

Erubi

“Trust your instincts...instincts never lie.”



General Description:

Once merely animals, the Erubi have a unique experience in the world after being exalted by an Erune Etherial spirit. Whereas the other half Etherial's now exist apart from their celestial spirit, their bonds now broken, the Erubi are different. They remain connected to their Erune as they may be one part of a collection who all make up a single Erune. The Erune, chaotic by nature, choose their Erubi host based on what may be needed at that time, and in this manner typically do not remain once that need is met or changes. This allows the Erubi to remain free to live as they wish until called.

What makes the Erubi so extremely unique is how they came into being. Their lives began as a an animal, such as the wolf, bear, eagle, house cat, crocodile or even shark. It was from these animals that the Erune chose their hosts, forever changing them from pure animal into a humanoid hybrid with full human sentience and intelligence. They then instilled in them instinctual knowledge of humans and some general knowledge of their cultures, who they are, what they've become, and anything that was needed for them to survive in this new form.

Some Erubi have honed these characteristics to a level that they can even fully suppress their nature and blend in as a normal human if needed, but no matter how drastically they have changed to become what they are now, a part of them will always remain the animal trapped within. Overall some that remain more feral cling to their former lives, but most thrive in the middle blending the two halves of their soul.

The Erubi as a race tend to look at the world from an outsiders point of view. While they understand some cultures they tend to scrutinize it and wonder why something so strange would be done. They also tend to look at the world through an animals feature, without sometimes seeing the big picture. This makes most people think of them as savages. Another key aspect of the Erubi is that they hate being kept in confined spaces. That desire to be free effects their personality and how they treat others. People who confine others are looked down upon, it's better to die then to be confined.

As was highlighted before an Erubi can be repossessed by their Erune. When this happens the Erune takes over completely and usually has a single purpose in mind. Sometimes when this happens the Erubi will have their physical characteristics change, usually becoming more bestial. But not always, it depends on the whims of their Erune. The Erubi is typically aware of what is happening when this occurs, but sometimes the Erune, for their own reasons, will blank out the Erubi's memory. Most of the time when this occurs its unexpected and short lived. The Erune will then leave and transfer their essence to a different part of their soul.

General Culture:

The Erubi's culture is simply based on the premise that the strong will survive, and weakness leads to death. For this reason the Erubi will not tolerate weakness in those around them or often view those who are with disdain and outright contempt. This view originates from their previous lives that the weak are prey, and the strong survive to thrive.

They recognize and respect strength, and can even admire another race who exhibits this trait. In regards to anything else that any other race does, the Erubi usually have no idea why they do what they do, and may view it with anything ranging from curiosity to a complete lack of interest. Even though they may instinctually know what a human is and about the basics of their culture, most just don't find a lot of what other races do as practical from the natural sense. This commonly results in Erubi being seen as uncouth, rude or undisciplined, especially when it comes to table manners, because if one can't use their hands to eat (or scratch, etc.) then what's the point, right? I mean, who needs tools? The only useful tool to an Erubi is a weapon as they see it as making them better hunters.

This is not to say that some have become more "domesticated" over time, able to infiltrate, blend in, and use the tools of their prey, or match wits with other races leaders in order to gain more territory for the Erubi as a whole or accomplish some goal.

Undisciplined? On the contrary, the Erubi are highly disciplined as they have an innate hierarchy amongst themselves, and the time when this becomes the most evident is when they are in battle, fighting alongside their brothers and sister Erubi creating a beautiful dance for the Great Hunt.

When two Erubi meet for the first time, they will typically size each other up. If they can't decide on who is the 'alpha' in the group, they may spar until one indicates they are stronger than the other. Most of the time they can spend some time with another Erubi and figure out their pecking order, but sparing tends to help.

Erubi HATE being confined. As a defining characteristic of the Erubi to be free, they cannot handle being confined in a place. They will rage against bonds with all the fury of the beast within. Even going into buildings make Erubi uncomfortable, but there is nothing worse than to put one of them or one of their brothers or sisters into a cage. If they are a danger to others, then kill them, over and over till they are no longer a danger. While they may be less intense when it's a non-Erubi in a cage or confined, they feel no less disgusted by it.

There are some small tribes, or at least small families of Erubi who travel in the Great Seal. These tend to adopt their own culture that is heavily based off nature. They are different enough that there is no unified culture for it. Most Erubi tend to travel with the Wardens, usually being brought into their care with the other half Etherials.

