

Vincuul

Excerpt from rulebook

Vincuuls are a race of humanoids that have been touched by an element. Opposing elements tend to be friendly rivals.

Quirks

Their Element tends to define their nature

- *Fire- Hot tempered, but can be very caring and warming*
- *Air- Flighty, when angered it's a strong burst of aggression.*
- *Water- Calm and healing, but can bring wrath like none other*
- *Stone- Stubborn and contemplative, but can be persuaded*
- *Solar- Spirit bright like the sun, but a touch just as hot*
- *Shadow- Cool and quiet like the darkness.*

Origins and Culture

In the early days of our world the elements were more chaotic. Today, opposing elements are more rival than foe. In those times they were at war and it was spilling out of the planes into the mortal world. It is believed that the elements came to humans for help. They offered their power, and in return the humans followed into the planes.

Years passed and the war raged on. When the war was finally over, a portal opened alongside two crossing dirt paths. Many who had gone with the great elemental powers never returned. The humans that went into the plane returned as different people, and they were permitted to

keep their powers in exchange for their service to elements. They were now the Vincuul and they had seen the cost of fighting between the elements. Where they appeared on the plane they formed their own city and they called it Crossroads. Today it is still a sacred place to both Vincuul and elementals.

The Vincuul capital city of Crossroads resides on the outer continent. The city is separated into districts based upon the elements that lives there. The House of the Lords is the group that governs the city, consisting of two members, one male and one female, from each district. Since the great Elemental War there hasn't been much in-fighting amongst the different elements, but they do have their differences. The majority of the city is comprised of Vincuul, humans, and very little of other races.

Vincuuls see everything similar to humans in that everyone in their society is equal, but consider themselves a little superior to normal humans, because of their ability to control the elements.

They will marry other Vincuul elements and even other races. Typically if two Vincuuls of different elements mate, the child will be one of the two elements; on extremely rare occasions the Vincuul child will show potential for both. If a Vincuul mates with a human, the child will typically carry the Vincuul genes and be born a Vincuul. Vincuuls that mate with other races have a 50/50 of producing a Vincuul. None of these pairings is considered taboo in anyway.

Vincuuls are very common as adventurers and thus have expanded to the other continents, including Elizadale, which the Kingdom occupies. Here they have made many cities their home. The Capital is of no exception,

and Vincuuls can be found in places of political power and are often soldiers in the Kingdom military.

Some Vincuuls believe that the Elemental War is just a child's story to scare younger generations with the thought of the monstrous Elementals. Some believe that Avatar Prime never existed in true form and his weapons are a myth. However those that do believe are known to spend their entire lives in search of these relics.

Bi-yearly the Vincuuls meet to perform the "Ritual of Binding". The ritual is performed to ensure that the dangers of the elemental planes never cross over into our world again. Many of the younger generation don't believe that the binding has any significance other than tradition, but it is still observed and participated in. It is not uncommon for some Vincuul to miss the binding, but most try to make it once in their lifetime. The Binding is performed bi-yearly when the veil is at its thinnest and usually performed in a different location every year.