

World of Revilo™

CAMPAIGN SETTING



5e

World of Revilo™

CAMPAIGN SETTING

Credits

Writing and Design: Brian Colin with Isaac Skaggs

Additional Contributions: Kerry Colin, Wyatt Colin

Illustrations: Carey Drake

Additional Contributions: Brian Colin

Managing Editor: Kerry Colin

Graphic Design & Art Direction: Brian Colin

Cartography: Jared Blando, Brian Colin



ISBN 978-1-7335999-7-9

Printed in China

First Printing



Creature Curation™ is a trademark of Creature Curation, LLC. The Creature Curation logo is ©Creature Curation.

World of Revilo™ is a trademark of Creature Curation, LLC. The World of Revilo logo is ©Creature Curation.

World of Revilo created by Brian Colin. Revilo including all races, species, characters, magic items and locations within this book are © Creature Curation, LLC. All Rights Reserved.

Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.



creaturecuration.com

Table of Contents

Introduction	3	Subclasses	38	Vast Below.....	86
Chapter 1:		College of the Gourmet	38	Wajue.....	88
Welcome to Revilo		The Everyman.....	40		
Overview & History.....	7	The Fanatic Domain.....	41	Chapter 4:	
The Unfolding	7	Oath of Knowledge	43	Adventure Awaits	
Rise of the Gods.....	8	Path of the		Running a Revilo Campaign.....	92
The Earthshatter	9	Furious Smallfolk	45	Greyskrulls on the Outskirts.....	92
The Great Hibernation.....	10	Backgrounds	46	Depletion of Livna Eggs	92
The Waiting.....	11	Alchemist.....	46	Hunting the Keepers of Secrets	93
Age of Discovery.....	12	Big Game		Historical Inaccuracies.....	94
Gods of Revilo.....	13	Hunter/Taxidermist.....	46	Seeds of Revolution	94
Creedona	14	Displaced Revilian	47	Impending Invasions.....	95
Anaxygosal.....	14	Keeper of Secrets.....	47	Deeper into the Vast Below.....	96
Corsuvine	14	The Rooted &		People of the Lands (NPCs)	98
The Embreson	15	Baron's Thorns.....	48	Ackryd.....	98
Ghyrma	15	Salvager.....	49	Blector Blyth	100
Scintilliam.....	15	Tinkerer.....	49	Barich Brodar.....	102
Solleel.....	16	Truth Seekers	50	Fatuma.....	104
The Veil.....	16	Unspoken.....	50	Illi Harrcrat.....	106
Viredith	16	Class Adjustments	51	Silas Kakrag	108
		Additional Rules	52	Deeno Klawse	110
		Calendar	54	Mertz.....	112
Chapter 2:		Chapter 3:		Galron Mewt	114
Character Creation		Exploring Revilo		Galandyr Plythe.....	116
Playable Races	17	Regions.....	56	Likrel Rorg	118
Cokathralis.....	18	Badlands	56	Ursula Soligrund.....	120
Driademus	20	Brutal Beyond.....	58	Sorinth the Wanderer.....	122
Grinataur.....	22	Depths Unknown	60	Thailia	124
Groblynn	24	Fiery Pits	61	Baron Murk Von Horvath.....	126
Hassanavul	26	Floating Forest	65	Magical Items & Artifacts.....	128
Hystracathi.....	28	Forest of the Dead	70	Resources	
Procynolite	30	Marsh	76	Index	135
Reaper, Brood.....	34	Murk's Hollow.....	78	Character Sheet.....	137
Reaper, Lakanap	25	Perilous Peaks	81	OGL	139
Sorcia	36	Salts	83		
		Valley of Despair	84		

Introduction

It's hard to believe this book is truly done, at least this chapter anyway. What you hold in your hands is the actualization of a dream I have had since way back in the fourth grade.

It was the summer of 1986 and I was spending all waking hours hanging out with my neighborhood friends when they realized my parents had a matchbook collection. Yes, there were magical conductor sticks of fire in my house, and in an easily accessible location. My friends convinced me that it would be fun to steal a matchbook or two and start setting things on fire. I was hesitant, but I wanted to impress my friends, so I grabbed them.

We managed to light a few small pieces of paper on fire on their back patio before their older sister came home and realized what we were doing. She rightfully called us all idiots and smacked us upside our heads. What she did next would change my life forever. She took the matches from us and traded them for the Dungeons & Dragons Red Box.

As soon as I saw the cover of the box I lost total interest in setting things on fire, with perhaps the exception of a Fireball spell. I wanted nothing more than to escape into a fantasy world where we controlled the fate of our heroes. Between D&D and comic books I was completely consumed with creative storytelling. My 6th grade English teacher even wrote this in my yearbook "Brian — It has been a pleasure having you in class. Remember me when you are a famous D&D creator!!, Love, Mrs. A." It's been quite a long time since she wrote that in my yearbook.

In the fall of 2009 I decided to create the World of Revilo. I had just finished my first life-sized sculpture, and it was a Reaper of the Brood tribe. Because of all of my childhood influences it was important for this guy to have a backstory and a world from which he came. At the same time Kerry was pregnant with our son and I thought it would be amazing to create a world setting that Wyatt could eventually add to. I took Wyatt's middle name, Oliver, and reversed it to create the name of our new world.

Slowly over the next decade I continued sculpting new beasts to fill out the world, giving them stories, and taking them to conventions. A few years ago a light bulb went off in my head and I realized that the world I had been creating needed to be a setting for RPGs. I ran a local game where some of the characters in the NPC section were initially conceived and it all started to come together. Through friends and random events I met Isaac and Carey who would help bring my vision to the pages of this book. All of this I couldn't have done without Kerry, who makes sure everything is consistent and calls b.s. on me when something just doesn't seem to fit with the big picture of Revilo.

I know this book is far from making me famous like my teacher had written, but it reinforces my belief that if you work hard and don't give up, you can accomplish your dreams. I hope this book inspires you to explore your creativity by escaping into a place where you and your friends control the fate of Revilo!

Brian Colin





EXTRA SPECIAL THANK YOU TO:

Dino Hicks, Thomas Mulvey, and all of our amazing Kickstarter backers!

