

_____ are created when a sorcerer loses control during 1) _____ (forbid) magical rituals. This results in 2) _____ (spirit) 3) _____ (corrupt) and the complete 4) _____ (lose) of the individual's former 5) _____ (identify). _____ are physically dominant 6) _____ (create) that rely on brute 7) _____ (strong) rather than strategy. Their 8) _____ (behave) is marked by extreme 9) _____ (aggress), and they are often treated as 10) _____ (dispose) soldiers in 11) _____ (large) conflicts. _____ are fully 12) _____ (sentience) beings, 13) _____ (capacity) of deep 14) _____ (think) and emotion. Their magical 15) _____ (bind) with Riders helps maintain the world's 16) _____ (fragility) 17) _____ (equal) between power and 18) _____ (responsible). _____ are an ancient race with a strong 19) _____ (connect) to magic and nature. Their long 20) _____ (live) gives them a sense of 21) _____ (emotion) balance, and their culture values harmony and discipline above 22) _____ (impulse) action. _____ live in 23) _____ (ground) strongholds and are known for their physical 24) _____ (resist). Their society is 25) _____ (deep) 26) _____ (tradition), and clan loyalty plays a 27) _____ (centre) role in their social 28) _____ (organise). _____ are highly 29) _____ (adapt), allowing them to survive in many 30) _____ (differ) environments. However, their short lifespan creates a sense of 31) _____ (urgent) that often leads to 32) _____ (emotion) driven 33) _____ (decide) and political 34) _____ (divide).