

# LARP Race Descriptions

**Android:** Summoned from the far future, where technology rules and surpasses the power of the brain, comes the android race. Metallic, humanoid constructions of a calculating, logic driven world. They are designed to surpass their creators in every way, from analyzing problems to even feeling emotions.

**Angel:** Summoned from the realms of heaven, where clouds, and light bind to form glorious cities; come the righteous angels. These pure, winged humanoids are swift to carry out their divine justice. Yet as quick as they are to deal out justice, they are just as quick to express love for those they encounter.

**Anubite:** Summoned from the scorching Egyptian deserts, where sand, sun, and wind run over all, comes the anubite race. Jackal headed warriors of the deep desert. They scour the dunes in packs hunting for the thrill of battle and blood. Nevertheless they follow the will of the pack leader.

**Banshee:** Summoned from haunting moors and foggy swamps, where one misstep means death, come the banshees. Made of shadow and flesh, they appear solid yet seem to meld with the mists. Their haunting voices lure the unexpected into the traps of their sinister liars, and if the traps fail the reward is a fatal shriek.

**Beast:** Summoned from the deepest of forests, where light dances among shadows, come the beasts. Large bear-like beings with thick fur and gleaming claws, they stalk the shadows defending their kin and cubs from the dangers of the forest with displays of strength or savage claws swips.

**Birdfolk:** Summoned from the realms of the clouds, where white cities nestle among the towering clouds, soaring above the ground, come the birdfolk race; feathered avian-headed beings with magnificent plumed wings and tails, and razor beaks and talons. They soar among the clouds, calmly drifting on the winds yet frantically searching the air and ground for danger or their next meal.

**Catkin:** Summoned from the vast plains and sunlit forests, where wind rustles among grass and leaf like waves upon the beach, come the catkin clans. They are stealthy feline humanoids, covered in fur with a sleek tail and paw like feet with retractable claws. Considering their culture superior to all lesser races, they seldom lift a hand to help others, preferring to perfect their own battle and hunting tactics, all in the name of the pride.

**Cyclops:** Summoned from the shadows of island caves, where the warmth of the sun is absorbed by the gloom, comes the sturdy cyclops. Towering above the heads of humans with their glaring one eye, pointed ears, and sharp horn protruding from their forehead. They are easily riled and offended, prepared to fight at a moments notice. Yet as quick as they are to fight, they never succumb with out a long hard fight in which you are sure to be battered.

**Demon:** Summoned from the realms of hell, where earthen cities are wreathed in fire and smoke, come the malicious demons. They are stunning beautiful with glistening red skin, smoky amber eyes, and coiling horns and tails. Gliding among the towers of their cities on bat wings, they eye the surface world, plotting and scheming how best to inflict pain and despair.

**Draconian:** Summoned from the harshest wildernesses, where the every will of nature seems to wish the unmaking of all all, comes the draconian race. Cousins of the great dragons, they are coated in hardened scales, with wings, coiling horns, gleaming claws, and wicked taloned feet. Their survival in harsh landscapes have made them very strong but generally self-serving. However due to the long lives granted to them by their dragon blood, they learn much and are very wise in the ways of the world.

**Drone:** Summoned from dank swamps, where the ground murky and foul gases fill the air, come the drone swarm. Fleshy skeletal beings, they scour the swamps in packs for food or weapons to take back to the hive. Stripped of a free will and governed by the hive mind, they never back away from a task no matter how many of them it need to sacrifice themselves to obtain it.

**Dryad:** Summoned from the hearts of forests, where sunlight and shadows dance, come the dryads. Nymphs of the forests, they are stunningly beautiful, with leaf clad skin in shades of green, white and brown and pointed ears. They have an affinity for nature and particularly their mother tree, always willing to help travelers yet if any harm befalls the forest woe be to the inflictor for they will be shown no mercy.

