

THE PEOPLES OF RHYONIS

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INTRODUCTION

Welcome to the Peoples of Rhyonis document! These pages contain information about the vibrant and diverse peoples that make up the realm of Rhyonis. Some of these may seem familiar to other fantasy races, reflavored for the Rhyonis setting, and some may seem entirely brand new to you! Whatever the case, I hope you enjoy yourself as you learn about these fantastical peoples and a little more about the realm they inhabit. This, like all Rhyonis material, is completely free to enjoy at your leisure and implement into a game of your own! The setting of Rhyonis is currently most compatible with 5e Dungeons and Dragons (outside of the narrative stories set in it) but is in the process of being updated for the 2024 ruleset as well!

So, whether you are here to support Rhyonis as a narrative setting, find inspiration for a game you plan on playing or running, or are just interested in learning more about the setting, I hope you enjoy yourself. As always, if you have any questions, comments, or concerns, please feel free to send them to Rhyonis creator, Austin R. Rose, at rhyonisrr@yahoo.com

Until next time, remember, “In a cold and dark world, we are each other’s warmth and light!”



RHYONIS

A REALM, A RIFT

ALICHENS

NAMING CONVENTIONS

Alichens speak through a series of clicks and chitters that emanate from the vibration of their exoskeletons. These vibrations take up different pitches and have various distinct notes based on the territory they live in and are adapted to. Most Alichen names are seemingly random *tsks*, *cliks*, and *chasks* separated by apostrophes and their surnames being determined by the colony they belong to. The Queen of each colony is always named 'Chiskalitk' followed by their territory and colony name and the number of their rule. An example would be the Queen of the Tsk territory and Felichk colony named Chiskaltik Tsk'Felichk the Fifth.

LANGUAGE

Alichens speak through chittering and whistling notes known as Chenick.

LIFE CYCLE

Alichens can live up to 40 years but rarely live beyond 2-3 as they are called to battle for territory. Due to their short life expectancy, Alichens have adapted to reach breeding maturity within 1 year of hatching. Females will lay up to 50 eggs each in deep trenches in their territories and males will fertilize them where they will be left abandoned to hatch on their own after 100 days. As they hatch, younglings are left to care for each other and they make their way to the surface to join their colony's forces.

AVERAGE BUILD

While the bodies of the Alichens vary in height based on gender- males being roughly half the height of the females- the spindly antenna of the males are far longer than the females' and they both stand between 8 and 10 feet tall.

COMMON TRAITS

The Alichens have a wide range of insect-like characteristics. Alichens have a total of eight limbs but the placements vary per individual- some being bipedal, some quadrupedal- and all have the ability to walk with full mobility along vertical and horizontal surfaces with all eight limbs. They also have hard exoskeletons that range from deep black to ashen grey, the plates of which they can vibrate to make a sort of music that they use for communications.

HOMELAND

Tskalich, a wild and diverse planetary body deep in the darkness of Zardonarys.

BACKGROUND AND CUSTOMS

Tskalich is a beautiful planet that has countless regions and biomes that blend into one another seamlessly and just as many colonies of Alichens that make their homes there.

Each colony is rallied behind and serves a queen that is smaller than the rest of her people but it is notable by the beautiful moth-like wings that she is born with. These wings are typically kept safe beneath the queen's exoskeletal plating but, during times of conflict, queens will take flight and do battle high above their armies while attempting to tear each other's wings apart.

The many biomes of their homeland are constantly under siege by other colonies vying for control over more desirable lands. Due to this desire for control, the Alichens are always at war with neighboring colonies. Despite this endless warfare, their armies are almost never exhausted as they lay massive clutches of eggs that hatch within several days of being laid and their children reach maturity within a week of hatching.

ASTREANS

NAMING CONVENTIONS

Named for the Cosmic Patrons they are born under and Realm they are born in, Astreans have a way of combining primary parts of words into the names of their children. An example of this would be a child born in Rhyonis under the Snake patron being named Snakonis.

LANGUAGE

Astreans speak in hollow reedy whispers like wind through a cavern known as Sckrelik

LIFE CYCLE

Astreans live between 200 and 300 years and reach maturity at about 30 years of age. Their young incubate within one parent, regardless of sex, when another partner imbues a portion of their Life Essence via physical contact. The fetus can be seen growing within their torso as it stretches to a crystalline transparency. After about a year, the torso opens to allow the child to be removed. This process typically kills the birthing parent and requires a similar transference of Life Essence to preserve their life which is traditionally provided by the impregnating partner but midwives can sustain the life in the event that the partner is unavailable.

AVERAGE BUILD

Between 6 and 8 feet tall

COMMON TRAITS

The Astraens are tall thin humanoids with taut opalescent skin and animal-like markings that cover the majority of their spiny, slim muscular bodies. Their skin reflects starlight, distorting their true dimensions and they have an almost transparent quality.

HOMELAND

Astra, a planetary body deep in the darkness of Zardonarys capable of traveling the Realms Adjacent when the borders thin.

BACKGROUND AND CUSTOMS

The Astreans are a wondrous people that have honed their faith in Zardonis as a power source. They collect Their essence within the core of their planet Astra as a starlike core that glows through the porous crust of the planet. When the core grows bright enough upon collecting enough starlight and the boundaries between the realms thin, the Astreans are able to move through home to another realm coterminous with the one they find themselves inhabiting. So long as Astra contains a trace amount of starlight in its core, the Astreans are able to physically move Astra through Zardonarys.

Curious by nature, the Astreans heard calls from Zardonis upon Their creation of them. Like the other humanoid creatures of Zardonarys, the Astreans were created by Zardonisys, the Deity of the Stars, as opposed to the Spring Tree of Life, Rhyonis, like other Rhyonian entities. They have an innate drive to answer this call from Zardonis and travel wherever it leads them. These travels will find them across vast distances and realms and the Astreans love nothing more than making contact with new peoples and documenting their findings in their expansive lore libraries called Loretuams.

AVINARY-AARACOKRA

NAMING CONVENTIONS

Avinaries name their children with hollow reedy sounds that reflect the noise of wind rustling through feathers. They also take on family names that are akin to the species of birds their lineage resembles. An example would be Howlish Canary whose family name is derived from their canary-like appearance. Some Avinary families who have moved into societies with another prominent humanoid people will forego the bird-like surname and adopt something more akin to that of those they live alongside to prevent further attention to their avian appearance.

LANGUAGE

The Avinary language is a series of hoots and caws intermingled with Commontongue syllables known as Avias.

LIFE CYCLE

Avinaries reach maturity after 20 years and can live up to 70 years. Mating pairs will lay fertilized eggs after consummation in nests that they protect together, alternating care while the other retrieves food. Clutches can contain up to ten eggs and hatch after a full year.

AVERAGE BUILD

The Avinary people range in stature based on the various bird species their particular family reflects and their heights vary anywhere from 3 to 7 feet tall.

COMMON TRAITS

The Avinary are avian humanoids, bipedal with backward facing knee joints, and covered in feathers that vary from individual to individual. Their styles and patterns reflect a wide range of birds with wings on their back and thin humanoid arms connected to their shoulders. Alongside their varied heights, the wings of different Avinaries have a wide range as well.

HOMELAND

Avinary have spread far and wide across Rhyonis, calling many regions homes. They prominently live in the Feathered Forest of Ish-Gahn alongside a militant sect of Forest Elves known as the Murder Elves.

BACKGROUND AND CUSTOMS

Prone to an aptitude for exploration, the Avinarys are known to be found in the skies of Rhyonia at all times. They will take flight from their homes and lose themselves to the adventure that they will cover vast distances before realizing it. So often will they get

wrapped up in their journeys that they will forget that other peoples are not so free as they are and will feel disheartened by the need to leave new contacts behind.

Though they are a free spirited people, the Avinarys also have a strong sense of worship for the Goddess of the Hunt, the Huntress. Before Her ascension from Forest Elf to Goddess, the Huntress had bonded with the Avinary people and She learned to fly alongside them, leading them on hunting raids for food for both of their peoples. In honor of this bond, the Avinarys are proud advocates and make up a large portion of the Huntress' faithful.

BOHLIGS

NAMING CONVENTIONS

As their lips and tongues are rather large for their mouths, Bohlig speech is like a rumbling babble. As such, their names consist of a lispy combination of syllables and double *bs*. An example would be Bubbrith Frahmble.

LANGUAGE

The Bohlig language with bubbly and sounds like warbling drones known as Ligean.

LIFE CYCLE

Bohligs can live between 150 to 200 years, reaching maturity after about 50. They reproduce through intercourse and females give live birth after a two year gestation period.

AVERAGE BUILD

Ranging from 4 to 6 feet tall, Bohligs are typically stocky and powerfully built.

COMMON TRAITS

Having a wide array of skin tones from deep blues to pale green, the Bohligs are strong and capable people with bulbous proportions and thick limbs. They also have incredible perceptive abilities thanks to their large, multifaceted purple eyes and bat like ears.

HOMELAND

Bohligs are native to the planet of Falorick but have traveled Zardonarys and established roots on other planets as well.

BACKGROUND AND CUSTOMS

From the resources the Bohligs discovered with Falorick, they've crafted and constructed specialized weaponry that could be used to release compressed powder and energy. These arm bound cannons and matter rifles are powerful and were utilized to fight back the marine creatures that once threatened to consume their people. Eventually, their weaponry would be a catalyst of trade with other peoples that would find Falorick.

This allowed for great connections that would serve the Bohligs well in the following years and eventually allowed them to levy trust with the Zardoniclasts that visited them to take their people into Zardonarys on their traveling vessels to continue their trade and exploration to other planets. They also were contacted by the Zardon Voq, monstrous creatures born from the darkness between the folds of starlight and the deepest parts of Zardonarys. All creatures fear the Voq and the Bohligs have been offered safety from their consuming nature in exchange for their weapons and service.

BOQUIVIER-FIRBOLGS

NAMING CONVENTIONS

Speaking with drawn out sounds akin to Commontongue, Boquiver names are soft and long, using double vowels and avoiding hard consonants. Family names follow a pattern of color, season, and or a plant. An example would be Harlooy Springrose.

LANGUAGE

Boquiver speak with a mix of Commontongue and the language of nature known as Sylvan with sounds like wind in the trees or running water.

LIFE CYCLE

Boquiver reach maturity after 30 years of life and live anywhere from 250 to 300 years. They reproduce through intercourse and females give live birth after a one year gestation period.

AVERAGE BUILD

Around 8 to 9 feet tall with strong limbs capable of moving heavy loads or running at great speeds and making massive leaps.

COMMON TRAITS

The Boquiver are a diverse people that display many animalistic qualities akin to cows, horses, and goats. Their fur drastically varies in color and pattern, some being thin furred with pale pastels while others are coarse and thick with dark colors.

HOMELAND

While they live prominently on the Isle of Yoz and Arhan-Zoul today, it is believed that many of the Lost Lands were inhabited by Boquiver before being consumed by the lava of the Fire Worn Spires.

BACKGROUND AND CUSTOMS

Reclusive by nature, the Boquiver rarely make contact with other humanoid peoples aside from the Yoziels with whom they've lived alongside on Yoz for millennia. They spend the vast majority of their time tending to their herds of animals that they have an intrinsic bond to. Most Boquivers are capable of psychically bonding with their herds and feel their pain and emotions. While they are physically strong, it is due to their frequent connections with their animals that they are often flighty and averse to confrontation unless they feel compelled to.

