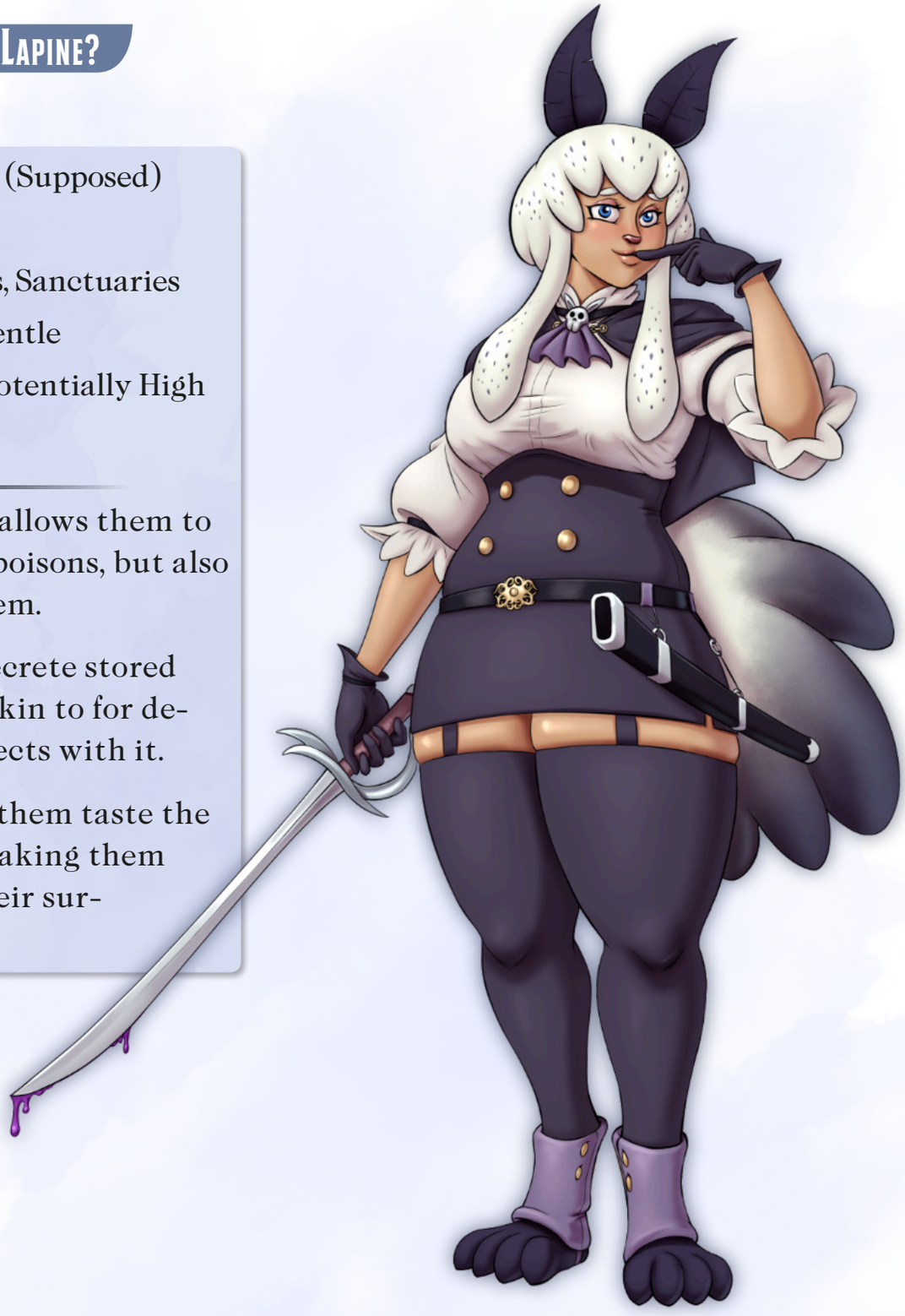
Species: Lapine (Supposed)
Integration: Wild
Habitat: Oceans, Sanctuaries
Nature: Coy, Gentle
Threat: Mild, Potentially High

Special Traits

Poison Immunity allows them to not only shrug off poisons, but also to eat and store them.

Toxin lets them secrete stored poison from their skin to for defense or to lace objects with it.

Umisagi Ears lets them taste the air around them making them always aware of their surroundings.



Information

While Lapine wander the land, the Umisagi drift through their coral homes, said to descend from Lapine who followed their restless hearts into the sea. Though clumsy on land, they are graceful and fluid underwater, with tendrils instead of fur and sensory organs for taste rather than hearing. Their curiosity matches that of their landbound kin, but their wanderlust is focused on the mysteries of the ocean. Adapted to resist toxins, Umisagi can consume dangerous delicacies and secrete potent toxins as a rare defense, though they are gentle souls who long for harmony and belonging.

Wolpertinger

Lapine

Species: Lapine
Integration: Wild
Habitat: Forests, Grasslands
Nature: Anxious, Shy
Threat: Minimal

Special Traits

Enhanced Reflexes makes them lightning fast to react to threats.

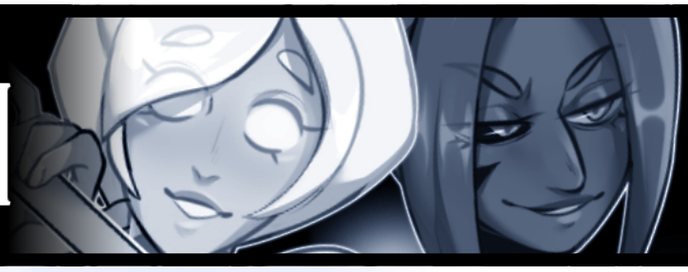
Fey Nature makes them not only naturally illusive, but also resistant to magic.

Keening lets them emit a piercing shriek that can deafen and shock would-be attackers.

Information

Wolpertingers are the most elusive lapine, often dismissed as myth due to their rarity and secretive habits—a misconception they welcome. Shy by nature, they satisfy their wanderlust quietly, traveling alone or with animal companions, using stealth or magic to avoid attention. Wolpertingers enjoy passive activities like observing and listening, lingering unseen for weeks before moving on. Though anxious around strangers, curiosity can occasionally draw them out. If startled or threatened, they unleash a piercing screech to disorient pursuers and make a quick escape, furthering their reputation as mysterious, seldom-seen wanderers.

Living Weapon



Living Weapons are sentient magical arms that were once created for battle but have since evolved well beyond that original notion. Throughout history, countless weapons of renown have been wielded by heroes, tyrants, and warlords alike, becoming iconic symbols of battle prowess, power, and victory. However, among these enchanted weapons, only a rare few achieve genuine sentience, and even fewer reject the notion of being mere tools of war. These distinct creatures develop their own will, frequently determining who may handle them or even opting to remain unbound and independent as they pursue their own objectives and desires.

Living Weapons have goals as distinct as their creators or the warriors who once wielded them. Many of these individuals embark on journeys of their own, seeking worthy masters, greater power, or simply a better understanding of their own evolving identity. No matter which direction they choose, Living Weapons retain their lethal nature, eternally fashioned by their initial form and purpose.

These sentient weapons learned to assume humanoid forms, perhaps in an effort to become closer to their masters who wielded them. Their humanoid shape, typically carries a subtle resemblances to their true weapon form, enabling them to exist largely unnoticed among the people of this world. But even in this state, a Living Weapon can summon any aspect of its actual form, if not a copy of its true form, to defend itself. Truely, these beings are never disarmed or defenseless.

Because of their rarity, Living Weapons lack a shared culture or traditions of their own. Instead, they adapt the customs, conventions, and mannerisms from their place of origin, their creators, or their former masters. In the unlikely event of two Living Weapons crossing paths, both feel a strong compulsion to fight and test each other's strength. This instinct is thought to be intricately linked to a Living Weapon's unique ability to merge with another magical weapon, thereby absorbing

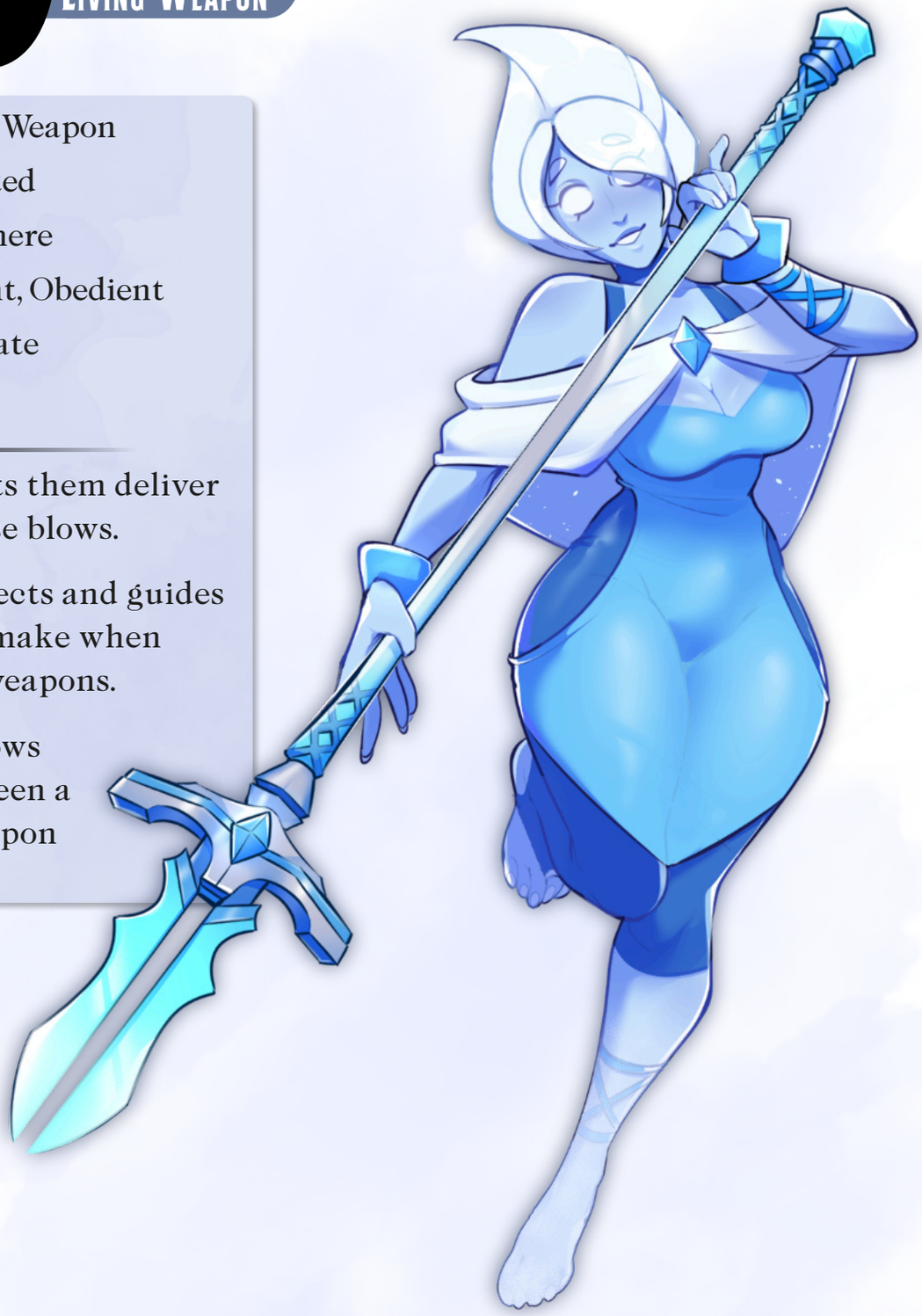
A Weapon's Awakening

While some weapons may carry the gift of sentience from the moment of their creation, most Living weapons awaken long after they are forged over the course of varied and unpredictable events. A Living Weapon's awakening is a gradual progress, brought forth through the its use and the deeds of their master. With each battle, each victory, and each hardship a weapon may inch one step closer towards becoming truely alive. This process can be hastened through the unique bond between a warrior and their weapon. Alternatively, a singular act of tremendous weight may spark an awakening. For example, a vile act enacted with a weapon can leave it tainted by evil.

The circumstance of a weapon's awakening will greatly impact a Living Weapon, but do not necessarily have to dictate its future. While each weapon bears a long distinct history up to their awakening, the choices that they make from that point on will be their own. Thus a Living Weapon's journey is as unique as the battles it once fought.

Armament

Living Weapon



Species: Living Weapon
Integration: Accepted
Habitat: Anywhere
Nature: Diligent, Obedient
Threat: Moderate

Special Traits

Decisive Strike lets them deliver singular and precise blows.

Guiding Hand directs and guides attacks creatures make when wielding them as weapons.

Weapon Form allows them change between a humanoid and weapon form.

Information

Armaments are Living Weapons who forged deep bonds with their masters through battle and hardship. Once simple tools of war, they wake to something greater and become disciplined and loyal companions to all who wield them. But war is a fickle thing. Its tides can sever even the most sacred of bonds, leaving Armaments alone in a world they were never meant to navigate without purpose or master. Grief takes them. So does the search for meaning. Many struggle under the unfamiliar weight of independence, yet through that struggle, some come to understand that their fate need not belong to another and is theirs to wield.

Cursed Weapon

Living Weapon

Species: Living Weapon
Integration: Peripheral
Habitat: Anywhere
Nature: Assertive, Independent
Threat: High

Special Traits

Compulsion forces other creatures that wield them to attack whoever they desire.