**Dwarf:** Summoned from their lofty halls of stone under the mountains, where hammers ring and dwarven voices chant and laugh, come the dwarf clans. Short and stocky, with sweeping beards, they are very strong from the continuous use of hammers and picks yet are able to make the most delicate of items. They have a love for shiny trinkets and gems that barely surpasses their love of ale. Skilled warriors they prefer the use of war hammers and battle axes. Blessed with long lives in which they can create to their hearts content, they tend to be a cheerful bunch, however they don't often trust outsiders and pray you never wrong a dwarf for they will remember it long after you are gone.

**Efreet:** Summoned from the endless Arabian dunes, where exotic venders and nomads battle the blazing seas of sand, come the efreet of jewel encrusted lamps. Golden jewelry and piercings decorate their beautiful glistening red skin. Fiery yellow or white eyes pierce anyone unfortunate enough to encounter these sinister creatures. Along with their mischievous tendencies, efreet curse innocent bystanders. Usually mortally.

**Elemental:** Born from the magic and elements of Valhalla. They appear humanoid but are made up of their birth element. By nature they have basic through processes and tend to be more primal acting on instinct rather than thought.

- **Air:** Born from the wind, air elementals appears as human sized funnels of cloud. They drift in the wind yet like the wind they hold immense power and can switch in a moments notice.
- **Dark:** Born from the shadows, dark elementals are wispy, skeletal shadows, seeming to mold with the shadows as often as standing out. They slink through the shade waiting to strike out.
- **Earth:** Born from the earth, earth elementals appear as walking boulders, nature own brute squad they never tire. Sturdy and strong they smash their way through any obstacle that crosses their path.
- **Electric:** Born from electricity, electric elementals seems to be arcs of lightning held together by bonds of magic. While these arcs seem to be held in place they can be quickly arc elsewhere with devastating results.
- **Fire:** Born from fire, fire elementals appear as ever-burning humanoids. They heat of their flames fluctuations with their mood and is said to burn in a unique hue. They dwell in heat and often playfully cause fires.
- **Light:** Born from light, light elementals are ethereal, beams of lights, that pulse with their life force. They are blindingly pure and usually reside among the warm beams of sunlight.
- **Plant:** Born from plants, plant elemental are walking brambles of twisted stems and thorns. They drink natural poisons and usually dwell inside dense forests where they grow camouflaged.
- **Rust:** Born from rust, rust elementals are corroded metallic figures that thrive on entropy. They often look like empty suits of armor but are far swifter than the rusted metal would seem to allow.
- **Water:** Born from water, water elementals are humanoid figures composed entirely of water. They ripple like seashores and are quick to liquify themselves to adapt and conquer.

**Elf:** Summoned from the wild woods, shimmering seas, and dark caverns beneath the earth come the elven races. Blessed with long lives, the elves spend much of their communing with the nature around them, generally slim with pointed ears and a stunning beauty that can be almost hypnotic. Due to their long lives they have had had millennia to refine and perfect their culture and as such tend to see themselves as superior to other races and often refuse to interact with them. Like dwarves their long lives, elves never forget wrongs against them yet at the same time they also always remember favors.

- **Dark:** Summoned from the deepest caves, where light never shines, come the dark elves. With ebony skin, white hair, and red eyes, they wear dark black clothes have an affinity to shadows and darkness and are shunned by most other elves. This has caused them to embrace the darkness and become more evil and diabolical than the other elven races.

- **High:** Summoned from their woodland crystal towers, where light is reflected and stored, come the high elves. Fair skinned with golden hair and blue or green eyes, they wear light colored flowing robes and have affinity with crystalline structures and woodland, however they tend to bend their surrounding to their will creating the perfect harmony to their eyes. They live in the light and thus tend to be the most righteous of all the elven races.

- **Night:** Summoned from moonlit groves, where the gentle glow of the moon paints everything in a silver light, come the night elves. With pale skin, white hair, mono-chromatic eyes, they are children of the moon. Excellent woodland rangers, they slip through the shadows hidden from all. They are one of the more mysterious elven races and tend to hide from the other races..