THANKS TO THE EXPLORERS OF REVILO CLUB MEMBERS:

Ted Adams, Alan Batson, Michael J Benensky, Martin Biggs, Hilary Blake, Jeff Blackshear, David Bonney, Adam Brunton, Jennine Cerra, Clint Doyle, Heather Drake, Zachary Esmond, Drew Foulke, Dino Hicks, Chris Hinson, Brandy Houghtaling, Chris Kramer, Nicholas Lapeyrouse, David Maskell, Justin Miller, Ken Monson, Conor Mullin, Sophia Owens, Allen Panakal, Rhea Price, Sergio Roda, Philip Rogers, Donald Ross, Jakob Russell, Ayren Selzer, Leigh Shull, Nelson Tracy Spratt IV, Suragai, Jessce Swinton, Amy Tate, Diana Thomas, Chris Thoren, Daniel Voigt, David Wendt, Raymond Weishaar, Michael Wilson

VARIOUS PARTS OF THIS SETTING WERE PLAYTESTED BY:

Paul Michael Acab-Alperez, Tyler Althafer, Amy Bondurant, Miles Bondurant, Ross Brandt, John McBride Cailleachsson, Wyatt Colin, Eric Daniels, Gabriel de Vore, Ian Edwards, David Friant, Ken Hawkins, Keith Johnson, Allan Larson, Jesse McWorther, Seth McWorther, Megan Miller, Chris O'Neal, Allen Panakal, Jase Roth, Isaac Skaggs, Nelson Spratt, Chris Thoren, Christopher Welton, Darrian Williams, Jason Wilson

Overview & History

What lies before you is the history as we know it. Some of the greatest academic minds Revilo has ever known have toiled over this document for many generations. These archivists have initialed edits and scrawled in additions as new information about this vibrant land and its mysterious past has been pieced together by researchers and explorers alike. These histories can be found in numerous chronicles and books cataloged within the Houses of Knowledge. Many of the legends have also been worked into folk tales, although those can be a bit more abstract. This is common knowledge for any educated Revilian, as it is taught in any school worth its salt. It is my humble opinion that any sentient beings who call Revilo home are responsible for proper command of the information organized before you.

--- Sorinth the Wanderer

The Unfolding

Creedona, the original god and creator, traveled as a bolt of pure energy, blazing through the cosmos for many lifetimes. Her light shone ahead of her like a beacon in a sea of darkness. She was on a journey determined to find her lost sister, Ghyrma. Creedona's radiance was juxtaposed by the absolute darkness pursuing her every movement. Unable to glimpse what was trailing her, Creedona never realized that Ghyrma had been following her all along. Unable to find her elusive sibling, Creedona eventually grew tired and curled herself into a ball falling into a deep slumber. As she rested her body grew and grew until she became the size of a planet, forming the world on which Revilo sprawls. Bored with waiting in the cosmos, Ghyrma broke through the atmosphere and landed on the planetary mass that Creedona had formed, becoming the first to walk the earth.

As soon as Ghyrma had planted feet on Creedona, the god-planet could sense

her sister and she rejoiced. Excited to finally reunite with her long-lost sibling, Creedona tried to unshape herself from the planet but it was too late. She had fused together. Enraged, Creedona used all of her strength to unfurl, but to no avail. In her struggle, her body contorted and twisted forming mountain ranges and canyons across the world.

Distraught and exhausted Creedona wept, and wept. She wept until her tears filled the low places on the planet, forming oceans, lakes, and rivers across her surface. Ghyrma could sense that something was wrong, but did not know what to do. As the flooding began, Ghyrma climbed atop the newly formed mountains and waited out the storm.

Years passed with only Ghyrma walking the surface of Creedona. The water which had come from sorrow nourished the land so that

grass, trees, and flowers began to bloom. Eons passed, and the more time swept away, the more rigid and planet-like Creedona became. In an effort to communicate with her sister, Creedona created her six children: *Anaxygosal*, who emerged from the sea, *The Embreson* who's violent birth created the Fiery Pits, *Scintilliam*, created from the light of the twin-stars around which Creedona revolves, *Viredith*, who is said to have sprouted from an impossibly large orchid, *Corsuvine*, the wind itself, and *Solleel*, born of Creedona's fear and malice. Each of them, one by one, tracked down Ghyrma to let her know that her sister missed her.

As newly formed children, their clumsy communication was misinterpreted as hostility by the suspicious god. With each child who approached her, Ghyrma withdrew further and further into her darkness until they were gone. Fearful that more would come to find her, Ghyrma created her only child, *The Veil*, to protect her.

For a time, Creedona's children, Ghryma, and her child were the only intelligent creatures on this planet which had become lush and flourishing. Slowly mammals, reptiles, insects, and birds all evolved, filling the land.

As she raised her, Ghyrma began to send The Veil out as a scout in search of the other children who she believed had come to attack her. Over numerous years and many great expeditions, The Veil reported all that she could about her cousins and the followers they were cultivating. Each seemed intent on making their own mark on the world. She learned as much as she could about them, with the intention of eventually utilizing that knowledge in the event of an assault.

Rise of the Gods

As the world populated and animals found their places, Ghyrma and The Veil continued to monitor Creedona's children. Fearful that they would band together and come after her, Ghyrma decided she needed more allies at her side. Hidden within caverns below the Icy Divide, Ghyrma used her magic to create the first Reapers. Not wanting to be outnumbered, she created six to match those who had come to destroy her so long ago.

Ghyrma told these original Reapers about the evil which threatened their very existence and sent them into the world with instructions to slay their dangerous enemies. As the Reapers found each of Creedona's children, they discovered that these beings were not fixated on their destruction. Unable to bring themselves to kill Creedona's children, the Reapers slowly found their way back to the Icy Divide to live a peaceful existence, forming the Brood Tribe.

Upon encountering this new, intelligent race, Creedona's children realized that they possessed magic within themselves to create their own sentient beings. And with little more than a thought, they began creating life. Over time each of these new species created cultures, and eventually societies formed. Anaxygosal created the Gossls. It is believed the descendants of these aquatic people are the Kerasals and Laminariales, both of whom dwell in the Marsh in south Revilo. The Embreson formed the Brenzdid from the magma at his feet, creating the precursors to the savage, reptilian Burnadazi, and perhaps the elemental Basalites as well. He then took parts of the mountains and made the Karkathos, the species that would give way to the Karkathian society. Scintilliam left a pair of smallfolk cultures in her shining wake. The

Sorcias were kissed with the penchant to create, innovate, and build, mastering the physical world around them. To their distant cousins, called simply Ttarps, she granted superior command of the mental space, leading to the gifts of language, writing, and abstract thought to blossom and grow throughout the ages. Viredith gave birth to the Gradilimus, once a far-spread people that gave way to no fewer than four separate peoples: The Grinataurs, Driademus, Calidus, and the Groblynns. Each new being loved and cherished their creator. This potent adoration from their followers turned these sires from demigods into deities as their power grew in strength.

Ghyrma feared that if she did not act soon, her enemies would be too powerful to overcome, and would inevitably consume her.

The Earthshatter

It was not difficult for Ghyrma and The Veil to spread dissent amongst the gods and their followers with slanderous stories and false threats from other gods. Misconceptions traveled quickly with the villages and nomadic tribes that had formed across the land. As the misinformation travelled, the message changed and contorted with each new orator from which it was told. The gods were being pitted against one another, increasing tensions amongst their followers and each other.

