

Soulbound: Extra Fantasy Flavor



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Foreword: I made this homebrew because my roleplaying group is used to D&D and like a bit more of a fantasy feel to their roleplay (it was mainly the “only able to play human” part). This is not to say I don’t love Soulbound’s setting and the world Andi created, in fact I’ve barely changed the lore she came up with and I use the same map although in the future I might make a map with some extra stuff like most important cities of other races or notable dragon lairs. I also keep the industrial setting of the game and simply allow the choosing of a more rural and medieval origin if a player so desires which isn’t a huge deal in my opinion and at the end of the day it’s only giving players more choice. Adding fantasy creatures like goblins, orcs, kobolds... was just a way to make things more interesting when creating encounters as sometimes I’ve felt like there isn’t a lot of variety in the soulbound bestiary when you go out of deceivers and akuma. Dragons are one of the more important races I added and these are the D&D type dragons, very powerful, very intelligent, very wise, nigh immortal... they’re not just simple beasts and dragons should be very important NPCs or villains in the campaign as there are few dragons in the world and even fewer get involved in mortal affairs.

This whole thing is untested and the balancing is probably all over the place but then again, when has balancing been an issue in soulbound? I welcome any input and tips from people that read this or even use this homebrew in their game.

At the end of the day I’m just a nerd that loves soulbound but hungers for that extra bit of high fantasy in this dark industrial world, maybe you think that defeats the whole setting of soulbound and that’s a very valid opinion but to those who enjoy this homebrew I appreciate any suggestions or ideas for improvement or new stuff to add to this. Who knows what we’ll come up with together?

Summary

World: Solum

Era: Industrial revolution although this varies from place to place, humans tend to be at that stage but small towns still operate in a late medieval way and other races tend to have a smaller level of industrialization or none at all.

Enemies: deceivers, akuma, corrupted creatures, various fantasy monsters (goblin, orc, harpy, dragon...), corrupted monsters. Basically any typical fantasy enemy you can think of can fit if you manage to stat it although many are already covered by deceivers so it might be redundant. This is mainly for smaller, humanoid enemies rather than big monsters as deceivers and akuma already do a very good job.

Lore: same as Soulbound but with more races, humans still dominate mostly and other races are generally rare or isolationist (up to GM interpretation). The lore section further down only explains a bit about the origins of other races than humans (working off the official lore, so not much change) and I’m still working on it but I might add some add some important lore for other races (for example, the biggest elven or dwarven city) but in general any new lore is up to GM preference and any changes to the map I might include are completely optional.

Races: humans, dwarves, elves, dragonborn, halflings, gnomes, fairies, half-orcs, "angels/demons" (people with bird wings or dragon wings), giants, taurs (horse, tiger, bear, lion, wolf, dragon, snake, spider, bee, octopus).

Character options

New weapon type: Sourcerer. If you roll an attuned weapon you may forgo the extra power, to instead become a sourcerer. Sourcerers gain advantage on rolls to acquire powers and may reroll rolls to acquire vilis coronam. As a sourcerer you gain arcane tricks as if you were a freelancer but you may join a guild. Your combat stats (strength and agility) can't start higher than 5 at character creation and may only be increased once every two ASIs. As a sourcerer every time you level up you may choose to forgo one of your arcane tricks to roll a dice, on a 5 or 6 you gain a power from a random corruption type. You cannot reroll this roll and it can't be affected by any buffs or debuffs.

Industrial upgrades

New industrial upgrades:

- Enchanted weapon: this imbues a weapon with a power, it cannot affect a soulbound weapon or weapons covered in silver (if a weapon is covered in silver the blacksmith will remove it, apply the enchantment and re-coat it for a small price). This works similar to a spellstone, allowing the weapon to manifest a power in its base form (no glyphs, darts, etc) but its charges recover daily at dawn. The power is cast the usual way but it may not spawn haunts or abominations, instead if an abomination would appear the item explodes instantly, dealing 2 elemental damage to the user and all adjacent hexes (adjacent hexes can save with an agility check). Prices range from 1000 sp (rank 1 powers) to 1500 sp (rank 2 powers) to 2000 sp (rank 3 powers).
- Catalyst: this is a precious gem that is encrusted in the weapon, it helps channel powers through it and lowers the CR of a power by 1-3 (depends on price). If the weapon is destroyed this upgrade is destroyed as well. Price 200-400-600 sp.

Items

New items:

- Spellstone: this item is generally a precious stone but sometimes can be made of precious metals too. When bought this item contains a certain amount of charges of a power, it can come in dart form or glyph form too. When activated the item will allow the user to cast 1 charge of the power contained inside it in whatever form it is, a dart will surge from the item towards the intended target and a glyph will be placed on a surface the item touches. The item has the same range the power its casting would normally have. These items can contain powers of all ranks but the higher the rank the more expensive. The powers are cast as usual but it doesn't spawn any haunts or abominations, if the spellstone would spawn an abomination it explodes instead as if it had rolled 0 successes on its last roll. When the item expends all its charges, if the last roll that was made for this power didn't fail by more than one the item simply loses its charge and may be recharged by a competent arcane blacksmith for a price (normally about 2/3 of the original price), if the roll failed by

more than one the item explodes with a loud sound and causes 1 elemental damage to the person holding it, if the power roll had no successes the item instead deals 2 elemental damage to the person holding it and every adjacent hex to them (adjacent hexes can save with an agility check). Prices range from 300 sp (normally gold or silver items with rank 1 powers) to 600 sp (gemstones with rank 2 powers) to 900 sp (diamonds with rank 3 powers).

- Silver powder: this powder contains silver, when applied to an item or surface it will prevent it from being affected by arcane powers and destroy any glyphs that might be on it. If 1 dose is consumed by someone with arcane powers it will prevent them from using their powers for 1 hour (Akuma can only be affected by consuming 3 doses and the effect will last only 10 minutes), 1 dose can be blown in a person's face to make them inhale it and disrupt their powers for 10 minutes. 1 bag with 3 doses costs 75 sp.

Note on the previous 2 sections: industrial upgrades that affect arcane powers can only be applied by arcane an blacksmith, arcane blacksmiths are very rare and uncommon in human cities, it's more likely to find them in elven or dwarven cities, some fairies also know the trade and in rare instances dragonborn choose that as their field of expertise. Arcane blacksmiths are the only ones able to produce spellstones and the only ones able to recharge them but players may find spellstones in specialized shops.

