

# *Gísido LARP*

## *Eldryn Race & Culture Playtest*

<b>Racial Benefits &amp; Detriments</b>		
<b>Race</b>	<b>Benefit</b>	<b>Detriment</b>
Eldryn	Innate Spell: Elemental Missile (3)	May not cast Divine spells above level 3



*Concept art courtesy of Ishira Morse.*

### **Appearance**

The appearance of the Eldryn largely depends on the circumstances of their birth. Whether their progenitors were transformed from another race by pact or ritual or born from an infernal tie in their heritage, the appearance of the individual will reflect the type of denizen of the Abyss they relate to. It is most common for Eldryn to bear horns of various shapes and sizes, pointed ears, and colorful metallic skin. Most too, feature spaded tails, and some lack irises and tread about on cloven hooves.

Appearing as the embodiment of pride itself and lacking in culturally-specific garb of their own, the Eldryn are rarely seen in poor dress and undergroomed.

### **Behavior**

By nature, the Eldryn view themselves as being well-rounded, respectable, and cut from a finer cloth than others. In mixed company, they typically present themselves as refined, well-mannered, and sharp-tongued. It is not uncommon however, for others—be they of worldly origin or other-worldly—to shun the Eldryn as one might with an illegitimate child in the case of Abyssal denizens, or as unwelcome, scheming hell-spawn in the case of worldly races.

### **History**

Little is known of the collective history of the Eldryn, as few have ventured beyond the realms of their original extraplanar home. It is believed that the first of their kind came to being when a human entered a blood pact with a demon, offering them their offspring in return for a favor that has gone long forgotten. Though this practice is still theorized to yield potential, any family line tainted by the influence of the demonic carries a chance of bringing a new member of this race into being.

## **Society**

The Eldryn lack a singular society of their own, instead intermingling with those who accept their kind, and adopting the garb and customs thereof. Those few who hail from Abyssal realms though, speak of a strict adherence to the concept that might makes right, suggesting that the strongest and most cunning of their full-blooded kin command the respect and loyalty of their peers. Tradition also would appear to dictate that the needs and interests of one's self take priority over those of others,

Pacts and similar arrangements are popular among the Eldryn, and their dedication to crafting or seeking out loopholes and honoring their commitments to a fault offers a rare social clue toward their extraplanar origin.

### *Coming of Age*

It is most common for the Eldryn to recognize the customs of the culture they have melded into. However, Eldryn youth reach adulthood at approximately 25 years of age.

### *Religion*

Though personal belief may vary, it is common for Eldryn to pay little mind to religious views and practices, putting more faith in themselves and focusing on matters which they may directly impact through their actions. At most though, the typical Eldryn is apt to simply acknowledge a god's influence on the world, holding that the act of prayer is a fruitless endeavor for influencing one's circumstances.

### *Courtship*

Personal relationships are viewed by the Eldryn like any other transaction: They carefully weigh the immediate and long-term benefits and drawbacks of developing any relationship with others. Though a somewhat diminishing behavior among those who have assimilated into other communities, it is not unheard of for the Eldryn to approach romance as a means to an end rather than a means to develop a deeper connection with others.

### *Marriage*

As with most social matters, the Eldryn generally adopt the customs of the society into which they have assimilated. As relationships are generally expected to yield personal benefits and may not necessarily be based upon a deeper connection, it is not unheard of for the Eldryn to practice polyamory, taking as many partners as they may feel benefits them.

### *Funerals*

Funeral rites are limited beyond small vigils held by one's closest friends or relatives to witness the burning of the corpse of the departed.

Although it is common to allow the ashes to be scattered by the wind, some families practice a custom wherein they mark their faces with the ashes of the deceased, forming protective sigils. It is said that doing so allows the dead to remain with the living to guide them as a protective spirit.

### *Festivals*

The Eldryn lack culturally-specific festivals and events to call their own, but gladly partake of the merriment that comes with those held by other cultures they may be visiting or have assimilated into.

### *Games*

Though they lack their own cultural games, the Eldryn are often fond of those which rely on cunning strategy such as Chess, Tafl, or Morris. Regardless of the game however, the Eldryn are a proud people and are most unlikely to shy from a challenge.

### *Gender & Family Roles*

Men and women alike tend to the young and homes in equal measure in Eldryn families, and they hold no effective difference between the sexes in their social behaviors and familial responsibilities.

### *Traditional Occupations*

Those of imposing stature may be inclined to take on work as soldiers or guards in areas and units that will accept them. Most Eldryn however, find their calling in roles where they may employ their natural affinity for social dealings and manipulation, such as that of merchants and statesmen.

### *Economics*

The economic system the Eldryn rely upon is generally that of the society in which they have assimilated. However, most individuals earn their wealth through brokering deals with others, particularly in the mercantile trade.

## **Aging and Life Expectancy**

The average Eldryn ages at approximately half the rate of the average Human, and can live for upwards of 180 years.