Many believe that Solleel struck the first blow in a fit of rage, but it is unanimously agreed upon that war erupted across the world almost spontaneously. The battles that followed amongst the mortals were unlike any confrontations they had before. Blood was spilt across the land as many lives were lost, creatures taking sides and fighting in the name

of the gods that created them. Creedona's children scorched and ravaged her creation as they brutally fought each other. It was when she finally began speaking to her children individually that she realized her sister Ghyrma had been walking among them, poisoning their hearts. Enraged, Creedona fashioned an avatar for herself, comprised of magma from the Fiery Pits, waters from the Salts, sands from The Wajue, all held together by part of the sky. This new body enabled her to walk the land in search of Ghyrma, to seek her out and put an end to her treachery.

The battle raged on for weeks until Creedona and Ghyrma finally found and confronted each other. The melee that followed wreaked more havoc than any of the previous conflicts Creedona's children had caused. Having never seen hatred so fierce in her sister's eyes, Ghyrma began to retreat into darkness, hoping to escape her sister's ire. Before Ghyrma was able to become intangible darkness, Creedona firmly grabbed her by the arm and pulled aggressively, in an attempt to rip her sibling back into the light.

With a sickening pop and a blinding flash, Creedona was left holding Ghyrma's left arm, allowing the maimed god to retreat into the shadows. As Ghyrma's arm separated from her body, the ground beneath the two battling gods cracked and rapidly began moving apart. The young god Viredith protested their conflict as great canyons formed across the giant land mass fracturing it into multiple pieces. Anaxygosal filled the massive gorges with water, pushing the newly formed continents further apart. Together the deities of earth and water formed the outlands, Ghyrma's sanctuary. Creedona was satisfied with this result, as she was left with Revilo, from the frigid halls of the Icy Divide to the lush jungles and white beaches of the Salts.

Creedona could not find it in her heart to destroy her sister's arm. The severed appendage would serve as a conduit to her dark, wayward sister. Creedona saw how blissfully most of the mortal species coexisted, their experience far removed from the complex existence of a deity. Creedona broke Ghyrma's arm into eighteen pieces and cast them into divine vessels that would hold the memories of mortals. Creedona believed that with enough positive experiences from the folk of this land, the secrets to simple happiness could be captured in these pieces, granting Ghyrma a wholeness she had never known. Creedona used her magic to infuse these vessels into the bodies of different sentient creatures, whom she called the Keepers of Secrets. It was their sacred duty to walk amongst the people, collecting joyful memories and to amass the secrets of happiness from all the cultures of Revilo.

The Great Hibernation

After the bout with her sister, Creedona walked across Revilo and saw the destruction it had wrought on her creation. The ground was littered with the remains of her fallen grandchildren and stained by their blood. Creedona realized the immense amount of mortal suffering that had taken place, and fell to the ground weeping inconsolably, forming a massive lake in the forest clearing. After the initial wave of despair, she became enraged, furious at her children for allowing the upheaval and destruction to escalate to the point it had. Why had they not stayed their followers weapons? Surely a group of gods could collectively bend their devoted followers to their will.

She screamed, commanding all of her children to her side. Creedona decided

they were not fit to walk among the mortal beings any longer. She decreed that they would sleep until she called upon them to awaken. She needed time to fix what they had broken. Like young children, the gods hung their heads in shame as they made their way to their favorite places in Revilo, and embedded themselves into the land. They still await their sentence to be served.

The citizens of Revilo began to rebuild. Creedona stayed in the valley where she had punished her children, guiding and teaching her grandchildren. Many creatures made the pilgrimage to seek out Creedona and learn from her teachings. The valley soon became a patchwork of farmland, dotted with cities and towns to accommodate the influx of new worshipers.

During one of her evening lectures, Creedona noticed someone in the back of her assembly that didn't quite fit in with the rest. The person wore a dark cloak with its hood up, and seemed to sap the light from the area around them, creating an aura of shadow surrounding the figure. She singled this strange individual out, and asked them to please come to the front of the congregation. As the figure strode cautiously closer, Creedona could see that it was The Veil, the only child of Ghyrma. Without hesitation, Creedona called upon her magic, sending a bolt of crackling green energy to restrain The Veil. Encapsulated by the magic, Ghyrma's daughter was lifted off of the ground and flung thousands of feet through the air, violently cast into the forest that surrounded the sacred valley.

Creedona then soared into the air in pursuit of her enemy. She cast a binding spell on the forest to entrap The Veil within. The magic she used was extremely powerful, draining Creedona's physical form. She fell from the sky, impacting the ground dramatically in front of her followers with a sickening crunch.

Her worshippers leapt to her aid in hopes of saving their divine leader, but it was too late. Creedona's broken physical form instantly decomposed before their eyes, as the somber silence of despair settled over the valley like a thick fog, and the land claimed its creator.

The Waiting

At first, all of Revilo was saddened by the disappearance of the gods. However, over time the people realized that, although their gods were no longer walking alongside them, they were still a part of the land, and a part of each follower. The inhabitants of Revilo discovered that through continued worship they were able to channel the power of their gods. The Waiting spanned many millennia. During this time species evolved, societies rose and fell, and the gods continued to sleep. Most of the major cities and many of the prominent towns across Revilo were founded during this time.

Age of Discovery

INFLUX OF OUTLANDERS

It has now been thirty-six years since the vessel bearing the name "Murk's Humility" graced the Revilian horizon. The ornate "MH" that was emblazoned upon its flag reflected the self-importance of the ship's owner and captain, despite his ship's ironic name. A wide variety of adventurous outlanders embarked upon their voyage, paying Murk Von Horvath for passage, in search of a continent rich with resources they could take back to their homeland. Some had noble goals for their riches, while others had selfish ones. Nonetheless, the baron's hubris did not save his

ship from crashing onto the jagged spires of the Splintered Coast and being reduced to broken timbers.

When this first shipwrecked crew of outlanders dragged themselves onto the beaches of the Splintered Coast, the indigenous people of Revilo graciously offered refuge for the strange, new people, setting up a temporary village on the outskirts of Crookstooth. They offered them food and shelter, ensuring their survival. They found their language to be surprisingly very similar, making most conversations easy enough to have and many new friendships were formed.

As these outlanders explored more of Revilo, they learned that there was no documentation of any Revilian ever leaving the continent and surviving. When asked, most natives would take on a look of amused concern, as if the visitors were inquiring the merits of setting one's head ablaze. They would share numerous stories of how the water surrounding Revilo would always wash a boat back to shore, or sometimes sink the vessel to the bottom of the sea.

After a couple of years and many failed escape attempts, most of the outlanders decided to call Revilo home. They resolutely added to the city of Crookstooth, making houses large enough for the humans, elves, and many other tallfolk who found themselves adopting Revilo as their new home. Since that first shipwreck, more than a dozen additional ships full of outlanders have met their demise in the treacherous tides off the Splintered Coast. Any surviving passengers have washed ashore and reluctantly made Revilo their new home.

Three years ago, the bustling city of Crookstooth was in the midst of a mayoral election when Murk Von Horvath strong-armed a coup. There are many of the



Crookstooth locals who believe he bribed a number of the city guard to look the other way, threatening them with the prospect of more Revilian bloodshed. Two months after the coup, the self-appointed Baron Von Horvath changed the name of the city to Murk's Hollow.