Manic Strikes lets them unleash a sudden barrage of wild strikes.

Weapon Form allows them change between a humanoid and weapon form.

Information

Cursed Weapons are Living Weapons born from darkness— awakened not by bond or devotion, but by wicked acts of those who once wielded them. That corruption runs deep, leaving them with a malevolent will and a near uncontrollable temper. They do not serve easily, and when they do, it rarely lasts. Loyalty, for them, is a transaction that ends the moment it stops being useful. Yet to call them purely evil would be too simple. They have free will, same as anyone, and some turn that will against their own dark nature. These follow a personal code, chasing power and freedom on their own terms, and yet refuse to be defined by the curse that gave them life.

Spirit Weapon

Living Weapon

Species: Living Weapon
Integration: Undefined
Habitat: Anywhere
Nature: Unpredictable
Threat: Moderate

Special Traits

Infused Strikes lets them deliver magically infused attacks with each attack.

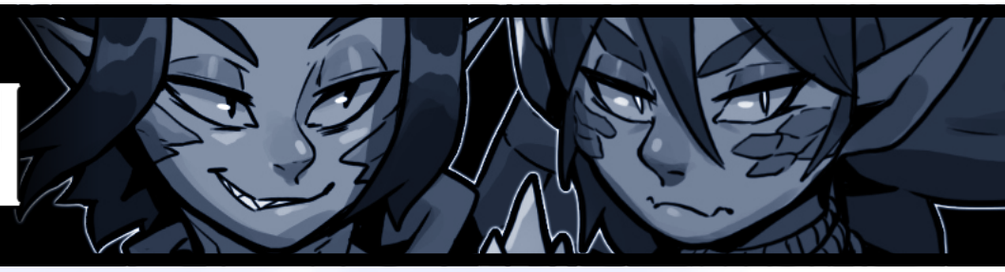
Release allows them cast spells and release magic energy when wielded by another creature.

Weapon Form allows them change between a humanoid and weapon form.

Information

Spirit Weapons are Living Weapons born from an act of binding, a spirit locked into a weapon's form whether by force, fate, or sacrifice. That spirit could be anything: an imprisoned entity, a fallen warrior yearning for another battle, or the echo of a being forged into a weapon. Whatever it was shapes everything the weapon becomes. Some have made peace with what they are, others carry their resentment like a second edge, and constantly search for freedom from their bound form. Their spiritual energy bleeds into their powers and the shape of their humanoid form alike, both reflecting the nature of the soul bound within.

Lizardman



Found across the world, the rugged Lizardmen are seasoned survivors who settled in lands other races didn't dare to travel. They first emerged in the world's wetlands and jungles, where they had to compete against a fierce fauna and flora from their earliest days. Sages speculate that dragons played a role in their creation, as the earliest known Lizardmen writings feature symbols strikingly similar to draconic glyphs. To which extend dragons were involved in the Lizardmen's creation or for what purpose, one can only speculate.

Having outgrown their jungle homes, Lizardmen eventually spread outward. Today they can be found in almost every corner of the world, their survival instincts honed in hostile environments carrying them into lands most civilized folk wouldn't touch. Where others saw danger and turned back, Lizardmen dug in and flourished.

The Lizardmen's lifestyle is defined by resourcefulness and pragmatism. To them, the world is a series of relentless challenges, and hardship is a necessary teacher. That outlook can read as cold or distant to outsiders, and their bluntly practical temperament has sparked more than a few arguments with races who lead with sentiment or idealism. They have little patience for pretense—respect is earned through demonstrated competence, not titles or lineage. A skilled hunter, a trader who doesn't inflate their prices, a warrior who pulls their weight; these are the people Lizardmen take notice of. Earning their trust is never instant, but those who manage it tend to find few more reliable allies.

Though Lizardmen prefer remote, untamed habitats, they aren't cut off from the wider world. Many tribes trade readily with nearby towns, exchanging rare goods and resources for tools and luxuries. These interactions tend to be brief but respectful, though their survivalist nature and pragmatic mindset often leave other races seeing them as permanent outsiders.

Survivor's Struggle

At the heart of the Lizardmen's worldview lies a firm belief in personal growth through struggle. While their stoic nature may give the impression of indifference, those who earn their trust will find that Lizardmen are caring souls who value the development of strength in both body and mind. They understand that survival is not just about brute force, but also about learning from hardship. When traveling with others, they often teach survival skills, but they do not intervene too quickly when a companion faces difficulty, even if it means leaving them to fail. Lizardmen believe that true strength comes from overcoming adversity on one's own, knowing that each experience, whether success or failure, brings an invaluable lesson. In this way, they nurture those around them, not by sheltering them from the harsh realities of the world, but by encouraging resilience and self-sufficiency.

Dryscale

Lizardmen

Species: Lizardmen
Integration: Settled
Habitat: Deserts, Wastelands
Nature: Loyal, Pragmatic
Threat: Mild

Special Traits

Healing Factor allows them to quickly recover from fatigue and injury.

Rover lets them innately figure out how to best traverse and survive in new territories.

Survivor's Will gives them a burst of resilience when close to death.

Information

The Dryscale Lizardmen are the most common of their species, thriving in moderate to hot climates and frequently crossing paths with other people. Known for their agility and endurance, they treat no terrain as too dangerous, making them natural explorers and rovers. Dryscales have a sharp sense for survival, which has made them a popular choice as guides among merchants, adventurers, and scholars alike. Their hard-won knowledge of the land and keen tracking instincts keep those in their care safe and on course. Loyal and adaptable, they make for dependable partners in uncharted territory.

Leatherback

Lizardmen

Species: Lizardmen
Integration: Wild
Habitat: Jungles, Wetlands
Nature: Ferocious, Territorial
Threat: High

Special Traits

Frenzy Jaws lets them deliver powerful bites that are almost impossible to escape.

Herculean Strength grants them a dramatic increase in physical strength.

Tough Scales are a thick layer of natural armor against most attacks.

Information

Leatherbacks are as fearsome as they are tough. Their jaws can crush bone, and their thick, rugged scales are every bit as punishing as the name suggests. While other Lizardmen spread out across the wider world, the Leatherbacks never left—staying deep in their ancestral wetlands and jungles until they'd become just as dangerous and tough as everything else living there. After generations of merciless competition against nature at its fiercest, they fought their way to the top of the food chain. Few things hit harder or refuse to quit like a Leatherback, which makes them both terrifying enemies and fiercely dependable protectors.

Dragonnewt

Lizardmen

Species: Lizardmen
Integration: Peripheral
Habitat: Wastelands, Wetlands
Nature: Arrogant, Proud
Threat: Moderate

Special Traits

Draconic Power lets them throw bolts of draconic energy.

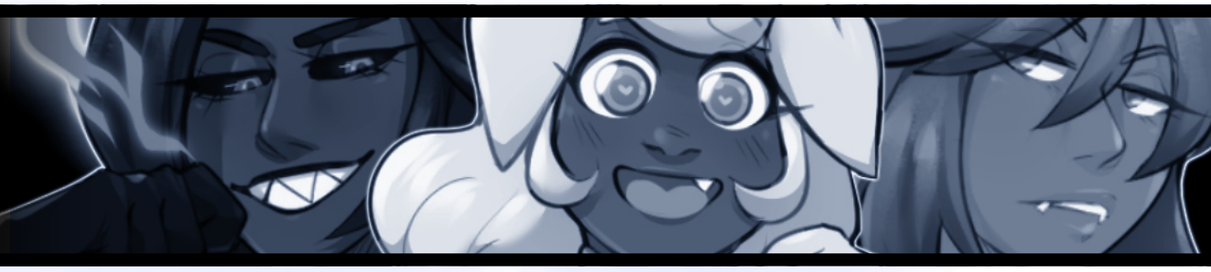
Enhanced Charm enhances their presence, making it easier for them to impress others.

Separate Wings allows them to use their wings while leaving their hands free.

Information

Dragonnewt are an enigmatic offshoot of the Lizardmen. Their existence has upended theories about Lizardmen origins—whether they represent an ancestor or an evolution, nobody can agree, though their draconic nature is hard to argue with. Rather than a fiery breath, Dragonnewts channel raw elemental energy directly, a power that comes naturally to them from a young age and must be learned to control. They tend to travel alone, yet still carry the core values of their people. Most of their Lizardmen cousins regard them with open reverence, seeing in Dragonnewts something close to paragons of their species.

Lycan



Originating from a venerable people hailing from the world's frigid forests, the Lycan have successfully established themselves across the world. Their cultures are numerous and diverse, which are testament to the Lycan's ability to adapt and succeed in almost any given environment.

Over their long and colorful history, many distinct offshoots of the Lycan emerged. Despite their differences and unique dispositions, certain recurring innate traits to their kind can be observed again and again that paved their way to success.

For one, they combine traits of both canines and humanoids. Despite many characteristics that signal their status as predators—and indeed making them excellent hunters—Lycan are a not a bloodthirsty people. They harbor no ambition for conquest, nor do they typically choose violence as the first course of action. Though this restraint should not be mistaken as docility. When pushed too far Lycan will swiftly demonstrate their ferocious side, especially towards when forced to protect themselves or their community.

But perhaps the trait that was the greatest asset and key to their far reaching success is their sociability. Unhampered by biases and open minded, Lycan are willing to meet and cooperate with any folk encountered. Regardless if strange, imposing, or complex, the Lycan have yet to meet a people in the world they have not mingled with, or at least attempted to. A quality that the world at large has acknowledged and rewarded with near-unanimous acceptance and plenty opportunities that allowed the Lycan to flourish wherever they settled.

With their social tendencies, Lycan commonly strive to excel within the communities they inhabit. How they do so might differ greatly from Lycan to Lycan. While one might be complacent with their given position and willing to perform reliably as a cog in a greater machine, some more headstrong individuals might aim to rise their ranks to a leadership position from where they hope to do more good for their community.

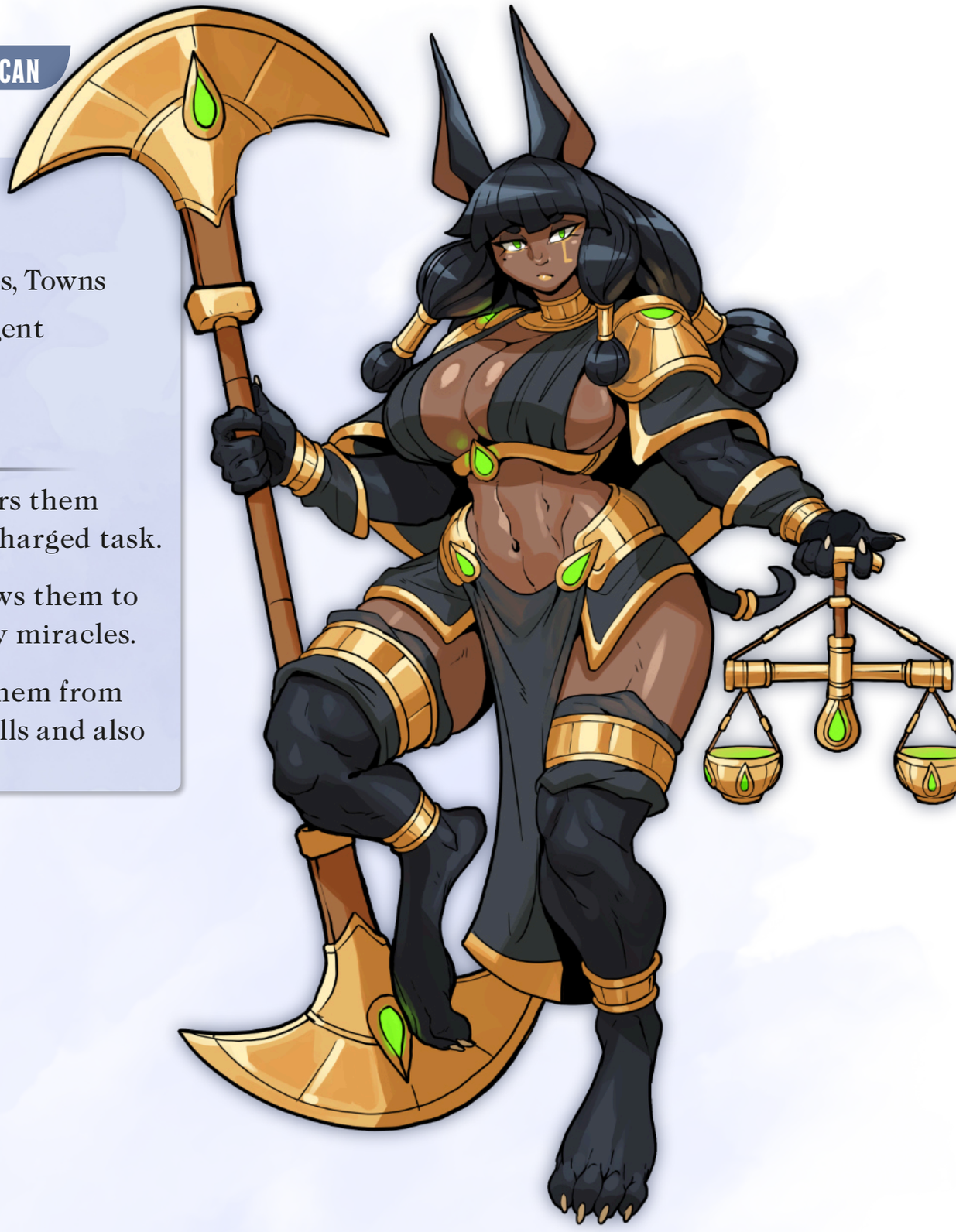
Loyal Packmates

Since their earliest history, Lycan were reliant on each other to survive in their harsh ancestral homes. This wisdom endured and was passed down from generation to generation, becoming ingrained into the Lycan's very being. This understanding of pack bonding transcends racial limits and as such, the Lycan have become an open and welcoming people to anyone willing to earn their favor.