History:

History for the Erubi is simple and what the Erubi know of their past, is vastly different from what they know now and is completely of a different nature and viewpoint from any other race. They have all of their memories from their lives as a pure animal, experiences as the hunter chasing the prey, nights in the wilds, always outside, surrounded by nature. Or glimpses of battle joined with the Erubi, once again hunting their prey but this time with swords, magic, or bows instead of simply with tooth and claw. And now constantly adding new moments of survival and life with their family, the moon brothers and sisters now called the Erubi.

Long records of history are not as important to the Erubi except for moments of a mortal enemy to their race that are passed down, knowledge that makes them stronger, and the constant inherent bond that connects them all as they serve as living vessels for the Erune when called. As a race, they just don't seem to find the same things as important as most other races. Politics, only necessary when needed, or for rank, what so and so did the other day? Only gossip and pointless...unless information is needed to hunt down a target, etc. So most Erubi in a normal conversation will remain vigilant, but, may appear bored, unconcerned, or easily distracted.

Due to this, many other races have come to perceive the Erubi as having a short term memory, easily fooled, or misdirected. But one should never make this mistake for thinking that the Erubi do not remember, for each moment is recorded in their senses themselves, a scent, a color, a warm caress, each is recorded into their very being, their existence to be recalled when it may be more important. And if you ever find yourself on the bounty list of an Erubi, well...it was nice knowing you! Because they will never forget your essence and will always find you in the end.

Of the Erune themselves, the Erubi know few things. One is that long ago they were the allies of the Humans against the Fiends. Then the Humans betrayed them and trapped them within the Seal. This Betrayal, as it's called, has turned the Erune against both the Archons who seem to accept the prison and the Humans who they once tried to save. Now they do everything they can to find a way to break the Seal and free themselves. The Archons and the Fiends always seem to get in the way though and when they do the Erune make them both pay.

Physical Appearance:

Every Erubi shows aspects of what they were originally. A wolf Erubi may have a muzzle and canine yellow eyes. A Shark Erubi may have sharp teeth and grey skin. Each one looks unique, but should be obvious what race they were originally.

To be clear, each Erubi must be obvious and unambiguous at a glance what kind of animal they came from.

Erubi also have the ability to suppress their inner animal form. When this happens they appear to be completely Human with no marks of who they were. Each time they take their full Human form all their racial abilities are fully suppressed though they still suffer all racial flaws.

Costume Racial Suggestions:

Most Erubi wear clothing that is rugged, durable and natural. Leathers, linens, furs in natural tones or colors that help the Erubi blend into their natural surroundings are common. Some wear limited or scavenged armor when it suits them, either by personal interest or function, while a rare few may tolerate more modern clothing or "frills", but usually only if they need it.

Religion:

Erubi do not really have an inherent religion, but all recognize their ties to the Moon and Lunara. Due to this connection, they have united practices or customs in regards to greeting the Moon each night. They tend to honor the night the most as that is the time when the Erune usually call to them.

Overall they can follow any religion but most do not and instead just follow their own custom beliefs in the Moon itself and Lunara. If they had to pick one, the Church of the Endless Night tends to call to them the most.

Great Seal:

All Erubi know the Great Seal is a giant cage and they hate being trapped inside of it. It is not natural. The Erune fight against it as strong as the Fiends themselves but for a different reason. They HATE being contained, and some Erubi can feel that they have brothers and sisters locked outside the seal waiting for the Erune to return to them.

Customs and Holidays:

Spring Rites: A time of joy, of family and new relationships. Many Erubi will choose a mate for life, so this also a time of almost gentleness when bonds of trust and love are forged even through times of darkness.

Great Hunt: Once a year the Erubi will start a great hunt. Usually this is done during the Fall but before Winter. The Great Hunt is a moment of elation, a time to give into the beast and track down an enemy. It is best when there is an enemy to hunt, something that an Erubi can seek out and kill. But sometimes that is not the case, in those cases usually they will find someone who is willing to be the 'prey'. This is dangerous for that person, but the intent is usually just to catch them and bring them down. That person will hide somewhere and the Erubi will seek them. Once found they will try to take them down and afterwards have a great feast. Sometimes they let other races get involved, with the only rule that the Prey must be caught using only natural forces for claw or weapon.

If the Erubi are luck a Prey is marked with the symbol of the Red Moon. When this happens then all Erubi have been called upon to hunt down and kill this person. When this happens they give themselves into the animal completely and they rage against the enemies of the moon.

Customs:

Greeting: There are specific forms of greeting between all Erubi showing respect and kinship versus how they may greet all other races. It is simply a salute using their hand, a claws, or weapons and pointing it towards the ground in front of them. If they want to show that they are superior or claim to be superior they will point the weapon and the other Erubi's heart. If the Erubi doesn't accept this as a challenge then they are acknowledge the other is superior. Doing it towards the ground does not specifically mean you are lesser then the other, it is just saying that you do not challenge them.