Boquiver have a strong sense of justice and purity, being incredible judges of character. Not only do they focus on weeding out corruption within the natural world as well as in systems of power. The few Boquiver that do venture from their remote homelands often find

themselves seeking out wrong doing, typically rising in station in law systems so that they see proper justice is served. They have a particular distaste for Necromancy and thoroughly investigate the practices of mages who use such magic.

CAMREANS-LIZARDFOLK

NAMING CONVENTIONS

Camreans speak a guttural visceral language as their tongue licks through their sharp teeth. Their names are typically short and sound like slick lashes and chomps. They also take on surnames denoting their tribe as opposed to their family. An example would be Schlis Heart being from the Heart tribe of Shoule.

LANGUAGE

Camreans speak a guttural, chittering language like crocodiles or alligators known as Lisk.

LIFE CYCLE

Camreans live roughly 50 years and begin laying and fertilizing their first clutch after 10 years and another every decade until they are 40. Eggs are laid halfway through spring each year and hatch by the end of summer.

AVERAGE BUILD

Capable of moving around on all fours like crocodiles or upright on their hind legs, Camreans measure between 5 to 9 feet from snout to tail.

COMMON TRAITS

Having a wide range of colorful yellow-green scales and prismatic feathers, Camreans are crocodilian in appearance and nature but have a tactical intelligence. They have strong jaws and limbs and also sport beautiful crown-like plumage they use to make intricate signals across great distances.

HOMELAND

Native to Shoule from the Realm of Giants, Camreans have spread to Ish-Gahn, primarily, and are known to inhabit swamps and drylands across Rhyonis.

BACKGROUND AND CUSTOMS

Along with the Sheloise who came with them atop Shoule's back from the Realm of Giants, the Camreans believe themselves the Children of Shoule. There are three tribes that live across Her massive shell- Heart, Head, and Tail- and each one works to serve Her well being as She ferries them across the Continental Sea. Some Camreans who've departed Shoule to explore the continents of Rhyonis have cast off their devotion to Shoule but it is fact that were it not for Her they never would have come to call Rhyonis home.

Regardless of what tribe, or where in Rhyonis, collections of Camreans find themselves, they have a powerful bond and respect for family. They work together perfectly in tight knit groups to ensure all are taken care of. While their smaller communities are close and

friendly inwardly, certain tribes do come to blows frequently for land grabs or to grow their numbers and influence. These conflicts can be pretty brutal and will often not end until one tribe is entirely decimated as they fight valiantly to defend their own.

CORRUSOULS-TIEFLINGS

NAMING CONVENTIONS

Corrusoul names typically follow the patterns of speech natural to their fiendish heritage. As the fiendish tongue is harsh to the ear, their names are mixed with Commontongue syllables and take on a cadence that is a mixture of humanoid and fiendish languages. An example would be Garthinkhrax Ir'egantzk.

LANGUAGE

Descended from fiendish entities and humans, Corrusouls speak a mixture of Commontongue and Infernal which is grating to the ears like a hot poker being submerged in water.

LIFE CYCLE

Corrusouls and Nephilier share the same life cycle as their human lineage, living between 80 and 100 years and reaching maturity around 20 years. They reproduce through intercourse and females give live birth after an almost year long pregnancy.

AVERAGE BUILD

Corrusouls typically stand between 5 and 6 feet tall but the horns curling from their temples can add upwards to 2 feet to their height depending on the age of the individual.

COMMON TRAITS

Many Corrusouls are viewed as intimidating for their fiendish outward appearance. Their skin has been noted to be almost any color, varying drastically between families descended from different demonic lineages. They also almost always have striking horns extending from their temples and can even have tails, wings, or spines covering their bodies.

HOMELAND

While the original Corrusouls were born to Humans of Theurgius, they have developed their own society that dwells within the confines of the Dark Continent. A few adventurous souls have ventured to the other lands of Rhyonis. The Theurgian Corrusouls cities are known as Infernys, Smoke, and Styx.

BACKGROUND AND CUSTOMS

Born from the brutality of the War of Claiming, Corrusouls are the descendents of Humans and fiends from the Fiendish Sector of the Trinity Realm. Since those brutal conceptions, they have formed their own cities and communities composed entirely of Corrusouls have countless lineages. Despite being trapped within the confines of Theurgius, some have breached the border to settle across all of Rhyonis. Most Rhyonians understand the past of

the Corrusouls but that doesn't prevent people from being intimidated by them all the same.

Named as 'Corrupt Souls' for the fiendish lineages they descend from, Corrusouls could not be further from such. Many are known to be loving and kind hearted in order to prove themselves beyond their blood and it is believed that almost all Corrusouls to pass to the Grey Lit Path are welcomed by the Undying Light with luminous bright walls of white smoke to relive their greatest moments.

COSMIC CHILDREN

NAMING CONVENTIONS

Cosmic Children follow the naming conventions of their Corrusoul and Nephilier parentage.

LANGUAGE

Cosmic Children predominantly speak Commontongue, Celestial, and Infernal.

LIFE CYCLE

Naturally the Cosmic Children can live between 80 to 100 years but rarely do they survive past a few years as they are viewed as dangerous and hunted. They are born sterile and are unable to reproduce themselves.

AVERAGE BUILD

Cosmic Children are typically between 5 and 6 feet tall and range in frame.

COMMON TRAITS

Bearing deep purple skin that shifts to pure black, the Cosmic Children are as stunning as the swirling recesses of Zardonarys. Their hair glows brighter than starlight and they have luminous freckles across their bodies that move to reflect the star patterns of the night sky they were born under. They also always have a constellation birthmark of their Cosmic Pattern that never disperses.

HOMELAND

Incredibly rare in general, Cosmic Children are almost never seen outside of the cities Radiessence and Styx.

BACKGROUND AND CUSTOMS

The War of Claiming is known across Rhyonis as one of the most horrific atrocities to ever befall the realm, but what very few know outside of Theurgius is that it's also given rise to one of the strongest alliances the realm has ever known. In order to fight back against the scourge of the vampiric forces of The Mistress and Tyrianous, the Nephilier city of Radiessence has bound itself to the Corrusoul city of Styx. The chosen participants of this rite produce offspring with preternatural and devastating abilities that are said to be the key to the vampires' undoing. These children are referred to as Cosmic Children and are of a mixed lineage that blends both angelic and fiendish blood to take advantage of their most powerful traits and abilities.

Every fifty years, the city's leaders select the most promising of their ilk to meet in a ritualistic communion known as the Cosmic Coming. The Cosmic Coming is hosted in

turns, the first having been hosted in Radiessence and the second in Styx. These events are highly lauded and celebrated, being revered as a holiday in which festivals are carried out over the course of several weeks where the chosen couplings are granted gifts and lavish feasts are held in their honor. On the final night of the Cosmic Coming, the pairs consummate their union to produce the fated Cosmic Children and the impregnated women are kept with a full security detail in whatever city the event was held in, even if it is not their home. Nearly a full year later after the events of the Cosmic Coming, the Cosmic Children are born and heavily safeguarded, raised on the ancient traditions of the city they were born to so that one day they may face the vampiric scourge and deliver their people from the oppressive tyranny. Unfortunately, over the thousands of years of tradition, no such children have lived long enough to accomplish this insurmountable task.

DRAKIN-DRAGONBORN

NAMING CONVENTIONS

Most Drakin names are similar to draconic names and as such are derived from their scale type and the dragon their society is built around. Furthermore, they also use harsh sounds with their traditional family names following three to four syllables separated by apostrophes. For example, as Angehlah rules Crystallus and most of Ish-Gahn, an Iciscala Drakin could be named Iclhleh Crux'Hone'Dhor.

LANGUAGE

Drakin speak the language of the dragons which is Draconic.

LIFE CYCLE

Reaching maturity at around the same rate as humans, Drakin are able to lay their first eggs around 20 years old. They fertilize their eggs through intercourse which is lain shortly after then must be incubated under certain circumstances that vary based on the type of Drakin that produced the egg. Typically parents of like scales mate but occasionally mixed scaled offspring are born in which case the specific conditions are reflected by the egg's shell. Under the right conditions, Drakin eggs will hatch after about a year and Drakin can live up to 500 years.

AVERAGE BUILD

Powerfully built with thick limbs and broad shoulders and hips, Drakin are imposing figures that stand anywhere between 7 and 8 feet tall.

COMMON TRAITS

Drakin are draconic humanoids that have just as many varieties as there are dragons in the realm. They have small horns and spines that can be frilled and they have sharp fangs and claws. While their scales and features resemble the dragons they are kin to, Drakin do not possess nearly as strong an affinity for the dragons' elemental nature.

HOMELAND

Drakin are known to be found across the entire realm of Rhyonis but congregate around regions inhabited by dragons that share similar characteristics and affinities. As such, they are prominently located in Ish-Gahn, and there is an entire coastal town known as the Quilted Coast where Drakin of all types of scales live in harmony.

BACKGROUND AND CUSTOMS

Drakin greatly resemble a mixture of the great and powerful dragons that initially walked the realm and many humanoid peoples that also call Rhyonis home. They are a wildly diverse people and no two Drakin are entirely identical as they are covered in countless

multicolored scales with frills and spines across their heads. They have a slight elemental affinity determined by the type of Drakin they are and are able to call upon it slightly as well as resistant to that elements conditions. Drakin are also social creatures that thrive in communities and building homes for families to live in alongside one another.

Many Drakin aspire to great heights, thriving as warriors and heroes across the realm. They utilize their resilient nature and durable physicality to explore the realm and perform acts of greatness. While the nature of Drakins vary based on the individual dragons they build they homes around, some better society and some work to its end. Regardless of their intent, Drakin are known to be rallying forces for great changes in the realm and use both brains and brawn to achieve these ends.

DWARVES

NAMING CONVENTIONS

Many Dwarves name their children after minerals, ore, and gemstones, especially so if they uncovered a healthy supply of a particular material during the pregnancy. Family names are also typically related to their lineage's profession but with gruff and firm sounds. For example, if there was a large ruby deposit uncovered around the child's birth and their family were blacksmiths, they could be named Ruberyan Drudgsmith. Additionally, Dwarves also follow a similar trend to Elves and Humans when it comes to denoting separation and distance from a main family line. This is seen as a prefix of d'. When a less prominent family marries into a more affluent one, the former's last name is dropped and they gain the d' prefix. This is also applied to a name if the child's mother is not naturally born to the prominent family or if someone is disowned or separated from the family by some other means.

LANGUAGE

Dwarven language sounds like shifting earth and stone and uses intricate runes.

LIFE CYCLE

Dwarves live up to 300 years and reach maturity around 50 years. Dwarven couples reproduce through intercourse and their children are born after 200 days. Most dwarven parents will keep their children in stone alcoves within their homes for a year as they develop further but this practice is viewed as archaic and more common among traditional families.

AVERAGE BUILD

Typical Dwarves range between 4 and 5 feet tall and are broad shouldered with stout limbs.

COMMON TRAITS

Dwarves are a hardy and reclusive people that spend most of their time in their subterranean homes. They have incredibly thick and coarse hair that feels like stone to the touch. While the hair loses its durability after falling out, while intact it acts as a natural armor over the body. Most often have glistening eyes that shine like gemstones in torch light while in darkness. Also, their bones and nails are incredibly dense like metallic ore.

HOMELAND

Though they initially settled in Theurgius' underground after emerging from the Life Glade, by way of the Gravel Way Dwarves have found homes across all of Rhyonis. There is also a healthy population of Dwarves beneath the island of Yoz.

BACKGROUND AND CUSTOMS

Since the earliest days of their sequester into the Gravel Way beneath Theurgius, Dwarves found their way in the world by delving into the earth and spelunking all they could.