Arcane tricks and powers

New arcane tricks:

- Adjust climate (revised): adjust climate creates an area with the perfect conditions for each person, it still blocks out bad weather but it doesn't create an area of comfort for everyone, it reflects the environment of utmost comfort of the wielder.
- Clean: with a gesture of the hand a wielder can instantly clean their clothes, a small object, a small area...
- Increase voice: you make your voice much louder and booming as if you were speaking through a megaphone, you can also change the pitch slightly.
- Sense mechanisms: works similar to sense life but instead of seeing living beings a wielder will see the internal mechanism of whatever they are looking at, this is only useful for experts due to the small window of analysis, only people that really know what they're doing will be able to make sense of the mechanism they're seeing in a few seconds time.

Mechanics and moves

New rules:

- Corruption chaos: replace haunt spawning mechanics with chaos rules (Alternate Spell Failures by Barbaric Space Whale) only in areas saturated by the chaos pool (determined by the GM but can be detected with Detect Corruption or Malumeter). These areas are located in mostly remote areas but sometimes might spontaneously occur in populated areas and are phenomenons that cause the chaos pool to seep into the material world, causing all sorts of chaos and corrupting creatures.

New Moves in combat:

- Take a breath: as a free action you may roll recovery at disadvantage. 0 AT
- Aim: as a free action you may still yourself to gain advantage on your next attack with a ranged weapon but you may not move or take steps until the end of your next turn. 1 AT
- Find the opening: as a free action you concentrate on your enemy's movements and wait for the best moment to strike, gaining advantage on your next attack with a melee weapon but you may not defend until the end of your next turn, you may parry at the cost of 3 AT. 1 AT
- Brace: as an action you may prepare for your enemy's attacks, gaining advantage on your next defense roll. 1 AT
- Sprint: as an action you may move up to double your agility. 2 AT

Races:

Human: soulbound wasn't designed to have multiple races and by adding them I feel like their abilities might be unbalanced when compared to humans who have no special abilities. The main advantage of playing a human is having complete freedom to distribute your stats and the other main advantage is roleplay. As stated previously most of the population of Solum is human, other races are of course present but humans make up the majority and have the most cities which means human characters will not only have a much easier time blending in but also will not be targets of certain prejudice that might exist against other races. This in itself doesn't seem like much but it's a huge deal when you consider the amount of human NPCs who may not be willing to collaborate with a half-orc or an elf, some may be scared, some may just be racist and others may be cold, distant, angry or generally less cooperative when confronted with non humans. This is not to say every human in Solum is a racist asshole but most of the human population is uneducated and many have never seen other races but humans and humans don't react well to the unknown. Humans that have been exposed to a multiracial society will be more open towards non humans and guilds and guild halls tend to be very inclusive places due to the large variety of people that gather there as well as most wielders traveling the world and meeting a lot of people including non humans during their guild assignments. Basically the main strength you have as a human is that other humans are more likely to like you and cooperate with you which, in my opinion and how I normally run my games, is a huge deal but if this doesn't work for you you're welcome to change it.

I don't know if this will make up for the lack of special stuff humans have and I'm still thinking about giving them something but I haven't come up with anything yet that would make sense. Any ideas are appreciated.

Dwarf: dwarves stand shorter than humans, typically 2ft shorter and the tallest dwarves reaching around 5ft or so. They are known for their stubbornness and exceptional endurance, able to resist most poisons and shrug off wounds that would kill any human but also tend to not be very fast or agile, their stout bodies are ill suited for dexterity. Dwarven blacksmiths, artisans and artificers are known all over Solum for their outstanding skill and their underground cities are majestic works of architecture. Dwarves have the highest level of industrialization in all of Solum, surpassing that of humans, they are pioneers in new

smithing techniques and are working on automation as well as new methods of transportations and it's rumored that they are building an underground network of trains. Dwarves normally live around 300 years.

- As a dwarf your starting value for endurance **must** be 7 and your starting agility may not be higher than a 5.
- Dwarven endurance: you have advantage on endurance rolls against poisons and when you would enter the dying state you may roll a difficulty 5 endurance check, on a success you may gain a temporary wound as if you had used the fortify arcane trick.

Elf: elves tend to stand at human height although they are generally a bit taller than humans, the tallest elves reach around 7ft and most elves stand around 6ft. They are known for their outstanding beauty and their knowledge but also for their arrogance and confidence. Elves tend to live in forests and isolated areas, their cities are full of beauty and blend in perfectly with the landscape, seemingly having grown from the land itself. They are renowned for their expertise over the arcane arts and almost all elves possess some connection to the chaos pool although not all are wielders. All elves are born with natural agility and dexterity but they have slender builds that make them generally fragile and prone to injury and fatigue. Elves have a lower level of industrialization, generally living in harmony with nature and producing goods through artisanal means. Elves live around 1000 years on average.

- As an elf your starting value for agility **must** be 7 and your starting endurance may not be higher than 5.
- Elven arcana: as an elf you may start with an additional arcane trick, additionally when you would roll a dice to acquire a power from a corrupted enemy or akuma you may roll a D6 first, on a result of a 5 you may roll a power from a random corruption type rather than the one the enemy was aligned with and on a 6 you may select a corruption type to roll from. On any other result the roll is resolved as normal. This only applies if the roll to acquire the power is successful.

Dragonborn: contrary to what it may seem dragonborn are not born from dragons, rather they were created by ancient dragons as a race of slaves for them but after a few centuries of abuse the dragonborn rebelled and achieved independence from their dragon overlords, now they live mostly in small towns and villages in mountainous regions mainly. Dragonborn are exceptionally strong and resistant due to their scaly bodies but their culture is so different and isolationist that they have a lot of trouble understanding and communicating appropriately with other races, even dragonborn that grow among humans or dwarfs find it hard to navigate the complexities of societal norms. Dragonborn culture is heavily based on an individual's clan and their honor, all dragonborn strive to be an example for their clan to follow and generally cultivate a particular skill in which they are experts, taking great pride in self improvement. To do a dishonorable act brings shame to one's clan that must be cleansed with a great deed, often involving a long journey to find a rare artifact or the hunting of a legendary beast. Dragonborn clans are ruled by a council of elders

chosen through popular vote from among the most elder members of the clan. When dragonborn engage in diplomacy or discourse with another race they will send the most honorable and respected member of their clan and it is considered a great honor to represent one's clan before outsiders. Dragonborn live shorter lives than humans, the eldest dragonborn ever recorded only lived up to their 80s and on average they tend to die around the time they're 50, whether this is due to natural causes or the crude way of life most dragonborn lead is not yet known for certain.

