

Races



From left to right- Aigulf, Kvonite, Vaerdi, Bezzi, Tursh, Mathar, Simeret

A brief rundown on some of the races you may wish to be in Kamarathin. Let me know if you have something special in mind

- **Aigulf**
Species: Canid
Government: Clan
Language: Aigulf
State Religion: The Choir
- **Bezzi**
Species: Halfling
Government: Tribal Dictatorship
Language: Bezzi
State Religion: Spirit Worship or Cult of the Devourer
- **Kvonite**
Species: Goblin
Government: Matriarchy
Language: Kvonite
State Religion: Stag, Horse and Mother
- **Mathar**
Species: Dwarf
Government: Hierarchy
Language: Mathar
State Religion: Cult of the Forge
- **Simeret**
Species: Dragon-Folk
Government: Militocracy
Language: Simeret
State Religion: None
- **Tursh**
Species: Human
Government: Feudalism
Language: Igardian
State Religion: Church of Asuna or Old Faith
- **Vaerdi**
Species: Human
Government: Clan
Language: Amo
State Religion: Thodinrir

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