Reveling in the riches of the earthen homes they found themselves in, the Dwarves steadily learned to refine their art by creating beautiful pieces from their craft. By learning the ways of metallurgy and jewelcraft, the Dwarves amassed riches for themselves by way of blacksmithing arms and armor and jewelry.

Conversely to making the most of their lot in the wake of their mistreatment by their Human neighbors, the Dwarves also grew resentful and spiteful. They also mastered warding magic to ensure they alone could benefit from their work and safety of their homes. Built into the intricate network of caves and tunnels of the dwarven territories are countless wards and spells that are able to be activated remotely, to whatever ends the warders desire.

ELEMENTOIDS-GENASI

NAMING CONVENTIONS

Elementoid names are often correlated to the element of their people while their surnames are reflections of the sound that element naturally makes or things related to their element. For example, Ignasoids- fiery humanoids- could be named Cinder Thuaf. Meanwhile, Skieroids- air humanoids- could be named Accula Nimbus.

LANGUAGE

Elementoids speak the language of their various places: Ignasoid- Ignesian; Skieroid- Skirean; Terranoid- Terrian; Torrentoid- Torrentian.

LIFE CYCLE

Elementoids are preserved by elemental powers that course through their bodies, granting them exceptionally long lives so long as they maintain a connection to this power. While they mature at the same rate as humans, reaching adulthood around 20 years, they can live well past a millennia with proper immersion into their particular elemental power. They are also born directly from elemental forces, reproducing asexually by a singular parent of any sex imbuing a portion of their Life Essence into a concentration of fire, water, air, or earth.

AVERAGE BUILD

Ranging in height from 4 to 6 feet tall, Elementoids are incredibly diverse and their bodies reflect their element being fluid, flighty, lithe, or sturdy.

COMMON TRAITS

Like the elements that empower them, Elementoids have ubiquitous traits that can change on a whim and reflect their true nature. They also have a modicum of control over their associated element, being able to channel bursts of it or inure themselves to it completely.

HOMELAND

Hailing from the Elemental Realms Adjacent, Elementoids call the immediate regions surrounding the rifts to the Realms home but are known to be found all across Arhan-Zoul. Ignasoids live in the Obsidian Chimneys, Skieroids live in Storumund, Terranoids like in the Fractal Pekas, and Torrentiods live all along the southern coast of Arhan-Zoul and Tritaria Major.

BACKGROUND AND CUSTOMS

Ignasioid

Hot tempered and beautiful as bonfires against a twilight sky, Ignasioids are captivating beings of fire. Their skin ranges from tanned browns to ashy greys while their eyes are

golden white or scalding blues. Their hair is soft and warm at all times, typically deep reds or grey and known to ignite and dance as living flames. Having come to Rhyonis from Ignasias, they are at peace among fire and magma, often whipping up a frenzy in those around them by their mere presence or insatiable attitudes. They thrive in combative situations and are quick to destroy what stands in their way.

Skieroid

Free spirited and open minded, Skieroids are the happiest and most joyous of the Elementoids. Their skin is as pale as freshly fallen snow but can take on blue hues that match the openness of a clear sky. Yellow freckles dot their complexion light smatterings of sunlight and their hair is white and billowy like thick clouds that float above and around their heads that are often full of ideations of exploration and freedom. Having come to Rhyonis from Skieran, Skieroids seek out the highest elevations and are capable of limitless flight and able to disperse themselves into powerful gales.

Terranoid

Stoic, rigid, and immutable in their ideals as mountains, Terranoids are hardy and stubborn brazen folk. Their skin ranges from deep brown to leafy green and their hair can be brittle like shale stone or soft and woolen as moss and they have mineral protrusions from their skin they can use as weapons or mold as accessories. They build settlements that last longer than ages and monuments even the gods envy. Their limbs are strong and capable, more durable than stone, and they hone their minds with endless games of strategy. Having come to Rhyonis from Terrantian, they can move through earth and stone and increase the density of their flesh to be as hard as diamonds.

Torrentioid

Fluid and habitual as the tides, Torrentioids love routines and regime, being the most focused and militant of the Elementoids. Unlike their Ignasoid cousins, they overtake by constant effort instead of ravenous force. Their drive to preserve cycles and order will see Torrentioids overtake their enemies by sheer force of will and concerted effort. They stick to the waters of the Continental Sea as well as along riverways, but focus the majority of their energy to preserving the safety of those beneath the waves. Determined to ensure that Kyah- the Creation God of Wind and Waves- does not escape His prison in the Abyssal Trench to destroy Rhyonis, they are constantly on the frontlines of an endless battle. Having come to Rhyonis from Torrentian, Torrentioids have total control over water and are even able to disperse themselves into powerful currents.

ELVES

NAMING CONVENTIONS

The elvan language is light and ethereal like haunting melodies that flow off the tongue. As such, their names are almost lyrical and sound like songs but are also known to give themselves a personal name that forgoes the elvan language entirely. For example, some Elf names are Cyellah Hallicianous or Meridius Shadegallow. Additionally, Elves also follow a similar trend to Dwarves and Humans when it comes to denoting separation and distance from a main family line. This is seen as a prefix of *d'*. When a less prominent family marries into a more affluent one, the former's last name is dropped and they gain the *d'* prefix. This is also applied to a name if the child's mother is not naturally born to the prominent family or if someone is disowned or separated from the family by some other means.

LANGUAGE

The Elvish language is light and flowing like leaves on the wind or rain droplets on a river. It is composed of light constants and rolling vowels that sounds like audible cursive script.

LIFE CYCLE

Elves are the most long-lived of the mortal peoples. Capable of living up to 1500 years, they slowly age and are almost timeless in appearance. They reach maturity after 100 years and reproduce through intercourse, giving birth after 200 days of pregnancy.

AVERAGE BUILD

Elves are tall, lithe, and lean with an otherworldly grace. They move fluidly through life and range from 6 to 7 feet tall.

COMMON TRAITS

Most elves share angular features, sharp jaws, long ears, and almond shaped eyes that are known to take on every color imaginable.

HOMELAND

Elves, in all their various forms and customs, are found all over Rhyonis, most prominently in Ish-Gahn however.

BACKGROUND AND CUSTOMS

Cave-Dark-Drow

Bound to the subterranean paths of the Gravel Way, Cave elves have dark skin and white eyes that are capable of peering through the deepest of darkneses. They live in secrecy, barred from the illumination of the sun, moving across the entire realm beneath the surface. They are capable crafters and spellcasters that have learned from the various

cultures they cross paths with; namely other elvan peoples and the Dwarves whom they live alongside. They build massive cities in cavernous pockets that sprawl up cave walls and across miles of open space. They also have palaces built into stalactites that loom over the cities with the nobility lording over those people, priding themselves over their gathered knowledge and, literal, elevated station. They serve two primary deities, with drastically opposing views and cities will go to war over their deific beliefs. Some Cave Elves worship Alaxes, Deity of Reincarnation who founded their people as the first elf to venture below the surface and believe in sharing the knowledge they learn across their lives to their communities at large to expand their knowledge. Conversely, other Cave Elves worship Pikoruhn, Deity of Darkness and Deception, and believe that all knowledge should be obscured and only awarded to the most devout and highest in station.

Erls-Shadow

Similar to the Ascended Gods, when a Fey creature rises in power to embody a full concept or idea or power, they truly become it and the source for which others draw on the power to utilize it as well. Where gods typically have a faith and followership behind them and their teachings as they stand in the Pantheon of Rhyonis, the Fey Lords exist within the realm's many folds and rule from the comparably small Court of the Fey. The first to rise to the rank and begin the more ambiguous role of fey power figure within Rhyonis was none other than Morose, the Fey Lord of Darkness. He, himself at the whims of a Goddess, a pawn in the schemes of even his creators, still strives for more power. The Erls Elves are but a piece in his grab for more and he uses them to serve his means where he cannot be. Through the shadows, on the streets, in the corner of a tavern, Erls Elves are Elves that have been spared from the very crux of life and death, light and darkness, by Morose. They may not serve an immediate purpose, but every elf who's had the color drained from their flesh and death essence imbued in their heart to tread through darkness is known to be one of Morose's servants, one of these Erls, or Shadow, Elves.

The Erls Elves of the Shadow Elves, are beings that tread the line between life and death, having been elves of a normal sort before prolonged exposure to a near-death state. In this condition, trapped between the light of the Material Place and the shade of the Grey-Lit Path, an elf may catch the eye of Morose, the Fey Lord of Darkness, Servant of the Grey Lady, Alaxendaria, Creation Goddess of Death. Morose is able to bind the Death Essence consuming the Life Essence of such an entity and by doing so, imbues this Death Essence into their heart and locking it with a binding of magical darkness. This prevents the elf in question from passing on to the Grey-Lit Path in that moment, but they are still capable of dying. Morose's investment and willingness to tend to the binds when they are loosened with time and further exposure to death depend entirely on the usefulness of the Erls Elf to Morose's, and by extension, Alaxendaria's ambitions.

Ice-High

Hailing from the frigid southern reaches of Ish-Gahn, Ice Elves are the most prominent of the elvan peoples as they live in the lavish lap of luxury in the capital of the Continent. They are noticeable by their icy blue skin and dark black/blue hair with cunning silver eyes. They

are known to be highly political with powerful families vying for accolades and recognition for their Goddess, Angehlah. They are also referred to as Lavender Bees across the realm as they work the Fields of Angehlah and distribute the flowers across Rhyonis as various goods. Additionally, they are the most magically inclined of the elvan people and are responsible for providing magical goods, spells, and enchantments for the people of Rhyonis.

Forest-Wood

Almost diametrically opposing the Ice Elves, the Forest Elves thrive in the wilderness and hedonistic lifestyles they lead. They serve the Huntress, Goddess of the Hunt and Wilds, and call the southeastern portion of Ish-Gahn home. Dwelling in the dense Feathered Forest, they seek to preserve the perfecting of nature and the natural cycle, weeding out affronts to this order. Their lust for life drives them to exterminate undead, otherworldly creatures, and other unnatural beings in the name of the Huntress, but also have an unending love of beauty and peace, taking times of calmness to create art in the form of carvings, sculptures, and paintings. Also known to keep massive reserves of wildlife safe from poachers, while they strive for peace, they are quick to fight off dangers to their lifestyle with a zealous fury.

Sea

The most free spirited of all the elvan people, Sea Elves are native to Tritaria Major and are worshippers of Kyah. They seek to explore all of Rhyonis, mapping it beneath the waves, above them, and across the skies. They are known to frequent the coasts of all the continents of Rhyonis and always bring word from distant shores. They work exceedingly well with all peoples of Rhyonis while most other elvan peoples are rather insular, sticking to their own people. Sea Elves are known to be capable warriors as well as they are the most athletic and physically capable of the elvan people due to their explorative lifestyles. With a modicum of control over water, they can also breathe both air and water and are highly sought after as guides by peoples from across the realm for their vast knowledge and ability to quell the seas.

GNOMES

NAMING CONVENTIONS

Gnomish names typically have a melodious quality or rhythmic pattern to them. They often feature some elements of color and everyday objects which also sets family traditions and ambitions. Some examples would be Kosha Kollywump or Bohatsvi Goldpalm.

LANGUAGE

Gnomes speak Gnomish which is a whimsical, sing-songy language with chiming trills and running rolls. It almost always invokes some type of joy or levity when spoken at length.

LIFE CYCLE

Gnomes can live a fairly long time, usually between 250-300 years. They reach maturity after 30 years and reproduce through intercourse, giving birth after 250 days of pregnancy.

AVERAGE BUILD

Standing around 3-4 ft. tall, Gnomes are round proportions and large features.