- As a dragonborn your starting strength **must** be 6 or higher and you gain 2 points of armor on every damage type but you suffer disadvantage on all social checks with races other than dragonborn and must abide by the dragonborn code of honor except in special circumstances.
- Expertise: you may choose a skill to gain a point in, this skill point doesn't follow the rules of maximum skill level, allowing you to have 1 more skill point on that particular skill than it would normally be possible.

Halflings: halflings are cheerful and trusting people, preferring the comforts of home, peace and prosperity rather than a life of adventure, although there are always those that break the mold. Halflings tend to mix well with humans and are often seen living in human cities or at least near one, they have a reputation for being good traders and for selling some of the best produce in Solum but their short stature also makes them good at slipping by undetected and avoiding other race's attention which has given hold to a stereotype of halflings being cheaters and burglars. Halflings stand around the same height as dwarves although they tend to be slightly shorter, their average height being around 4ft, and their much smaller build makes them seem much smaller than dwarves. Halflings also tend to be good speakers and know how to use words to their advantage, able to navigate the social landscape of even the most outlandish cultures as if on instinct. Halfling communities tend to be rural and simple but halflings that live among humans are very familiar with industrialization and its many advantages and disadvantages. Halflings live on average the same as humans.

- As a halfling your strength and endurance may not start higher than 5.
- Depending on which halfling ability you decide to cultivate you may choose from these two abilities:
 - Silver tongue: you gain advantage on all social checks.
 - Pass unnoticed: you gain advantage on all checks relating to stealth.

Gnome: gnomes don't stand taller than 4ft and on average are around 3ft tall, they are known for their ingenious inventions and are praised artificers, their inventions are sought out all throughout Solum. They tend to prefer living in forests and less populated areas but some can be found as university professors or working for prestigious businesses (sometimes their own business) in human cities. All gnomes have a natural love of knowledge and they absorb knowledge with ease, no matter the subject. Every gnome has a field of knowledge they specialize in and they will often compete with other gnomes to demonstrate their superior knowledge of the subject, often leading to lengthy and

complicated discussions that drag on for hours and can even end in violence if tension is allowed to rise. All gnomes know about industrialization but gnome communities don't tend to be industrialized, rather individual tinkerers make their own products whenever they need as mass production isn't needed for such a small population. Gnomes tend to live around 600 years but age at the same rate as humans do.

- As a gnome your starting knowledge **must** be 7 and your strength and endurance may not start higher than a 4 and a 5 respectively. You gain 1 skill point on three skills of your choice and may choose one skill to be your specialty, you gain advantage on all checks that use that skill.
- Gnomish artifice: you may begin the game with an industrial upgrade of quality good or lower for free.

Fairy: fairies are known for their mischievous nature and incredible arcane power, seemingly able to connect with the chaos pool at will. There are male and female fairies and all possess majestic wings as well as natural beauty. They tend to look like very beautiful winged humans but their skin is typically exotic in color, from shades of green to purple or blue, they stand at the same height as humans on average. Fairies tend to stay out of human affairs, or the affairs of any other race for that matter, preferring to live in their forests to sing their songs and watch their plants and animals grow, thrive and die in the cycle of life. When fairies do venture out of their forests it's usually due to necessity, either a great danger threatens their forest or they know of a danger so grave that not taking action would put their interests in danger, fairy wielders are scarce and rarely seen but the few that have been recorded in the guild are some of the highest ranking wielders to ever exist. Apart from their love of forests and life, fairies are known for two things, their beautiful voices and the ferocity with which they defend what they care about. Fairies are not particularly strong but their magical abilities more than make up for that, despite this fairies are fragile and tend to avoid danger if possible or rely on dodging and avoiding attacks. There are not many records on the exact age of fairies, they seem to be able to live on endlessly as long as they have sources of life nearby and some have been recorded to live for millenia without so much as getting a wrinkle, for now fairies are thought of as immortal although they need to draw power from areas with an abundance of life, a fairy in a city won't last more than a year before it starts to weaken heavily and for a fairy the desert is like a cursed land that sucks their vital energy like a parasite, killing them in a matter of weeks. Even though fairies live for so long they rarely develop their combat skills unless they truly need them and in many cases opt to ask for help from wielders rather than fight themselves.

- As a fairy your cunning **must** start at 7 and your endurance can't be higher than 5 at the start of the game. In addition to this, no matter how high your endurance is, your wounds are always hard capped at 5, they can only be raised by the fortify arcane trick or a similar effect. You start the game with a power from the decay or sorcery corruption type.
- Flight: you may move the same amount of hexes in the air as you would on ground with a move action, you may not do this if your wings are damaged in any way.

- Fey magic: you have the ability to produce small magical effects around you, you may make a plant grow, influence a non hostile animal, heal small wounds and other such effects (GM discretion). In addition to this, whenever you roll a power from the decay or sorcery corruption type, if you succeed in acquiring the power, you may choose which power you learn without rolling.

Half orc: half orcs are born from the union between an orc and a human, these are rare instances and most half orcs come from already established half orc populations rather than the former. Surprisingly there doesn't seem to be a thinning of the bloodline as the union of two half orcs will always create a half orc and the union between a half orc and a human will also produce a half orc. Unlike their green parents, half orcs tend to be less savage and more civilized, able to speak and reason with other races without exploding into violence. They are still impulsive and often rush to decisions without thinking, giving them a stereotype of being simple minded that's not necessarily true. Half orcs have a similar intellect to a human, they probably won't be engineers or investigators but they can reach an average, if only a bit low, intellect. What half orcs are gifted with is outstanding strength, courtesy of their green skinned ancestry, they can equal the strength of 4 to 5 men and there are virtually no differences between males and females in muscle mass. Half orcs tend to live in isolated tribes but they have thrived among humans in some parts of Solum where humans are especially rowdy, particularly Sozo and Rajan. Half orcs tend to stand taller than humans, averaging at around 7-8ft, they can have tusks but not always do and they tend to be quite resilient to damage. Half orc wielders tend to have a hard time grasping their powers and typically won't use very impressive or complicated powers, they make up for this with their incredible resilience, strength, dwarf-like stubbornness and loyalty to their companions. Despite all this, half orcs have a bad reputation as savages and violent, often compared with wild orcs and rejected by towns and cities. Half orcs have a human lifespan.