- **Sea:** Summoned from shimmering seas, where dolphins and otters play, come the sea elves. With skin in shades of blues, white hair, and blue and green eyes, they wear minimal tribal clothing to reduce friction while swimming. They have a very deep concern for the waters of the world but have little interest in the affairs of the surface world, this causes them to be seen as the most haughty of the elven races.

- **Wild:** Summoned from the most remote forest, where people seldom journey, come the wild elves. With tanned skin, earthy colored hair colors, dark colored eyes, and tribal garb; they are the most barbaric of the elven races, co-existing with nature rather than molding it. Covered in swirling tattoos which indicate tribe and age as well as enhance blending in with the forest. Wild elves are the most elusive, mistrust of outsiders most never see them.

- **Wood:** Summoned from sunlit forest, where nature sings, come the wood elves. With fair skin, earthy colored hair, and deep colored eye, they are natural rangers and guardians of the forests. Their cities are made by coxing the trees into living houses, while still maintaining the view of the forest. Often found dancing and singing to the flow of life around them they are jubilant protectors of the woods.

**Fairy:** Summoned from their sacred golden forests, where myth is alive, come the fairies. Decorated with ornate butterfly wings and pointed ears; these small humanoid creatures tend to be both mischievous as well as passionate. They have an undying affinity for nature and are quick to defend their realm. No matter the size of the danger.

**Foxkin:** Summoned from the forested mountains of Japan, where shrines dot the landscape and spirits mingle among the mortals, come the foxkin earths. Appearing as humans with fox ears and tails that match their hair color, which can be shades of red, white, black, or brown, they have the ability to transform into foxes and as they age their fox form gains more tails until they reach nine. They have a natural affinity for summoning and wielding fire. Working in groups or individually, their eyes hold mystery and their grins mischief.

**Gargoyle:** Summoned from the facades and lofts of ancient clerical cathedrals, where gothic choirs chant their secret prayers, come the mighty gargoyles. It is said that their unblinking stone faces hear even the faintest whispers from below. They have savage pointed teeth, curled horns, bat wings, long talons, and thick tails all made of stone. Their wicked faces match their brute-like natures, but clash with their protective instincts. They are sculpted to be guardians.

**Genie:** Summoned from the endless Arabian dunes, where caravan camels and nomads are the only trespassers to the seas of sand, come the genies of jewel encrusted lamps. Polished jewelry and piercings decorate their beautiful glistening blue skin. Bright yellow or white eyes pierce anyone lucky enough to find these tricky creatures. Despite their mischievous tendencies, genies can be quite helpful. For a price.

**Giant:** Summoned from the ancient frozen mountains and the deepest evergreen forests, where all creatures fear the sound of footsteps, come the fierce giants. The might of their strength can only be rivaled by their brute weapons. Standing twice the size of a full grown man with long beards they smash through obstacles. They appear ugly only because smaller races can see their flaws. Despite their destructive customs, they are incredibly loyal.

**Goblin/Orc:** Summoned from the deepest dungeons and caves, where death and despair are shrouded in darkness, come the wicked gobins or orcs. Hauntingly distorted faces are twisted with sharp teeth, pointed ears, and scars. They are taught from an early age to collect trophies from their kills and will sacrifice their own lives to increase their collections. Despite their plague of bloodlust, they are cowardly.

**Goddess:** Summoned from the realms of the clouds, where white and golden halls shine in the sunlight, come the goddesses. They have long hair, which cascades over their flowing robes, and small facial tattoos around side their faces and foreheads. Always watching the groundlings below, willing to extend a hand in friendship or helping no matter whom it may be.

**Golem:** Summoned from the bubbling chambers of forbidden magicians, where science and religion collide in technicolor explosions, come the obedient Golems. They have been handcrafted by magi to be the ideal combination of strength and beauty. They are as diverse as earth's minerals and as precious as our finest gems. Like marble statues, their beauty is astonishing as is their tendencies for destruction. Their dedication to the mage that made them makes them emotionally cold.