COMMON TRAITS

Though nimble and manually dextrous, Gnomes can weave wonders and construct marvels in the blink of an eye as they fingers deftly work whatever is placed in them.

HOMELAND

Gnomes are most commonly found in Qarte but are known to have taken up the mantle of adventure seeking glory of their own.

BACKGROUND AND CUSTOMS

Kollywump

Hailing from the Qartian Isle of Corrovahn, there resides an entire family of the happiest beings in the entire realm. Originating just outside a legendary cove of mystery and madness known as the Monster's Maw, the Kollywumps are looked upon as strange travelers, curious merchants, and tellers of tall tales. Apart from the rumors, they are well-known to craft trinkets and perform their elaborate dance style of story telling the lightens even the darkest of moods. Through out Qarte's history, the Kollywumps are known to pop up in times of strife and fight back creatures that seek to spread and sow these Seeds of Madness. By uplifting spirits with their general vibrance, beautiful flourishing combat style, or slaying these creatures with the same, they are looked upon as a fascinating curiosity.

The Kollywumps originally took their name from a legendary creature known as the Kollywumpus. This vile entity was formed from pure terror that manifested by ancient Gnomes who came to call the Qartian archipelago home. These ancient people's fear was

so powerful, so palpable from their uncertainty, that they willed this vile creature of madness into existence. The Kollywumpus began to feed on this terror and create fragments of itself to spread its Seeds of Madness across Rhyonis, further spreading fear and chaos wherever they found home. These creatures, known as Whisper Fiends, feed on fear and spring up like weeds before great changes befall the realm, sometimes even causing these changes. One such fiend, however, began to develop a will and personality of its own, somehow twisted from the innate spirit of the Kollywumpus. This fragment was known as Kosha the Shadow, a small gnomish woman wrapped in robes of living shadow. She was cursed with mind wracking fear that drew the eye of the original Kollywump, a gnomish man named Jorrah. Upon discovering Kosha, Jorrah embraced her and cast out the fear that pooled like ink running across her face and, together, they defeated the Kollywumpus. From them, their family has become revered as slayers of darkness and happily hosted whenever their traveling troupe will roll through a Rhyonian City. Despite their moderate fame, they rarely tread far from their familial homeland of the Isle of Corrovahn, where they are known to keep the Kollywumpus at rest to this day.

Steamfinger

There is not an aspect of Modern Day Rhyonian Culture that is not, in some way, touched by the Steamfingers. Their technological advancements in a great many fields have proven invaluable for the entire realm. Due in part to the fact that they are descended from the family which the God of Wealth, Business, and Craft, Bohatsvi ascended from. Apart from His ascension and masterful crafts, all Steamfingers have a natural curiosity and talent that belies their intense need to dismantle and understand things to their most minute details.

The Mechanists of the Steamfinger family, and their various off branches, are wonderous crafters of the mechanical, magical marvels known as Automail. Many of the Steamfingers act as traveling healers and surgeons that will affix those in need with Automail to improve their quality of life. From the upper echelon of society in Areezah, to the deepest pits of Theurgius, Mechanists brave the trials of Rhyonis to spread the influence and life saving machinations of the Steamfinger family.

HALFLINGS

NAMING CONVENTIONS

Halfling names are whimsical and carry levity in each syllable. Most Halfling names are meant to inspire positivity or greatness. An example of a Halfling name would be Vaydince Ever or Perry Parkweather.

LANGUAGE

Halflings speak in a spritely animated manner that evokes joy and merriment. Their native tongue is known as Halfling but they speak Commontongue just as often.

LIFE CYCLE

Halflings reproduce through intercourse, carrying their offspring for a full year. They reach adulthood after 20 years and can live just shy of a century.

AVERAGE BUILD

Among the smallest of the humanoid peoples of Rhyonis, Halflings are typically between 2 and 3 ft. tall with thin wiry limbs. Halflings that do grow to be more rotund almost look entirely round or particularly plump, but always with a joyous smile.

COMMON TRAITS

Prone to fortunate outcomes and good luck, Halflings, above all other peoples of Rhyonis, exhibit a positive outlook on the world around them. They tend to have perpetual can-do attitudes and love to rise to any occasion. They also display a wide array of physical characteristics with hair and skin tone across an extensive spectrum of yellows, oranges, browns, and beige.

HOMELAND

Known to thrive wherever they set roots, Halflings hail from the Qartian mainland. They have established a great history and society for themselves across the continent and are responsible for providing food for the entire realm across the Farming Fieldlands. While these farming families are altruistic and good natured, they are also akin to nobility for the Halfling people as they employ the majority of the Halfling workforce across Qarte.

BACKGROUND AND CUSTOMS

Farmfolk

The renowned farmers of Qarte- whose skills are capable of and responsible for feeding all the realm- the Farmfolk are the most prominent of the Gnomish people. They have taken to the Qartian mainland and grown massive farmlands that span farther than the eye can see; endless emerald oceans of perfect crops and trees cross sectioned with quilted gold. The

Farmfolk believe there is no greater joy than creating and tending to the world at large, painting color and life across the canvas of the continent. They have teamed with the Arelyum of Towverys to distribute harvest across the world, taking pride in knowing their work is benefiting the world at large. The seven Farming Fieldlands are led by the ruling families who initially founded these regions. They are reputedly good to their workers as they work to outdo other families to prove their family is superior.

Soot Print

The Soot Print Gnomes wander the whole of the continent of Qarte, unlike the Farming Families that have set literal roots on their massive farmlands. On their wanderings, with their bare feet in the soil, they collect knowledge and lingering Life Essence scattered across the land. They spread the teachings they learn on their travels and act as spiritual guides and healers wherever their services would be accepted. At times, Soot Print Gnomes can be seen as an unwelcome nuisance as they do tend to track soot and ash where they tread.

Despite the frustration other Qartian folk may find from their sooty neighbors, it's difficult for anyone to refute how wondrous they Soot Prints are. From their core, they can draw out the collected Life Essence from Fire's ashes in Qarte's soil. In bursts of fire or revitalizing energy, or even an extension of their will as a healing spirit, Soot Print Gnomes are powerful people who've honed their skills over years of travel and study.

HUMANS

NAMING CONVENTIONS

Humans have fairly basic naming conventions with a first and last name with some being granted a middle name to honor another relative or ancestor. Additionally, some Humans also follow a similar trend to Dwarves and Elves when it comes to denoting separation and distance from a main family line. This is seen as a prefix of *d'*. When a less prominent family marries into a more affluent one, the former's last name is dropped and they gain the *d'* prefix. This is also applied to a name if the child's mother is not naturally born to the prominent family or if someone is disowned or separated from the family by some other means.

LANGUAGE

Humans speak a smattering of languages based on where they live in the world, but most prominently they speak Commontongue.

LIFE CYCLE

Humans live between 80 and 100 years and reaching maturity around 20 years. They reproduce through intercourse and females give live birth after an almost year long pregnancy.

AVERAGE BUILD

Humans have a wide spectrum of builds but on average range between 5 to 6 and a half feet tall with various musculature.

COMMON TRAITS

Being the most scattered of peoples across the realm, Humans are also the most widely diverse, having characteristics that vary based on where their family has settled.

HOMELAND

Humans are famously displaced from their homeland of Theurgius but have since settled across the realm and primarily on Arhan-Zoul. The founder and leader of Arhan-Zoul, Aumerilla Mantle, has established a government and nation dedicated to being a home for all peoples to amend the mistakes of her people, so that no one is ever displaced again.

BACKGROUND AND CUSTOMS

Humans have had a broken and sordid history throughout the course of Rhyonis' existence. As such, so much of their history and traditions have been lost to and devoured by the Vampiric scourge of The Mistress. The most notable and resilient of all their customs and traditions are resilience and diversity. Able to settle and make a home anywhere, they take on and modify the ways of those around them to fit their needs and, above all, believe the

world is meant for all the experience and enjoy, working with a strong sense of community to build up everyone.

KYDAZIN-SAHUAGIN

NAMING CONVENTIONS

Kydazins have no use for family names and typically name themselves as they don't form family units. Primarily solitary, adults will come together to form pods or small pockets of civilization that are meant to act as raiding parties. These pods will come up with a title of sorts. Examples of Kydazin names would be Byliko, the Angler Assassin or Barcanis Shipbreaker.

LANGUAGE

Speaking a crude mix of Primordial and Aquan, Kydazins rarely speak Commontongue and only those who have frequently raided surface dwelling cities are known to be proficient in it.

LIFE CYCLE

Hatched from eggs and left to fend for themselves, Kydazins have a massive mortality rate before they even venture far from the nest they hatch from. Hunger and violence will often lead the first hatched of a clutch to devour or destroy its siblings before venturing off on their own. They reach adulthood after about 5 years and can live up to 50 years.

AVERAGE BUILD

Ranging to such a degree as the Kydazin do, averages are hard to dictate. Some are as small as a clownfish while others can grow to the size of a great white shark. Despite their size, they all display fish-like qualities with humanoid appendages that add to their nightmarish physique.

COMMON TRAITS

Kydazins are a wildly diverse people who are as colorful and unique as the fish they swim alongside. They tend to be volatile and prone to bouts of animalistic carnage. Feared and reviled for their brutish nature and penchant for sowing chaos, Kydazins are more monstrous than anything.

HOMELAND

Scattered across all of the Continental Sea, Kydazins have no true home. There are colonies and nomad schools that travel the Sea. While they are known to harass maritime travelers and coast towns, they are most frequently seen around Tritaria Major and the Abyssal Trench.

BACKGROUND AND CUSTOMS

Considered to be spawned directly by Kyah's ire, the Kydazin call the depths home and plundered the surface to add to their hordes of coin, precious stones, and powerful magics. They work towards freeing Kyah from his prison in the Abyssal Trench and are known to attack with reckless abandon in the hopes of felling a ship with secret power able to free their deity. Other than working towards their purpose and collecting their hordes, Kydazins are not known to display any other form of societal patterns. Apart from their tireless fealty toward the Creation God of the Seas and Skies, Kydazins also serve at the behest of powerful sea hags across the Continental Sea, working as their eyes, ears, and weapons.

LIPHINDRIANS

NAMING CONVENTIONS

Liphindrians use many names similar to humans but have different spellings as they speak the earliest forms of Commontongue with harsh consonants. Some Liphindrian names include Houk Brekhier, Vord Kresq, or Xub Strev.

LANGUAGE

Liphindrians speak an archaic form of Commontongue.

LIFE CYCLE

Liphindrians live between 80 and 100 years and reach maturity around 20 years. They reproduce through intercourse and females give live birth after an almost year long pregnancy.

AVERAGE BUILD

From their lives far above the surface level of Rhyonis and differing gravitational forces, the Liphindrians have adapted to be taller and lankier than their human ancestors who live on Rhyonis now. They range from 7 to 8 ft. tall and are thin but toned from their wilderness lifestyle.

COMMON TRAITS

Many Liphindrians are athletic beings, strong and hardy from their survivalist natures. They are experts of their floating home, knowing almost every nook and cranny of it within the mountainous perimeter from a young age. They can also track and identify countless types of plants and animals that live alongside them and all praise Ti Outnyl as their creator.

HOMELAND

Liphindr is home to the Liphindrians. It is an ancient floating island, high above Rhyonis that managed to escape the Fire Worn Spires and being physically assimilated into the landmass of Arhan-Zoul. There are no other humanoid races on Liphindr aside from the Liphindrians and they believe their homeland to be the entirety of the world in which they live.

