

Wylderkin

The Kin of Terna are a scattered and diverse group of people. There is no central location where Kin can be found, but their numbers range the entirety of the continent and can be found in every city and habitat. Existing as more of an ever-present backdrop than a political force, Kin are the wildflowers dotting the Ternian plain. Their varieties are endless and even within each animal group, there is a diversity of talents and abilities. It seems that the Earth has gifted Terna's Kin with the ability to survive in any environment and adapt to any situation. No kingdom on Terna rejects Kin as citizenry, but few choose to elevate them in their hierarchy. Mostly, Kin exist as sporadic farmers, gatherers, the occasional merchant, and nomads across the great land. Every kingdom, habitat, and community within Terna sports at least a few Wylderkin.

The nature of Kin tends toward groupings of a pack or herd nature. It's much more common to encounter a group of Kin from a diverse spread of the animal kingdom than individual Kin. Usually, such a group will be lead by a Kin of predator ancestry, but Horse and Deerkin are well known as powerful and intelligent leaders. Most groups are short-lived and band together for a common goal, usually surviving a difficult season or overcoming a common foe. The most tightly-knit groups come from within a single animal ancestry, but these groups often tend to be the shortest lived as they don't have the survival traits to overcome every obstacle. Diversity is the Kin's greatest strength and greatest weakness; more than a few budding Kin nations were torn apart from the inside due to bitter infighting between those whose animal ancestry were in opposition. It is often said that a Kin battlegroup can break through any barrier, so long as they can figure out how to all run in the same direction.

The foremost characteristic of Wylderkin is their diversity. Almost every natural creature is represented among the Kin, and though Fishkin, Insectkin, and Birdkin are far more rare than Forestkin, they are not unknown within Terna. Even with a given group of Kin from single animal ancestry, a wide array of abilities can be found. There are certainly predispositions within Kin from a certain animal ancestry, but the fact that most Wolfkin are able to digest poisoned food without a hitch doesn't mean that all Wolfkin are able to do so. Most Wolfkin also sport deadly claws, but once again, not all. The only universal truth when it comes to Kin is that they can never be taken for granted as they will inevitably adapt and overcome.

Kin have few if any political ties or large scale agendas, but that is not to say they do not join communities or feel kinship with other races. For instance, because of their deep ties with nature, Kin often work closely with the Tribesmen. Both groups feel that Fortannis is both their protector and their guide and give deference to those who can speak the "words

of the wild". Tribesmen with certain animal totems will often look to Kin of a similar ancestry and ask them for help; similarly, it is not uncommon for Kin to seek out like-minded Tribes and request assistance. Most powerful tribes ask aged Kin to be their soothsayers and give permanent residency to any Kin passing through. For the most part, Kin accept and assist the Tribesmen in their ventures and see them as smarter than other races as they recognize and embrace their deep connection to the Earth. Kin and Tribesmen speak the same "language" when it comes to the Earth, and through this shared legacy they draw great strength. That being said, Kin still realize that Tribesmen are "from the Earth" and not "of the Earth", and are not descended from animals in the same way.

Just a few of the many...

Wolfkin, Dogkin, and Arctic Foxkin are all quite common but suffer from the fact that nearly 80% of their people are enslaved to the Stone Elves, who peddle them far and wide. The largest cluster of them is in the Northlunds where the Stone Elves control a series of Mage Towers. They are all loyal creatures with great bravery but are stunted by their slavery, and the forced addiction to Euphoria that comes with it. The Wolfkin specifically are all but wiped out as they have a high rate of lycanthropy; to ensure control, the Stone Elves kill them upon their first change. Dogkin are the most widely distributed of the slave Kin races as they are prized for their loyalty. The Arctic Foxes do have several small communities that have been freed largely due to the efforts of an adventuring Foxkin named Tarqaq.

Elephantkin hail exclusively from the Isle of Ca La Dorn; though they have suffered much due to their ties to the elemental magics, Thonesh still maintains a well disciplined army and society that is both tribal yet militaristic. A company of their soldiers now reside near the spine mountains on the mainland, having been stranded after fighting the Corrupt for the adventurers.

Lizardkin come in several varieties and are often mistaken for monstrous lizardmen. As such they are often hunted and killed in attempts to bring the lizardmen to heel. They are one with nature and tend to be skilled in alchemy.

Bearkin are unfailing defenders of the Earth and of whatever community they are attached to. Many Bearkin are gifted with lycanthropy as it is the ultimate form of their kind in their minds. They are stubborn and unflinching in danger, yet calm and loving with those they care for.