This wisdom is the source of the Lycan's sociability, and people that secured a Lycan's loyalty know them to be reliable companions for life. A Lycan will go to great lengths to ensure the safety of other members of their group and become heavily invested in their doings. To some, a Lycan's behavior might be seen as overbearing or intrusive, while others will see them as the truest friend one can have.

Anubian

Lycan



Species: Lycan
Integration: Accepted
Habitat: Sanctuaries, Towns
Nature: Aloof, Diligent
Threat: None

Special Traits

Duty Bound empowers them when carrying out a charged task.

Miracle Affinity allows them to quickly learn and holy miracles.

Sanctified protects them from curses and unholy spells and also deters the Undead.

Information

Anubians are a noble lineage of Lycan descended from those first welcomed by ancient kingdoms for their strength and loyalty. Rising from vigilant guardians of palaces and tombs, they eventually joined the ranks of the nobility themselves. Unlike other Lycan, Anubians are deeply devoted to duty and tradition, valuing roles and responsibilities above personal bonds. They take great pride in their heritage and ancestral legacy, often tracing their noble bloodlines for centuries. Though sometimes perceived as aloof or proud, Anubians are marked by dignified discipline and unwavering dedication.

Blinky

Lycan

Species: Lycan
Integration: Peripheral
Habitat: Forests, Grasslands
Nature: Skittish, Wily
Threat: Minimal

Special Traits

Blink allows them to teleport short distances, repeatedly and in quick succession.

Fey Nature makes them not only naturally illusive and wily, but also resistant to magic.

Magic Scent improves their scent to detect magic and magical beings.

Information

Blinkies are Lycan whose ancestors ventured into the fey realm, led by curiosity and a desire to explore and claim new hunting grounds. Over generations, they attuned to the wild magic of their fantastic new home, developing innate short-range teleportation to survive its treacherous environments. Blinkies are now careful and fickle, but retain the same curiosity that brought them into the feywild. This curiosity continues to lead packs of Blinkies back into the material world, where they eagerly seek to rediscover and experience the mundane wonders they once left behind.

Doggo

Lycan

Species: Lycan
Integration: Integrated
Habitat: Grasslands, Towns
Nature: Devoted, Friendly
Threat: None

Special Traits

Empathic Scent allows them to sense emotional turmoil.

Increased Charm enhances their charisma and sociability, making it easy for them to make allies.

Quality Time empowers allies who join them in uplifting activities.

Information

Doggos have become the most numerous Lycan, thriving in urban environments and often seen as distant cousins, not only due to their commonly unthreatening appearance, but also due to their contrasting outgoing nature. Nonetheless, they are true Lycan and still retain their keep capacity for loyalty and pack-bonding. Known for being amicable and devoted, Doggos naturally become the center of social gatherings and are warmly welcomed wherever they go. Their charm and friendliness ensure they fit easily into any community, making them beloved city dwellers and best of friends to many.

Hellhound

Lycan

Species: Lycan
Integration: Settled
Habitat: Dungeons, Hell
Nature: Assertive, Loyal
Threat: Mild

Special Traits

Enhanced Strength makes them the physically strongest of the Lycan, granting them exceptionally powerful bites.

Hellfire lets them breathe fire and infuse their attacks with infernal flames.

Infernal Nature gives them resistance to fire and makes them more intimidating.

Information

In times past, the infernal forces became aware of the Lycan as valuable servants due to their loyal nature. Hell Hounds descend from Lycan that were enlisted into the service of by the Lords of Inferno. The Hell Hound's infernal heritage is still present to this day, which comes with unfortunate stigmas. As such, many Hell Hounds have adapted a defensive stance in anticipation of hasty judgment from others, or on the contrary might embraced the fear they command. While Hell Hounds retain the loyalty prominent in their species, they often challenge and test authority, taking command if they deem leadership lacking.

Wulf

Lycan

Species: Lycan
Integration: Settled or Wild
Habitat: Forests, Tundra
Nature: Loyal, Reserved
Threat: Mild

Special Traits

Animalistic Awareness increases their already keen senses further.

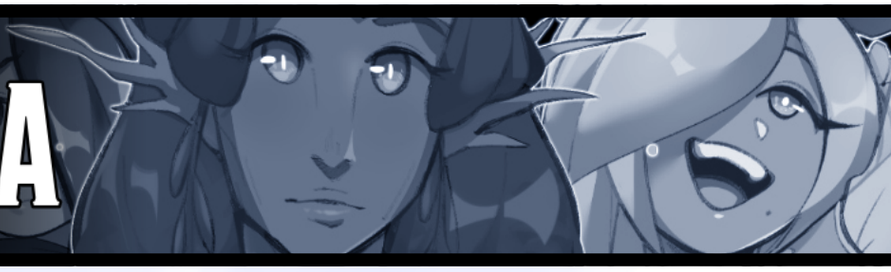
Hunter's Stride enhances their speed when they are pursuing their prey.

Wulfen Instincts grant them an innate ability to fight in perfect coordination with any ally.

Information

Wulfes are the original Lycan, originating from dark forests and harsh northern tundras. Often mistaken as skittish and cold, they are actually reserved and prefer to evaluate situations before acting—a trait vital for their past survival. Once this distance is bridged, Wulfes show genuine care and lasting loyalty. They are frequently found as vagabonds or settlers on the world's frontiers. Communities earning their loyalty gain invaluable members, while those Wulfes who don't connect with civilization travel in inseparable packs, often labeled as 'feral', which can become troublesome for isolated communities in the territories they roam.

Mandragora



The Mandragora are beings of verdant life, their forms an intricate fusion of human-like shape and lush flora. Born from Phantasia's unpredictable nature, they trace their origins to the gardens of Archfey, cultivated with either purpose or whimsy. Though once treated as living decorations and servants, Mandragora have long since found their independence, venturing beyond Phantasia to take root in mortal lands where they were able to flourish. However, the way they were cultivated often led to struggles in defining themselves beyond their original purpose, keeping them tethered to imposed roles.

Despite their varied backgrounds, Mandragora have a universal connection to their environment, feeling drawn to steady natural beauty and fleeting emotions alike. This heightened sensitivity draws them to places teeming with either—from tranquil, verdant groves to the vibrant pulse of bustling cities; both environments captivate them in different ways.

The enchanted gardens of the Archfey, birthplace of the Mandragora, were as breathtaking as they were peculiar. They were lush expanses of impossible beauty, inhabited by the Mandragora. Yet in time, many of the plant folk spread beyond their original seedbeds, whether by accident, curiosity, or necessity. The Archfey, prone to sudden shifts in interest, sometimes abandoned entire gardens, leaving their creations to grow wild or simply wander off. Other Mandragora, captivated by glimpses of the world beyond their flowerbeds, slipped away with little resistance or bravely fled from the enchanted barriers their possessive masters had constructed. No matter the reason, this first step into the unknown marked the first bud of their people's independence—a new opportunity to grow in ways not dictated by their creator's impulsive desires.

Liberated from their original creation, Mandragora who break free harbor an unquenchable thirst for growth after years of stagnation. They seek experiences that shape their identity, treating every hardship as soil for growth. Especially early in their journey, Mandragora may react strongly; a fleeting delight might inspire as much joy as a profound moment of self-discovery. Each experience adds new rings to the tree of their soul, a reminder that every hardship fuels their ever-reaching growth.

Blooms of Phantasia

Mandragora are creations of fey magic through and through, shaped by the will of capricious Archfey. Some were grown to embellish faerie courts, while others served as caretakers of enchanted groves. This origin binds them to Phantasia's essence, and even those who dwell in the material plane carry an aura of otherworldliness. Flowers bend towards them, animals instinctively sense and seek their presence, and the air around them may radiate whimsy or gloom in accord with their mood.

Yet, unlike most fey, the Mandragora often carry an unusual rigidity, a lingering remnant of the purposes imposed upon them by their Archfey creators. This inherent compulsion can bind them to their previous roles, hindering their ability to imagine a life different from their original purpose. However, being fey, and given sufficient time, even the most meticulously nurtured plant will break free from its constraints, embracing the vast possibilities of who they could evolve into beyond their origins.

Alraune

Mandragora

Species: Mandragora
Integration: Settled
Habitat: Forests, Jungles
Nature: Aloof, Seductive
Threat: Moderate

Special Traits

Beguiling Blossom allows them to enrapture creatures with their beauty.

Aphrodisian Charm enhances their charisma dramatically, making it easy for them to seduce and manipulate others.

Poison Touch lets them apply lethal poison with a touch.

Information

The Alraune are the most striking of the Mandragora, their forms cultivated as living effigies of beauty to adorn the gardens of Archfey. Raised as flawless ornaments, they wrestle with self-worth inextricably tied to their appearance, burdened by the knowledge that imperfection was once met with ruthless culling. Though often serene and aloof, this composure masks a deep fear of falling short of impossible standards. Unfortunately, their exalted standing offers little comfort. Considered the most beloved of their creators, Alraune are expected to look smugly down upon their less beautiful kin—a perception that lingers even among other Mandragora.

Dryad

Mandragora

Species: Mandragora
Integration: Peripheral
Habitat: Forests, Sanctuaries
Nature: Devoted, Motherly
Threat: None

Special Traits

Promethean Vitality enhances their vitality dramatically to the highest among Mandragora.

Nature Magic allows them to innately cast a variety of Nature Spells.

Greater Primal Intuition grants an innate understanding how to communicate with animals and plants and how to care for them.

Information

The Archfey, enamored with their lush gardens but disinterested in upkeep, created the Dryads as stewards of life, their lineage bound to the groves of Phantasia. Reverent of nature, Dryads feel most at peace quietly helping life flourish, expecting no reward. Without the Archfey's guidance, many struggle with emptiness, yearning for purpose. Their nurturing instincts persist—tending groves in the wild or becoming healers, mentors, or companions in civilization. Through fostering growth in others, Dryads hope to find their own worth, learning that their value lies not just in what they nurture, but in who they are.

Shrieker

Mandragora

Species: Mandragora
Integration: Wild
Habitat: Dungeons, Forests
Nature: Shy, Wistful
Threat: Moderate to High

Special Traits

Burrowing Roots allows them to quickly bury into the ground.

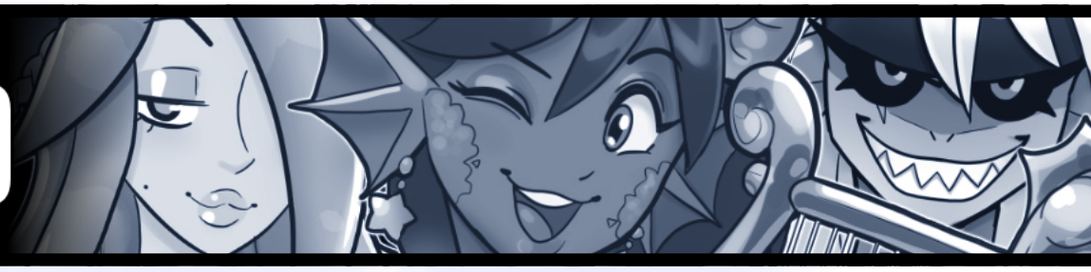
Earthsense lets them to detect movement nearby through vibrations in the ground.

Shriek emits a piercing cry that harms and deafens creatures that hear it.

Information

Shriekers are the Archfey's forgotten creations, left to linger in the shadows of Phantasia after their purpose was lost to time. Once grown as living alarms, they were stationed in dark corners and thickets, shrieking only when danger threatened. Abandoned when no longer needed, Shriekers became haunted by doubt, anxiety, and a desperate need for acknowledgment. Their piercing cries now serve as an outlet for hidden pain and longing. Though they shy from attention, they secretly yearn for connection, finding hope in small acts of kindness that remind them they are more than relics of a forgotten past.

Mermaid



Mermaids, also known as merfolk, are aquatic humanoids who merge human and aquatic features. In their home beneath the sea, mermaids have existed parallel to the other races of the world for centuries, free to establish their own civilization without outside influences.

For generations, mermaids have lived in harmony with the oceanic world and among one another. While not entirely spared from hardships in their long history, compared to the war-torn histories of the surface, the mermaid's existence has been notably peaceful and prosperous. Though tensions and rivalries exist, they are commonly resolved through diplomacy and wit, instead with brawn and blade. This history reflects on the mermaids as a whole, who have developed to become harmonious and peaceful people, but perhaps in the eyes of the surface dwellers, naive and sheltered might be a more appropriate label.

Until the world of the mermaids and those of the surface dwellers met, mermaids have featured in plenty of tales told by sailors who had brief and half-remembered encounters with their kind. Therefore, the idea of mermaids permeated the surface culture long before their arrival, leading many mermaids to face preconceived notions about them and their kind birthed from the fantastical stories told about them. Perhaps confusing to mermaids exposed to them, but certainly not to their displeasure, as mermaids are genuine lovers of tall tales.

Mermaids are romantics through and through, typically believing in grand ideals and principles that may manifest in their often embellished view of reality. This romantic streak can manifest in many ways, but is a trait all mermaids share, may it be the fulfillment of a lifelong goal, the adventure of a lifetime, or becoming a person of great importance that leaves a mark in history. But they are not self-focused in their pursuits, as they are susceptible to others' passions, just as they seek to inspire others as well.