BACKGROUND AND CUSTOMS

In the year 4996, before the Quelling of the Spires and formation of Arhan-Zoul, there were few islands left remaining. Countless islands with creatures and plants the world would never know where consumed by the rolling magmatic perimeter. However, against all odds, just before the lava made contact with the Isle of Liphindr, magic swelled like a heartbeat beneath the lake at the center of the land.

This magic swept them upward, delivering the entire island into permanent position miles into the sky, constantly surrounded by a coat of massive clouds. Within the last 2500 years, Liphindr has remained the same, true to the ancient traditions they carried before their elevation into the sky above Rhyonis. They believe this to be the entire world, created for them by their deity, a mysterious magic woman known as Ti Outnyl, or She Who Repairs.

The Liphindrians are lithe, orange-skinned and covered with coarse hair that keeps them protected from the harsh wilderness and elements beyond their rustic domiciles. Their entire society works towards pleasing her, taking her orders and boundaries as absolute laws of existence. The Shaman of Liphindr is the major connection between the Liphindrians and Ti Outnyl, who the Shaman alone communes within. This entity is chosen directly by Ti Outnyl and doles out her messages, warnings, and punishments. Due to this enacting of power makes the Shaman a highly sought after position. A Liphindrian acts in blind loyalty to Ti Outnyl, they live in zealous sways of passion, killing creatures across their land, even those who go against her, in order to gain her favor.

MERFOLK

NAMING CONVENTIONS

Many Merfolk names take inspiration from their surroundings beneath the waves of the Continental Sea. Family names are typically drawn from a major event in the lineages' history and personal names have a more immediate and current inspiration. An example of a Merfolk name would be Shimmer Reefbattle or Aquaryn Tidalcrasher.

LANGUAGE

Merfolk, living peacefully alongside Wataquans and Sea Elves in Tritaria Major, primarily speak Primordial, Aquan, and Elvish alongside Commononue.

LIFE CYCLE

Hatched from eggs that incubate for roughly a full year in large communal clutches, Merfolk have an annual spawning session where they are called to lay and fertilize their eggs. This call can occur as early as their first year after reaching adulthood at about 20 years old, but doesn't occur for everyone. The Lure, as it is referred to by the Merfolk, has no bearing on sexuality and there is no physical satisfaction for it, but a burgeoning mental desire to procreate. Parents need not ever meet after the eggs are laid and fertilized, but if there is an existing connection between two individuals during the time of the Lure, they are often called together. Newly hatched Merfolk hear a similar call that draws them to one or both of their biological parents and this will often bring family units together, but does not always. While the Lure occurs after 20 years of age, it can call to a Merfolk every year of their life which can be as long as 300 years.

AVERAGE BUILD

Ranging from strong and bulky to dainty and lithe, Merfolk can be anywhere from 4 to 10 ft. long. They are incredibly strong swimmers due to their tail fins, but some work diligently to tone their humanoid torso as well to be strong and capable warriors.

COMMON TRAITS

All Merfolk have a humanoid torso and a large fluke fin with shimmering, fish-like scales. These fins range in every color imaginable and can be matte, opalescent, metallic, or glittery. Their hair is also extra soft and flows through water like separate streams of a mystical liquid. They possess beautiful voices that are said to be able to charm those who hear them and their eyes shine like coins in a fountain.

HOMELAND

The original founding people of what would become Tritaria Major, Merfolk are among the oldest peoples beneath the Continental Sea. Their most ancient ancestors, the Crestplungers, lived in the region for sometime before being attacked by Kydazins and

subsequently rescued by Wataquans and Sea Elves. This fated meeting would lead to an unbreakable alliance between the four founding families that would make up the Coral Court, and Merfolk have had a home in these waters ever since.

BACKGROUND AND CUSTOMS

The most ancient of nautical peoples in Rhyonis, Merfolk have a long and sordid history in the chaotic realm they call home. Bound to water initially, they developed a secret magic that allowed them to transform into a fully humanoid form for a full day so they could explore the world they were bound to below. Seeing the wars and conflicts of the dragons and First People that devastated the surface, the Merfolk found safety beneath the sea and developed their own society alongside Wataquans and Sea Elves. Mischievous and dastardly Merfolk have used their transformative abilities to play tricks on the villainous surface dwellers, posing as lost souls in the water only to turn on their rescuers. These miscreants are few and far between in the overall society of the Merfolk, but there are enough of them to earn Merfolk a negative reputation with the landwalking Rhyonians who rarely see their peaceful and altruistic counterparts on the ocean's floor.

MISTAVIANTS

NAMING CONVENTIONS

Mistaviant names are often whimsical and play off of terms surrounding water, ice, and mist. While they do not follow the tradition of family names, believing themselves to be unified as a family by the blood they share in their hearts and air in their lungs and the permeating Myst of their Valley. Some examples of names would be Aquis, Rimeya, and Icerian.

LANGUAGE

Mistaviants primarily speak a combination of Commontongue and Elvish.

LIFE CYCLE

Similar to several other magically inclined peoples, Mistaviants have lengthy life spans often living between three and four centuries, reaching adulthood after about 20 years. Interestingly, the reproduction of Mistaviants does not require intercourse or even two individuals. They reproduce asexually, performing a Myst Threading ritual every night over the course of a Winter phase. If they are successfully, on the first day of spring, they are able to continue to thread the Myst into a Mistaviant infant.

AVERAGE BUILD

Misaviants are roughly the same size as humans but have more angular and long eared elvan features.

COMMON TRAITS

Grey of skin, dark of hair, and typically with snowblind eyes, Mistaviants are a magical and otherworldly appearing people. They often drift through the world like sentient snowflakes; free and whimsical on the wind.

HOMELAND

Mistaviants are native to the Myst Valley of Ish-Gahn. They are an extremely reclusive people and are incredible rare to see outside in the realm at large.

BACKGROUND AND CUSTOMS

These eccentric and remote people are direct descendants of the ancient people that settled the Myst Valley they call home. Among one of the first races to come after The First People, The Mistaviants quickly settled in a small, obscured valley to the south of The Life Glade. They remain so unchanged from their ancestors due to their symbiotic relationship they have forged with the magical mist over The Mist Valley. Its mind-altering magic makes it impossible for anyone except the Mistavians to pass through it. Their ancient rituals and practices have granted them mastery of the magic of the mist that has become an innate

part of their body. They can use this magic to escape harm, create fog of their own, and even summon ethereal spirits to damage their enemies.

Gracefully and knowingly, the Mistavians maneuver through the mist without cause of fear. They face adversity within their valley with a typical calm demeanor, but have never been known to leave their homeland. On average a Mistaviant is almost white and pallid as milk, but some have deeper grey skin tones ranging to an almost black charcoal. Their features are soft, curved, and has pointed and upward as elvan features are, a Mistavians' are turned down in the opposite direction. Those lucky few who have come to meet a Mistaviant would describe them as dower, stoic, and timid people, but once they learn the customs and mannerisms, it is apparent just how much love and vibrance the Mistavians keep within their cool steely eyes.

NEPHILIER-AASIMAR

NAMING CONVENTIONS

Many Nephilier families have historical surnames that have stood the test of time, often pointing towards their angelic ancestor that was the root of their lineage. Others have risen through the ranks to become rulers of their cities and establish legacies of their own. Some examples of these names would be Alluriel Wolfsbane, Thuan Brilliance, and Sojouriel.

LANGUAGE

The Nephilier speak an intricate blending of Comontongue and the Angelic language of their divine ancestors. It is said to hear a discussion between two or more Nephilier is like listening to a choir sing fantastical hymns.

LIFE CYCLE

Nephilier and Corrusouls share the same life cycle as their human lineage, living between 80 and 100 years and reaching maturity around 20 years. They reproduce through intercourse and females give live birth after an almost year long pregnancy.

AVERAGE BUILD

Roughly the size of humans, if not a little larger in height and muscular structure, Nephilier take on the resilient nature of their divine heritage. In particular, they typically have broader shoulders to accommodate for the wings that they may develop, depending on the intensity of their bloodline.

COMMON TRAITS

Nephilier with more than an ounce of Angelic blood display divine qualities almost at the time of their birth. They have resilient and radiant skin that faintly glows, unbreakable hair of gold, silver, or platinum, and a cleansing touch able to purge other bodies of corruption by way of disease or dark magic.

HOMELAND

Native initially to Theurgius, few Nephilier have spread across the realm, but the majority of the realm's population has withdrawn into the three remaining bastions still existing with Theurgius. These cities, inhabited solely by Nephilier, are known as Brilliance, Radiessence, and Celestys.

BACKGROUND AND CUSTOMS

The most noble cause that most Nephilier strive for is to purge the realm of evil. Their angelic blood drives them to seek out corrupt forces by fiendish creatures, necrotic magic, or the natural forces of plague and blight. While the history of the Nephilier is rather sordid, being steeped in divine violence from the earliest moments of their inception in Rhyonis,

this just and righteous nature has seen them more often than not on the side of goodness. Since the War of Claiming's brutality over Rhyonis, the Nephilier have risen to right the horrors they and Rhyonis have endured. Contrasting this altruistic nature, it is from Nephilier that the Vampires were created, at the hands of the Wolfsbane family nonetheless, earning them a sour reputation across most Nephilier circles. While the relationships with the Corrsouls are tenuous, the Nephilier do understand they are victim of circumstance as well and, on occasion- having seen them fight against dark forces as well- have worked together to make the world a better place.

ORCS

NAMING CONVENTIONS

Most Orcs that have remained in the small pockets of Orcish tribes forego surnames and think of themselves as extensions of the tribe, taking on the tribe's name as their own. First names are typically harsh sounding and hit the ear of those who don't speak Orcish a little roughly. Examples of this would be Grunk Gortushk, Morelk Bluud, or Odeskeq Greloq. Some Orcs, Half-Orcs in particular, who have distanced themselves from the tribe lifestyle for one reason or another may take on any naming convention to assimilate better into whatever society they find to welcome them.

LANGUAGE

The Orcish language is a guttural form of common that is based more around inflection than phonetics. It uses many Commontongue words but with corruptions and slanted syllables that roll into harsh consonants and grunts. The language does not lend itself well to long form conversation or poetry and is often called, in a somewhat derogatory fashion, 'Ragetongue'.

LIFE CYCLE

Most Orc folk live between 60 and 70 years as their anger and stress typically wears on their hearts, driving them to a shorter life if battle hasn't taken them out sooner. They reach adulthood around 20 years and reproduce through intercourse; gestation taking roughly two full seasons.

AVERAGE BUILD

Orcs are typically strong and powerfully built, ranging from 5 and a half to 7 ft. tall and often half that wide. There are a fair few outliers that can be far shorter or taller than the average, as all Orcs and their lineages were once other humanoid races before they were transformed by Gierloh's Rage.

COMMON TRAITS

Most orcs have a noticeable square lower jaw that supports tusks; typically a single pair but occasionally multiple or even tusks will develop. Their skin ranges in tone and color but are most often rich earth tones. They also have fine hair that ranges from pale yellow to deep black.

HOMELAND

Orcs have no true homeland for themselves as their most ancient ancestors were transformed by the emergence of Gierloh during the War of Claiming. Almost half of the world's humanoid population became the Orcish people. Upon this transformation, their rage overtook them and they lashed out at those closest to them and, as the violent nature

receded and they calmed after Gierloh's sealing at the hands of the Mistress, the Orcs who survived dispersed across the realm, making homes in the wilds, apart from those who still feared them.