Family Structure:

Family is the Pack, the Pride, the Flock, whatever your species may call it; it is what the Erubi know as home, safety, trust. It is predictable, it is natural, it is the way all things should be. The most predominant feature of Erubi relationships is that all Erubi will choose a mate for life, and will stay dedicated to their chosen mate until permanent death, sometimes even beyond that as they share a bond like no other race could understand. In the rare occurrence that one may lose their mate, some are lucky enough to find another that can share their heart bond again, but this occurs only for the few and far between. For this reason, to kill an Erubi's mate, especially if not in combat, is seen as an unforgiveable deed, and will incur their wrath until the offender is caught and destroyed.

This mate does not need to be another Erubi. There is relatively few Erubi in the world compared to other races that it would be difficult for them all to find a mate of their own race. They are unable to produce children, but an Erubi is able to build a lasting relationship with someone.

Courtship Rituals:

Courtship Rituals vary based on what type of animal the Erubi came from. It is very much based on courtship rites from their animal within, such as playful teasing, nipping, or to bringing tokens or trophies from their kills. It may also include general all around strutting or posturing by the one instigating courtship and displays of prowess at their species greatest skills.

All in all, it's about proving their worth to their intended mate and also may include moments of trust or deference to build a heart bond of honor and the ability to rely on your mate no matter what. When chosen, the Erubi usually bear similar scars to show this lasting love. Once united, their bond cannot be broken by any natural force, their heart bond is forever. Some of the other races tend to have difficult with this fact, but an Erubi is unable turn away from their mate once they select them.

Roleplay Notes:

Anyone wanting to play an Erubi should ask themselves about the animal. Which animal do you identify with the most, either by family structure or by the sheer primal force of Nature itself?

To play an Erubi, you do not think like a normal Human, even though you may exist among them, you may know what they are, what their customs consist of, but there will always be a level of normal paranoia, especially in highly populated areas. You do not feel emotions like most humans either; an Erubi's emotions are pure and usually short lived. Revenge is not strength, Anger is common, but once a debt is settled, it is done. Trust has to be earned.

Also consider the pure freedom of the knowledge and the connection with the celestial Erune and the constant touch of the Moon, the connection of Nature itself is home, and the thrill of the Great Hunt. To play an Erubi is not free license to just go around killing everything that might look like prey, or food, or just fun to pummel, but it is a great chance at embracing the wild side...the lack of respect for normal etiquette, the ability to charge into battle with a sheer joy for engaging the enemy or general all around love of playfulness and shenanigans. Think on, and embrace all aspects of the creature and unite it with the knowledge that the Erubi have instilled in you. Trust your instincts; they will never lie to you.

Special Relationships with Other Races {friends or enemies}:

Erubi respect strength, as such, any of the other races that has shown exceptional skill or strength, may over time earn the right to become a blood brother.

Serephs- These tends to be treated with weariness. After all the Archons sided with the Humans. So how can you trust someone who willing lets themselves be held in a prison. Not to mention many times the Archons are the ones stopping the Erune from freeing themselves.

Inanis- These pitiful creatures were once vile Fiends. They should be treated with pity and kept at arms length.

Revenants- If there was a creature that would be considered antithesis of natural order, it would be the Reveants. How can an Erubi fully accept them.

Imperials and Dragonlords- These Humans are the reason the Erune are locked here. If it wasn't for the fact that deep down the Erune still want to help the Humans they would have been wiped out long ago. So most Erubi have mixed feelings with them.

Wardens- It took a long time for the Erune to get over trying to destroy the Wardens. Now there is a weary respect, though it can be hard sometimes.

Special/Famous Groups:

The Shadow Guardians, An elite group of Erubi, who only suppress their abilities for infiltration missions, embracing all that they are as well as all that they were gifted with to run nightly operations to rescue others or defeat known enemies in order to full fill the calls of the Erune.

The Watchers, A group of Erubi that are known for their wisdom and insight. Special duties also include surveillance and navigation.

Special/Famous Individuals:

Silver Moon, An elder wolf Erubi, recognizable by his silver tipped fur, notched ear, and a diagonal reddish scar across his nose. He is known for being a great savage warrior who hates Revenants. Some say he calls his Hunt each year on an Revenant and enjoys slaughtering them. He has a silver crescent moon mark around the outside of his left eye.

Great Claw, An Elder Brown Bear Erubi, he is known for his great strength and stature. He has a claw tattooed on his left shoulder. Great Claw is usually seen as a wandering sage. He will spend large amounts of time in human form in order to understand them better. He is the leader of the Watchers.