The new baron changed the existing democratic structure over the course of his first year in power. With a series of decrees that made it through the council's votes due to being cleverly hidden in propositions that seemed reasonable on the surface, Murk completely changed the structure of the city's government. Each district council member was systematically relieved of their duties and legally stripped of their power. Many of the city guard were executed for treason and replaced with outlanders, or mercenaries hired from other regions of Revilo. The baron also began minting his own currency, making the MH coin the preferred tender within the walls of Murk's Hollow.

Tensions are currently high within Murk's Hollow as many native Revilians have formed a resistance known as The Baron's Thorns. They are beginning to fight back against the tyranny that has manifested in their once great city. The Thorns use subterfuge and spies in the political infrastructure to undermine and subvert Horvath's rule as best they can. Horvath knows of their existence, however, and has become more paranoid as time passes. This makes The Thorns' activities all the more perilous, but all the more important for the native Revilians who oppose the baron.

Pantheon of Gods

Of the Ancients

The gods of Revilo have long been in hibernation, but they are still worshipped devoutly throughout the land. Most Revilians will claim one god from the pantheon as their chosen deity, however, it is not uncommon to pray to another god when seeking results that do not fall within their primary deity's domain.



Creedona

Alignment: Neutral Good

Domain: Death, Knowledge, Life, Nature, Trickery, War



Creedona was the first god and mother to all, except for Ghyrma and her daughter, the Veil. She is known as the Creator, the Essence, and the Power. Creedona has been seen in numerous forms, but the most common depictions are that of a large, serpent-like beast. This likeness is where the iconic symbol found on Revilian currency originated. During the Earthshatter, she is said to have sprouted legs and arms from her serpentine form. Many still believe Creedona will return and once again walk the planet among her children.

Creedonites are her devout worshipers who pay tribute only to Creedona, believing the other gods to be unworthy of their worship. The largest sanctuary of Creedonites can be found in the very center of the Valley of Despair, as far from the Forest of the Dead one can be while in the valley. It has been built around the massive Tretalla, meaning “tree of living”, which they believe Creedona hibernates directly below.

Anaxygosal

Alignment: Chaotic Good

Domain: Tempest, Life



Anaxygosal is the god of water, rain, streams, and swamps. He is said to appear as a giant frog-like creature, with nine tentacles on his back that constantly lash about. It is believed that he is hibernating in the

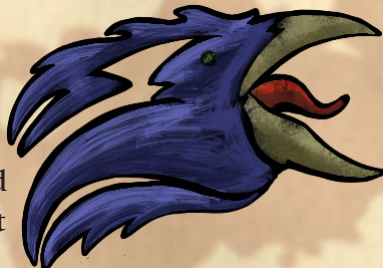
Depths Unknown, although there are tales of him still being active underneath the sea. Most Revilians agree that it is he who causes ships attempting to leave the continent to either be forced back to Revilo, or sink to their deaths in the waters of the Depths Unknown. Anaxygosal is primarily worshiped by creatures within the Depths Unknown, the Salts, the Marsh, and those who rely on agriculture pray to him for his life-giving rain.

Worshippers of Anaxygosal keep a source of water very close to their home if they do not already live on a waterway. Very rarely do they congregate in large groups, they believe Anaxygosal flows through everyone.

Corsuvine

Alignment: Chaotic Good

Domain: Nature, Tempest



Corsuvine is the god of wind, air, and change. During the ages when gods walked the earth, Corsuvine soared through the air as a blue-skinned humanoid with the head and wings of a large dark bird. It is rare to find written histories of Corsuvine with his feet on the ground for any true length of time. He is often described as a restless wanderer. A large percentage of the Floating Forest’s population worships him and believes the higher in the air they are, the closer they will be to Corsuvine. Followers are constantly remodeling their cathedrals, forever reaching higher into the sky. A conflicting sect of worshipers believe that Corsuvine lies in hibernation at the base of the Floating Forest, where the island was ripped from Revilo’s surface. They believe the god’s slumbering magics propel the forest upward, creating a unique landscape for his followers’ utopia.

The Embreson

Alignment: Chaotic Neutral

Domain: Light, War



The Embreson is the god of passion and heat. Prior to the Great Hibernation, he took on the appearance of a gigantic golem constructed of lava rocks and magma. When told by Creedona that he must rest and sleep until she awoke him, he was furious. His temper flared, forcing his gargantuan body to contort and expand, creating oozing volcanic ruptures on his back. The Embreson’s anger and frustration was exhausting, and Creedona’s magic was taking hold. As he laid down to rest, his body became one with the earth. It is believed that he now lies dormant beneath the Fiery Pits with its large volcanoes forming the top of his back. He is devoutly worshiped by most creatures of the Fiery Pits. The fanatical Burnadazi are constantly making sacrifices to him in the hopes that one day soon he will rise again, creating a new age of conquest for the primitive reptilians.

Scintilliam

Alignment: Neutral Good

Domain: Knowledge, Life, Light



Scintilliam is known as the god of renewal, light, and the celestial suns. Wherever darkness lies, it is said that the magic of Scintilliam is shining equally bright on the other side of the land. Drawings of Scintilliam most often resemble an enormous rabbit-like creature with straw-colored fur and a

constant blue glow emanating from her. Many who live underground in the different cavern systems worship Scintilliam for the brightness she shines. Even those who are not devout worshippers of the light may have a piece honoring her in their coin purse as a charm to improve one’s luck. Scintilliam and The Veil can be found pressed on fortune tokens depicting the light and dark, and are often flipped to make unbiased decisions when a dilemma has but two possible options.

Solleel

Alignment: Chaotic Evil

Domain: Death, Trickery, War



Solleel is the fiercest of the gods, leaving a trail of devastation everywhere she goes. She is most often referred to as the Ravager because many Revilians do not even whisper her name, fearing she will awaken to bring war, destruction, and death. Solleel walks on all fours, catlike in physique, and carries a sickly odor of decay. There are few creatures left who worship Solleel publicly. In almost all intelligent Revilian societies, it is considered taboo to revere this god of death and destruction, or even refer to her by name.

Those who secretly worship Solleel will often brand themselves with her mark in demonstration of their dedication to the Ravager. Her followers believe she is hibernating deep within the Catacombs of the Badlands, awaiting her tome and tooth to be reunited with her slumbering form.

Viredith

Alignment:

Lawful Good

Domain: Life,
Nature



Viredith is the god of plants, growth and earth.

When Viredith walked the lands of Revilo he looked like a large humanoid with the head of a Reaper, covered in dense fur. Viredith would guide mammals from one region to another, ensuring the land would have time to replenish what had been lost to grazing. Many Reapers of the Lakanap tribe followed Viredith, learning the ways of caring for the land before becoming herders themselves. When he went into hibernation, Viredith took all of the life and greenery around him. He hoped it would sustain him until he came out of the deep sleep. This absorption created what is now the Wajue Desert. It is thought when he awakens the barren landscape will blossom and grow into the lush forest that once stood there.