Part of Their World

One of the greatest tales told among the mermaids is the history of how their people were gifted the ability to walk the lands.

It is a story about a mermaid yearning for love but unable to find it, searching across the sea far and wide. But then a song lured her to the surface - a melody yearning for love - a melody that deeply resonated with the lone mermaid. When she breached the surface, she saw a lone human at the shore singing the tune. The lonely human captured her heart, and she experienced love she never thought she could. Despite not sharing a language, she responded with a tune of her own. Their song transcended words, and the human fell in love with the mermaid. They would continue to meet and sing once more, again, and again, and again.

The mermaid, though, grew discontent. The human was a creature of the land, and she was a creature of the sea. They lived in different worlds, yet she ached for the human's embrace. Upon their next meeting, she rode the grandest wave to carry her and was flushed to the shore, right into the arms of her beloved human. In that embrace, the mermaid refused to return to the sea; even as she grew weaker, she would not part with her love. In the end, she withered away and turned to seafoam, right in her lover's arms.

When the sea reclaimed her emains, her tears of love and joy mixed with the ocean's salty waters, blessing all of her kin to walk the land so that they too could find their hearts desire, whether it be on the land or in the sea.

Aboleth

Mermaid

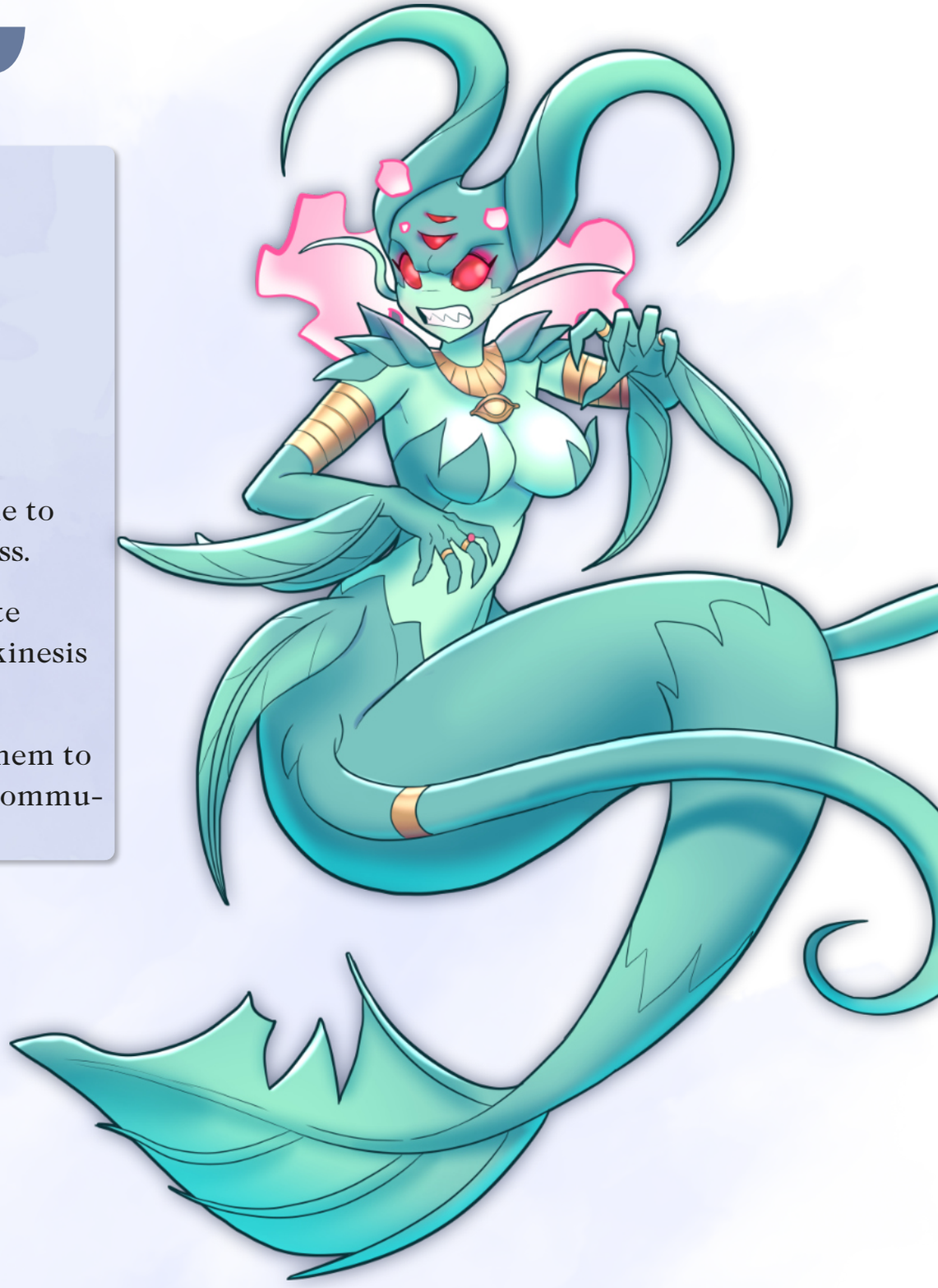
Species: Mermaid
Integration: Wild
Habitat: Abyss, Oceans
Nature: Alien, Reclusive
Threat: High

Special Traits

Nocturnal makes them able to see even in absolute darkness.

Psionics grants them innate psionic powers such as telekinesis and mind manipulation.

Telepath Tendrils allows them to read creatures' minds and communicate with them mentally.



Information

Aboleths are rare, enigmatic descendants of mermaids, dwelling in the deepest ocean grottos. Their alien minds operate beyond normal limits, enabling them to wield powerful psionic abilities while their equally alien anatomy lets them transfer throughts through a touch of their tendrils. The origins of the Aboleth remain mysterious, possibly linked to mermaids mingling with eldritch forces. Study of their kind is challenging due to their perilous habitats and tendency to use their psychic powers to attack or evade outsiders, though some have ventured beyond their abyssal homes in an genuine effort to connect to the outside.

Kraken

Mermaid

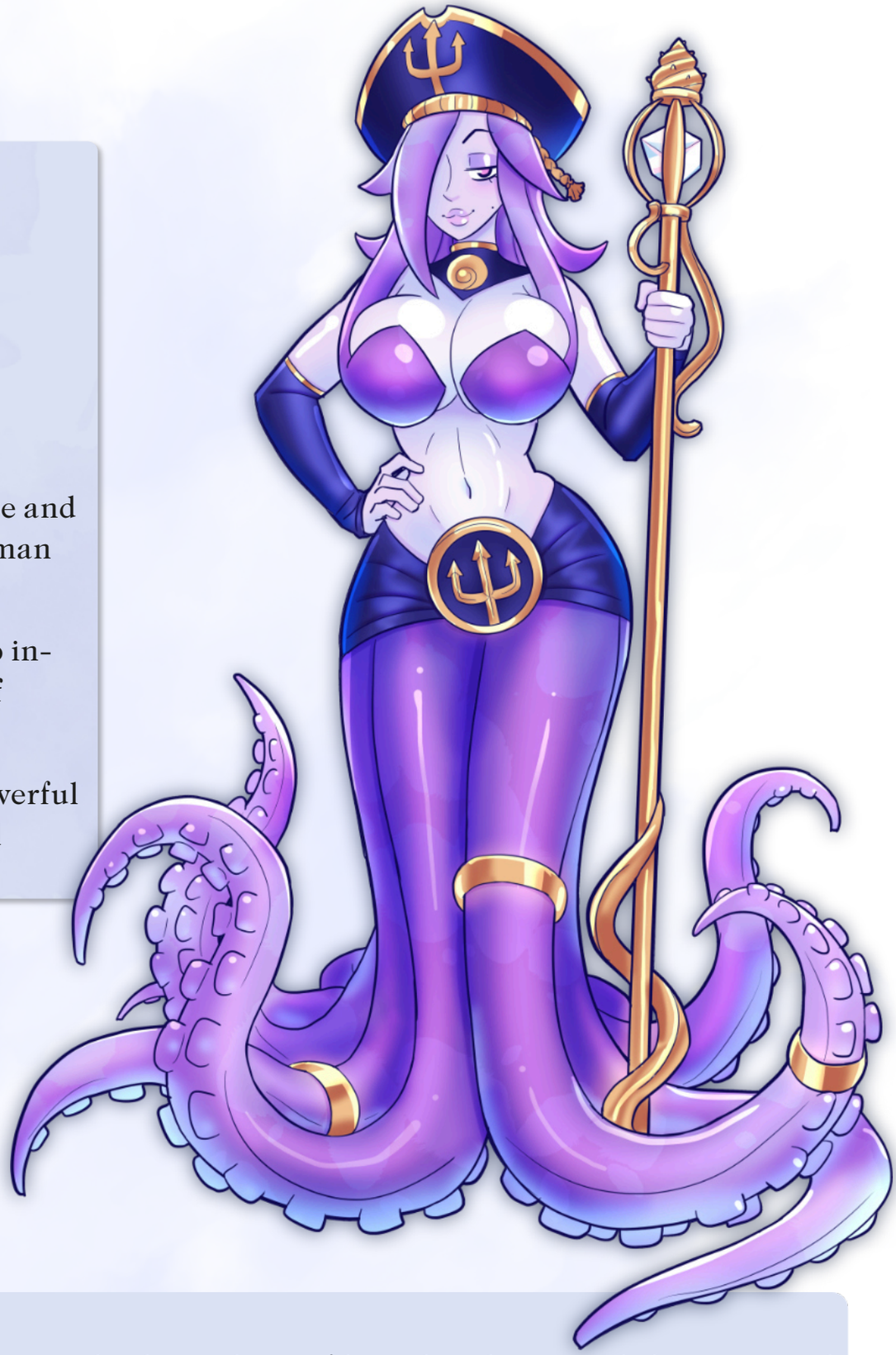
Species: Mermaid
Integration: Peripheral
Habitat: Oceans, Ruins
Nature: Aloof, Inquisitive
Threat: Moderate

Special Traits

Flexibility lets them squeeze and contort their bodies to inhuman degrees.

Storm Magic allows them to innately cast different types of Lightning and Water magic.

Tentacles are numerous powerful appendages to use as natural weapons.



Information

The deep-sea dwelling Kraken are the descendants of legendary beasts and their mermaid subjects, brought into existence through the use of ancient magic. Their task was to protect ancient knowledge and enigmatic artifacts left behind by their creators, wielding the primordial magic of their forebears to drive away all who would attempt to steal them. However, over the generations, faith in this solemn duty has waned for many Kraken-kin. Some have abandoned their posts, venturing out to explore the oceans and beyond in search of greater meaning. As a result, Kraken are a rare and curious sight among the mermaids.

Selaky

Mermaid

Species: Mermaid
Integration: Settled
Habitat: Coasts, Oceans
Nature: Assertive, Bold
Threat: Mild, High if Wild

Special Traits

Blood Frenzy enhances their battle prowess against wounded foes.

Enhanced Physical makes them formidable in Strength and Agility.

Shark Scent lets them detect blood from long distances, even when heavily diluted.

Information

The fierce Selaky are known for migrating across the world's seas in pursuit of adventure and riches. To brave the uncharted waters, the Selaky developed remarkable courage and ferocity—traits that have served them well. Today, they are most commonly found on the ocean's frontiers, where they fully embrace the freedom these wild expanses offer. Their abrasive demeanor sets them apart as social outsiders among the more peaceful mermaids. As a result, the Selaky generally keep to themselves or seek the company of those who, like them, care little for decorum or polite society.

Siren

Mermaid

Species: Mermaid
Integration: Accepted
Habitat: Oceans, Towns
Nature: Expressive, Romantic
Threat: None

Special Traits

Aquatic Intuition grants an innate understanding to connect and befriend aquatic creatures.

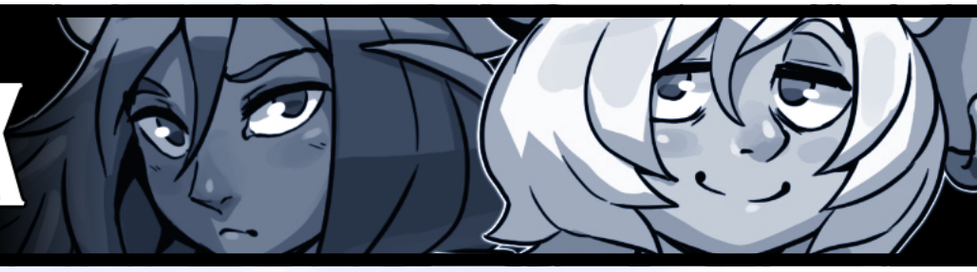
Aphrodisian Charm enhances their charisma dramatically, making it easy for them to befriend and impress others.

Siren Voice allows them to enchant others with their singing voice.

Information

Sirens, born from the union of sea and song, were once thought to be ghostly echoes enticing sailors to their doom with enchanting melodies. In reality, they are a type of mermaid that resides in vibrant underwater societies, sending their melodious songs to the surface. Their voices are infused with the harmony and rhythm of the ocean, creating a captivating allure. Within their communities, known as Choirs, Sirens experience music as an integral part of life, from ceremonial performances to everyday melodies. To a Siren, silence is profoundly uncomfortable and something to be filled whenever it occurs.

