

Chapter 8

The Cold-blooded Stoahk, the Goliath Zoroan, and the Slave-borne Taralon

Origins

The Plane of Tarraq is the original home of both the Zoroan and the Stoahk peoples. In Tarraq, the planet is slightly further away from their central star. The planet developed a unique jungle of ice-based flora and fauna that survived the harsh winter landscapes of the upper and lower hemispheres, while the central bands around the equator were more temperate. The Stoahk developed strong resistances to the cold and made their homes north and south. The giant race of the Zoroan found their homes on the equator where it was easier to survive the cold winters and mild summers.

It was said that the Stoahk were the most prestigious at keeping historical records, and while they still have more than most, the Great Knowledge Purge destroyed much of even their histories. However, it is well known the Stoahk people were quick to advance in their technological power, and quickly made their planet uninhabitable through industry. Fleeing to the Ethereal Plane with their Zoroan slaves, they eventually found their way to Orin, not able to go their directly due to their location on the Planar Map.

Known History

Though the full history of these 3 peoples has been lost, the Stoahk people were more judicious than most other races about recording and holding onto knowledge. Historians use the Stoahk histories as a template to trace back other races as well as each Planar timeline seems to have flowed similarly. The Stoahk histories are somewhat colored though, as they were the dominant race on Tarraq, and so the histories are colored in their favor.

As early as can be discovered, the Stoahk people lived within the Ice fields and forests of their home. The closer to the poles they were, the more prestigious their position. It appears the Stoahk were largely unaware or unconsidered with the other sentient species they shared their world with until much later in their histories. The Stoahk were focused early on with the sciences, and quickly came upon technological advancements. Cities carved out of glaciers and within domes were formed and a Corporate Republic, or Corporatocracy, and this form of government is still how the Stoahk rule today. It is unknown how many heads of state there were on Tarraq, but based on the current structure, the 5 wealthiest corporations maintained overall control over their governance.

As the Stoahk slowly expanded throughout their world, they eventually came upon the temperate band on the equator and discovered the giant peoples of the Zoroan. Peace was short lived, and quickly war broke out between them. Nearly nothing is recorded on the Zoroan as a people, but it is believed that they were highly tribal and warlike even from the beginning of their existence. However, they began, they quickly dominated the war as they were more experienced in combat and had the advantage of size and power. The Zoroan pushed the Stoahk back for hundreds of miles, but due to the climates, could never reach into the poles, and the Zoroan did not care to hold onto the frozen jungles and tundra's to far away from the temperate bands of the world.

Over time, the Stoahk developed technological powers, and with their advanced machinery, struck back and within a few years' time, they dominated the planet and enslaved the Zoroan as a people. Using them as slave labor, their technological might grew even more rapidly. During this time, it is said that the first Taralon's came into being, as the lower castes of Stoahk took mates from the Zoroan population. Another version of the story is that while most of the Zoroan were enslaved, some Tribes were to powerful to conquer, and were left to their own devices. Those Zoroan took Stoahk captives and bred the first Taralons. However it happened, the Divergent race was shunned by the Stoahk people as a whole, but was welcomed by the Zoroan. Seeing the potential for the genetic mixing and the poor treatment by the Stoahk, Taralons rallied to the Zoroan's aid which broke into another war.

It is unknown as to the length of time it took for the war to end, but eventually, the Taralons led their Zoroan families to a certain level of freedom. Due to this constant warfare and the advancement of dirty technology, their planet began to go through a global warming, and the sheer volume of frozen material on the planet began to cover almost all the land with water. Fleeing to the Ethereal Plane, the Stoahk, Zoroan, and first of the Taralons made their way to Orin after an unknown length of time wandering in the Ethereal Plane.

Stoahk Lore within Orin

The Stoahk quickly migrated to the poles and built up cities of their own, keeping themselves isolated from the rest of the population. Due to their level of technology, they quickly began destroying Orin and even their own histories record this. Feeling they had superior intellect to the rest of the races coming to Orin, they were the instrument of many wars and hardships. What is not typically discussed however, is how they also brought about many of the clean technologies and DME usages that are commonly used today.

During the last Planar War, the native Stoahk redeemed themselves in the eyes of many, but as the Stoahk from Tarraq were the ones that brought about the war, there is still a great deal of racism facing them today.

Zoroan Lore within Orin

The Zoroan continue to live simple lives and Tribes, and often find themselves in communes with Maldaro, or in Tribal wars with them. The Zoroan are also often found in areas that require large amounts of manual labor, using their massive builds and love of manual labor to earn a living.

Taralon Lore within Orin

While Taralons can come from Zoroan and human and Eva'Din as well, the most common today traces their ancestry back to the Stoahk bloodlines. While there are no governments specifically represented by Taralons as a nation, there is something of a social hierarchy, and the Stoahk line seems to take prominence. Due to their larger sizes but expanded knowledgebase, the Taralons as a people are typically found within governments as military leaders and security agents. Many of histories most famous heroes have been Taralon in nature.