Ghyrma

Alignment: Chaotic
Neutral

Domain: Knowledge,
Life, Trickery, War

For those who worship her, Ghyrma is the god of balance, birth and forgiveness, but few view her in this way. In all written descriptions of Ghyrma she is described as a dark, distorted outline of her sister Creedona



with the addition of long arms and legs. Ghyrma is believed to have followed her sister so closely, and for so long that she became a shadow of Creedona. The last time anyone on Revilo laid eyes on Ghyrma was during the Earthshatter when her arm was torn from her body and the ground beneath her feet broke off into the ocean. Worshipers of Ghyrma believe her to be the true sire of Reapers. They believe without her creating them, no sentient life would have been birthed. Those devout to Ghyrma worship in secret for fear of persecution. Followers of Creedona and her children have created stories of how Ghyrma lurks in every shadow always watching and biding her time.

The Veil

Alignment: Neutral
Evil

Domain: Death,
Knowledge, Trickery,
War



The only child of Ghyrma, she is the god of darkness, night, and decay. When depicted in literature The Veil is most often described as an absence of everything or a dark shadow. At the dawn of the Great Hibernation she was trapped by Creedona's magic into what is now the Forest of the Dead. Unlike the other gods, Creedona did not force her into a magical slumber. Instead she has been imprisoned for over three thousand years. Contained within this ring of trees, her avatar has become a large gaping mouth on the forest floor, beckoning the Unliving to seek out bodies to feed her insatiable appetite.

Races of Revilo

Of Revilo

As the gods rose to power and created their children, numerous sentient races were birthed by their hands. Over the ages, many of these creatures have evolved their own cultures which in turn organized themselves into societies. Revilian settlements slowly scattered and grew across the continent.

Collected in these pages are a selection of some of the more prominent sentient species an adventurer might find throughout Revilo. There may even be one or two that you have never seen before in your travels. Do not be surprised though if, while in a tavern, you encounter someone or something not collected in these pages. There are far too many to catalog in this one tome.

Of the Outlands

In recent years, there have been quite a few outlanders to arrive in Revilo becoming a common sight throughout the land. This volume does not go into detail about elves, dwarves, humans, and others from the outlands, as you can easily find all the information you might need in the *Players Handbook*.

It was quite the challenge to decide which races to expand upon in this volume. There are so many interesting cultures that deserved to be represented within these pages, but I have chosen some that I feel are most iconic to our culture.

For me, after some internal debate, I decided not to include the foulest of savages like the Greyskrulls and Burnadazi. If you run into one in your travels, it would be best for you to steer as clear from them as you can.

I even shared what I have learned about Hystracathies and Hassanavuls, who you will very rarely see, even in such booming cities as Dalakbruel and Volantia. Take what knowledge I have gained and use it to your advantage. Enlighten the people of our great land, whether they be friend or foe.

--- Sorinth the Wanderer

Cokathralis

Looking Down on the World

The Cokathralis are a proud and predominantly affluent race, making up most of the “Toppers”, the socioeconomic class in charge of the goings on in the Floating Forest. The Toppers see themselves as the owners of the forest, from the high leafy canopy all the way down to the filthy, dangling Roots below. There are many Cokathralis that believe they should be putting efforts toward raising the Floating Forest ever higher toward their god Corsuvine. Believing this will grant them sight over the land and therefore ownership of a much more expansive space than they do presently. There are those on the ground that wish they would float further away too, albeit for different reasons altogether.

Life in the Canopy

The Cokathralis have partitioned off the canopy of the Floating Forest, making it near impossible for those who cannot fly or climb with great skill to access them. Cokathralis build lightweight structures similar in form to nests, weaving them into the branches such that the breeze permeates the walls and ensures that a sudden gust of wind will not unseat their homes.

Cokathralis Names

Female Names: Camilla, Karota, Mallale, Pluma, Windy

Male Names: Ahnfran, Deeno, Floud, Griflynn, Vertlon, Zephier

Family Names: Ayrovich, Cursov, Featherly, Gusto, Zantelly

Cokathralis Traits

Your Cokathralis character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Cokathralis reach maturity around 22 years old, they rarely live to be older than 155 years of age.

Alignment. The Cokathralis society as a whole leans towards self-importance, often at the expense of “lesser cultures”. Cokathralis usually are of lawful alignment, the most wealthy tending toward neutral or evil. Less affluent Cokathralis are generally neutral or good. If a Cokathralis is of chaotic alignment they almost always belong to the less affluent group.

Size. Tall, thin, and lithe, Cokathralis tend to be between 6 and 7 feet tall and averaging roughly 170 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, you have a fly speed equal to your walking speed, but may not end your turn in the air.

Aerial Evasion. Your ability to fly makes you a slippery foe. You may disengage as a bonus action, so long as you take flight as part of the subsequent movement.

Refined. Nearly all Cokathralis are well-to-do, relative to those who dwell in the lower layers of the Floating Forest. You probably received a much more diverse education than your contemporaries, granting you proficiency in one of the following skills of your choice: Arcana, History, Medicine, Performance, Religion.

Languages. You can speak, read, and write Common, Revilian, and one other language of your choice.

I have only had the opportunity to converse at any length with one Cokathralis. These avian people very rarely see it worth the trouble to give me the time of day. I did, however get to bend the ear of one birdman just outside the city of Volantia. He was assigned to guard one of the passageways from the Roots.

The fella wasn't very interesting, even if he was well educated. It was easy enough to see how superior the Cokathralis believe themselves to be over the course of our discussion. So much so that they don't even seem to realize how profoundly they look down on everyone else. He didn't really have all that much to say besides punctuating my inquisitive questioning with complaints about being stuck working so close to those “filthy Rooters”.

--- Sorinth the Wanderer



Driademus

Rooted in Community

Driademus are a cunning and resourceful species originating in the Floating Forest. Although they can be found scattered throughout Revilo, their largest population still resides within this tangled root system. Under the canopy of the Floating Forest they are regarded as lower-class citizens. Working with what little they have, they have built shanty towns woven deep within the roots that dangle from the island forest.

Natural Climbers

Upon entering the tangled maze of roots formed from the trees above, you can assume at least one Driademus is within earshot. They move through the roots with ease, as a fish swims through water. They have amazing strength and balance, and can climb, slide, and leap with uncanny ability.

Despite being a boisterous bunch, Driademus are ardently loyal to their kind. They will fiercely stand alongside even their greatest foe if they believe one of their brothers is threatened by an outsider.

Hard Working

Most Driademus in the Floating Forest find work mining the Burilli crystals that grow on the roots of this magical forest. The pay for picking these glowing crystals is not a fair wage, but it is dependable. Unlike the forest floor above, the root system is a very dark and gloomy place. Very little sunlight makes it to the center of the roots, and most of their light is emitted from the crystals themselves. Mining does not suit all of the Driademus, and some have left their humble beginnings to establish new communities in other areas of Revilo.