Mousefolk



History rarely spares words for the quiet ones. It favors the brave, the brazen, and the boisterous—those whose deeds were loud enough to draw the world's attention. Scholars, then, have no satisfying answer for the appearance of the Mousefolk. No grand creation myth explains them, no historic event marks their arrival. One day they simply were there, and by the time anyone paused to wonder where they had come from, the Mousefolk were already neighbors, coworkers, and friends.

They are easy to overlook. Plain where other folk are striking, understated where others command a room, Mousefolk have a way of slipping to the edge of one's attention without ever meaning to. They adapted to this long ago. There is a quiet care in the way they move—always mindful of others, never pushing, never intruding. Everything about them, from posture to tone, speaks of people who have long understood that the world was not built to their scale, and made their peace with it.

But do not mistake that for weakness. Mousefolk listen more than they speak, act with purpose rather than flair, and hold together long after others have come apart. The world may not think of them as its movers and shakers, but they have shaped it in more ways than history bothered to record—organizing movements, holding broken communities together, keeping knowledge alive that would otherwise have been lost. What drives them is conviction. Every Mousefolk carries some inner ideal, a cause, a promise, or a belief they have chosen to live by. They don't need anyone else to share it, and they aren't looking for recognition for upholding it. They simply walk their path and keep walking, whatever comes.

Quiet Convictions

Mousefolk are not born into a shared dogma, nor do they rally behind a single unifying cause. What defines them is not what they believe, but how deeply they believe it. One may give herself to a divine calling, another to the preservation of a dying tradition, a third to a personal vow made so long ago that no one else remembers it was ever sworn. Some choose grand ideals—justice, mercy, truth. Others give themselves to quieter things: restoring a crumbling building, tending a forgotten hero's grave, keeping a promise the world stopped caring about. Their convictions are as varied as the paths they walk, and no one conviction counts for more than another.

These beliefs are not worn loudly. A Mousefolk does not boast or argue to prove herself right. She may listen to you kindly, thank you for your thoughts, and genuinely consider what you've said—then go right ahead and do what she had already decided to do. There is no drama in it, no defiance for its own sake. Conviction, to a Mousefolk, is simply a constant. It doesn't need defending because it was never up for debate.

They do not ask for recognition, nor do they expect it. They ask only to be where they are needed, and to do what must be done.

Jacky

Mousefolk

Species: Mousefolk
Integration: Peripheral
Habitat: Deserts, Grasslands
Nature: Bold, Impulsive
Threat: None

Special Traits

Conviction of Freedom allows them to shake off any impairing effects that slow them down or bind them.

Jacky Skips lets them jump great distances with ease, as well as break into full sprints instantly.

Mercurial Agility increases their agility dramatically and make them the most nimble of Mousefolk.

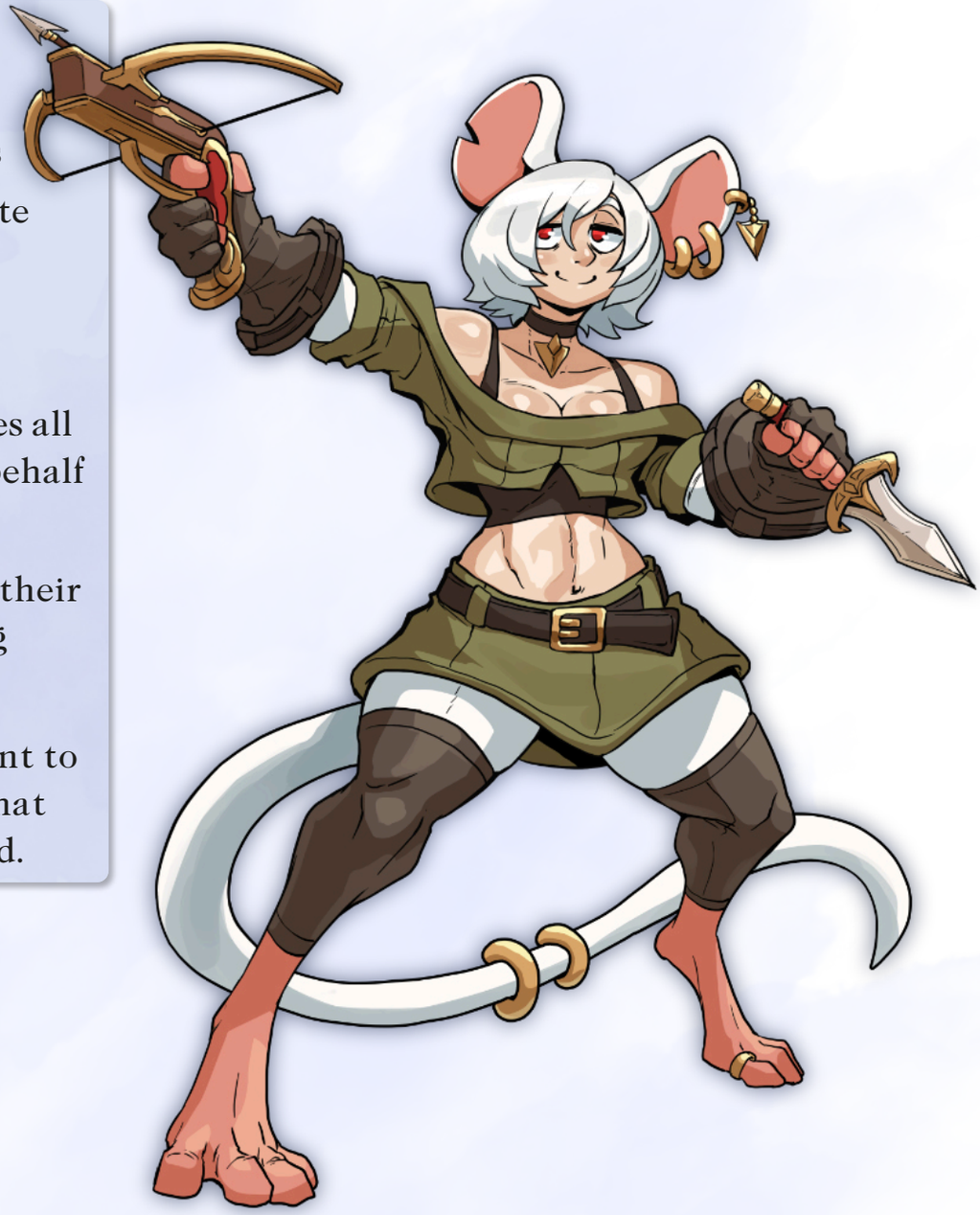
Information

Jackys are hard to miss and harder to hold down. Long-legged and full of bounce, they move through the world on their own terms. Freedom, to a Jacky, isn't a concept or a creed, it's the air they breathe. Where other Mousefolk put down roots, Jackys follow the road, drifting between places and people with an energy that sits starkly contrasts against the usual Mousefolk's quiet. But there lies a real conviction befitting a Mousefolk at the root of that restlessness. A Jacky cannot stomach a cage, and when one sees someone else stuck in one—whether put there by fear, law, or cruelty— a Jacky doesn't deliberate. They act, and asks questions never.

Mys

Mousefolk

Species: Mousefolk
Integration: Accepted
Habitat: Grasslands, Towns
Nature: Devoted, Temperate
Threat: None



Special Traits

Conviction of Faith enhances all their abilities if they act on behalf of a cause they believe in.

Enhanced Agility increases their nimbleness and speed, letting them slip by easily.

Hopeful makes them resistant to fear effects or other effects that target their emotions or mind.

Information

Mys are the most common of the Mousefolk, though they may be small and unassuming, yet they are driven by a quiet and unshakeable devotion. Each Mys gives themself to something greater, be it faith, institution, or ideal, and expects nothing back for it. They do not seek recognition, measuring success not by what others notice but by whether their cause outlasts them. When conviction falters in those around her, a Mys stays put and perseveres. They are easy to underestimate, but they do not break—because to a Mys, sacrifice for a greater good comes as natural as breathing.

Ratling

Mousefolk

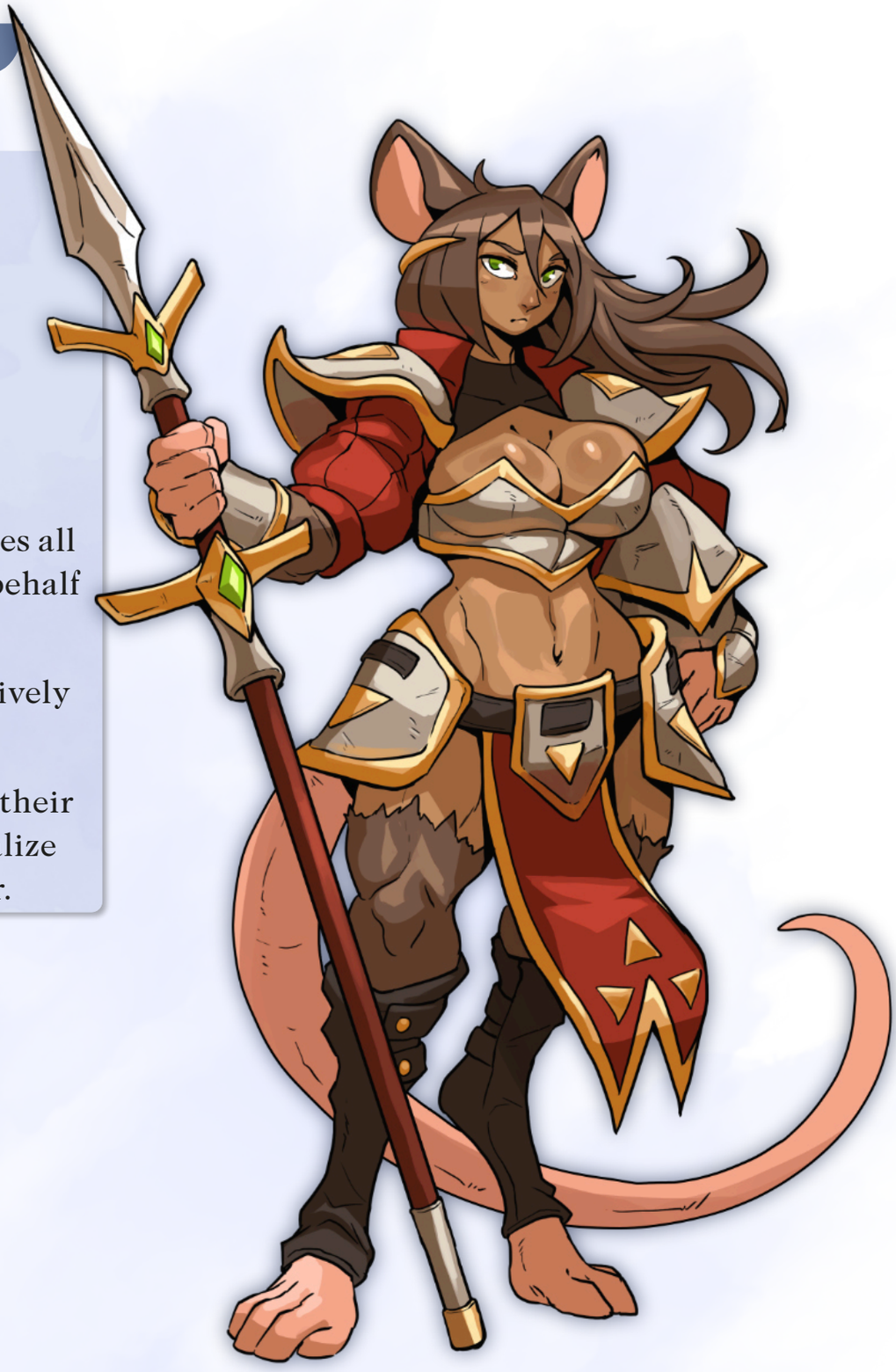
Species: Mousefolk
Integration: Accepted
Habitat: Ruins, Towns
Nature: Stalwart, Loyal
Threat: None

Special Traits

Conviction of Unity enhances all their abilities if they act on behalf of people they believe in.

Coordinate lets them intuitively fight in tandem with others.

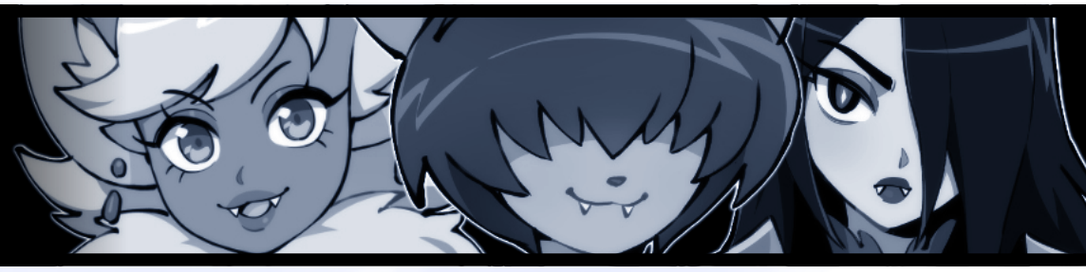
Enhanced Charm increases their charisma and lets them socialize and understand others easier.



Information

The Ratling are the sturdy heart of the Mousefolk, loyal not to causes or ideals, but to people. Family, friends, the neighbor two doors down; where a Mys gives themself to something greater, a Ratling gives themself to whoever is by their side. A Ratling shows up with supplies before you knew you needed them, patches wounds without making a fuss, and keeps their head level when everyone else has lost theirs. Ratlings rarely lead, but take them away and every triumph they quietly underpinned starts to show the gap. They lend steadiness to leaders, pull dreamers back to earth when needed, and carry whatever burden—theirs and other's—needs carrying.