- As a half orc your strength **must** start at 8, replacing the 7 in your lineup), your knowledge may not start higher than a 5 and your cunning is hard capped at a 5. In addition to this you suffer a disadvantage on social checks except in some circumstances. You always have 1 more wound than you should and when you use the fortify arcane trick you may gain 2 temporary wounds instead of 1.
- Battle rage: when you are fighting and are missing half or more of your wounds you must roll a calm check at the start of each of your turns (you may choose to fail this check), on a failure you lose yourself to the ancestral rage of the orcs and must always attack or charge the closest enemy if possible, you receive advantage on all your attacks but suffer disadvantage on defense rolls. While in this rage you may not use a recovery action unless you are at 0 AT or you have no other options and you suffer disadvantage on cunning rolls to manifest powers. The rage ends when you succeed on your calm check at the start of your turn or when the battle ends.

“Angel”: angels have no relation to divinity, despite what the church of Des Natus may say, they are more likely a race that originated from humans, living in high altitude cliffs and mountains and affected by the corruption of an akuma. Nevertheless, their name has popularized so much that even them have adopted it. Angels continue to live in their ancestral homes in the highest points of mountains and cliffs, they are very rarely seen

among humans but are more common in Primum where their status as emissaries of Natus himself has given them great wealth and comfort, most angels don't believe themselves superior to humans and couldn't care less if they choose to make them symbols of their god but some fully embrace the religion or simply leech off of it, securing lavish homes in the tallest spires of the main cities of Primum. Angels look generally like humans, the only differentiating factor is their bird wings, their wingspan tends to be about the length of their body or a bit more, sometimes even double their body. They are as ethnically diverse as humans and all sorts of skin, hair and eye colors are present among them as well as all kinds of wings. Angel bodies are lighter than an equivalent human body to facilitate flight, this grants them increased agility at the cost of having weaker complexion, in addition to this angels tend to heal slowly and don't recover well from grave injuries. All angels share a love of shiny things and although this desire is stronger based on the individual it does permeate their society, as such angels have a special attunement with vanity corruption, often developing powers from this corruption type. Angels tend to live about 200 years.

- As an angel your starting agility **must** be 7 and your endurance may not start higher than 5. You receive disadvantage on all checks you do to recover wounds overnight and the restorative power only heals you for half the normal amount, elixirs work normally on you.
- Flight: you may move the same amount of hexes in the air as you would normally on the ground. You may not do this if your wings are damaged in any way.
You may choose one of these racial abilities:
 - All that shines: you start the game with a power from the vanity corruption type.
 - Religious icon: once a day you may use your majestic plumage and looks to gain an advantage on any one social check you make, if the target is a follower of the church of Des Natus you instead gain advantage and 2 automatic successes.

“Demon”: demons are similar to angels in the fact that they are attributed a relation to evil and hell but they are not related to such things in any way. In fact, while angels probably originated from humans corrupted by an akuma, demons are draconic in nature. Demons originated when dragons mixed with humans so a more accurate name for them would be half dragons and unlike angels demons don't widely accept or have adopted the name of demons, many still remark their draconic ancestry and display it proudly. The first demons were for sure the direct descendants of dragons but such a case is rare nowadays and many are descendant of other demons, demon bloodlines never thin and even if a demon mates with a human the result will be a demon, as such demons haven't disappeared even after centuries of neglect from dragons who rarely emerge from their caves nowadays. Demons display a colorful array of leathery wings and horns as well as some scales on certain parts of the body. Their color can normally be traced back to their ancestor dragon but mixing of different demon bloodlines has led to some very peculiar and exotic color variations among the species, including chrome or iridescent colors in some cases. Demons tend to be very proud of their ancestry and all members of a family line know the name of their ancestor dragon or dragons, although another dragon being introduced into the family tree is a very rare occurrence it is regarded as a great honor and the direct descendants of dragons are

more often wielders than not due to the great arcane power dragons possess. Demons tend to stand slightly taller than humans, hovering around the 7ft mark and have a hard time hiding their identity due to their wings, horns and scales. Demons are often feared and rejected by human society, most of this fear stems from superstition but the power that demons hold is real and although they are not dragons themselves they do possess a fraction of the power such a creature does and as such are very dangerous if angered. Most often towns that are believed to have been destroyed by a dragon may have only gotten on the bad side of a demon. As a demon your lifespan is around 1000 years.

- Demons may start with one of their stats as an 8 but if they choose to do that they replace the 6 in their lineup with a 5 and the 4 in their lineup with a 3. Demons count as having an armor resistance against elemental damage that comes from their dragon ancestor.
- Dragon breath: as an action you may do a breath attack, the type of which is chosen at the start of the game and depends on your ancestor dragon. You may only do this 2 times a day, all charges recharge daily at dawn. 2 AT
 - Cone: counts as a range S weapon that deals 8 dice of elemental damage and has the buckshot trait. Can have additional effects (GM Discretion)
 - Line: you draw a range M line and attack every creature in that line with 8 dice of elemental damage. Can have additional effects (GM discretion).
- Flight: you may move the same amount of hexes in the air as you would normally on the ground. You may not do this if your wings are damaged in any way.
- Invocation of the dragon: as an action you may call upon your dragon ancestor in times of need, whether living or dead they will come to your aid and grant you one of this boons:
 - Grant you one charge of your dragon breath.
 - Give you a +3 to a single stat for 5 minutes.
 - On your next attack you will roll double the dice you normally would.
 - You gain a single armor resistance of every type for 5 minutes.
 - You double the hexes that you move for 5 minutes.
 - The next power you cast may be cast at any tier, even if you don't have it.
 - You grant a random boon to a companion of your choice.

You may only use this once a day and after using it you must roll a D6 each morning, on a 5 or 6 this ability recharges and you don't roll anymore, on any other result you may not use this ability for the day and must repeat the roll the next morning.

Giant: giants are an ancient race, descendants of the titans that once roamed Solum in the beginnings of the world. According to giant history the titans were there when the downfall of Solum started to corrupt the akuma and fearing the worst went to war with them, the titans fought bravely and the battle lasted for centuries but eventually the powers of the akuma were too great. All of titankind was exterminated and it is said that the last titan used his last breath to imbue his blood with the last ounces of the power of life left in Solum before it got corrupted and turned to decay and from his spilled blood giants would rise from the earth.

Because of this giants have always hated akuma and all they represent, most giants train to fight even if they're not wielders and it's not rare to see non-wielder giants hunting for akuma with incredible zeal. Giants stand around 9-10 ft tall and tend to be more corpulent than humans no matter the gender, their skin tones vary from standard human skin tones to several shades of grey and bluish colors. They are tougher and stronger than humans on average but are known to be slow and have a hard time with things that require a lot of dexterity or precise manipulation, especially if that something isn't made for their size. Giants tend to live in isolated areas and are a rare sight in human cities, mostly because of their size but they are known to be quite friendly and accepting of all races, if only a bit too careless with their own strength. Giants live around 800 years since most of them die fighting the many dangers of Solum but there are no recorded natural deaths for giants and some giants are known to be several millennia old.

