

Lassitus – Northern region
occupied by the gra,
lower region
consists
of the Forbidden Forest,

a magical jungle. The Forbidden Forest is occupied by small
families of psychics and the Hyr Tribes,
a race of people whose blind faith molds their surroundings and creates potent spirit entities.

The gra Race

Skin tone
and
pigment
is
diverse,
blood color is yellow,
red when oxygenated.
All normal mammalian varieties of hair color,
no facial hair.
Superficially resemble
a giant race of humans.
Full-grown
females
range from between 7' and 8',
males between 7' 3" and 8' 5".
Muscular body type.

Their accelerated growth rate greatly accelerates their minds and enhances their physical capacity. As a result, the average lifespan of the gra is nearly half that of a human, so that 50 years is physically equivalent to 85 human years. Physically full grown by 10 or 13, middle aged by 25.

Humans are
persecuted
by immortal gra vampire nobility.

The offspring of human-gra parentage usually exhibit predominantly gra traits. They may live slightly longer, think at speeds beginning to approach human slowness, or be of a size approaching human smallness.

History of Northern Lassitus

The gra are a people descended from the barbaric, tribal empire known as Graav. They are the majority of the remnants of the uvang race. They know themselves only as gra.

In the beginnings of its recorded history, the continent Lassitus was dominated by the uvang, they held most land. Within uvang territory, humans were subjugated as slaves. Human allies from without uvang boundaries were treated with contempt by most uvang nations.

The humans organized. Zaciel Aquiste *, grandfather to the founder of the buli Order, arose to prominence as a military and political genius. His generals included Machielli ve Gregrsi, considered his era's greatest expert on cavalry, and Fantecus Allul, Fantecus "the Bigot".

The humans, after liberating their kind from and conquering the uvang, quickly established a prominent, united civilization. Very few pockets of Lassitus natives escaped this civilization. Exceptions included the mystery people of the Forbidden Forest, the scattered tribes of humans along Iffang's River, and the nomadic gra of the lower hills and the edge of the Forbidden Forest.

Kevianquette was born.

Fantecus claimed the uvang were too physically powerful and mentally warped to be enslaved. If they ever escaped their bondage, they would take horrible vengeance against their oppressors. The simple solution was to kill them all.

Hate spread

through
this rising civilization.
Uvang prisoners were executed.
Uvang nations were viciously attacked, and
methodically eliminated. Only the gra
escaped, because the gra
were mobile,
adaptive, and
good at hiding.

Long after Fantecus'
message of hate
had been extinguished,
the gra remained the number one enemy of state. A group of them would occasionally
pop
out
of
hiding
to raid large villages,
or be discovered
and obliterated.

A peaceful encampment of gra was discovered near Eriaques, a large lakeside fishing village
that suffered frequent raids. Militant villagers attacked, assuming the settlement part of the
problem. The elderly,
even most of the children, were slain.

The event, occurring
in a slightly hilly area, was circulated throughout gra society as the Small Hills Massacre. An
uvang
chieftain
by the name
of Barkanddgi Shodt**
used the momentum
created by the massacre
to unite all gra into a
decisive, methodical fighting force.
He founded the nation Graav.

A new war ensued. The gra
had been hardened by years of
oppression, and memory
of the Small Hills Massacre, along with Shodt's

many stirring speeches, kept morale firm. This nation against empire war, this most direct of all wars throughout the history of the continent Lassitus, was not easily resolved.

Graav was a fragmented confederacy.

Even united,

the uvang were much less in numbers than the humans of Kevianquette. Barkanddgi Shodt's speeches

kept his people

confident and happy

despite. His military strategy, consisting of sticking

to the gra tradition of raiding and hiding,

proved enough to foil most retaliation attempts.

Shodt

was the glue holding his nation together. What would happen after his inevitable death? This question was not asked until his later years, when it became apparent

that the war would be a prolonged one, and that Shodt was past the age to have children.

Shodt

outlived the most optimistic expectancies of anyone. He lived longer than most humans

and

continued inspiring his people from his deathbed.

Many legends circulated

concerning Shodt's mysterious successor,

Havgd Mardoc. Mardoc,

the Peasant King, whom

Shodt plucked from the obscurity of poverty and polished into a reflection of himself. Another shining example

of

Shodt's

transcendent wisdom. More proof

that the gods

were smiling on the gra.