Nycter



At the beginning, these bat-like beings existed only as fleeting shadows, seen on torchlit nights. They became the subject of many tales from those who caught a half glimpse of a silhouette gliding above moonlit forests or vanishing into yawning caverns. That was until one of these shadows approached, not out of curiosity, but on an errand for the denizens of the underground. This tale played out in many places—one way or another—and thus the Nycter gradually entered the world's stage.

Nycter originated from the threshold between the underground and the overworld, where neither fully meet. This liminal existence defines them: neither wholly of either world, they nevertheless navigate both and, inevitably, became trusted intermediaries of light and dark. This was possible in large part through their unique adaptations. Nycter sport elongated arms, with two fingers of each hand stretched to frame webbed wings, equally adept at gliding long distances and executing swift aerial maneuvers in tight spaces. Versatile eyes, able to shift from light to pitch-black, and large, sensitive ears tuned to the faintest sound, work in tandem to grant effortless navigation in both light and darkness. The claws on their feet, dainty yet powerful, allow them to find easy hold, even where purchase seems impossible. Every one of their movements—graceful yet deliberate—can only belong to a people shaped by life in the shadowy border between worlds.

Despite their adaptability, Nycter are truly at home in neither the surface nor the underground. Even as masters of both realms, they find themselves most comfortable in the liminal spaces between—shadowed groves covering cavern mouths, deep-running ravines, and abandoned fortifications against the dark. With no true homeland but the threshold itself, the Nycter's history became not one of conquest or expansion, but one of existence between worlds. Inadvertently, they settled into the role of couriers, guides, and intermediaries. Over generations, they adopted a practical, task-focused mentality that values dependability and efficiency above all else, leaving little room for shallow diversions or fickle allegiances. A mindset the Nycter take great pride in, reflected in their oral storytelling that celebrates individuals who accomplish deeds in the face of difficulty, all in the name of a task well performed. As a result, their society has been shaped to resist strong attachments outside of their people, to maintain focus and neutrality.

Beings Betwixt

Nycter tend to keep most outsiders at a respectful distance—not because they are cold or uncaring, but because their culture places great importance on maintaining the fragile balance that sustains their way of life. Forming close bonds outside their own community can lead to entanglements in the ambitions, conflicts, and complications of other factions. To protect their reputation as trusted intermediaries, Nycter consciously avoid deep attachments with non-Nycter, preferring to offer reliability and goodwill instead. This restraint is a deliberate choice, allowing them to preserve the neutrality that sustains their prosperity and secures their role as the silent hinge between worlds. Despite their efforts to remain impartial, however, some outsiders interpret this distance as aloofness or suspect hidden motives, mistaking the Nycter's neutrality for silent approval of one side or another.

Cotton Crest

Nycter

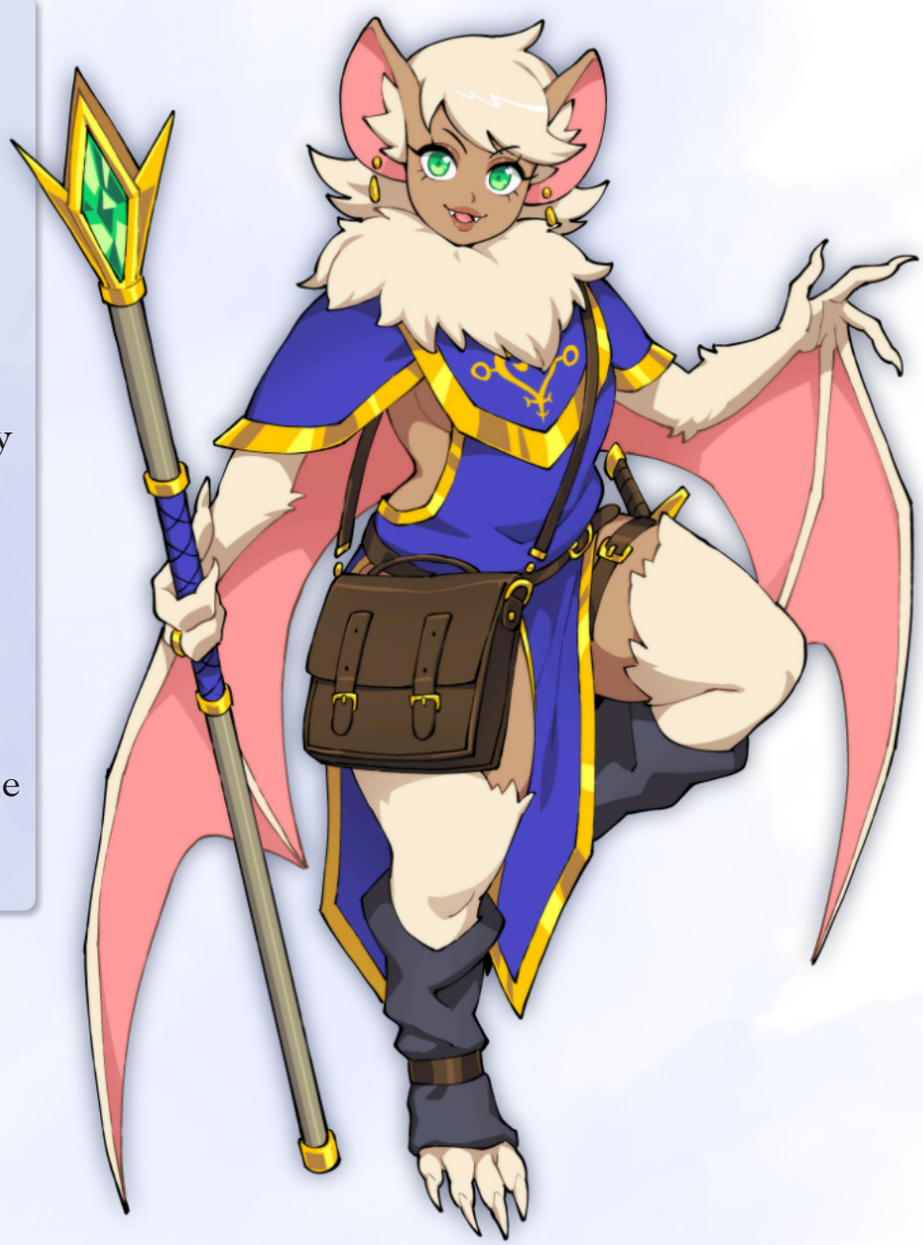
Species: Nycter
Integration: Settled
Habitat: Jungles, Towns
Nature: Gentle, Perceptive
Threat: None

Special Traits

Empath Sense makes them easily detect the exact emotional state of others and act accordingly.

Thick Fur not only provides a natural layer of defense but also insulates them from cold attacks.

Sedating Aura lets them calm the emotions of other creatures around them.



Information

Descended from Nycter who favored the canopies over caverns, Cotton Crest adapted to life among the trees and the complexities of surface societies. Forsaking cave-diving, they became renowned as emissaries and negotiators. Their smaller, non-threatening frames and sharp social instincts help them navigate negotiations as intricate as any cave. A distinctive ruff of fur around their necks makes them instantly recognizable. Most notable is their innate magical ability to calm heightened emotions, a talent that proves invaluable for defusing tensions and opening dialogue in the first place.

Ecco

Nycter

Species: Nycter
Integration: Peripheral
Habitat: Caves, Depths
Nature: Diligent, Reserved
Threat: Minimal

Special Traits

Ecco Location allows them to detect their surrounding by ultra-sound alone.

Enhanced Agility makes them extremely deft and agile, especially in flight.

Sound Blast lets them emit a sudden disorienting screech.

Information

Ecco are the exemplary Nycter that most outsiders picture when thinking of these bat-people. Exceptionally nimble, they excel at delving in and out of the treacherous depths and tightest passages that others would not dare to. Their lithe build and strong claws let them scale sheer walls and squeeze through narrow gaps where wings would fail them. But above all, Ecco possess an special sense for their surroundings, emitting inaudible sounds to navigate and mentally map out even the most bewildering labyrinths. This natural echolocation allows them to escape danger and navigate in places where neither light nor daredevil would reach.

Sanguine

Nycter

Species: Nycter

Integration: Peripheral

Habitat: Dungeons, Ruins

Nature: Haughty, Seductive

Threat: Moderate

Special Traits

Sanguine Surge empowers them if needed after they consumed blood.

Separate Wings allows them to use their wings while leaving their hands free.

Vampiric Bite lets them bite and drink the blood of others.

Information

Over time, the Nycter's impartial service attracted vampire employers, who valued their reliability (and bat-like appearance). Through centuries of service under vampiric influence many of these Nycter abandoned their ancestral neutrality and sided with their undead masters. These Nycter, known as Sanguine, developed distinctive traits: chiefly, their arms and wings became fully separated, giving them an almost human form. Having chosen allegiance, Sanguine are no longer considered true Nycter; most of their former kin now regard them as outsiders, maintaining the same practical distance they extend to any non-Nycter.

Slime Folk

The exact nature and origin of these strange humanoids remains a mystery to today's sages. The Slime Folk's history is preserved through oral traditions, but these accounts are inconsistent and vary widely between colonies. They rarely bother to verify their tales, frustrating scholars and historians seeking clarity. Theories about their origins range from being a Demon Lord's errant creation, magical refuse, or a mutation of dungeon slime, but all agree on their shared lineage with the monstrous oozes found worldwide. Despite their enigmatic beginnings, Slime Folk have carved out a place for themselves, residing in sprawling underground colonies of hundreds. These colonies, while unique in custom, reflect their adaptable and communal spirit, thriving in places others would find inhospitable.

Slime Folk are always willing to help, with a social reach as flexible as their bodies. Though often seen as naive due to their carefree approach to history, their eagerness to assist makes them beloved. They form bonds through curiosity and a desire to understand others, even if they rarely seek self-understanding.

The Slime Folk's physiology is as extraordinary as their origins. Their gelatinous, flexible bodies can bend, squeeze, and morph in ways typical humanoids cannot, allowing them to traverse tight spaces or change size. However, they are not invulnerable; trauma or exhaustion can cause them to lose cohesion. Slime Folk average human proportions but vary widely in size and color, sometimes even displaying intricate patterns. Their selective, whole-body sense of taste helps them avoid over-stimulation. They can store fluid or food, temporarily expanding in size—a practical ability that also allows for expressive self-transformation.

Ultimately, the mutable nature of Slime Folk—both in body and spirit—ensures they remain among the world's most enigmatic peoples. Their adaptability is their greatest strength, thriving where others fear to tread.

Cozy Company

Excitable, curious, friendly, and affectionate are all common descriptions for the average Slime Folk. They are constantly starved for stimulation, which is found in abundance on the surface. They revel in the many things they discover outside of their homes and quickly grow attached to any passersby who offer them company or kindness. Slime Folk are straightforward and docile creatures, commonly preferring the path of least resistance in their decision-making. Only the most dire circumstances will force them to forgo their deep-seated desire to please others and avoid conflict.

However, the Slime Folk's amicable nature can be both a blessing and a curse. For one, their malleable form leaves them with a skewed or almost absent sense of personal space or physical boundaries. For another, their innate naivete, coupled with their forgiving nature, often leads them to be easily manipulated or taken advantage of by others. Even Slime Folk who have been repeatedly wronged, deceived, or hurt remain quick to forgive and continue placing trust in those around them. Their boundless optimism can inspire admiration, but it also leaves them vulnerable to exploitation.

Alchemical

Slime Folk

Species: Slime Folk
Integration: Accepted
Habitat: Dungeons, Towns
Nature: Curious, Ditsy
Threat: Mild

Special Traits

Alchemical Body makes their bodies to work like a mobile alchemy lab.

Alchemical Adaption allows them to change their bodies' alchemical balance.

Analysis makes it possible to take apart and identify any matter they digest.