- As a giant your starting endurance **must** be 7 and your starting strength **must** be 7 (replacing the 6 in your lineup) but your agility may not start higher than a 4 and you have disadvantage on any checks that require you to manipulate small objects. Giants have 1 more reach with melee weapons than they normally would when they wield weapons appropriate to their size. Giant's equipment is twice as expensive as normal equipment (including ammo) and they can't use armor or weapons that are not fit for them, they may still benefit from elixirs. Giants take up 3 hexes and have a front and back arc, they can't attack or defend from attacks on their back arc but they may expend a free action to change their orientation. If a giant is not engaged by any foes and is engaged on their back arc they immediately change orientation to face the attacker unless they were surprised. Giants count their movement from any of the hexes they occupy but count from the same hex from start to finish so as to not gain extra movement.
- You may choose one of these two racial abilities:
 - Titan's might: as an action you may raise your strength by one point for 5 minutes and all your melee attacks gain the crush or chop trait, if they already had it, the effects of those traits are doubled. You may only do this 2 times a day and you regain all charges at dawn.
 - Stone skin: as an action you may gain 2 points of armor resistance on every damage type and gain advantage on all defense rolls, your movement is halved during this time but you may not be knocked prone or moved unwillingly. You can only use this once a day and it recharges daily at dawn.

Taur: in rare instances Solum's corruption can warp a creature's body into an amalgamation of other two, in many cases this creates an abomination, deranged from the trauma and the fight of the two consciousnesses inside of it, incapable of thought beyond basic instincts. These are some of the monsters that plague Solum. But in some rare cases, when the fusion happens in a specific way, this leads to a creature with the torso of a human (can be other races but mostly human) and the lower body of another creature, mainly an animal. These are known as taurs and are one of the rarest creatures in Solum, most people won't see one in their lifetime and they are regarded as rare and exotic but also with a hint of suspicion and caution. Taurs can be found in most environments in solum as they are perfectly adapted to their local environment but they tend to avoid people and won't let

themselves be seen easily. Some of them live in small communities or families but most lead a solitary life. Taurs are very varied and each one is unique, they tend to stand taller than humans and other races due to their animal parts but their torsos are the normal size for their race. Every taur is at odds with their human intellect and their animal instincts, normally developing certain quirks depending on the animal they are fused with. Taur wielders are rare and most will never develop their abilities but some seek training with a mentor or in rare instances a guild, their extreme adaptation makes them perfect for missions in their particular environment and once their training is finished they are commonly assigned to guard a wide area and slay any deceivers they see, only checking in with the guild every few months to report their progress. Taurs have the same lifespan as the race that their torso is from but don't gain any abilities from that race.

- All taurs have disadvantage on stealth checks and occupy 2 hexes instead of 1. Due to the strange taur anatomy anyone trying to perform medicine checks on you has disadvantage. Taurs have a frontal arc and a back arc, attacks on your back arc with your weapons (not natural weapons) count as having disadvantage unless your weapon has reach. When moving count from either hex but count from the same hex from start to finish of the movement.

Taur types:

Centaurs: centaurs live in the many plains of solum and like freedom and open space, they are the most gregarious of taurs and often live in herds. Centaurs are fast and they can run long distances without resting. They feel constrained in small spaces and are prone to panic attacks when they are startled or in a tense situation.

- Centaurs **must** begin with their agility as 7. Centaurs always move an extra 2 hexes when they move and 4 hexes when they sprint, they don't move extra hexes when they step.
- Horse kick: as an action you make an attack against an enemy in your back arc, this attack deals (strength) dice of impact damage and has the crush property. If the target doesn't defend successfully from this attack they are pushed back 2 hexes. 1 AT
- Living cavalry: as an action you may gather your strength and buff yourself for 5 minutes, during this time you may charge for 1 AT and all your weapons gain the charge trait, if you already have this trait the effects of it are doubled. You can only use this once a day and regain the ability to do so at dawn.

Tigertaurs: tigertaurs live in the jungles of Solum, mainly in Sozo, they are expert hunters and know how to move stealthily and stalk their prey. They usually live alone and rarely form families. Tigertaurs have a strong predatory instinct and have a hard time adapting to civilized life as many small triggers can cause them to pounce on someone if only playfully which is not normally appreciated by the receiving person.

- Tigertaurs **must** begin with their perception at 7. Tigertaurs ignore the disadvantage on stealth checks and gain advantage on such checks when hidden by heavy foliage.
- Tiger pounce: when you make a charge you may pass over any obstacles that are no higher than a person and if the enemy was surprised you receive advantage on your attack.
- Sensory overload: as an action you may take your senses into overdrive, gaining advantage on all checks that rely on sight, hearing or smell for 10 minutes. You may only activate this twice a day and regain all charges at dawn.

Beartaurs: beartaurs live in the deep forests and mountains of Solum, many can be found in Rajan and Uhyre but some known as polartaurs are found in Agrewyn. They are the biggest taurs by far and are very imposing, they are known for being extremely resilient and an unstoppable force when angered. Beartaurs are temperamental and get angry easily, often not being able to control their strength. They are also famous for being gluttons and heavy sleepers.

- Beartaurs **must** begin with their endurance at 7. Beartaurs receive 1 less damage from non-magical piercing, slashing and impact damage (that is non-soulbound weapons and non-corrupted monsters). Beartaurs have advantage on intimidation checks but disadvantage on calm checks.
- Bear charge: When you charge you may move through enemy hexes and attack every enemy who's hex you move through, enemies that fail to defend against you are pushed from the space they were holding previously.
- Unstoppable force: when you enter the dying state you may use your reaction to immediately take a full turn before going into this state, actions don't have an AT cost during this turn.

Liontaurs: liontaurs inhabit the savannahs of Prim and the fringes of the Gray-Ralim deserts where some vegetation still is present. They are commonly loners but sometimes form prides that revolve around a single individual that reigns over all others. Liontaurs are prideful and confident, they are the apex predators of their environments and don't fear even deceivers. They are known to be stupidly brave and are nearly incapable of acknowledging the superiority of another being in combat. They get offended easily and hate losing.