BACKGROUND AND CUSTOMS

The history of the Orcs is often misunderstood and inaccurately told across the annals of history. They are not wholly a violent or brutish people, but are the product of divine presence. Gierloh's emergence from the Life Glade, and his northward trek toward the War of Claiming, corrupted those who were in heightened states of anger or in the throes of violent acts and became the people they are today. Families were torn asunder and lineages ended completely as humanoid peoples of all races were affected by this transformation. Wherever Orcs appeared- blinded by fury and pain in the wake of their new form- bloodshed was perpetuated, either by their hands or those nearest them that feared for their lives.

Many lives those, Orcs were blamed for the violence and pushed to the fringes of society. Where they were not welcomed into cities, they were met with hatred and scorn, forced to group together and make tribes that themselves weren't free of warfare amongst their groupings. Tribes fought inwardly and outwardly for land grabs or power in one form or another. They also almost universally worship Gierloh as their creator and view Him as "The Blood Father", working in their own ways to free him from his imprisonment.

In recent years, Orcs have faded from prominence as they have been brought into more common societal circles or crossbred with other peoples. A few pure Orc tribes wander Arhan-Zoul and have congregated to the frozen north of Arhan-Zollis; a frigid landscape almost entirely covered in snow. The remaining 7 prominent tribes have become a tight knit group working towards secretive means.

PRIMODS

NAMING CONVENTIONS

Forgoing family names, Primods are typically given a name at birth by their parents that reflect the role they expect their child to take. This can be simple like Scout, Roamer, Scholar, etc. but as they grow and develop their own interests and pursuits, they may decide to change to more aptly reflect their skills. They also will take on names of other peoples, more often than not, Elvan as they live in close proximity to Ish-Gahn.

LANGUAGE

Primods speak a mixture of Commontongue and Primish; their own unique language with various tones and inflections across a range of hoots and grunts that emphasize emotion and severity.

LIFE CYCLE

Primods live between 80 and 100 years and reaching maturity around 20 years. They reproduce through intercourse and females give live birth after an almost year long pregnancy.

AVERAGE BUILD

Known to display a wider array of characteristics than many humanoid races, Primods have a large spectrum of appearances. They can be small and mobile or large and bulky. They are not known to grow larger than 9 ft. at their full height and have also been seen as small as 2 ft.

COMMON TRAITS

Primods are highly intelligent primate humanoids and are known to reflect the features of various primates such as gorillas, orangutans, baboons, and others. They are intellectual and strong, often debating with each other and battling their foes as a united front.

HOMELAND

Native to Salanyss of the Serpentys Isles, Primods have a long standing rivalry with the Serpentyans. They are wary of the vile nature of the Serpentyans and know that if too many venture from their home, their foes will strike to take them out entirely.

BACKGROUND AND CUSTOMS

The Primods are a people that resemble primates but act with an intelligence that far exceeds that of most humanoid heritages. With great efficiency, and study from knowledge across the realm by way of shipwrecks or personal travels, the Primods have carved out a productive, if secluded, home for themselves on the lush jungle island of Salanyss. Here, they obey the commands of the Monkey King, the longest-lived of their people, and the

founder of their way of life. It is the Monkey King, whose extensive life and wisdom set the Primods on their path as one of the most intelligent peoples across the entire realm. He still lives today as one of the oldest beings in the realm, being rivaled in age by only the Wyrms of Rhyonis.

The first Primod to come into the realm emerged directly from Rhyonis' roots after the Gift of Sentience was imparted on the First People, thus came into existence with an awareness of his surroundings and understanding a sense of self. He would take up a great deal of wisdom among the druids that called the Life Glade home, taking in a great deal of nature-based magic for himself. This would greatly extend his life and see to more of his ilk come into Rhyonis. After a sizable number of the Primods, he would call them, came into the Life Glade, their exploratory nature sought a home beyond the Glade. The Monkey King, as they would call him, lead them through the Life Glade, across the Dragon's Spine Range, to a lush jungle to an island connected to the Serpentys Isles; Salanyss.

On their found home of Salanyss, they've taken up a great collection of knowledge they keep safe on their remote location. From across the realm, the Primods gather information to bring back to this home that is completely cut off from other peoples due to the shared occupation with the Serpentyans. With a toxic passion, the Primods slaughter any Serpentyans that cross their path or strive to steal their knowledge. It is the vile nature of the Serpentyans that prevents trespassers from accessing the island, and in turn keeps the Primods' library safe from intrusion. Though they seek to not cause harm to any of Rhyonis' other children, they will not deter the Serpentyans from scaring them off, and slaughtering them in turn when their scaly hands get too close to their amassed knowledge.

PSILOCYBINOID-MYCONIDS

NAMING CONVENTIONS

Psilocybinoids don't have typical names and use their spores to communicate or evoke a specific feeling that is associated with themselves. Those who meet Psilocybinoids will sometimes grant them a name based on their appearance. This practice became popular with the Arhanians who were the first humanoid people to meet the Psilocybinoids. This gifted names often follow patterns such as Silverroots Widecap or Talltrunk Bluespots.

LANGUAGE

Unable to speak traditionally, Psilocybinoids communicate through their spores, altering the state of perception and understanding of those who inhale the spores to understand the thoughts and feelings they are trying to relay.

LIFE CYCLE

Magically connected to the realm, Psilocybinoids have an interesting life cycle, quite unlike all other humanoids peoples. They do not reproduce except grow from the spores of their previous lives. After about 50 years or so, or upon an early violent end, their bodies burst in a cloud of spores that, if soft earth is available, will take root, drawing Life Essence through their mycelium. Once they have collected enough- the time frame may vary based on the land this occurs- they grow as a singular mushroom and are able to uproot themselves and move after a few days.

AVERAGE BUILD

Having a wide spectrum of shapes and sizes, Psilocybinoids have wide cap shaped heads that grow at various angles, bodies that can be extremely thin or square, and can grow anywhere from 2 to 7 ft. tall.

COMMON TRAITS

Psilocybinoids are the most diverse of the peoples of Rhyonis, considered to be more a sentient plant than a humanoid creature though they are technically both. They have a multitude of colors and shapes that make them beautiful works of natural art and no two are completely identical.

HOMELAND

Native to the island of Ki-Ohn off the west coast of Arhan-Zoul, the Psilocybinoids rarely venture from their home. They are known to inhabit the Gravel Way as the intricate cave network has a tunnel near the base of the massive bleeding red mushroom at the island's center; the Blood Cap.

BACKGROUND AND CUSTOMS

Like many ancient creatures, the Myconids of Ki-Ohn are direct descendents of the first creatures to walk Rhyonis, gifted their Life Essence directly by Lady Siesmet, Goddess of Life and Nature. The Myconids claimed Ki-Ohn as their home for there were no other entities that lived on the island so they flourished, uncontested, beneath the shadow of the Blood Cap at its center. These wonderful fungal creatures vary in size and color and capabilities, ideal specimens that simply existed as the Creation Gods intended. They all worked in unison with a combined effort and shared hive-mind that drove them to serve the Cap from which they all originated. It was their innate instinct to thrive and it wasn't until their thriving was threatened by interlopers that their true fangs were born. When other creatures would find their way to Ki-Ohn, the Myconids acted in defense of themselves and their land, using their greatest asset to their advantage. As it would seem, the spores and mycelium they used to communicate with one another could be used to consume the consciousness of others. So, when dwarves and gnomes and humans and what else found their way to Ki-Ohn through cave networks and eventual naval passage, the Myconids worked together to stave off the infection. To this day, they remain more or less unchanged by outside forces and continue on as they had for millennia.

Originally from Thergius a human mage was drawn to the Blood Cap. Having traveled through the Gravel Way, he, the Sporcerer, found himself within the heart of the island of Ki-Ohn, no sense of who he was aside from a part of the Blood Cap. All sense of self had been lost as the Blood Cap connected to the Sporcerer's mind and, instantly, they were suddenly more than one, but many. Every Myconid is connected to the Blood Cap by way of their shared spores and by extension, this connects them to the Sporcerer bound within the Cap itself. Together, all of the Ki-Ohnians work as one and preserve one of the most ancient places in the entire realm.

SERPENTYAN- YUAN-TI

NAMING CONVENTIONS

Serpentyans have long names that have an almost poetic rhythm to them but most people trip on the intricacies of Sybilance. Examples would be Seralasysk Cursyllistyk or Ozax Xerkys.

LANGUAGE

The language of the Serpentyans is known as Sybilance and is a sickening series of hissing slithers and flickering tongues. It is hard to understand by most not native to the islands who are raised on the language as it gives an unnerving sensation through the entire body.

LIFE CYCLE

A reptilian people, the Serpentyans reach adulthood after about 30 years and lay eggs roughly 50 days after intercourse. The eggs are incubated in large nesting grounds overseen by a Symbalyc which is essentially a group of egg hatching midwives. The eggs will hatch roughly 100 days after being laid and the average Serpentyan can live up to 150 years.

AVERAGE BUILD

Serpentyans are long limbed and tall and thin. Their limbs are fluid-like, appearing like snakes themselves when they are in movement. Typically between 6 and 7 ft. tall, the most powerful and transformed Serpentyans can be over 10 ft. tall or 20 ft. long if they become true serpents.

COMMON TRAITS

The Serpentyans move with an unnatural grace, slithering and swirling through the world. Their arms and legs are often far longer than their torsos, covered in scales that come in a wide array of colors and scale patterns. The more devoted they are to their mysterious deity, Pikoruhn, the more snake-like they become. The most powerful of Serpentyans are often the most ruthless that can devour their foes like boa constrictors.

HOMELAND

The Serpentyans are notorious across the realm , even in the farthest reaches of Rhyonis from their home on the jungle archipelago known as the Serpentys Isles. They live across all of the four islands that lie between Ish-Gahn to the south and Qarte to the north. Very rarely are they seen outside of these islands in good circumstances and those that do have to go to great lengths to disprove their nature in comparison to that of their people.

BACKGROUND AND CUSTOMS

While the Serpentyan, a serpentine race cut of from the majority of Rhyonis' larger societies, dominate the archipelago of the Many-Scaled Bay, known as the Serpentys Isles,

there are clusters of these serpentine-humanoid creatures across the realm. Most notably, and closest to their point of origin, there is an offshoot of Serpentyan evolution that has resulted in them taking on more aquatic, eel-like features than snake-like. These are the Scaled Bay Serpentyan who live in muddy cave systems their slither through to reach their destinations. Referred to as 'Eel Folk' and looked upon just as unfavorably as their land dwelling kin, these Serpentyans are just as voracious and capable despite their admittedly softer, less frightening appearance.

The Serpentyan of the Scaled Bay are quick and slippery creatures that are as difficult to pin down as smoke. They can move quickly, unpredictably, and purposefully, leading pursuers into deadly traps or impassable obstacles. Many of their hunting parties will break off from one another, to stalk as solitary individuals, but will quickly close ranks to form an impassable wall. While they typically hunt for nests constructed near their watery homes, or clutches of other creatures beneath the waves, these Serpentyan do partake in the ritualistic cannibal feasts of their captives to pay homage to their deity, Pikoruhn, just as all Serpentyan in Rhyonis do.

The Scaled Bay Serpentyan looked upon with most favor by their dark deity Pikoruhn are often blessed by Their power, transforming them into horrific creatures capable of petrifying those who look upon them. Through these dark pacts and promises of power, Eel-Hags amass divine magic afforded to them by Pikoruhn and are most typically leaders of groups of Serpentyan that look to the Hag for guidance. In addition to their magical prowess, Hags are also capable of release deadly bursts of electrical energy which can completely debilitate their foes!

