

# OMEGA SUMMONER

## Chapter 13 - The Five Races

Adrian looked at the 5 holographic figures that are being projected. He inspected the first hologram that resembled a giant.

Race: Jötunn

Description: A race known for its gigantic bodies and mastery of elements that make up its body when they reach maturity. After choosing an elemental force that will make-up its body, it will become immune to that element. Their bodies become tougher as they get stronger.

Racial Skill: Elemental Nullification

Species: Will be dependent on the element the player chooses to master.

"So basically this race was built for tanks and elemental mages. May I ask a question if I will retain my level and Job?" Adrian asked.

"Yes, apart from your race you will retain your previous strength and fighting mastery" the hall answered.

Adrian nodded and proceeded to the next hologram.

Race: Faekin

Description: A race known for its affinity with natural magic. A race that are known for their ethereal beauty and mischievous behavior. They have the power to bend nature to their will. Due to this they are famed for their mastery in healing magic.

Racial Skill: Nature Magic

Species: Fairy, Dryad/Leshy

Adrian was stunned because Faekin was in the choices because elves were a type of faefolk. So he asked "Why are there Faekin here when there are already elves present in the world?".

The hall answered "The elves maybe a descendants of a faekin but they possess minuscule amount of Asmodian blood. The elves may stop aging at a certain age yet they still die of old age. These five races you see here also stop aging past a certain age but they do not die of old age which makes them basically immortal but that does not make them invincible. That is what separates them from the elves".

Adrian nodded in response. He looked at the species selection and there were two options either be a fairy or a dryad/leshy. It seems from the hologram fairies have wings while dryad/leshy are like human-like with tree characteristics.

After finished checking the faekin, he moved to the next hologram.

Race: Erebian

Description: Also known as Children of the Night. A race known for their tempting beauty and ravishing forms. A race famed for their enhanced strength during the night but weak during the day. The weakness becomes obsolete when one attains a higher rank.

Racial Skill: Blood Manipulation

Species: Vampire, Werewolf

"Why are vampires and werewolves the same race? Are they not mortal enemies?" Adrian asked. Clearly pertaining to the famous pop culture myth that vampires and werewolves were sworn enemies. He got curious and looked at the difference of both.

Species: Vampire

Race: Erebian

Description: An erebian species known for morphing their body into a Gigantic bat to release the power hidden in their bloodline. More powerful on moonless nights.

Species: Werewolf

Race:Erebian

Description: An erebian species known for morphing into a bipedal wolf to release the power hidden in their bloodline. More powerful on nights where the moon is visible in the night sky.

"Though not entirely mortal enemies like you have said, both species do have a fight for dominance on which one is more superior than the other. They are both descendants of the same Asmodian thus making them of the same race" the hall replied.

"Oookay then" Adrian said with a bewildered tone then faced to look at the next hologram.

Race: Selvaggian

Description: Known as The Wild. A mystical race that is a mixture of man and beast. Famed for their enhanced speed and stamina in their natural habitat. Fearsome predators known as relentless hunters. A race that personifies the saying 'Survival of the Fittest'.

Racial Skill: Beastification

Species: Terramorph, Hydromorph, Aviamorph

"The Selvaggian race looks like this game's counterpart for beastfolk. No wonder there were no beastfolk as a starting race. From the species, it looks like this race can either be land,water and air specialists. With a variety of combinations to choose from, you could either create an overpowered

character or a mediocre one." Adrian muttered while heading to the last hologram.

Race: Daemos

Description: A race often mistaken for devilkin because of their horns. Also known as demons. This race is strongly attuned to the energy of the cosmos therefore they are unable to learn other magics. Not much is known about this race for they are the most peculiar and most mysterious of the five races.

Racial Skill: Origin Magic

Species: Djinn, Imp, Diabolon

"What's the difference between the devilkin and the Daemos?" Adrian asked.

"Due to the elusive nature of the Daemos, they are often mistaken as devilkin. One reason why they are mistaken are for their horns but devilkin horns are smooth while the Daemos have scale-layered horns (Author's Note: their horns look like half a croissant). Another difference is that the Daemos race have runes on their skins that help them gather channel origin magic" the hall replied.

Due to Adrian's curiosity on the difference of each species and the unique magic, he looked through each one on more details like he did with the Erebian race.

Species: Djinn

Race: Daemos

Description: The one-horned variant of the Daemos race known for their ingenious use of origin magic. Their bodies are half-corporeal and half cosmic gas.

The Djinn looked like a copy of that famous wish granting entity with phenomenal cosmic powers but with a horn on its forehead.

Species: Imp

Race: Daemos

Description: The two horned variant of the Daemos race. They have the nickname of the little demon although they only got it because their species is the smallest of the three Daemos species. They like pulling mischief using origin magic. This species have wings that they can retract from their body.

The imp species are human sized in stature while the other species are larger in stature earning it the little demon nickname. Their horns stick out from the side of their head.

Species: Diabolon

Race: Daemos

Description: The three horned variant of the Daemos race and the one with the largest build. The strongest in terms muscular strength of the Daemos race since they use origin energy to enhance their physical constitution.

The diabolon are about 3 meters in height with the djinn being 2.5 meters in height and the imp race that reaches to 6 feet in height. The diabolon also has talons in their feet probably for better grip on the ground with their bodies looking like a body builder. Their horns are located on their forehead with one in the middle and the other two spaced equally apart.

"Now which one do I choose" Adrian debated as he was given a multitude of races.