- Liontaurs **must** begin with their strength at 7. Anyone trying to intimidate a liontaur has disadvantage and they receive an automatic success on any checks pertaining to leadership. Fear effects can't affect a liontaur unless they are activated by an overwhelmingly powerful enemy.
- Lion claw: as an action you attack every enemy in your front arc, this attack deals (strength) dice of slashing damage. 1 AT

- Lion's roar: as an action you may roar and roll intimidation with advantage, any enemies that can hear you must roll a cunning check against your intimidation and on a failure they are either paralyzed for 1 minute (or until they are attacked), scared and must run away in fear for 1 minute, or provoked which forces them to attack you if possible or otherwise move towards you for 1 minute (or until they are attacked by a creature other than you) they may not defend against any attacks while in this state. You may only do this once twice a day.

Wolftaurs: wolftaurs inhabit the forests and mountainous areas of Solum, many are found in Rajan and Uhyre and some inhabit the inhospitable Agrewyn. They commonly form packs of 3-12 members and are experts at hunting in a group, able to design strategies that are comparable to those of the best generals, all to take down their prey as fast as possible with as least damage to the pack as possible. The cunning of these creatures has allowed them to hunt all sorts of creatures bigger than themselves, including deceivers. Wolftaurs are reserved and mistrustful of strangers but they trust their pack with their life, a wolftaur's pack can be anyone they deem worthy of their trust and they are very protective of these individuals, they don't work well with strangers and they don't tolerate city life well. All wolftaurs feel an immense need to howl at the full moon and they are commonly mistaken by wolves as they sound exactly the same. Wolftaurs have a very strict social hierarchy in their packs that establishes each member's position in the power scale, this doesn't have to be based off of physical might as any individual that shows leadership and decisiveness in times of need can be considered the alpha by the wolftaur, if they can't find such a person they will consider themselves the alpha and expect everyone in the pack to act accordingly which can lead to some discussions and misunderstandings when they join a group of wielders.

- Wolftaurs **must** begin with their cunning at 7. Wolftaurs can spend a minute analyzing a person, after that minute the next cunning check they make against that person has advantage and receives 2 automatic successes. Wolftaurs ignore the disadvantage that taur's have on stealth.
- Wolf bite: as an action you attack an enemy in any of your arcs, immediately after this you are oriented toward that enemy. This attack deals (strength) dice of piercing damage and if you score a critical strike it disarms the foe, making them lose their weapon. 1 AT
- Pack tactics: once a day when you start a combat for which you had planned beforehand you may choose either of these:
 - Your group gets two rounds of actions before the enemies.
 - Before any moves are made in your first round you may ask the GM for the moves the enemies will do in their round and they must tell you what they will be, they cannot change them afterwards.

You regain the ability to use this at dawn.

Dragontaurs: dragontaurs can be found everywhere in Solum and like to be left alone most of the time, they do not appreciate people very much and they hate cities. Dragontaurs are lonely by choice, the main cause being their love of order. Dragontaurs don't like clutter

or chaos and their lairs are always perfectly ordered and organized, the order may vary from individual to individual but they all have a way they like things to be and be done and if someone makes them deviate from it they get stressed and furious. Dragontaur's don't normally search trouble with other beings but when threatened they make use of their tough scales and their dangerous dragon breath to defend themselves and their home. Dragontaur's don't have wings and their lower body looks more like a lizard or other reptile than a dragon but the draconic ancestry is undeniable.

- Dragontaur's suffer disadvantage on social checks and **must** do things in a specific order that cannot be altered, determined by the player and GM. Dragontaur's count as having 1 armor resistance to every damage type.
- Tail sweep: as an action you make an attack that hits all targets on your rear arc simultaneously for (strength) dice of impact damage. 1 AT
- Dragon's breath: as an action you may do a breath attack, the type of which is chosen at the start of the game and depends on your ancestor dragon. You may only do this 2 times a day, all charges recharge daily at dawn. 2 AT
 - Cone: counts as a range S weapon that deals 8 dice of elemental damage and has the buckshot trait. Can have additional effects (GM Discretion)
 - Line: you draw a range M line and attack every creature in that line with 8 dice of elemental damage. Can have additional effects (GM discretion).

Lamias: snaketaurs are more commonly known as Lamia, their snake body generally has a length of 10-15 ft and they are normally quite heavy despite looking smaller than other taur's. Lamias are more common in jungles and deep forests like the one's found in Sozo and Uhyre but they are the most common type of taur in cities, their social skills are very similar to humans and they tend to be more versatile and agile than other taur's which allows them to move more freely through streets and buildings. They can climb with great speed and can move freely through most terrain. Lamias have a lot of grip strength in their tail and can easily crush objects or people in their coils, they are however known to be tricksters and liars, giving them a social infamy of being criminals which has driven some lamia exactly down that path. They are extremely diverse in their coloration and physical traits but all lamia sport sharp fangs and some secrete a poison through them, these lamia tend to be smaller and weaker than their non-poisonous cousins. There are rumors that lamia can hypnotize people but every lamia you ask will deny this, this hypnotism ability hasn't been confirmed yet.

- Lamias **must** begin with their agility at 7. Lamias gain 2 automatic successes on bluff but have disadvantage on social checks at GM discretion. Lamias ignore most types of difficult terrain. Lamias occupy 2 spaces as all taur's but they don't have a front arc or back arc and may attack from any of the two spaces they occupy. You choose one of these abilities depending on the type of lamia you are:
 - Constricting coils: you make an attack against a creature and coil around them, if this attack isn't completely defended you nor the creature may move until they escape or you let them go, this attack deals (strength) dice of impact damage and if in your next turn the target hasn't escaped you may

deal this damage again as a free action (you may still do any actions that wouldn't require you to move while constricting a creature). The coiled creature may attempt to escape by succeeding on a tier (strength) endurance check. You may not constrict creatures that are bigger than you. 1 AT.

- Poisonous fangs: you attack an enemy, dealing (strength) dice of piercing damage and counts as having rank 1 poisoned active. 1 AT
- Lamia hypnosis: as an action you may attempt to hypnotize a creature you can see right next to you, this only works on sentient beings and can only be done once a day. The creature must roll their bluff against yours and if they roll lower they must obey you for 5 minutes, the creature won't take commands that would harm itself directly and if they are hurt the effect is immediately broken. The lamia doesn't have to maintain visual contact with the creature for it to follow the command, as such hypnotized creatures can be sent to do tasks or carry items for the lamia. Hypnotized creatures maintain their capabilities and may be ordered to do tasks that the lamia doesn't understand. As long as the creature has knowledge of them they will do it to the best of their ability. Hypnotized creatures have a perfect sense of time passage and if ordered to do an action at a specific time they will do it like a clock.