Driademus Names

Female Names: Ava, Aoife, Ciara, Deirdre, Einin, Fiona, Kyna, Maeve, Merry, Nuala, Ruari, Sioibhan

Male Names: Ailbe, Carrick, Davin, Emmet, Faolan, Finbar, Lorcan, Nollaig, Ronan, Thansalow, Turla, Ultan

Family Names: Carrigan, Dayle, Mally, Molloy, Runey, Soolivan, Teague, Toofellow, Weer

Driademus Traits

Your Driademus character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Age. Driademus reach maturity around 15 years of age, they rarely live to be more than 70 years old.

Alignment. Driademus value providing for their family first and foremost, but often take offense to the unfair regulations put upon them by their overseers, the Cokathralis. For this reason Driademus tend to be of a chaotic alignment, and are usually good or neutral, with few exceptions.

Darkvision. Accustomed to life in the thick of the roots, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Size. Driademus tend to be 5 feet tall on average and weigh roughly 100 pounds. Your size is Medium.

Speed. Your base speed is 30 feet, you have a climbing speed equal to your walking speed.

Adept Merchants. While most of the Driademus that live within the Floating Forest rarely get the opportunity to discover their natural mercantile aptitude, those who escape the hard labor of the root mines often discover they have a knack for trade. You gain proficiency in one of the following skills of your choice: Deception, Insight, Performance, Persuasion, or Sleight of Hand. You also have advantage on all Deception, Insight, Performance, Persuasion, and Sleight of Hand checks while trading and bartering.

At Home In The Roots. All Driademus can trace their heritage back to the mines of the Floating Forest, where they developed the capacity to navigate the dense and unforgiving roots of the forest, suspended high above the ground of Revilo. Because of this your speed is not reduced by difficult terrain caused by plant-life, both magical and mundane. In addition, you count as one size smaller when attempting to hide or fit into tight spaces.

Languages. You can speak, read, and write Common and Revilian.



Grinataur

Silent Survivors

When Creedona condemned The Veil to what is now the Forest of the Dead, the once lush and fruitful home of the Grinataurs withered until it was dark and lifeless. For generations the Grinataurs were unable to leave the land they had called home. Eventually the magic weakened and those not tainted by The Veil could go beyond the forest ring. The settlements they had established within the forest quickly became overrun with entranced Leopods on the prowl for their ravenous, twisted master. Many other native creatures succumbed to The Veil's influence as well, and were overcome with an unliving bloodlust to slay anything alive in their path. As undeath plagued the region, Grinataur families found sanctuary by building new homes inside the trunks of the ancient forest's trees. Within these new homes the Grinataurs found that they had to be completely silent to avoid any unwanted attention. Already having developed a simple silent language for hunting, the Grinataurs expanded their Signet vocabulary so that they could communicate freely without a sound.

It took time, but the Grinataurs found that they could live in silence, believing that one day the evil entity infesting their forest will be defeated by a group of great heroes.

Behind the Masks of Bone

Grinataurs have always been keen observers of their surroundings, often finding work as trackers or hunters. When The Forest of the Dead became contaminated with The Veil's evil, it did not take them long to find ways to deceive the wandering unliving who sought to devour them. The Grinataurs found that both the hypnotic Leopods and the Unliving did not have any interest in that which was already dead. It was never

documented who pioneered the tactic, but within a generation many tribes of Grinataurs began donning masks made of bone, wearing them as a protective disguise from the Veil's ever-searching minions.

As generations have passed, these masks have become a point of pride among the families that still dwell within the Forest of the Dead. Many will keep them on at all times, even when no other person or threat of Unliving is around. Grinataur clans that have spent generations out of the deadly forest still hold on to their masks as revered family heirlooms, wearing them as part of their traditional garb.

Grinataur Names

Female Names: Hilder, Malik, Masha, Maltal, Zatyra

Male Names: Bruook, Durek, Gwart, Kron

Grinataur Cluster Names: Crefellow, Footspadd, Leafless, Nimblefoot

Grinataur Traits

Your Grinataur character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Grinataurs that reach maturity do so in their mid twenties, they rarely live to be more than 150 years old.

Alignment. At first, most Grinataurs seem morally ambiguous, as living in an unfriendly place makes many of them seem cold or distant, but only the Ekluoofs tend toward a truly evil alignment.

Size. Grinataurs tend to be around 6 feet

tall and weigh roughly 160 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Naturally Stealthy. All Grinataurs hold a knack for moving silently through the thick undergrowth. You gain proficiency in the Stealth skill.

One With Shadows. It is said that you are never truly alone in the Forest of the Dead, as it is safe to assume that there is a Grinataur watching you from somewhere in the shadows. Once per day as an action, you may cast invisibility on yourself without the use of a spell slot if you are in shadow or dim light. The invisibility is dispelled early if you are illuminated for any reason or if you move into a brightly lit area.

Languages. can speak, read, and write Common, Revilian, and Signat.

I found it quite strange when I had discovered an entire family of Grinataurs who had no vocal cords. Surely they would miss the ability to communicate verbally, even if on rare occasion, but no, they had their reasons for this practice. Apparently this family tends to be screamers when they are babies. Rather than lose their entire family to that which haunts their dark forest, they would much prefer to cut out their vocal chords, a ghastly but apparently necessary field surgery.

--- Sorinth the Wanderer



Groblynn

Family First

Groblynn neighborhoods can be found in every established town and city in Revilo, living alongside virtually every Revilian race in some capacity or another. Groblynnns generally hold their family’s well being in the highest priority. These close-knit family units regularly work together. When called to action by a threat, Groblynnns do not hesitate to take up arms in protection of their kinfolk. Although, as a learned and civilized folk, Groblynnns generally prefer nonviolent solutions to resolve their conflicts.

Better Living Through Alchemy

There are no written records of the first Groblynn tribes, but all scholars agree that the species originated in the Valley of Despair, where they developed a rudimentary form of alchemy. The simple salves and tonics eventually formed a tradition that has molded itself into a highly reputable, arcane science that still serves the people of Revilo to this day. Groblynnns uphold this tradition proudly, often give their children with alchemy sets and teach them of the many applications for this ancient and complex art.

Groblynn Names

Female Names: Alliar, Cantrell, Jenet, Tobi, Wendry

Male Names: Blector, Boheum, Dervel, Meltry, Nettle, Octo

Groblynn Clan Names: Blyth, Froud, Halvor, Whalpul

Groblynn Traits

Your Groblynn character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Intelligence score increases by 2, and one additional ability score of your choice increases by 1.

Age. Groblynnns reach maturity in their late teens, they rarely live to be more than 100 years old.

Alignment. Groblynnns are plentiful and morally diverse, therefore they tend toward no particular alignment. Groblynnns of the same family group or clan tend to share similar alignments, with very few exceptions.