Serpent Riders

Pikoruhn's Chosen

Certain Serpentyan worshipers of the Deity of Deception, Pikoruhn, have been blessed with supernatural abilities and are chosen to serve Their means. These Serpent Riders are have unearthly agility and deceptive magic that can debilitate, distract, and deceive with ease. While the majority of Pikoruhn's worship, and Serpentyan society, has been shrouded in mystery, it is especially unknown just what dark deeds need be done to receive Their favor, but it is widely believed to be far from savory. These Serpent Riders must undergo dark rituals and perform innumerable sacrifices to take on this dark magic and ability. There are very few Riders that exist, but those that do answer directly to an organization known as the Thrumming Thirteen.

Serpent Bond

Most notable of the Serpent Rider's boons is the Blessed Serpent they receive as a devoted mount. The two work in tandem like two sides of a coin and are deadly when they are set on a mission by the Dark Deceiver. Together, a Blessed Serpent and a Serpent Rider are hunters, or tormentors, for Pikoruhn that travel far and wide to steal away secrets from the world at large to shroud more of the marvels of the world in mystery. They also collect living sacrifices to bring back to the Serpentys Isles to be feasted on in dark rituals for Pikoruhn.

Despite these assignments, the Rider and the Serpent will often devour their prey before it makes it back to the Isles and this mutual meal only deepens their bond.

SHOULEFOLK- TORTLE

NAMING CONVENTIONS

Most Shoulefolk who live off of Shoule will adopt names of the cultures they meld into. Some of them, however, will carry the tradition of their ancestors and call themselves of a particular tribe. An example of this would be Tarlyn of the Heart Tribe or Sholun of the Head Tribe.

LANGUAGE

Shoulefolk speak Draconic alongside their kin on Shoule, the Camreans. Though they do speak Commontongue, it is rare to find a Shoulefolk who prefers to speak it primarily.

LIFE CYCLE

Shoulefolk will lay their eggs in clutches that are tended to by an Egg Tender, as is customary of those that live on Shoule. Eggs will hatch after a full season of tending where they will then be reunited with their parents and raised by the society around them. Shouelfolk are also capable of tending their own eggs if they live apart from their people and once they hatch, they reach adulthood after about 30 years. On average, they can live to be 300 years old, but some are known to reach almost 700, the oldest ever known to have been 1000.

AVERAGE BUILD

Most Shoulefolk stand around 5 ft. tall once full grown, but by extending their necks they can reach heights of almost 7 ft. They also tend to be large and strongly built with powerful legs able to move their bulky shells. These shells are typically half spherical and can weigh over 100 lbs, so the Shoulefolk move a little slower but are by no means incapable of moving quickly when they need to.

COMMON TRAITS

Shoulefolk share many traits with tortoises but stand upright like other humanoid peoples. They have large durable shells, elastic, leathery skin, and a slow, direct manner of life. While they are not entirely quick or agile, Shouelfolk are known to be incredibly studious, diligent, and deliberate. They are capable mediators and advisors, a skill that has made those Shoulefolk who have ventured from Shoule an invaluable asset to whoever comes to know them.

HOMELAND

Native to the Realm of Giants, the Shoulefolk came to Rhyonis by way of their Goddess, and true homeland, Shoule. They live alongside the Camreans across Her continental back, calling the three interconnected tribes their family. The Heart, Head, and Claw tribes

form a seamless society of checks and balances that work to provide for one another and Shoule Herself.

BACKGROUND AND CUSTOMS

Native to the back of the Continental Sea Turtle, Shoule, and the Realm of Giants from whence She came, the Shoulefolk have a tendency to go where the winds take them. While their history has seen them dwell on their Goddess' back, Shoulefolk are known to thrive wherever they end up due to their intuitive nature. They lean into leadership and mediating roles as they are able to offer patience and perspective that other peoples may not always have themselves.

Apart from this commingling nature with other cultures, the Shoulefolk have a rich history rife with tradition and ceremony when it comes to their worship of Shoule and cohabitation with the Camreans. They are tribal and spiritual, able to read to currents of Life Essence around them and the flow of the natural world about them. They are the most connected to the intangible balance of energies that affect everyone.

VIXERAI

NAMING CONVENTIONS

Having once been Human themselves, Vixerai follow a lot of the naming conventions of their ancestors, but have leaned into the whimsical fey-like nature of their new forms. Some examples of Vixerai names would be Bertan Humblescout or Pouka Wisp.

LANGUAGE

Vixerai speak Commontongue and Sylvan primarily, but are known to communicate with their scouting and hunting parties through a series of clicks and yips to denote direction and movement patterns.

LIFE CYCLE

Vixerai reproduce through intercourse after reaching adulthood at roughly 13 years old. They can have litters of up to six kit-babies but are known to have single births as well. The average Vixerai can live up to about 70 years old.

AVERAGE BUILD

Vixerai are a small people, roughly the same size as halflings. They have long and thin limbs that make them dextrous and agile, made all that much impressive by their cunning intellect and agility. While they stand roughly 3 ft. tall on average, some are known to crest 4 ft. with their long ears adding a great deal to their height.

COMMON TRAITS

Fox-like in appearance and attitude, the Vixerai are tactful and cunning, able to track and work as a pack with seamless traps and hunting formations. They work incredibly well as a group and tend to follow a female scouting leader known as the Vixen. Their fur can range from a ruddy red or bright red to pale brown in order to blend best with their surroundings and they have long ears and whiskers they utilize for extrasensory tracking.

HOMELAND

The first Vixerai were among the first human explorers from Theurgius to cross Arhan-Zoul after its formation. They were tasked by the Mantle after fleeing Theurgius to explore the new land and chart its perimeter for maps to be drawn of what would be the largest continent of Rhyonis. Upon stumbling into a colossal and expansive forest, the Vixerai discovered it to be an enchanted reservation for The Huntress and Her most mystical creatures. As punishment for poaching on Her grounds, the Vixerai have been cursed into the vulpine forms and call the Fey Forest home now, but are known to explore and wonder the realm to this day.

BACKGROUND AND CUSTOMS

Some time ago, when the first of the human settlers came to Arhan-Zoul, a particular scouting pack had come across some trouble when they stumbled into an enchanted wood. Their leader was cunning, but cocky and reckless. Her name was Vixen and she had been charged with scouting the forest. Upon stumbling into a pocket dimension of the Huntress' domain with a small battalion of elite hunters, she met a fox who lead her own pack. The human hunters, lead by Vixen, attempted to hunt and skin these strange foxes that seemed to have a silver shimmer to their coats. At every turn the foxes of the Fey Forest outsmarted the humans and lead them into painful traps. When only Vixen was left, the leader of the fox pack revealed herself to The Huntress, goddess of the Hunt and Wilds. For her carelessness, the goddess cursed Vixen and her tribe on the Material plane to an immutable bestial form. Furthermore, she was shunted from the Huntress' domain and the Vixerai were forbidden from ever returning. Now, their ancestral home, protected and sacred as it may be, is haunted by Fey spirits from between the planes.

"Releasing two arrows into my feet and dropping with two blades drawn at my throat before I could spot them, the tiny furry woman before me had an elongated face and wild red fur bursting from beneath her mask. The rumors of the Fox Forest were true, and I was meeting the monsters that guarded them." Standing about 2.5-3.5 ft, the Vixerai are a humanoid race of fox like creatures cursed by an ancient spell. Wildly clever and deadly when they work together, they have an innate talent to learn and often adapt to living outside of their forest in cities as scholars if so inclined. Many have a tendency for mischief and tend to find themselves in trouble, but there aren't many situations a Vixerai can't figure their way out of.

WATAQUAN-TRITONS

NAMING CONVENTIONS

Many Wataquan family names have nautical and animal inspirations. While they do follow similar conventions to humans with first, middle, and family names, Wataquan names are immediately recognizable. An example of some Wataquan names would be Tariyep Maritis or Aquaveer Fintender.

LANGUAGE

Known to be the most linguistically diverse people of Rhyonis due to their constant maritime travel and naval trade, Wataquan pick up on languages remarkably fast. Their native tongues of Primordial and Aquan are used rarely outside of Tritaria and remote locations across Rhyonis, so when dealing with other peoples, they stick to Commontongue.

LIFE CYCLE

Wataquan live between 80 and 100 years and reach maturity around 20 years. They reproduce through intercourse and females give live birth after an almost year long pregnancy. Much of their development is similar to that of Humans.

AVERAGE BUILD

Sharing many characteristics with Humans, Wataquan stand between 4 to 7 ft. tall with powerful limbs to combat the currents of the Continental Sea. Much of their stature reflects that of Humans on the surface, except accentuated by webbed extremities and functional gills.

COMMON TRAITS

Wataquan are a very regimented and systematic people with a strong sense of right and wrong. Similar to their Human cousin on the surface, they thrive in community and work towards making their society the most pristine and idyllic. They typically have blue to green skin and thick, sleek hair. Incredible swimmers and warriors, they are also extremely hydrodynamic and able to propel themselves through the water. While these are the most common traits of Wataquan, they are an incredibly diverse people who can be found in all shapes and sizes and colors, just like the fish they live alongside.

HOMELAND

Wataquan, alongside the Sea Elves and Merfolk, are native to Tritaria Major- a continental collective of coral skyscrapers, castles, and every imaginable color. The most ancient of their families have ruled as part of Tritaria's Coral Court since its founding. It is believed that the earliest Wataquans, before coming to the aid of the Merfolk to inevitably establish

their conjoined society, wandered the bottom of the Continental Sea, lured across its murky depths by a mysterious driving force.

BACKGROUND AND CUSTOMS

Once oceanic nomads, the Wataquan are among the oldest peoples of Rhyonis, but among the least common in major landlocked cities. They have a long standing history beneath the surface of the Continental Sea, and across its waves for trade, and are renowned for their dedication to the preservation of the realm. The oldest Wataquan families- the Maritis and Wailys families- founded Tritaria Major alongside the Merfolk and Sea Elves in an organization known as the Coral Court. This nobility system has remained virtually unchanged in the millennia that its survived.

As it was mentioned that the Wataquans are dedicated to Rhyonis through and through, among their most notable qualities in their unwavering sense of justice and moral upstanding. They thrive on order and regulations, believing that law stands above all and should be adhered to. They also have a strong reverence for Kyah, the Creation God of the Seas and Skies. As they are almost entirely aquatic beings, their world is almost entirely the machination of the Caged God, yet they do not worship Him. The Wataquans most stoic and zealous duty is to keep Kyah at bay so that the realm as a whole may persist. It is due to this reverence that many Wataquan grow to understand the mission of their people and take on the duty of ensuring Kyah remains sealed with a patriotic fervor.

WRAFLINES-TABAXI

Naming Conventions

Unique among the naming convention of Rhyonis people, there is a whimsical reflection of other humanoid names in the communities of the Wraflines. Their names are often musical in nature and evoke a sense of curiosity where you have to think and muse on the name. Examples of Wraflines names would be Reoda Harmonthistle or Tovey Scrawl.

Language

The Wraflines don't have a language of their own but speak a healthy mix of Commontongue, Elvish, and Sylvan. They are also known to be deeply empathetic people and communicate through music and performance just as often as they do through speech.

Life Cycle

Wraflines have 9 stages of life that are divided into 10 year periods. They reach adulthood at roughly 20 years where they can start building families of their own, reproducing sexually with live births typically having 3-6 offspring. Very rarely do Wraflines live past 90 years old and those that do manage to make it to the 10 stage of life after a century are told to have legendary power in their next life.