Driders: spidertaur, more commonly known as driders, inhabit the jungles of Sozo and the forests of Uhyre but some are found in the arid deserts of Qray-Ralim. Driders tend to be shy and skittish creatures, they don't like open confrontation and prefer to lay down their traps and wait patiently for prey to fall. A drider's lair is a winding labyrinth of webs, full of traps, secret passages and false walls that aim to confuse and disorient any who would dare enter. Driders are patient and calculating, preferring to wait from a fortified position and gain every possible advantage over their prey or foe rather than a fair fight. Driders don't work well in social environments, the unpredictability of living with a big group of people scares them as they cannot be ready for everything that will happen next and might be surprised, which driders don't appreciate at all. Driders are quick and agile and are able to move on walls and ceilings with ease, some have multiple eyes while others only have 2 but they all share the structure of their spider body which, unlike their humanoid torso, has an exoskeleton. This exoskeleton gives them a bit more protection against attacks but this comes at the cost of how hard it is to heal, drider wounds take longer to heal as their exoskeleton has to rebuild and their metabolism is slow. This is one of the reasons driders don't like open or lengthy confrontations and prefer hit and run tactics. Driders can also produce webs from their abdomen that they use to build traps and homes, their webs are exceptionally resistant and quite sticky, driders are able to manipulate their webs without sticking to them due to a special oil they secrete from their body. Drider webs are prized by blacksmiths, inventors and scholars but only the most experienced ones as it's a material that requires special tools to manipulate and also a lot of experience to use appropriately. Driders are one of the more feared taur as their appearance is often disturbing for many people and their body occupies a lot of space due to their legs, making their presence in a city even rarer. There are 2 subspecies of driders, ones evolved to make their webs stronger and more resistant, relying on their traps and planning to do the work while others evolved to produce poison in their mouth that they use to paralyze their prey before they can break out of the web. These last species of drider tend to be more daring and adventurous.

- Driders **must** start with their agility at 6 and their cunning at at least 5. Driders have disadvantage on rolls to recover wounds overnight. Driders can walk on walls and upside down and ignore most types of difficult terrain. Driders have 1 point of armor resistance to slashing, piercing and impact damage on their back hex but they receive 1 extra damage from elemental damage on said hex. Driders don't suffer disadvantage on stealth checks for being taurs but they may have trouble due to their size.
- You choose one of this abilities depending on the time of drider you are:
 - Poison bite: you attack an enemy, dealing (strength) dice of piercing damage and counts as having rank 1 poisoned active. 1 AT
 - Web shot: as a free action you shoot a bundle of web, this targets an enemy at range M that must succeed on a tier 3 agility check or be ensnared, requiring a tier 4 endurance check to be freed. 1 AT
- Webs: you can lay down webs from your abdomen that you can manipulate to create structures. There is no hard limit on how much web you can produce each day but the GM may, at their discretion, prohibit you from producing more. The time it takes you to build anything out of your web is entirely up to the GM and may be regulated by a roll. Your webs are much more resistant than they look (poison drider webs are as resistant as a thick rope, big drider's webs are as strong as steel cables), they are also quite thin and very sticky for anyone that isn't you. Webs are immediately destroyed by fire.

Beetaurs: Beetaurs, much like driders, are shy and skittish of strangers but unlike them they do work well in societies. They are more accepted than driders as their appearance is more friendly and attractive and they tend to be friendly with the people they know. Beetaurs don't live in hives but they tend to have control of the nearby beehives (may or may not be giant bees). Beetaurs are efficient and hardworking, making them valuable members of all communities they take part in. Beetaurs have a very strong sense of community and trust completely on the people that form that community, they will help with anything they can and always like to do something. This is taken to the extreme, beetaurs can't stand to not do something, they need to be working or they get extremely anxious and often require puzzles or complicated objects to fiddle with to put their mind at ease when they are resting or have nothing to do, which isn't often as beetaurs will offer to do anything they can until they've filled up their day completely, leaving only the essential time to sleep and eat. Beetaurs love order and make very complex and detailed timetables that often only them can understand and that organize their day, often combining several tasks at the same time with the objective of being more efficient. Despite this, beetaurs handle chaos better than dragontaurs and are able to adapt quickly to unexpected circumstances. In big cities beetaurs are often employed as couriers and messengers as they are too bulky for factories and their flight allows them to traverse the city easily. This also gives them plenty of work around the day although on slow days it's not uncommon to hear the anxious buzzing of an unoccupied beetaur from the post office. In small towns beetaurs perform all sorts of jobs, often being very helpful but also causing certain discomfort and disturbing their neighbours as they can be a bit too pushy when it comes to helping or getting jobs. All in all beetaurs are

friendly and only want to help, unlike what most people think they don't feel like they are the one's working the most always since they understand that every member of the community works to the best of their capabilities, it's only when this is not done that a beetaur will feel offended, lazy people and scoundrels that leech off of other's work are types of people that beetaurs can't stand and will do anything to kick them out of their community. Beetaurs rarely become wielders and they generally don't like confrontation but the few that do learn to use their flight to their advantage and their deadly stinger as a weapon, albeit one with two edges. Beetaurs are perfectionists and notice even the smallest details, always adjusting everything they do to the smallest of things, often things that only they perceive. Beetaurs are capable of producing honey but it tends to be an embarrassing process for them and they must consume a large amount of flowers for it, on the other hand beetaur honey is said to be very delicious and highly priced not only for it's flavor but for the exotic flavors it can acquire depending on the beetaur's diet during the honey production.

- Beetaurs **must** start the game with a 7 on perception. Beetaurs can walk on walls and upside down. Beetaurs have the need to do something at all times and get anxious when they are not doing something, this can be mitigated with fidget toys or puzzles but if a beetaur spends too much time without doing anything they are prone to having anxiety attacks and episodes of OCD. Due to this, beetaurs gain an automatic failure on stealth checks when the stealth requires them to be standing still or waiting for too long as they unconsciously begin buzzing their wings.
- Flight: you may move the same amount of hexes in the air as you would normally on the ground. You may not do this if your wings are damaged in any way.
- Stinger: you attack an enemy in any of your arcs, this attack deals (strength) piercing damage and counts as being poisoned. 1 AT
- Royal pheromones: beetaurs may call bees to their help in times of need, if there are bees nearby beetaurs can sense them and may produce pheromones to give them orders, they can use them as spies or to carry small items or messages. Beetaurs can speak to bees but these can only convey simple ideas and information, at GM discretion a roll may allow you to see an image seen from the bee's eyes. In desperate moments bees may be called to attack a foe, in the case of humans and similar monsters/beasts they might be able to cause some damage but on bigger enemies they will very rarely be able to do more than annoy them.