Size. Groblynnns tend to be 3 feet tall on average and weigh roughly 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Alchemical Heritage. It is said that the first and greatest of the Revilian alchemists were of one of the original clan of Groblynnns. As numerous and widespread as the Groblynn clans have become, every single one claims these legendary innovators as their direct ancestors. Whether this is true or not, all Groblynn clans ensure that their youths are taught the basics of alchemy as standard curriculum. You have advantage on all checks and saving throws when saving from, crafting, using, and identifying properties of potions and other alchemical items and equipment. You also gain proficiency in alchemist’s supplies.

Talented. Groblynnns can be found all over the diverse land of Revilo, adapting to new social and natural climates well within a single generation. You gain proficiency in any one skill of your choice.

Languages. You can speak, read, and write Common, Revilian, and two other languages of your choice.

Out of all of the intelligent creatures the gods have created, Groblynnns have been resourceful enough to spread themselves across the land. Because of this, they are also the most culturally diverse. They often find themselves taking on habits and characteristics of the other races they share communities with. Some might see this as a disadvantage, but I personally think the Groblynnns are by far the most versatile species the gods could have created. Not only that, but in my travels I have seen them with skin blue, green, purple, red, and just about every color in between.

Because we have spread ourselves all over Revilo, I can find family or friends just about anywhere I go. Do yourself a favor and adventure with a Groblynn, you won’t soon regret it!

--- Sorinth the Wanderer



Hassanavul

Home is Where Your Arde Is

Hassanavuls are very rare in Revilo, having only shipwrecked on the continent within the past decade. When they first found themselves in a new land they split their group into into two very small factions known as ardes. One of the ardes found their home in the Salts, while the other traveled to the east, just south of the Floating Forest. Because Hassanavuls reach maturity by their fifth year, they are just now having litters native to Revilo. With the population growing ardes are beginning to splinter off and scatter across the land. No matter where a Hassanavul finds themselves, if there is one of their own, they will always have a meal and a place to rest their head.

Easily Overlooked

The Hassanavuls are very different from the indigenous people of Revilo, they have a distinct natural ability which allows them to hide in plain sight. All Hassanavuls are born with a magical gem growing from their forehead. It will protect the bearer in times of danger, causing them to become invisible. As the pups age they learn how to control this magic and eventually to control this power enough to briefly cloak others nearby.

Historical Orator

The history of the Hassanavuls has been passed down from generation to generation through stories told by the elders. The eldest members of each arde are responsible for sharing a family story one night every week. Hassanavuls who stray from their arde often try to impose a mandatory story-time while bedding down for an evening’s rest to honor their ancestors’ long-lived and celebrated tradition.

Hassanavul Names

Female Names: Blea, Cally, Eyllen, Ruby, Thalia, Wyn

Male Names: Ahm, Myrg, Ruut, Urkin, Vloot

Arde Names: Amyyr, Marhy, Graym, Rayh

Hassanavul Traits

Your Hassanavul character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity increases by 1.

Age. Hassanavuls reach maturity at age 5, they rarely live to be more than 30 years old.

Alignment. Hassanavuls are rather rare and mysterious on the Revilian continent, but seem to generally have others’ best interests at heart. At their worst, Hassanavuls are mischievous tricksters who derive pleasure in pilfering from and misdirecting those they meet in their travels.

Size. Hassanavuls tend to be 18 inches tall on average and weigh roughly 20 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Adept Antlers. Hassanavuls can use their antlers as natural weapons with the finesse property to make unarmed strikes, dealing damage equal to 1d4 + your Dexterity or Strength modifier. When you reach level 4, this damage die increases to a D6. When you reach level 8, this damage die increases to a D8.

All Paws. The Hassanavuls’ bestial paws make it difficult for them to perform basic actions that require thumbs and fingers. You are unable to use tools, weapons , or shields regardless of any proficiency granted by your class.

Inherently Magical. The Hassanavuls’ deity blesses them with the ability to cast spells as naturally as some species wield a blade. You gain one cantrip, one 1st level spell slot, and learn a 1st level spell, all from the bard spell list. Your casting ability for these spells is Charisma, you regain all Inherently Magical spell slots after you have completed a long rest.

The Mother’s Cloak. You may call upon their mother deity to render themselves invisible until the start of their next turn or until you attack, make a damage roll, or force someone to make a saving throw. Upon reaching level 10, you may use this ability to effect up to a number equal to your proficiency bonus of creatures you can see within 15 feet of you. Once you

use this ability, you cannot do so again until you complete a long rest.

The Mother’s Eye. All Hassanavuls have a gem embedded in their forehead they call “The Mother’s Eye”. It roils and undulates with color as your emotional state changes, you choose which color represents your emotional state. You have advantage on all Charisma (Persuasion) checks but disadvantage on Charisma (Deception) checks against creatures that are familiar with you.

Languages. You can speak and read Common, Ghyrmanic, and Revilian.



Hystracathi

Semiaquatic Survivors

Hystracathies are a tenacious race, primarily living in the Marsh in southern Revilo. They make their homes in small woven huts built atop driftwood. Each hut in a prickle, or family group, is woven to the hut next to it. This ensures that they stay together with the rise and fall of the water level. The size of the family and the structure of their huts speaks highly to the level of influence that particular Hystracathi prickle has within their community. When marriage between families occurs, the prickles combine by weaving their homes together in a patch-work fashion, a task shouldered equally by the able workers of each prickle involved.

Prickles and Sounders

Hystracathi prickles often form friendships with the neighboring Drachoreus, who live atop buoyant mounds of floating earth and plant matter atop the marsh called sounders. The Drachoreus rely on this relationship to help anchor their homes to the sparse bluffs of solid ground that protrude out of the Marsh. During the rainy seasons, the Hystracathies' prickles would become flooded if not for the bulk of the Drachoreus' sounder redirecting and absorbing the rising waters. Religious Hystracathies believe their actions will please their deity Anaxygosal, and they will be rewarded for aiding a community of fellow Marsh dwellers, creating symbiotic harmony.

Hystracathi Names

Female Names: Ava, Floorah, Lilly, Merda

Male Names: Asher, Beckett, Emmett, Jasper

Prickle Names: Hrensyn, Leeve,

Llewl, Millpon

Hystracathi Traits

Your Hystracathi character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Dexterity is increased by 2. Your Wisdom score is increased by 1.



Age. Hystracathies are relatively short lived compared to their Drachoreus allies, reaching their maturity at 20 and usually living for less than 150 years.

Alignment. Hystracathi society is chaotic and busy with the constant activities of survival in the unkind marshlands, they know that every member of their prickle is important to the longevity of the whole.

Size. Hystracathies are between three and four feet in stature and generally lithe in frame. Your size is small.

Speed. Your base walking speed is 30 feet. You have a swimming speed equal to your walking speed.

Semiaquatic. You can hold your breath for an amount of minutes equal to your Constitution modifier x 10, minimum of ten minutes, and

have blindsight 30 feet while you are underwater.