Player Character Information: Stoahk

- **Appearance**

Stoahk are human in appearance with a slightly hardier frame then average, ranging in height of between 5'4" and 6'4 feet tall. They tend to move with a more deliberate and less rushed pace than other races. They do have the following differences to humans.

- **Skin tone:** The Stoahk skin tone has small variations within the deep blue range.
- **Hair Color:** Stoahk hair color ranges from jet black to deep blue.
- **Predatory Eyes:** Stoahk Sclera nearly glow with a golden yellow color and have no Iris. The Pupil is a vertical slit reminiscent of a serpent.
 - Move Speed: 25/50 due to their hardier frames and being built for colder climates.
 - Vision: True Darkvision, running up to 120 feet. This is due to living near the poles and within glaciers with constant darkness/
 - Languages: Common, Sto'yka
 - Lifespan: Stoahk live into their late 180's. Stoahk hit middle ages around 100, and old age around 160.

- **Forefathers of DME Technology**

Stoahk are arguably the most intelligent race within Orin. Because of their slower pace and deliberate thinking, they tend to be less rash or hasty then other races, only working on a sure thing instead of taking risk. Stoahk are said to be the forefathers of DME, and they are quite proud of this fact. Spending whatever is necessary, all children are granted a way to access DME, by whatever means necessary. Because of their native plane, they have developed a strong resistance to cold.

- **Ability Score Increase:** +1 to Strength or Constitution and +2 to Intelligence
- **Bonus Skills:** DME
- **Bonus Proficiency:** Proficient in a tool or kit.
- **Cold Resistance:** Because of their native planes freezing temperatures, the Stoahk have resistance to Cold damage.
- **DME Trick:** Stoahk start with a DME Trick from the following list: Frostbite, Message, Ray of Frost, Resistance or Shape Water.

Player Character Information: Zoroan

- **Appearance**

The Zoroan are human in appearance with massive frames and heavily layered with muscles. Their height ranges from 6'8" and 8 feet tall. Their Hair is typically dark in color, and their skin typically has a tanned or darker skin tone. Light skin and eyes are extraordinarily rare.

- Move Speed: 30/60
- Vision: No additional benefits
- Languages: Common, Braakal
- Lifespan: Zoroan live into their late 60's. Zoroan show signs of age with wrinkles and hair color greying, but their bodies never show signs of aging until their deaths.

- **Imposing and Powerful**

Zoroan are without question the most physically imposing figures within Orin. Their massive size and bodies make them some of the most dangerous combatants in Orin, and they know how to use their size.

- **Ability Score Increase:** +2 to Strength and +1 to Constitution
- **Bonus Proficiency:** Pick 1 Strength based Melee weapon to be proficient in.
- **Stone's Endurance:** When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.
- **Powerful Build:** You count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift. When Grappling and Restraining, you are also considered "Large". Additionally, your body is so dense, you gain 1 additional HP per Level.
- **Mountain Born:** Though you do not have resistance to cold, you have no exhaustion from it, and can withstand colder temperatures then other less hardy races.
- **Imposing Form:** When making Intimidation checks, use your Strength or Constitution Modifier instead of Charisma.

Player Character Information: Taralon

- **Appearance**

Taralons have a greater deal of variation due to their potential lineage but are still human in shape. From their Zoroan genetics, they gain a larger than normal height, and powerful build. They tend to range in height from 6' to 7' in height and are still heavily muscled. The most common Taralon has a blue tint to their skin and hair from their Stoahk heritage. The next most common Taralon looks very human, just taller and more muscular in appearance. It is hard to tell if they are just very fit and tall humans, or Taralon. The rarest of Taralons will have white or blonde hair, with a pink hue to their skin, due to the Eva'din bloodlines.

- Move Speed: 30/60
- Vision: No additional benefits
- Languages: Common and either Braakal, Sto'yka, or Sha'Ree
- Lifespan: Taralons live into their late 70's. Zoroan show signs of age with wrinkles and hair color greying, but their bodies never show signs of aging until their deaths.

- **Power and Diversity**

Taralons have a similar looking build and power to their Zoroan ancestors, but they have the potential to expand their horizons.

- **Ability Score Increase:** +1 to Strength, +1 to Constitution, and +1 to any stat.
- **Bonus Skills:** Pick 1 skill from Athletics, Intimidation or Persuasion
- **Bonus Tools:** Pick 1 additional Tool to be proficient.
- **Bonus Proficiency:** Pick 1 Strength based Melee weapon to be proficient in.
- **Powerful Build:** You count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift. When Grappling and Restraining, you are also considered "Large". Additionally, your body is so dense, you gain 1 additional HP per Level.

NPC Character Information