**Halfling:** Summoned from their tranquil plains and comfortable homes, where a lazy contentment fills visitors with nostalgia, come the cheerful halflings. Standing half the size of a human, these rouge-like creatures make up for their height with their swift hands. They are generally materialistic and crave fine materials. Slightly pointed ears accompany their rosy cheeks. Although generally merry, on occasion halflings can come across as more needy.

**Horror:** Summoned from the darkness, where unspeakable nightmares and unimaginable terrors thrive in hoards, come the grotesque horrors. They are a bizarre combination of twisted limbs, hooves, tails, and tentacles. In a way, they seem to embody fear itself. They are armed with claws, teeth, and appetite. Although incredibly diverse in appearance, they seem to all have great physical strength, savage customs, and obedient loyalty.

**Human:** Summoned from the plains and towns of the other world. Where festivities and wars are had, come the proud Humans. With every type of difference possible and founded by unity. With many in arms they are strong. They have intense drive but can be easily molded to one's will.

**Imp:** Summoned from the realms of hell, where sulfur burns raw flesh and smoke wreaths the carnage, come the maniacal imps. Being lesser demons, they have glistening red skin, horns, quick cloven feet, stunted wings, and tails. From birth, they are expected to inflict pain to those

around them. Often these diabolically attitudes have mortal repercussions. With an affinity for fire they burn with mischievousness and loyalty.

**Lich:** Summoned from the graves of forgotten mages, where all virtue has rotted away, come the undead liches. Tatter white robes accompany their skeletal remains. From their vacant eye sockets, a dim green, blue, or purple glow cast eerie shadows across their face. With death, these once righteous mages are now cruel although just as scholarly.

**Merfolk:** Summoned from the swirling tides and underwater labyrinths, where hostility doesn't obey gravity, comes the enchanting merfolk. Their dark eyes and glistening skin have lured the hearts and lives of many. With long hair, pointed ears, and fish tails, these allusive creatures are as fierce as they are seductive. They prefer tridents and spears over brute weapons and are unyielding to traitors.

**Minotaur:** Summoned from the chasms and trenches of underground labyrinths, where hunters soon become the hunted, come the glorious minotaurs. With the head and legs of a bull, and the torso of a human, these behemoths are titans of brute strength. Decorated with heavy armor, brute weapons, large horns, minotaurs are furious fighters. Despite their fierce bloodlust, they tend to be reclusive.

**Moonfolk:** Summoned from the humanoid, pale/white skin, white hair, long necks, live in cloud cities (they can float), blue/teal/yellow flowing robes (oriental style), children of the moon, gold jewelry, blue swirl tattoos on face, thin, physical beautiful, tend to be scholars, eyes match tattoos, generally elegant and mysterious yet intellectually intimidating

**Program:** Summoned from the software and the hardware alike. Where all is equal and free, come the coded Programs. With pale skin and black attire. They differ only by color of highlights. By design they prefer to use disks and swords for close combat attacks. Binary and calculating yet dedicated.

**Satyr:** Summoned from the serrated mountains and bramble-like forests, where like forgotten magic, music enchants the air, come the dionysian Satyrs. With hooved feet and the legs of a goat or ram, these creatures spend their nights dancing and drinking. Although fur covered with large goat ears and horns atop human heads, they have kind, cheerful faces with golden eyes. They are natural bards and often fill their homes with enticing music.

**Shapeshifter:** Summoned from the unknown and the forgotten. Where nothing is familiar, come the ever changing Shapeshifters. Having very few characteristics themselves but taking the shape of another race. They are known for their knowledge of other races which they exploit endlessly. They are intelligent yet intangible.

**Skeleton:** Summoned from the graves of forgotten souls, where the sanctity of death is plagued with necromancy, come the restless skeletons. They are tattered bodies clothed in torn robes, rusted armor, and raw flesh or bone. They are unyielding toward life and their obedience makes them far braver than they were alive.