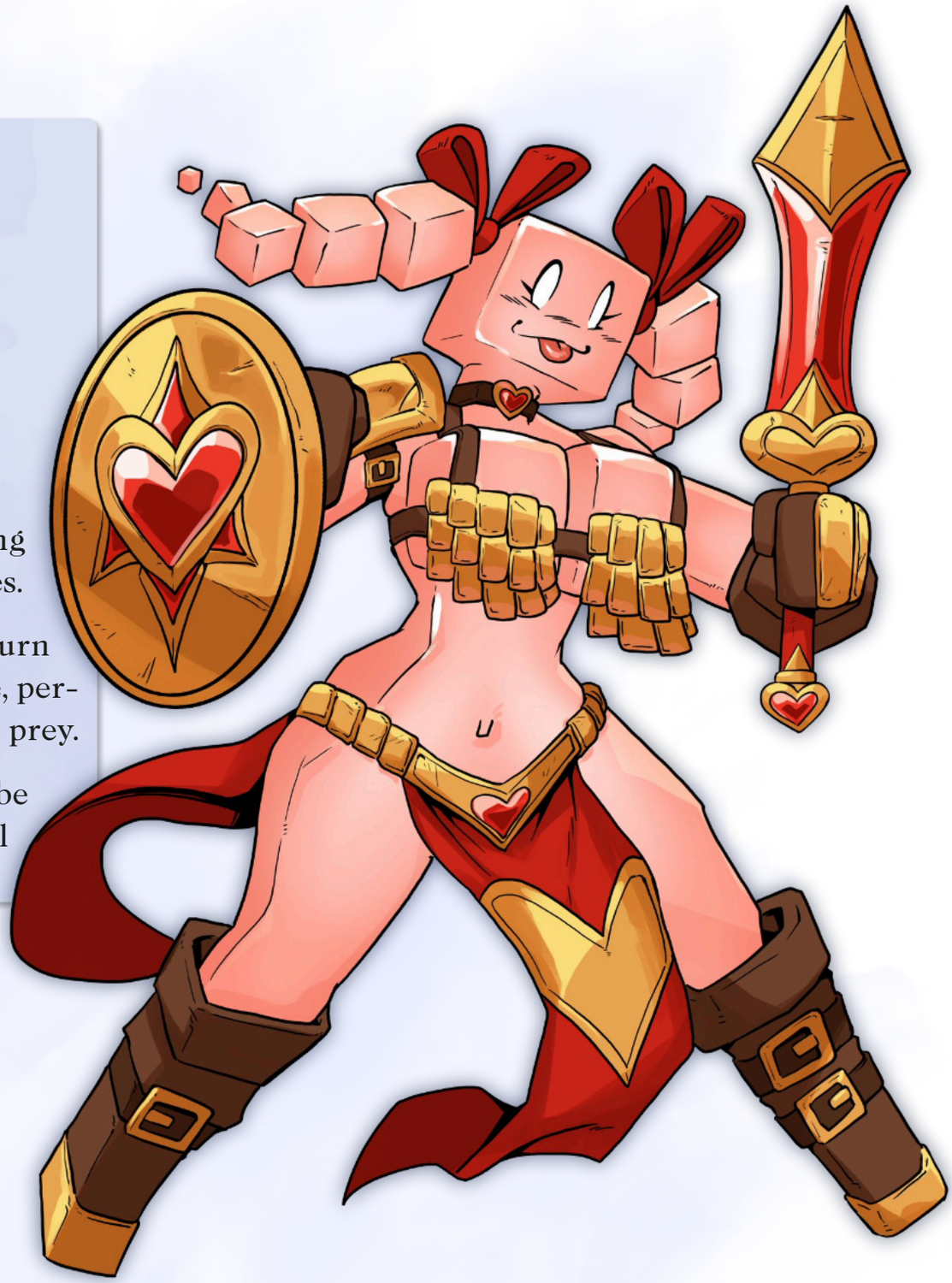
Information

Alchemical Slime Folk are driven by insatiable curiosity and a passion for experimentation, having emerged in cities where they encountered arcane marvels. Their alchemical nature is expressed in vibrant, shifting colors that reflect their elemental balance. Gifted with a highly refined sense of taste, they can analyze materials by touch, fueling their pursuit of knowledge. Though often scatterbrained, they are more analytical than other Slime Folk, studying their own alchemical bodies and learning to shift their composition to favor specific elemental properties and adapt.

Cubie

Slime Folk

Species: Slime Folk
Integration: Peripheral
Habitat: Caves, Dungeons
Nature: Friendly, Tidy
Threat: Moderate



Special Traits

Clear Body can make their bodies almost invisible, as long as they don't wear any clothes.

Cube Form allows them to turn their bodies into a large cube, perfect to block paths and catch prey.

Solid Body has their bodies be (relatively) firmer than usual Slime Folk.

Information

Cubies are a unique branch of Slime Folk, distinguished by their cube-like bodies and ability to adopt a humanoid form, though their geometric structure always shows through. Unlike their monstrous ooze relatives, Cubies are friendly and approachable, moving with the same precision as other Slime Folk but are firmer and less flexible. Their highly translucent bodies provide excellent camouflage, but also easily reveal any objects or debris inside them. This transparency can be a source of embarrassment, so Cubies take great care to maintain a spotless, immaculate appearance at all times.

Eldritch

Slime Folk

Species: Slime Folk
Integration: Isolated
Habitat: Depths, Dungeons
Nature: Calm, Seductive
Threat: Minimal

Special Traits

Greater Darkvision allows to see even further in the dark than their cousins.

Increased Flexibility makes their bodies almost liquid in form and movement.

Their Tendrils are appendages that can attack with long reach.

Information

Eldritch Slime Folk hail from the deepest caves and undergrounds, their appearance mirroring the alien creatures of their dark homes. Their bodies are exceptionally flexible and rubbery, enabling them to contort and reshape with ease. This physical adaptability is matched by a calm, easygoing temperament, setting them apart from more primal kin. Life in the unpredictable depths has honed both their minds and bodies, making them naturally charming and attuned to the world around them. However, their frequent exposure to monsters sometimes blurs their ability to distinguish dangerous beasts from friendly faces.

Feral

Slime Folk

Species: Slime Folk
Integration: Wild
Habitat: Forests, Grasslands
Nature: Instinctive, Predatory
Threat: Potentially High

Special Traits

Big Appetite lets them engulf creatures or objects even larger than themselves within their bodies.

Increased Strength makes them more powerful than other slimes.

Powerful Digestion allows their acidic bodies to digest any organic creatures they catch.

Information

Feral Slime Folk are driven by primal instincts and an insatiable curiosity for new and unusual foods, preferring solitude in caves, forests, and other remote areas far from civilization. Their rapid digestion allows them to consume almost anything, from animals to, occasionally, even humanoids. Encounters with outsiders can be dangerous, as Feral Slime Folk may mistake travelers for prey and attack impulsively. However, once they realize their error, they become deeply apologetic and quickly learn that humanoids are not meant to be eaten, showing an underlying capacity for understanding.

Mnemonic

Slime Folk

Species: Slime Folk
Integration: Isolated
Habitat: Dungeons, Ruins
Nature: Empathetic, Shy
Threat: Mild

Special Traits

Memory Thief allows them to eat and absorb memories of others.

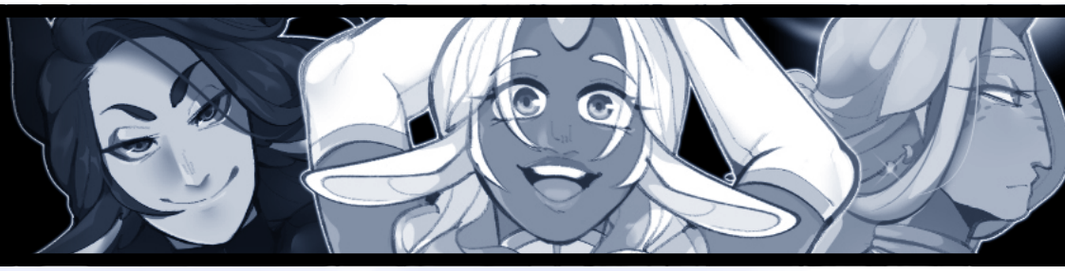
Mind Reader makes it possible to read others minds and memories by touching them.

Shielded Mind protects them from telepathic influences.

Information

Mnemonic Slime Folk are enigmatic and withdrawn, suspected to share ancestry with the mysterious Oblex ooze. Unlike their cousins, they possess the rare ability to read minds and access memories with a simple touch, making them naturally empathic and thoughtful. Aware of the responsibility that comes with such power, they respect personal privacy and rarely invade another's memories without cause. Although they may seem unapproachable at first, breaking through their initial reserve reveals the same warmth and affability found in other Slime Folk, alongside a deep sense of empathy.

Unicorn



Unicorns are a mysterious people whose arrival in the world remains an unanswered question. They do not descend from ancient empires, nor do they pass down tales of a distant homeland. Instead, they seem to simply appear—walking out of beautiful groves, descending from mountaintops shrouded in mist, or emerging in times of need. While Unicorns are often found in the service of benevolent deities, none claim to have created them.

Theories about their origins abound. Some believe they are the last gift of a dying goddess to a world she so dearly loved. Others whisper that they were born from a wish for a gentler age. Another charming legend suggests the first Unicorn was a lone spark of hope that refused to die during a time of darkness. Whatever their origin, Unicorns exist, and the world is better for it.

Regardless of how they came to be, Unicorns share one significant trait: their horns. Proudly rising from their foreheads, these horns are the nexus of their unique powers and the seat of the self. Damage to a horn affects more than just the body; it can wound a Unicorn on a fundamental level. Unicorns readily use their powers for the benefit of the world, seeking neither recognition nor reward. Their magic is a gift given freely out of the goodness of their hearts—be it healing, protection, purification, or a sudden spark to bring a smile to a child's face.

Wherever they go, Unicorns are well liked, for they carry pure hearts and a sincere desire to help. However, their way of doing good can sometimes seem unpredictable. A Unicorn might paint murals across an entire village overnight, or spend hours convincing a ferocious beast not to bite. Their kindness is unquestionable, even if their methods may be eccentric. Still, they never act out of callousness. Their goodness is not an act; it is simply who they are.

Symbols of Goodness

Unicorns are widely regarded as one of the few undeniably benevolent presences in the world. They are seen as pure-hearted beings whose arrival often brings comfort, hope, or reassurance to those around them. Such symbols of goodness rarely passes without consequence. Their existence appears to attract the attention of darker influences, whether through envy, disdain, or simple opposition. Some scholars interpret this as a cosmic balance of good and evil, while others believe evil is simply drawn to what it cannot corrupt.

For protection, Unicorns possess an innate faculty to discern the moral nature of other creatures. Through this sense, they distinguish sincerity from deceit and goodwill from harmful intent. The gift allows them to navigate a world where not all dangers are visible. Yet perception is not protection. Cruelty, loss, and violence remain persistent forces, and even Unicorns are not immune to hardship. While many endure such trials with their compassion intact, not every Unicorn emerges from such hardships unblemished.

True Unicorn

Unicorn

Species: Unicorn
Integration: Accepted (and beloved)
Habitat: Sanctuaries, Woodlands
Nature: Friendly, Naive
Threat: None

Special Traits

Aiding Gait increases their speed significantly whenever they are on their way to help others.

Healing Horn lets them heal and protect allies with their magical horn.

Sense Virtue allows them to detect creatures of pure heart.

Information

The Unicorn are radiant beings of kindness, intuition, and eccentric charm. They embody many traits associated with goodness: a pure heart, a guiding light, and a refusal to break even when the world gives them every reason to.

Bicorn

Unicorn

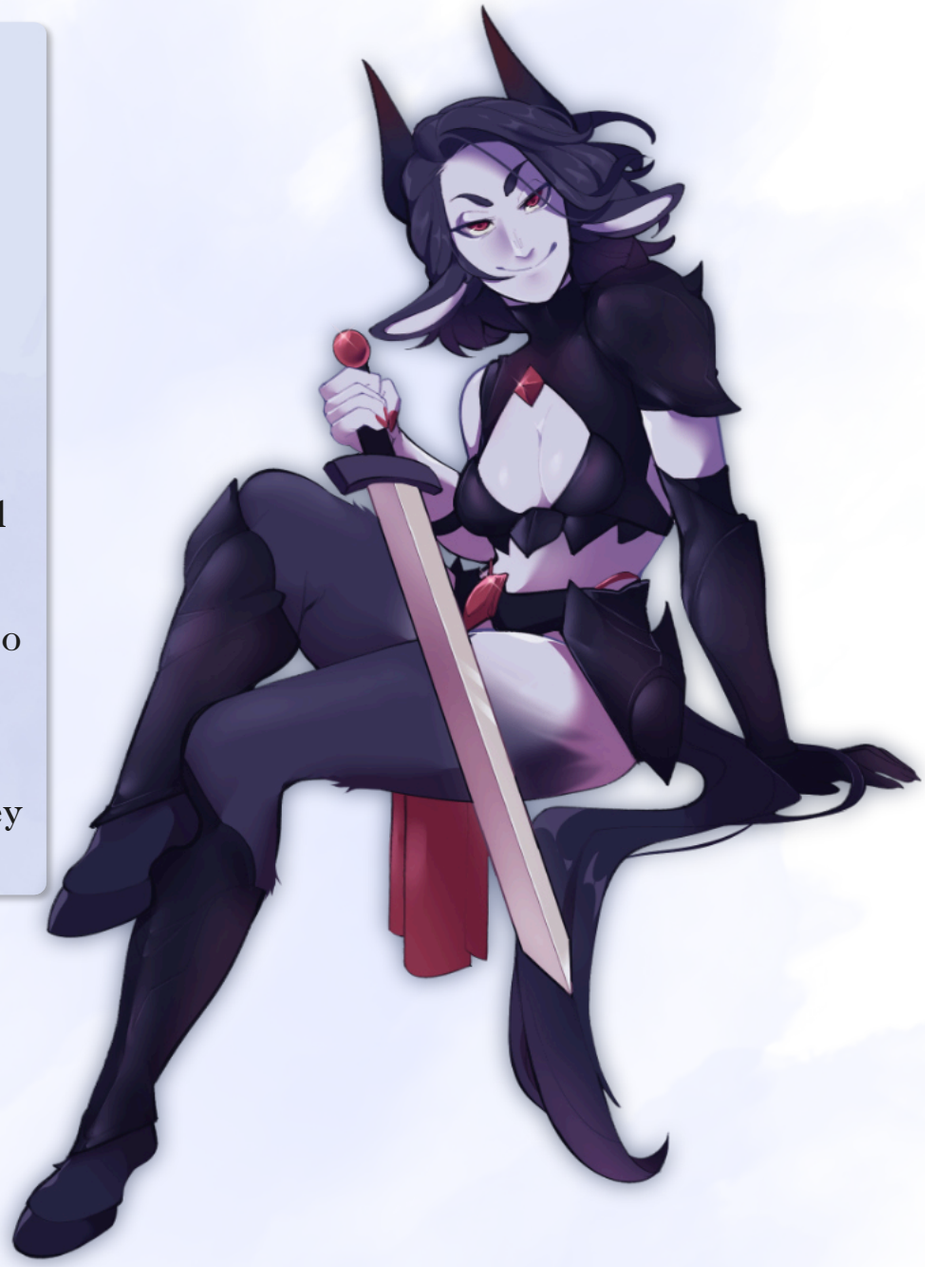
Species: Unicorn
Integration: Isolated
Habitat: Dungeons, Ruins
Nature: Cynical, Guarded
Threat: Moderate

Special Traits

Scorning Horns lets them curse and harm foes with their magical horns.