Barkanddgi Shodt had never fathered a legitimate child,

but

had two daughters and a son to a poor bear baiter from Kadd. Her name was

Havgd Shefin. A secret romance

flourished
between the two for years,
and Shodt never touched another woman after Shefin's death.

Mardoc inherited his father's draw. The people were hypnotized by his words. They would die for him.

Long live Mardoc, leader for the people, the Peasant King! Let all resistance topple in Mardoc's wake!

Shodt's followers were loyal; Mardoc's were fanatical.

*They have stepped on our kind for centuries. The Shiare and the Breg***, the Fuag, the Saanatites, the Kril and the Dogair***. The list goes on and on. The list of our people, the uvang that have fallen never to rise again.*

Where are they now, the Jaavet and the Fites? Why are the gray skinned Malkiir no longer to be seen? Why are there no more red-eyed uvang warriors marching triumphantly across the plains, as when the Breg and the Phesmi were in power? Why have the Giant Ones, the Saanatites and the Helvites, faded into the wind of time like so much dust?

Answer me, people of Kevianquitte!

The humans, corrupted by Fantecus Allul and the infernal magi of the Zaciels, will not answer for their crimes.

You could have justified yourselves, Kevianquitte! You could have said, "We were a stronger people eliminating a weaker one in the name of progress." You could have made this argument, and who would be there to refute it? Yet you failed. Failed because you are not the strongest, as is proven by our presence. Our presence, the presence of the gra!

Phesmi, Helvites, Jaavet, Dogair, Kril! Saanatites! Shiare, Breg, Fuag! Malkiir! Fites! Uvang! The crying warrior spirits whose wails, tonight, shake the sky with thunder! Their rage lashes out at the land as lightning! Their thirst for vengeance manifests itself in us, the gra, the last of the uvang. We have them inside us, all you have slain. We have the humble, the clever, the swift, and even the Giant Ones. Tonight, through us, they strike!

May Iffangie show you greater favor than she has shown us. And may Daanon welcome the souls of your fallen.

-Havgt Mardoc's Speech at the Gates

When it became

probable
that the gra
would eventually triumph, Mardoc
found
allies
amongst the lower-ranking human nobility. Deals were made under the table, internal strife was
stirred. By the time the war was nearing an end, there were whole factions of humans
sympathetic to the gra cause.

Mardoc claimed
absolute victory
at the ripe old age of 62. The war was won at what became called the Gate Confrontation.
Uvang rarely live to be more than 45. It was decided that the gods had smiled on him,
prolonging his life as they had with Shodt. Longevity became
associated
with leadership.

Mardoc had conditioned his people to
respect the allied
human nobles
before he completed his conquest
of Kevianquitte
so that
his people
would not in the end be ungracious. He had done his job a little too well. The human nobility
was
respected
more than most gra. This and the new
importance
of
longevity
caused an unusual trend.

Noble uvang men tended to marry noble human women. Noble uvang females did the same.
This lasted for several generations, until there weren't any full-blooded humans left. Due to the
ratio of uvang to humans, the gra nobles were much more uvang than they were human, they
became slightly smaller and longer-lived than the common people.

The exiles
mostly
abandoned
Lassitus
in search of the "Jadestone City" across the ocean.

It took
nearly
two centuries
for the scattered humans to become developed enough to discover the land across the sea.
Once it was discovered, nothing could stop the mass exodus.

What remained of the humans after the exodus? A scattered
civilization
of anarchists, barely glued together
by the feared buli Weavers, a magical order of incredible power. Government was unstable for
years, eventually settling into a kind of
elective democracy.
The Republic and the People's King
cooperated with each other only to prevent the buli from gaining too much ground with the
people.

It was around this time that buli began persecuting village hedge magi. Often you were buli or
you were underground. As a partially foreseen consequence,
an underground amongst the supernaturals flourished.

New Kevianquitte and Bylveria **** are the dominant powers on Lassitus. Outside this sphere,
there are a few independent human cities ***** and the people of the Forbidden Forest. Most
nomadic riverside tribes have been integrated into or eliminated by
established human society.

* Zaciel was his house name, Aquiste his given. This was a custom taken by some human
royals from gra society.

** Barkanddgi was his house name, Shodt his given.

*** A tribe of giants, often over eleven feet tall.

**** Lit. remnants.

***** Originally prinedoms of the sons of King Taard'gan, a feared and respected ruler that
could have conquered Bylveria if not for the mad gra assassin Stuldroc.