

Appendix A1: SPECIES AND RACES

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| Species | Races | Notes |
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| Luthani | Luthans Elvars Cildars Arathans | The most adaptive species that has spread in various different environments, including underground, harsh desert and deep forest. Deeply spiritual people, nurturing their connection to the land, the luthani remember their origins, and in many ways follow the example of their early ancestors, who walked side by side with the Valhars. Luthani still show signs of their closeness to the water by having remnants of gills on their necks, webbed toes and fingers. The general structure is slightly slimmer than that of an anathar and body hair, if any, is very fine and scant. Skin color varies from relatively pale of the Cildars to milky white of the Arathans. From the luthani, especially the Elvars are musically talented, which gives them an edge when chanting Awen. |
| Anathars | Hurons Midbornes Trevlins Nomads Kells Morphers Linotaurs | Having established themselves on all continents of Aradea, the anathars are, without a doubt, the most widespread species. Adjusting under prevailing conditions has forced separate races to evolve into different directions, which some include highly specialized features. It is becoming difficult to recognize some of the races sharing the same ancestry, but despite, and because of the seemingly reckless and uncontrolled migration, the anathars have secured their existence by breaking into territories where they were deemed to have no chances to live - and where they now seem to thrive! The anathars appear in a multitude of skin colors from pale white to almost pitch black, which reflects their amazing ability to survive in a wide variety of environments. Strong build and keen wits have helped this species to establish vast empires and strong local communities, which continue to mesmerize wanderers from all corners of the world. |
| Druans | Darfins Gibberlings Ratlings Forgars | Reserved and shy folks under the mountains is a usual description of the Darfins, and the same goes for Forgars, added the natural violence toward outsiders. While shorter than other species, the Darfins do not stand considerably shorter than the luthani. The sturdy and muscular Darfins and Forgars have earned a reputation of being fierce fighters and extremely loyal friends. It remains unknown how Gibberlings and Ratlings branched from their ancestors, but they both seem deranged and degraded druans, and it is an outright insult for a Darfin, and even more so for a Forgar, to recognize them as one of their own. Having an exoskeletal body structure where the bone has formed protective plates on their back, elbows and knees, the Darfins and Forgars both wear an extremely efficient armor by nature. Fortunately, Gibberlings and Ratlings do not share this feature. |

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| Eldars | Valhars (extinct) Drakhars (extinct) Sarduns (or Sardunians) | <p>Only a very small amount of direct bloodline from the ancient eldars still live in Ashaba around Lake N'gara. These reclusive humanoid do not like outsiders at all, but they also do not have any instinct to expand. The Sarduns live in sorrow, stripped of their old might and mostly forgotten by the world. They are but a distant memory, which according to many, should not even exist anymore.</p> <p>Tall as their powerful fathers, the Sarduns are solemn and gloomy, too deep in their mire of sadness to make an effort to develop their culture toward more modern standards and that way perhaps secure their place among other species. Not as superior, but an equal. It is said that the Sarduns hear the unending scold of Avareth in their ears, tormenting them for not following him to the depths of Helberoth at the end of time. For this disobedience, they will suffer for all eternity, until the last eldar has disappeared from the face of Aradea.</p> |
| Garnogs | Myrdins Lurkers Reavens | <p>The Myrdins are the most infamous race of this species. Their yellow eyes, pale grey skin and filthy appearance has planted fear all around Belmora for centuries. The violent and savage nature of these vile men has caused immense amounts of death and decay throughout the northern lands. But while the Myrdins may have the worst reputation, their cousins are not far behind. The southern Reavens are taller and stronger, but they also know the meaning of trade, which makes them quite different. The Reavens are always a mystery, for they may come for a peaceful trade, or they may come for a gruesome bloodbath. The Lurkers are the smallest race of this species, and their most common trait is fearfulness, but if they believe that numbers are firmly on their side, they will try to swarm and overcome an enemy. The Lurkers are often enslaved by the Myrdins to serve as workers in their primitive camp towns.</p> |
| Dryads | - | <p>The children of Anduniel are often subjects of debates concerning their very existence. A myth and legend are words used to describe these mysterious creatures and their unique bond with their birth tree.</p> |
| Seraphins | - | <p>The dwellers of Shadizrain are a reptilian species famous for their proposed intellect and dedication to the Immortals.</p> |
| Greshars | Grecidians Balgors | <p>The giants of astonishing appearance. Both northern and southern races usually reach the minimum height of 6'6". Considered as more beasts than men, the greshars stay reclusive in their own territory, and will not welcome any outsiders to their lands. Because of this, their ways of life have remained behind a veil of mystery.</p> |