

\_\_\_\_\_ 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).