

Nadai

Excerpt from rulebook

Rodent: Rodent-like humanoids of different varieties, these creatures are fast and cunning, small but precise. They may be cute and furry but they are just as dangerous when the circumstances call for it.

Grimalkin: These feline humanoids are not to be mistaken with a common tavern cat, nor should you ever attempt to pet one as if they are. They are ferocious but wise. They are found in many different areas of the kingdom, all appearing to have evolved from different breeds of felines at one point in their past.

Arachnid: Spider-like humanoids, these creatures are quick and deadly. They are known for trapping their victims and poisoning them. While not many are seen in society, they have been known to be valuable allies on the battlefield.

Quirks

Nadai display physical characteristics of the animal they descend from. They tend to serve nature before they would serve a civilization.

Origins and culture

Nadai is a name given to the races that take on the characteristics of animals. Most Nadai believe they are descendants from ancient spirit animals. The Nadai only have stories but they speak of an ancient people. Spirits that walked the earth long before man. In those days everything in the world was connected to a force or a spirit. These spirits were as small as a stream or as big as an idea. In time, the spirits had to leave our world. No one knows why, but all spirits simply began to vanish. In those

moments, some of the great animal spirits decided to leave their bodies behind. These great beasts were the first of their kind and from their bodies came the original Nadai. We don't know all of the great animal spirits that left their bodies but we do know that the bear, the wolf, the eagle and the stag did not give over their power.

Many Nadai claim they are the first mortal race to walk these lands, and that they will be here long after all others. Many write them off as vagabonds and scavengers, but they have proven many wrong over time. They have learned to adapt and can be found anywhere amongst any people. While they tend to portray the demeanor of their animal patron, they can adapt to any situation. Some Nadai that come from pack culture have been known to leave their pack or join a different one. There is no leadership over all their race, but some of the different races amongst the Nadai have developed leaders. There is however an unspoken bond amongst the Nadai. They look at each other and, with a simple nod, they know they are amongst family.

Rodents

Rat- Sneaky and mischievous

Mouse- Calm, collective, and cerebral

The Rodents are a proud people. They may seem like beings that can be stepped on but their past will assure that they will be proud forever. For a time the Rodents were thought to be extinct. No one had seen their people for a generation. Their city was small and seemed abandoned. Generations ago their leader betrayed them to Werewolves. They were rounded up without a fight. For a hundred years they served as slaves. The Mice served the Werewolves as their confidants and closest servants. The Rat were thought to be untrustworthy, and were kept as slaves and workers. The Werewolves kept them separated to drive them

apart. They seemed to favor the Mice over the Rat in attempts to encourage hatred amongst their kind. The most cunning of the Mice and Rats were able to sneak out. They met in secret for years. They slowly gathered resources and forged a plan. With time they stole the greatest secret of the wolves. They stole their curse and their power. In one coordinated attack the Mice poisoned their overlords and the Rats assassinated their guards. They fought their way out. Now Rodents live together stronger than ever. They built a new city but they will never let down their guard. Each person in the city knows their role and they will never forget the era that forged them into who they are.

Grimalkin

Tiger- Fierce but loyal
White Tiger- Wise beyond years
Lion- Noble and courageous
Panther- Thrifty but arrogant
Leopard- Skilled hard workers
Snow Leopard- Barbaric and cold

Any kind of cat is protective of its territory. Grimalkin are fierce predators and twice as protective. Each family of cats could be described as a clan but there is not one chief over all of those Grimalkin. Instead each band of Grimalkin is led by a Shah. That Shah may lead as many as fifty Grimalkin. A Shah is much like a chief, they rule by strength, but they are also nurturing to their band. The Shah knows their strength lies in numbers. That is also why when a Grimalkin leaves their band they may never come back. A Grimalkin can leave their band and join another if they respect the strength of another Shah. A Grimalkin will sometimes even follow the leadership of another race because they respect their strength.

Each Shah makes their own rules and each band their traditions.

Tiger Shah's come off as the strictest. Other bands rarely challenge them for territory and a Tiger Shah is never forgiving of anyone challenging their rule.

The White Tiger bands are often filled with the most refugees from other bands. They even take in Grimalkin from other clans. Their Shah's are patient and wise and other Shah clans will come to them for advice. They are the storytellers of their race.

Lion bands are the most loyal. They lose less members than other clans. They are the most common clan to join the kingdom military. They believe in justice by honor combat, but they are slow to anger and quick to understand the mistakes of others.

The Panthers are the traders of the clans. Their bands have more loose rules about coming and going. Other clans and bands rely on their involvement for successful trading. Some would consider them to keep the peace because of this. Other clans tolerate their attitude because they are so useful. Panthers are the most common to leave their band for other races.

Leopards have the closest relationship with the panthers. Their Shah sometimes is not the strongest but the most skilled. The Panther Shah will often be their strongest negotiator. Their goods are most often the weapons, armor, and alchemical supplies that sustain the other bands and clans. They tend to be very loyal to their band because they have such a strong teacher – apprentice based culture.

Snow Leopards are the most reclusive of the clans. They are quick to fight and they resolve all issues through combat. Their honor combat can have multiple combatants and the winner is most often the only one that survives the encounter. They have the least interaction with the outside world and other bands. Snow Leopards will often refuse refugees from other bands because they view them as weak or not trustworthy.

Arachnid

Arachnids are most commonly from their home in the desert at the center of Elizadale. They prefer the dry shade they can find there, but can adapt to any urban environment they may wander to. Those that stay serve the royal family that has ruled over their people as long as they can remember. Arachnids are extremely loyal to the line of royals that has ruled for generations.

For centuries the Arachnids would take contracts for special jobs from across the continent. All contracts and trade would flow through the royal family. Arachnids were often hired for their particular skills, making them useful to parties who needed to get into sticky situations. Arachnids are always loyal to their contracts, but are very superstitious. Once they decide they will not help you, they take great offense if you ask again.

Arachnids believe in the righteous rule of their royal family but recognize the reign of the Kingdom of Candrea Bay. On rare occasions some Arachnids have chosen to join the military, but always with the blessing of their own royal family. This sign of respect has afforded the Arachnids peace with the Kingdom of Candrea Bay since their discovery by a militia centuries ago.

In recent years the Arachnids lost members of their royal family. Five years ago the King and Queen were murdered. The King and Queen had a long standing agreement with a group of humans from the east. For years they sold their poisons to the strangers. After a long relationship the Arachnids changed their mind and cut off the humans. A wizard named Salazar returned and tried to bargain with the Arachnids. He only succeeded in angering them. Salazar knew their ways and returned with his personal guard. This giant beast tore through their defenses and seemed to be immune to their poisons. He killed the King and Queen, and Salazar took their only daughter. To this day his ransom is their poison and he threatens to end their line should he not receive his shipment every month. An anonymous steward is now watching over the kingdom in this time of terror.