

## Martial Flavor: The Elessim

Gnomes are the most likely of the other races to be Elessim. Shifters' and half-orcs' predatory nature would probably upset horses, while goliaths would have difficulty finding horses large enough for them. Devas are possible, but the largely barbaric lifestyle of the Elessim does not fit well with their racial quest for enlightenment.

### Example Elessim Adventurers

*Maloc*, a ranger, would rather build his fortune breeding horses than taking them by force. But he is not content to breed ordinary horses, settling for mounts that are merely faster or stronger than those of his neighbors. He has heard of far off places where horses of legend dwell: celestial chargers, nightmares, and even unicorns. To find and bring back a magical stallion or mare, and begin a line of supernaturally empowered horses would make him the wealthiest breeder on the plains. Leaving his herds in the care of his son, he is prepared to ride to the end of the earth in pursuit of his dream.

### Sharing the Plains

The plains are a big place. And in your campaign world, they might already have occupants. Does this mean there's no room for the Elessim? Of course not.

The Elessim are portrayed here as semi-nomadic, but could easily be completely nomadic. Either way, it's not inconceivable for such a culture to share territory with other nomads.

There might be clashes whenever members of the different cultures meet, or they could each keep to themselves. There could be alliances and feuds, deep friendships and bitter enmities, or merely several collections of very different people who occupy the same spaces at different times throughout the seasons.

*Sarai*, a fighter, has never quite had control of her temper. When her brother was slain in a raid, she avenged him with an attack on the kin of his killers. But such blood feuds are not part of the tradition of her people, and so she took to the road, fleeing her guilt and shame. She is not sure whether anyone hunts her, but either way, she can never return to the plains. Now she will have to find a new use for her horsemanship and combat prowess, or starve.

*Yakov*, a fighter, was known far and wide as a fierce raider. Since the time he was old enough to hold a blade he'd been going out on horse raids, first alongside his older brothers, then on his own. His herds quickly grew larger than those of the surrounding breeders, and that was the problem. Yakov would much rather be fighting than doing all the day-to-day work involved in taking care of large amounts of horses. A passing group of adventurers inspired him, and he quickly bartered off most of his herd, trading them for enchanted weapons, armor, and a map. Equipped for adventure, Yakov isn't sure what awaits him beyond the wide plains, but he does know that whatever it is, he's ready for it.

*Lea*, a ranger, was a mildly prosperous breeder who was thinking about starting a family. All that changed when one of the plains' infamous wildfires ripped through her fields, scattering her herds and sending her livelihood up in flames. Now she can hardly look at a four-legged beast without smelling burnt horseflesh. A few days of relying on the kindness of her kinfolk is one thing, but the thought of staying trapped on her once-beloved plains for the rest of her life is, all of