

These are the races of Renalta. As a reminder, **only humans have been around from the beginning**. The Cataclysm created the other three playable races.

Humans: Humans were the first of the mortal races, the founders of civilization. They ruled over a mighty empire of fifty million at the height of their race, before the Cataclysm struck them low. They are a diverse and fascinating race, with few differences between their men and women, and out of all of the races of the world, are the most populous by and far. They outnumber Elves, Dwarves, and Lizardmen put together.

RACE TRAITS

- **None.** This is as vanilla as it gets. If you don't know how basic human physiology works... Then why are you here?

Elves: Elves are tall, slender, and naturally pretty. They're a long lived people, and those who haven't amalgamated with humankind's empires often find themselves becoming wanderers--save for those born among the Amazons. They're the only ones who are old enough to be able to remember the time of the Imperium, and their maximum age is 160 + however many years they lived as a human within the Imperium. They suffer from high infant mortality rates when breeding within their own kind, leading many to breed with humans--which results in most of their offspring being born human, though occasionally, some are born elven. **There are no half-elves.**

RACE TRAITS

- **SUBTYPES:** These are elves that exist in a unique fashion, via possessing a unique culture or way of life.
 - **Imperial Elves:** These are the Elves that are over 160 years old and remember the Imperium of old, and are still loyal to its memory. There are only a few thousand of them within the Amazon tribes, but they are cunning warriors who have more of an Imperial cultural motif than Amazonian one. They are highly respected among the Amazons.
 - **Wanderer Elves:** These Elves use their longevity to see the world and learn its secrets via travelling with trade caravans and diplomatic envoys. They are world weary, but don't call any place in particular home.
- **Ageless:** No elf has died of old age as of yet, and thus can be as old as 160 years + their human lifespan while living in the Imperium. Elves who are 160 years old or older remember what it was like to be human as well.
- **Magic-Prone:** They are more likely than any of the other races to be born magically inclined.
- **Animal Speech:** Elves can speak with animals as though they spoke a language, and tend to form naturally close bonds with them.
- **Infant Mortality:** When elves breed with other elves, they have a high infant mortality rate. When elves breed with humans, about 1 out of every 10 of their offspring will be elves. When elves breed with the other races, they produce nothing.
- **Population Density:** Elves are most common in forested areas, or areas with plentiful animal life. They often end up as farmers, or wilderness guides. They represent about

15% of the total population of the world at any given time. At present, that is approximately 5,175,000 Elves.

Dwarves: Dwarves are short, stocky folk, often covered in bodily hair. They live a little longer than humans, but none can claim having lived beyond a hundred and forty years. They have a natural affinity for the underground and mountainous environments, and are naturally hardy. There aren't enough of them to warrant having their own culture, and few would want such a thing anyway, as humans often tend to reflect many values that they themselves possess.

- **Long Lived:** Dwarves can live to be up to 140 years old. They remain relatively youthful until their 50's, and become old aged at 100.
- **Unnatural Survivors:** Dwarves can hold their breath for a few minutes, allowing them to survive situations that would kill other humanoids and come out unscathed. (Eg: Underwater, cave-ins, et cetera.)
- **Adrenaline For Blood:** Dwarves are unaffected by blood loss until they no longer have the blood necessary to remain conscious. They do not get woozy or light headed, and as such, injury does not slow them as much as it does other humanoids.
- **Death By Disregard:** Sometimes, Dwarves die from injuries they didn't even know they had due to the lack of care for blood loss.
- **Breeding:** Dwarves can breed with Humans. About one out of every ten children will be a Dwarf. Dwarves cannot breed among their own kind. Humans tend to find Dwarves unappealing, and thus, many Dwarves can go decades without a mate--unless they accept childlessness and take one of their own kind.
- **Population Density:** Dwarves are most common in mountainous regions, and anywhere near mines. There are also a surprising number of Dwarven Sailors. About 5% of the total world population are Dwarves, which is about 1,725,000 at present.

Lizardmen: Lizardmen are a Frankenstein's Monster of a race, and most people tend to fear being around them alone. They are taller and stronger than any of the other races, averaging out at around 8 feet tall and 300-400 pounds of mostly muscle. They are infamous for their method of breeding, and are cold blooded--suffering in environments where the temperature drops. They often live among humankind in the darker places, or in their own tribes far away from civilization on the fringes of the known world.

- **Subtypes:** Lizardmen who have not fully amalgamated into human society exist in two other ways. Most Lizardmen have not amalgamated into human society for obvious reasons listed below.
 - **Mercenary:** Some Lizardmen turn to the mercenary life in order to perpetuate themselves. The most unsavoury among them use this lifestyle to gain mates through defeating them in combat and capturing them.
 - **Tribal:** Most Lizardmen live in tribes on the fringes of civilization, simply trying to avoid humanity altogether. If a tribal lizardman leaves their tribe, it's typically to try and prove to their tribe members their true strength in earning a mate to return with them--without any form of coercion. Most do not return from this, and

instead, Tribes tend to grow when lizardmen from the outside world find them and join them to try and escape the judgement of the other races.

- **Age:** They typically die of old age around 80-100 years old.
- **Regeneration:** Lizardmen can regrow lost limbs over a few days, assuming they get plenty of time to sleep and a lot of food for their metabolism. Otherwise, their body's attempt to regrow a limb takes up too many resources, and they die of starvation.
- **Cold Blooded:** Lizardmen are cold blooded, and often carry around a "warmstone" with them to keep themselves active. Warmstones are minor magical artifacts that lizardmen tribes manufacture with their mages.
- **Unnatural Strength:** The average Lizardman can overpower any Human, Elf, or Dwarf in sheer strength. Do not let them pin you, you will never escape.
- **Breeding:** Lizardmen are a parasitoid species. In order to breed, they fill a victim with parasites during sexual intercourse. The parasites upon entering the body begin to rapidly rewire a victim's brain until it craves the parasites. Once the victim is rendered into an inert state, the parasites then rewire the body and infest it with offspring. In the case of a male, the birthing process kills the host as they burst out of his stomach region. In the case of a female, they are born through normal methods, though with a greater chance of killing the host than normal offspring. 6-10 Lizardmen are born in a typical birthing process after a gestation period of 4-6 weeks. Should the parasites not be removed from the host via magic after birth, and the host survives the birth, the parasites will begin to try and physically mutate the body into another lizardman. Without magical aid, the host will die in the vast majority of cases a painful, bone shattering death. Those few who survive however become lizardmen, with so much damage done to their brain that they only have a few distant memories of their original lives--memories that are effectively inconsequential to them. **Lizardmen are immune to their own species's parasites, and cannot breed this way.**
- **Population Density:** Due to their extremely horrifying method of breeding and the general fear that all the other races have of Lizardmen, they exist in few numbers, often at the fringes of society, with only a few thousand ever choosing to live within civilization itself. Only 1% of the population at any given time are Lizardmen, or a total of 345,000 at the present time.