**Skin Walker:** Summoned from the windswept plains and dusty canyons, where the land is unyielding as the heat, come the fearless skin walkers. Burdened with the craving of bloodlust and the possibility of embodying a new shape they hunt all others. They are said to be clothed in traditional Native American feathers and skins in their natural form but are still a mystery. All that is known is that they are both untamable and lethal.

**Snakefolk:** Summoned from the camouflaged waters of swamps and bogs, where the darkest secrets are yet to be found, come the crafty snakefolk. With a snake-like tail instead of legs, this species is always the fastest to find a clever ambush site. Generally, this is a short tempered and irritable race but they are also very intelligent. They are rumored to wear fine gold jewelries and gemstones that match the colors of their scales.

**Snow Maiden/Snow Lord:** Summoned from the oldest and most sacred temples, where the words of the ancients are still whispered, come the divine snow maidens and snow lords. With dark hair and blizzard-like eyes, this races usually prefers traditional Japanese style clothing and ornate wraps. They are gentle yet fierce. Passionate but quick to offer a cold shoulder.

**Spirit:** Summoned from the Shrines and tombs of the dead. Where the laws of life are suspended, come the troubled Spirits. Ethereal so that they may serve their final purpose. Tend to be neutral and yet never stay put for long. Some are bonded to their Shine others are free to roam and hover.

**Succubus/Incubus:** Summoned from the realms of hell, where morality is abandoned for satanic pleasures, come the seductive succubus and incubus. Driven by lust, their glistening red bodies lure and abuse the hearts of all. With long pointed ears, twisted tails, and bat-like wings, these creatures hold others captive by their own emotions. With dangerous golden eyes that glint with desire and empty promise, they are generally manipulative yet cooperative.

**Tidefolk:** Summoned from the humanoid, shade of purple and blue skinned, webbed ears, affinity for ocean, ocean shaded clothing, wear robes or light armor, clothing decorated with shells/tentacles/scales of ocean creatures, webbed hands and feet, generally disinterested yet menacing

**Tiki:** Summoned from the endless tropical jungles and ancient temples, where the only thing more savage than the days are the nights, come the tribal tikis. Mummified and miniature, these undead savages are barbaric yet frighteningly organized. Decorated with feathers, bones, claws, piercing, tattoos, these creatures glorify death. Unique tribal masks hide their sharp teeth and dark calculating eyes.

**Treefolk:** Summoned from the very oldest and wisest forests, where timelessness is a common comradely, come the ancient treefolk. Towering as tall as trees with bodies and beards made of branches, these creatures have a strong affinity for tradition. They are quick to holding custom but slow to change. They would rather endure rather than react. They are homebodies to their forests and politically neutral souls. With long memories, they alone remember how they came into existence.

**Troll:** Summoned from the darkest lairs and hideouts, where unseen they stalk the creatures in the light, come the mighty trolls. Stronger and taller than most races, their thick green, dark brown, or black skin make them unafraid of combat. With a random assortment of heavy armor and bludgeoning weapons, no two trolls fight or act the same. Although they are slow witted, they are generally cunning. Furthermore, they have a strange affinity for bridges and are particularly known for their unique odor.

**Virus:** Summoned from the corrupted files and the crammed folders, where the RAM becomes bogged down, come the spreading Viruses. Their pale skin contrasted with their black outfits. Emphasized with glowing green lights. Their savage nature makes them prefer the close combat of disks and swords. They are infectious and self-liberated yet binary.

**Wraith:** Summoned from the darkness of hatred and the evils of night. Where creepers lurk and breezes howl, come the empty Wraiths. Tattered black robes and skeletal bones held together by the soul that binds them. Their overlooking nature makes them prefer scythes, chains, and claws. The protectors of the dead yet executioners of the living.

**Yeti:** Summoned from the towering mountains and the snow swept caves. Where the heat is unknown to the world, come the ravenous Yetis. Covered in white fur and coursing with muscle. They resemble apes but they are much more dangerous. With pointed ears for hearing through the winds, they are intangible yet offensive.