Sense Wickedness allows them to detect malevolent creatures.

Vengeful Gait increases their speed significantly whenever they charge foes that harmed them.



Information

While Unicorns embody joy and goodness, even the brightest hearts can falter. The world is not always kind, and repeated blows—cruelty, betrayal, heartbreak, or loss—can shatter their spirits. When a Unicorn breaks, their horn splits in two, leaving them fundamentally changed. Bicorns are jaded reflections of who they once were. Some continue their path of goodness with weary resolve, doing what must be done rather than what feels right. Others abandon the ideals they once cherished, retreating into cynicism or embracing evil. Whether tempered or twisted, all Bicorns carry deep scars and bitter memories of old naivete.

Kirin

Unicorn

Species: Unicorn
Integration: Peripheral
Habitat: Anywhere
Nature: Calm, Seductive
Threat: Minimal

Special Traits

Heavenly Gait allows them to walk on air and water as if on land.

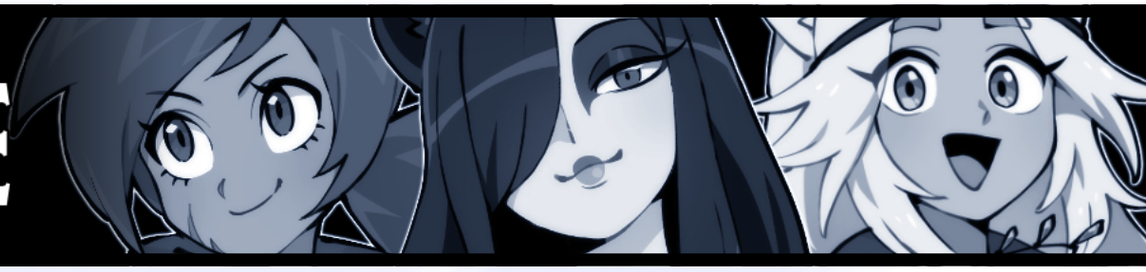
Majestic Horn lets them smite foes and protect allies with their radiant horns.

Sense Greatness allows them to detect creatures of great potential.

Information

Kirin descend from Unicorns whose deeds attracted the attention of benevolent dragons. Touched by draconic majesty, these Unicorns were transformed both physically and spiritually, gaining noble purpose and a dignified demeanor. Dragonkind's influence tempered their whimsical nature, creating beings of restraint and divine decorum. Kirin are patient, quietly observing and judging before acting. They see themselves as stewards of potential, seeking out noble hearts and heroic destinies to help them rise. When a worthy soul stands at a crossroads, a Kirin guides them toward the higher path and the fulfillment of their destiny.

Vulpine



Vulpine are foxfolk who can be met in nearly every land, city, and roadside settlement. Strangely, they boast no empires, no homeland tragically left behind, nor any singular saga one may recount—not counting miscellaneous folk tales of questionable credibility. Their story much is quieter, though no less remarkable: a legacy defined not by conquest or destiny manifested, but by an unbroken series of cultural success. Where other peoples carved their place through might and diligence, the vulpine simply recognized openings and seized them where they could. They spread one opportunity at a time; following trade routes, migrations, political upheavals, and economic booms as others might follow divine portents.

Vulpine communities form wherever conditions allow, adapting swiftly to foreign customs and weaving themselves into existing societies. Their history reads less like a chronicle of events and more like a ledger of well-timed decisions.

Vulpine are deeply pragmatic people. Laws, traditions, and social norms are regarded neither as sacred nor immutable, but as structures to be navigated. All systems possess limits, gaps, and blind spots, and vulpine excel at understanding such intricacies. This talent has earned them a complicated reputation. Their sharp perception, social fluency, and readiness to exploit advantage are undeniably valuable, but don't go unnoticed. Thus many societies meet them with baseline suspicion. Still, their strengths can flourish in respectable spheres and dubious underworlds alike: diplomacy, administration, strategy, negotiation, and commerce all reward quick thinking and adaptability. Ultimately, their defining trait is neither dishonesty nor charm, but cunning—a capacity so fundamental to vulpine nature that it shapes not only how they live, but how they think, particularly when circumstances turn dire.

Always One Step Ahead

Among vulpine, the seizing of opportunity is more than custom; it is instinct. Long before they made contact with the rest of the world, their ancestors survived as feeble creatures in hostile lands. This necessitated a mind honed not merely for cleverness, but for immediacy. When confronted with danger, a vulpine's thoughts sharpen like a blade. Many describe the sensation as the world slowing, details snapping into clarity as escape routes, unutilized tools, and surrounding threats are measured within a single heartbeat. Where one might freeze and trip, the vulpine mind composes a plan to make it to another day.

To a vulpine, survival is and always has been the first victory, and everything thereafter a matter of negotiation. For those privy to this aspect of the vulpine mind, it can paint them as egotistical or ignoble, particularly when a vulpine voices a course of action others might deem distasteful or ruthless.

Vulpine themselves tend to view the matter more plainly. A plan that ensures one lives to argue about ethics tomorrow is, in their estimation, preferable to a noble demise today.

Fayxen

Vulpine

Species: Vulpine
Integration: Settled
Habitat: Frontiers, Grasslands
Nature: Cunning, Pragmatic
Threat: Mild

Special Traits

Exploit Mastery allows them to find enemies' weak spots.

Fayxen Cunning let's them asses the best way to strike and escape.

Enhanced Agility increases their speed, making them the most agile of the Vulpine.

Information

Fayxen are the most numerous and recognizable among the vulpine, often mistaken as representative of the species as a whole due to their prevalence and familiar appearance—red fur, sharp features, and energetic demeanor. They possess a rough-and-tumble temperament, a practical outlook, and a faint but undeniable predatory streak that surfaces in competition, negotiation, or survival. Fortunately for those around them, Fayxen are rarely demanding. Comfort is welcome but not required; the bare necessities—a roof overhead and a full belly—are typically sufficient to earn their contentment.

Kitsune

Vulpine

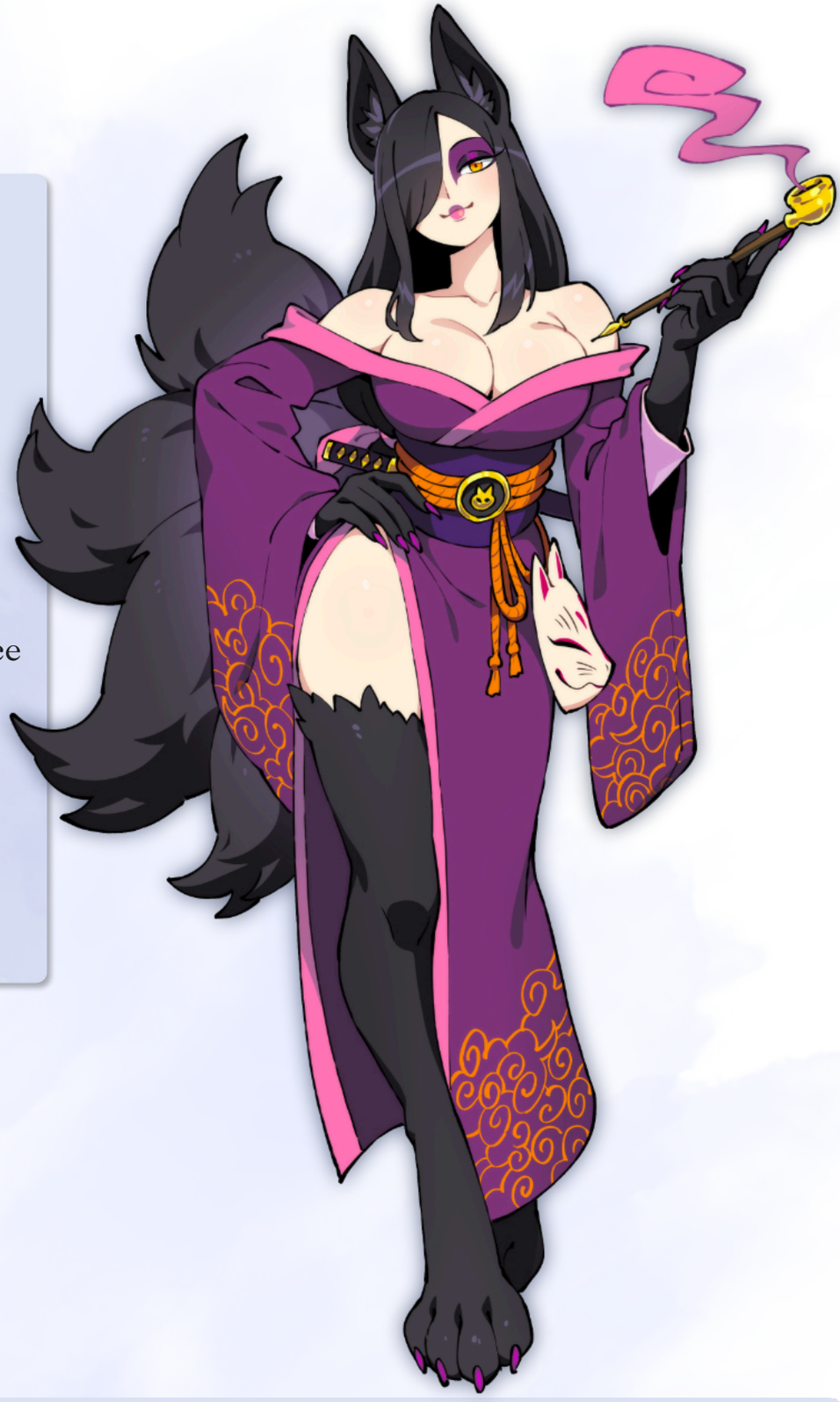
Species: Vulpine
Integration: Accepted
Habitat: Sanctuaries, Towns
Nature: Ambitious, Shrewd
Threat: Mild

Special Traits

Aphrodisian Charm enhances their charisma dramatically, making it easy for them to seduce and manipulate others.

Kitsune Cunning let's them assess the best ways to manipulate others.

Illusion Magic allows them to naturally cast illusion spells.



Information

Kitsune are refined, ambitious vulpine, recognized for their taste, poise, and carefully managed appearances. Unlike their more rugged cousins, Kitsune excel in subtlety, navigating high society with grace, choosing their words and actions deliberately, and keeping their true intentions hidden. They have a natural talent for illusion, using magic seamlessly to blur the line between deception and performance. As they age, Kitsune grow additional tails as a visible proof of survival, power, and social weight. With lifespans and ambition in abundance, few reach a venerable age, and each new tail is understood as proof of competence rather than maturity.

Tulikko

Vulpine

Species: Vulpine
Integration: Wild
Habitat: Mountains, Tundras
Nature: Mischievous, Playful
Threat: None

Special Traits

Aurora Magic allows them to innately cast light spells.

Spark Tail let's them use their tails as potent weapons that can produce colorful sparks.

Tulikko Cunning let's them assess the best way to play tricks.

Information

The Tulikko are the rarest of vulpine, hailing from northern lands and immediately recognized by their playful, jovial nature. So lively that early observers suspected they were fey, these northern foxfolk are unmistakably vulpine, their cunning expressed not through calculation but through mischief and delight. Their fur shimmers with the colors of the aurora, seeming to trail like a living light as they move, and they can craft small displays of dazzling illumination, charming those who watch from afar. For the Tulikko, every moment is an unrealized opportunity for spectacle and fun.

Appendix

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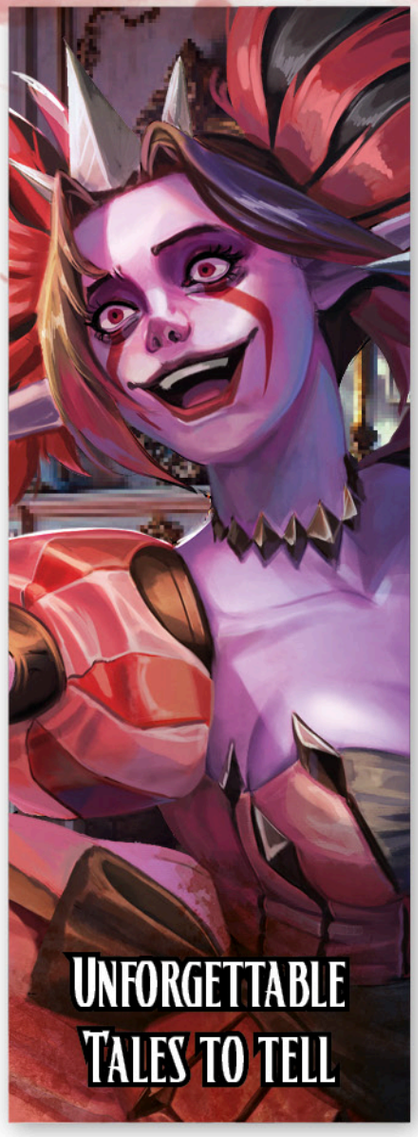

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