Average Build

Standing anywhere from 4 to 6 and a half ft. tall, the Wraflines are long, agile, and feline like in appearance. Their bodies may be lithe, but their limbs are powerful, capable of delivering quick and heavy blows or providing them with a burst of speed. Wraflines also are known to have thicker bodies and coats depending on what region they are native to. As they spread across Rhyonis, there are a wider array of cat-like humanoids that are all branches of Wraflines.

Common Traits

Never seen without some sort of craft or hobby nearby, Wraflines are known tinkerers and clever philosophers. Every aspect of their physical form lends itself naturally to their creative instincts; from their twitching whiskers, pointed ears, narrow pupils, and unparalleled dexterity. They are always working on something, be it a project or a scheme, and those who know how to read Wraflines behaviors can always tell when they are on the verge of a breakthrough or to pounce.

HOMELAND

Native to the Falsetto Bounds of Ish-Gahn, the Wraflines conquered the hypnotic winds of their homeland that many others have fallen prey to. Their inventive nature allowed them to match the pitch of the winds whistling through the colorful, glowing stone caverns that lure many travelers to an early grave. This sole invention has made them masters of this region of Ish-Gahn and many believe them to be the only certain way to traverse the space without

getting lost. Thankfully, there are always traveling bands of Wraflines in the Bounds eager to lend aide, for a price.

BACKGROUND AND CUSTOMS

Wraflines are clever, nomadic inventors that thrive on solving puzzles of all sorts. They wander the world as individuals if they leave their tribes, creating a stir wherever they go due to their outlandish nature and cunning. Several tribes are known to travel the Falsetto Bounds to aide and guide those who find themselves lost to the hypnotic whistling winds. They are able to traverse these spaces unimpeded in part by their inventive instruments that counteract the hypnotic nature of the winds of the Bounds. This cunning inventiveness has led to the creation of several useful tools for traversing the wilds of Ish-Gahn such as filter reeds to breathe through spaces infested with toxins. In spite of this innovative genius, the Wraflines carry a negative stigma with them as thieves that use their tools to burgle and assault those they envy. This is far from the case for all Wraflines, but some do lean into their mischievous nature whole-heartedly.

YOZIEL-GOLIATH

NAMING CONVENTIONS

Dwelling so close to the clouds above the realm, the Yoziels typically name their children after sky based wonders like clouds or lightning or the stoney spires they live atop. Their voices have a rumbling baritone akin to rolling thunder, so many of their names reflect this as well. Some examples of Yoziel names would be Jahgid Cumulo or Kebrym Bouldael.

LANGUAGE

Speaking a mixture of Primordial, Auran, and Terran, the Yoziels have an intricate blend of various elemental influences. Their manner of speech is low and bassy and can often be mistaken for landslides when a discussion becomes particularly impassioned.

LIFE CYCLE

From the earliest stages of their life in Rhyoins, Yoziels know and overcome strife. Their home on the peak of Yoz is dangerous for a multitude of reasons and only the strongest survive the trying first years of life. Those that do survive reach adulthood around 15 years old and can live up to 60 years. Yoziels reproduce through intercourse and pregnancy lasts roughly half a year.

AVERAGE BUILD

The largest of the humanoid peoples of Rhyonis, Yoziels stand over 8 ft. tall and can reach over 10 ft. They are proportionally slightly thinner than the average human, but they are incredibly durable and acclimated to low oxygen and temperatures.

COMMON TRAITS

Famous for their strength and hardiness, Yoziels are the most resilient of the peoples of Rhyonis. They have lithe and strong forms capable of wielding great weapons with expertise, and hurl stones or bolts of magic with deadly accuracy. Having thick fur-like hair, they embrace the chill of high altitudes and they pale grey eyes and skins endure and pierce the clouds and mists of their home of the peaks of Yoz.

HOMELAND

Half of the native dual-society of Yoz, the Yoziels live alongside the Boquivier, but call its magnetized peaks their home. They once lived on the broad plateau that once crowned the island, but as it was demolished by the emergence of a rift-tearing storm from the Realm of Air. They since have endured and adapted to call the magnetized peaks that remain their home. Utilizing the energy of the Realm of Air and harnessing the raw power of lightning, the Yoziels have made a dangerous life a mundane one that other peoples would balk at the sight of.

BACKGROUND AND CUSTOMS

For the longest time, the Yoziels believed themselves and the flatland to be all their was to Rhyonis. Those who wandered too far would fall off the edge, never to be seen again, so the kept an insular life towards Yoz's center. Once they met the Boquivier on the lower levels of the island, they began to explore and thought Yoz to be all of the realm. As time passed further still, the Realm of Air tore its way into Rhyonis, destroying the peaks of Yoz and still, the Yoziel endured with the aide of the Boquivier. Having survived yet another extinction event with the Fire-Worn Spires sparing Yoz and Ki-Ohn, the Yoziels persist in modern day Rhyonis as a testament to resilience and endurance.

A rather reclusive people, it is rare to meet a Yoziel outside of Yoz. Those who do tend to carry the stories of their people and tell them with a great fervor. As they are such a large and distinctive people, they tend to stick out in crowds and gather onlookers who have heard legends of the 'giant people who can call storms'. In truth, the Yoziels that do stay in Yoz fight with all that endurance mustered of millennia of survival to ensure the storms are kept at bay. The majority of Yoziel society is based around a figured head, known as a Cirro, that leads the charge against the elemental forces that seep through from the Realm of Air. It is a great honor to subdue an elemental and return it to the Realm of Air and Yoziel warriors train tirelessly to see that the rest of the world beyond their home never has to face to threat of the storm that surrounds them.

ZARDONICLASTS

NAMING CONVENTIONS

Zardoniclasts are given a primary name by their parents upon birth but do not take on family names. Instead, they are named after the Cosmic Patron they are born under until the time their true talents and natures reveal themselves. Once these talents are displayed they are granted a title to honor their recognition in Zardoniclast society. An example of this would be Kathato born under the Arcane Cosmic Patron initially named Kathato of the Arcane. Eventually as he displayed expertise with explosive magic, he was deemed Kathato the Nova.

LANGUAGE

Derived from ancient Commontongue and Primordial, Zardoniclasts speak a complicated language of runes and cryptic sigils known as Zardonic. While their primary language is Commontongue, they do still hold on to the traditions of their ancient ways, keeping Zardonic in practice for ceremonies and rituals.

LIFE CYCLE

Zardoniclasts are not much different from the ancient humans they have descended from. As such, they follow the same mating patterns and rates of maturation.

AVERAGE BUILD

The extended time in the limited gravity of Zardonarys has lengthened the forms of the Zardoniclasts, granting them a thinner, taller build than their average humanoid counterpart. They are roughly 7 to 8 ft. tall with lithe bodies and pale, ashey grey skin.

COMMON TRAITS

As they have dedicated their lives to exploring the reaches of Zardonarys, the Zardoniclasts have an innate talent for manipulating space and gravity around them. Their lengthy limbs can pull in errant strands of magic and tighten them like a vice to cast strong bursts of energy. They also have deep colorless eyes that can pierce the gloam of pitch darkness and their hair varies in tone from pure white to deepest black.

HOMELAND

The oldest Zardoniclasts were seafaring people that traveled and charted the islands of the Continental Sea. They had no home aside from the open waters and their three settlements- The Beacons- that acted as their educational systems. For millennia, they have lived in an arcane mechanical marvel known as Zardonys. It is within this miraculous vessel that they travel the farthest reaches of Zardonarys and have returned to call Rhyonis home once again.

BACKGROUND AND CUSTOMS

Of the countless civilizations that were devoured by the expanse of the land flow from the Fire Worn Spires, referred to as The Lost, one stands out as a true mystery to the common day Rhyonians. A genocidal war path was tread by the rolling heaps of molten rock that threatened to consume all of the world. Fortunately, many dragons sacrificed themselves to stiffen the consuming creation of Arhan-Zoul. A truly unknown number of lives were lost, but there was a culture among The Lost who's ancient structures still dot three islands off the coast of Arhan-Zoul that just managed to be spared. What's more curious still is that, apart from these three Beacons, there is no trace of this race of people known as the Zardoniclasts. What little does remain of these people, something that can't be said for charred archeological discoveries across Arahn-Zoul from other ancient peoples, leads researchers to believe that they were primarily a sea faring people who used the Zardons for navigation, spiritual guidance, and the primary source of their power.

Their remnants, the lighthouse like structures they left behind, stand as strange tourist attractions that have seen a great decline in visitation, their story a mute ghost haunting the looming distance of peoples thoughts. While the tourism has petered out, a recent discovery within the Eldritch Observatory has sparked a new found interest in the ancient sites. It has been revealed that the strange runes and lettering that overlap one another on the exterior of these lighthouses are a repeated phrase. It is unknown exactly what happened to these mysterious people, but observers look to the same stars they did, however long ago they walked the realm, for answers. The question is asked, were the Zardoniclasts destroyed alongside the rest of The Lost, or did they depart for something beyond this realm? Like a taunting riddle, carved and sculpted from the very stone that makes the lighthouses, the only communications left from the Zardoniclasts reads just as mysteriously as their disappearance;

*These Beacons three shall stand still and sealed, The realm is broken, and must be healed.
The Descendent Champions, of those we left behind, Shall enter, and to the Zardons will climb.*

MARRIAGE PRACTICES

Many cultures in Rhyonis have their own ways of proposing and honoring vows between their partnerships. Common traditions see that gifts are offered and promises made and vows are given before a priest to a deity the partners- regardless of their genders or however many there may be in the marriage bond- or a Lawbearer of the government they live under. When a marriage bond is completed, it is believed that those bonded are stronger and share in each other's powers, faults, wealth, and misfortunes; that even weaknesses and scars shared make a bond even stronger for they are a wider array of skills and experiences to a greater collective. The following table displays the particular gifts and ceremonies that various peoples of Rhyonis offer for their specific marriage practices.

People	Gift	Ceremony	Description
Avinary	Feathered Crown	Regional Flight	Fly together as a union to see the world through a new pair of eyes; the ones you share
Boquivier	Bouquet	The Planting	A union forms a new garden by planting a singular bulb and tending to the garden so it may prosper alongside the marriage
Corrusouls	Horn Jewelry	Scorch March	Walk bare foot across burning coals to embrace at the center until the coals burn out
Drakin	Scale Brooch	Breath Exchange	Release breath ability to swathe the other in their essence
Dwarves, Elves, Gnomes, Humans, Vixerai	Ring	Vow Bond	Reciting vows and declarations of love for one another before an audience of their loved ones
Elementoids	Essence Locket	Elemental Convergence	By combining a portion of their elemental essence in each others locket, they always hold a piece of they other
Halflings	Cornucopia	Bonding Feast	A shared feast between the united families in which they share in each other's harvests and cornucopias, signifying the start of many family meals
Mistaviants	Dew Drop Gem	Sublimation	Slowly releasing essence as the sun rises over the Myst Valley to become one with each other, the Myst, and the Valley as a whole

Nephilier	Feathered Crown	Radiant Flight	Shedding divine light together, they take flight and embrace midair
Wataquan, Merfolk	Coral Crown	Crest Breaking	Swimming to the surface together so they embrace as their crowns breach the surface of the waves
Wrafline	An Instrument	Binding Song	Duet/ensemble performance with the gifted instruments
Yoziel	Magnetized Rings	Charge Bonding	Holding hands with the rings holding opposite charges so they bind together
Zardoniclasts	Bottle Starlight from their patron	Patron Dance	Typically, Zardoniclasts marry others born under their same Cosmic Patron, but occasionally marriages of Patrons bond. Regardless of the pairing, the ceremony to commemorate their bond is a shared dance beneath one of their Cosmic Patrons for a number of hours equal to the stars in the Patron's constellation.