Octopustaur: also known as octos among seafolk (meaning people that live in coastal areas). Octos are a rare sight the further inland you go, it's barely impossible to find them anywhere that doesn't have any water and even though they can live in rivers and lakes they prefer saltwater. Octos are often simply visitors from the mysterious world of the depths that emerge on beaches or coastal towns to bring all manner of items lost to the sea and curious native to the depths. They will exchange these items for other valuables, sometimes food, sometimes jewels, sometimes completely random things that most people find strange but that octos seem to be very excited about before disappearing back into the depths to add the items they traded to their collection. In very rare cases some octos join the crews of ships, sailing the dangerous seas of solum in merchant or pirate ships. Octos are very diverse,

both in appearance and thought and tend to be individualistic, leaving their parents at a young (by human standards) age to pursue their particular passion. This is seen as completely normal among their society and they tend to be supportive of each other's "hobbies" although they rarely interact with one another, minding their own business. Octos can't stay too long without water, be it salt or freshwater. They very rarely travel inland and the only that do are wielders who must use the adjust climate arcane trick periodically to rehydrate themselves as it creates a bubble with water for them, this water disappears when the trick ends, vanishing back into the chaos pool. Octos can achieve great versatility in many tasks due to their tentacles that they can use to manipulate objects quite accurately, although they will inevitably leave those items wet with water. Using their tentacles in combat isn't quite as effective as one would think since they lose stability the least tentacles they have on the ground and they will move slower, their tentacles might also be cut off which isn't only very painful but also greatly inconvenient. Octos can use their suckers to hold onto walls and upside down surfaces, allowing them to climb quite effectively and also hold onto objects or beings with great tenacity.

- Octos **must** start with the adjust climate arcane trick. Octos suffer an automatic failure on defense against attacks that deal elemental damage. Octos can move on vertical surfaces and upside down. Octos have advantage on checks to resist being knocked down or flinged off surfaces, this grants them advantage when mounting a deceiver. Octos don't have a front or back arc and only occupy 1 hex but they can extend themselves to occupy 3 hexes as a free action, they cannot move while extended.
- Tentacles: octos have 8 tentacles they can use to manipulate objects, they cannot use them in combat except to move around. They must always keep at least 3 tentacles on the ground to maintain balance.
Aquatic: octos can breathe underwater and on land but they need intense hydration at least once a day or more often in dry climates, this can be done by soaking inside their adjust climate bubble for 10 minutes.
- Octopus grapple: you latch yourself onto a nearby enemy, they must succeed on a tier (strength or agility) agility check or be ensnared, while ensnaring a creature this way you may not move but you may use a move action to disarm the creature you are ensnaring. The creature may free themselves with a tier (strength) endurance check. You may not use this against creatures bigger than you. 1 AT
- Herald of the deep: octos are deeply connected with the mysterious deep ocean and may call upon its power in times of need. You once a day you may choose to use one of these boons:
 - You summon a violent thunderstorm that causes heavy rain and rains lightning on your enemies (more details pending)
 - You call a creature of the sea that is not a deceiver or corrupted to help you for 10 minutes.
 - You grant an ally the ability to breathe underwater.
 - For the next 30 minutes your adjust climate arcane trick produces a bubble of air in which terrestrial creatures can use to survive underwater.

- You absorb a nearby mass of water to heal your wounds, 1 wound for every liter of water.

Lore

The first creatures to be created by Solum were the animals and plants, it then tried to imbue its essence into animals which turned them into horrendous monsters, deceivers, from that Solum learned that simply imbuing other beings from its essence wouldn't work. It decided to create beings directly from its essence, thus the akuma were born, perfect beings that possessed all the virtues of Solum and could wield the powers that it used to create the world. After the success of the akuma, Solum experimented more and tried to create other beings from its essence, this time he didn't just "copy" itself on a smaller scale, it experimented with their size, physical prowess, their shape... But it didn't give them the power to wield the powers of creation as freely as akuma. And thus the titans were born. It then decided to create beings that were much different than him but still possessed intellect and could wield its powers, it gave them wings to soar the skies of his world and gave them the ability to speak to all creatures, it also gave them immortality and powerful bodies. And thus the dragons were born. And for a time Solum's creatures thrived, they lived in the beautiful world that it had created for them and prosperous civilizations sprawled from their efforts. Solum was happy.

But this wouldn't last as Solum began to suffer and ail, its forces of creation getting corrupted and transmuted into twisted versions of themselves. This change affected its world too, its creatures suffering from the downfall of Solum. The ones that suffered the most were its first children, the akuma had a very strong connection to Solum and as he descended into corruption so did they, getting twisted and changed, their minds getting deranged and twisted by obsession and madness. The titans noticed this and, fearing for the fate of the world they waged war on the akuma, the titans were more numerous and they fought bravely but the power of the akuma was too strong, the titans asked the dragons for help but these refused, choosing instead to retreat to their lairs and defend their hoards and families, abandoning the world to its fate. The titans ultimately lost, fighting to the last breath for the past glory of Solum and with their very last effort giving life to the race of the giants.

After the war the akuma's civilization crumbled, each succumbing to madness and their own obsessions, their numbers heavily dwindled by the war and all hope of repopulation gone due to the horrible mutations and madness that had befallen them, cursed to forever wander a crumbling world as their minds plunged further and further into chaos.

Some of the last sane akuma, in their desperation, tried to recreate the work of Solum in hopes of creating a new generation of akuma that could rebuild from the ashes of their ancestors. But they didn't have the abilities of Solum and the primordial energies of Solum had been twisted and corrupted too far, their experiments didn't work and instead gave birth to new races, inferior in every way to the originals created by Solum. Humans, dwarves, elves, gnomes, halflings, orcs, goblins, kobolds, fairies... In face of this failure the last akuma lost all hope, slowly descending into madness themselves and treating their creations as slaves or simply wandering off and abandoning them. Solum saw in these new beings hope, with great sorrow in its heart it gave some of them weapons, armaments made from Solum's last remaining strength, with these new weapons they were to slay its children, the akuma, who had been corrupted beyond saving. The new races used these weapons to break free of the slavery of the akuma and each of them built homes and civilizations,

developing throughout the years into the world we know today. Solum keeps suffering, the ailed traveler slowly dying as corruption takes over itself and its creation. And as it suffers from these ailments the guilt and regret of sending its children's creations to hunt them down slowly drives it closer to madness.

Map

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