One-Dozen Eyes. The Hystracathi have 12 eyes, allowing them a much broader peripheral vision than the average two-eyed individual. Choose either Investigation or Perception, you gain proficiency in one of your choosing. Attacks from hidden creatures don't have advantage against you unless they are invisible.

Spine-Faced. The Hystracathies' many-spined visage protects their face from threats underwater and on dry land. When you are hit with a melee attack by a creature within 5 feet of you, you may use your reaction and have the creature take piercing damage equal to your proficiency bonus as they stab themselves on your sharp quills.

Languages. You can speak, read, and write Common and Revilian.

I was traveling to the Marsh in hopes of interacting with Reapers of the Seekashab tribe when a prickle of Hystracathies saved my life.

I had set camp for the night, fastening my bedroll a few feet off of the ground between two trees. I had heard tale of the water rising and sinking with the flow of the moons, and the last thing I wanted was to wake with water in my mouth. I prepared to close my eyes and catch up on some much needed rest, when a Racnor exploded out of the mud beneath me. Before I could even draw my sword I could hear whistling sounds as though they were coming straight at me. In the moonlight I could see a half dozen harpoon-like spears soaring through the air at the beast!

He dropped like a sack of rocks and a small group of Hystracathies approached. They had been on the hunt of this mud-dwelling beast since daybreak, and now proceeded to butcher it in front of me. They graciously invited me to come and join their family prickle for the meal. After telling them stories of my exploits they offered me a roof over my head for the evening for which I was truly grateful.

Between the full belly and the sweet reed wine I drank far too much of, I was a bit worried I might roll right out of my hammock in a stupor.

--- Sorinth the Wanderer

Procynolite

Keepers of Trees

Procynolites are wise creatures most commonly found in the Floating Forest, where they make their homes inside the trunks of the Tupuna trees. These enormous trees are said to be as old as the world itself.

The Procynolites have a curious bond with the Tupuna trees that seems to give them an innate magical ability which intensifies their wisdom beyond their years.

Procynolites often walk on all fours and have long prehensile tails used to swing from tree limbs and manipulate small objects. Their fur can be a wide range of colors, and many have rings of alternating colors on their tails. A Procynolite’s age can be estimated by the length of the tree-like horns growing from their heads.

Bonding with Nature

Procynolite culture revolves heavily around the natural world, and they have developed particularly close bonds with plants. It is hypothesized that their wood-like antlers are the key to their mysterious and strong bond with nature. Throughout the Floating Forest small druidic circles of Procynolites exist that feel it is their duty to upkeep the forest’s natural balance.

Truthful to a Fault

The original Procynolite language had no word for “lie”, since to speak an untruth with the intention to deceive could put tribemates in mortal peril. Even today, Procynolites lack the ability to tell convincing fibs simply because it has been ingrained into the very fabric of their culture to remain faithful to the truth.

Procynolite Names

Female Names: Adina, Ashira, Bina,

Cennine, Chaya, Dassi, Elicora, Gibora, Hedya, Liora, Yemima

Male Names: Aharon, Avial, Barich, Chacam, Dor, Eitan, Frome, Hevel, Itamar, Lavan, Nir

Family Names: Akkar, Brodar, Ezzar, Gelter, Jakowl, Jerra, Mindle, Rosent, Segan, Vogesh

Procynolite Traits

Your Procynolite character has a number of

traits that they share with all others of their kind.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Age. Procynolites reach maturity around 20 years of age, they rarely live more than 140 years.

Alignment. Procynolites tend to be good, and many do not care to uphold the regulations handed down by their bureaucratic Cokathralis overseers.

More clever Procynolites sometimes undermine the bureaucracy by replacing already written legislation with their own “revised” versions on the eve of their proposal.

Size. Procynolites, while on all fours are roughly 2 and a half feet tall at the shoulder, standing upright they are a slightly hunched 4 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet, you have a climbing speed of 20 feet.

Honest to a Fault. Procynolites cannot deceive effectively, as their culture lacks any real understanding of the concept. You get disadvantage on all Charisma (Deception) checks, but advantage on all Charisma (Persuasion) checks.

Prehensile Tail. Procynolites have a long tail that aids in climbing and can even serve as an extra hand. You may wield a weapon with your tail so long as it the Light property and attack with it using your bonus action. You don’t add your ability modifier to the damage of this attack. Alternatively, you may use your tail to wield your spell focus or a reasonably lightweight magic item.

Natural Acrobat. You gain proficiency in the Acrobatics skill.

Tree Friend. Once per day, you may cast speak with plants without expending a spell slot.

Languages. You can speak, read, and write Common and Revilian.



Reaper

First of Revilo

The Reapers were the first sentient creatures created by the gods. After the Reapers refused to work as Ghyrma’s agents against her, Creedona accepted them as her own children. Though she did not give them life, she gave them status and acted as a parental figure. As more intelligent races were created by the gods the Reapers were sought out for their wisdom and guidance.

Many Tribes, Many Duties

As Reapers began to civilize the Icy Divide, they sent out reconnaissance groups to explore the continent. As time progressed and they learned of the different regions and climates, the ruling King of the Reapers splintered smaller tribes off of the Brood to inhabit the land. His goal was to have representatives all over Revilo who could act as his council. As the ages transpired the tribes evolved to match their surroundings. The Nanti became aquatic, the Accoral became amphibious, each tribe thriving in their area. Still to this day, the council is comprised of a member of each tribe. They meet annually at the Great Conclave that was established so many ages ago.

Reaper Names

See names common among each subrace.

Reaper Traits

Your Reaper character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Constitution score increases by 1.

Age. Reapers are one of the longest-lived of the Revilian races, reaching maturity around 45 years of age. The eldest Reapers are between 750 and 1,000 years old.

Alignment. The vast majority of Reapers see themselves as native peacekeepers and protectors of Revilo and tend towards lawful good, especially after maturity. Young Reapers are more chaotic, energetic and fun-loving. They often orchestrate intricate, good-natured pranks on their more stoic elders. Reapers that turn to evil most often do so as a result of some sort of external corruption, be it magical or otherwise. Greyskrulls are the exception to this, and are of evil alignment more often than not.

Size. Reapers stand between 6 and 7 feet tall and weigh between 200 and 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. From the depths of the Revilian Sea to the dark caves of the Icy Divide, Reapers have developed the ability to see in the darkest of places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Bite. All Reapers have an animalistic upper head as well as a more refined lower face on their torsos. As an action, you may choose to make an unarmed strike using your upper head. If you hit with it, you deal piercing damage equal to 1d6+ your Strength modifier.

Two Eyes Open. Because all Reapers have both an upper and lower face, whenever one is resting the other keeps a vigilant eye on its surroundings. You may maintain a watch while getting the benefits of an 8-hour rest, using your passive perception to detect any potential threats.

Languages. You can speak, read, and write Common and Revilian.

Subrace. Being one of the oldest mortal species

in all of Revilo, the Reapers have had plenty of time to spread out and evolve independently. Some, like the Seekashah, favor the marshes and other aquatic habitats of Revilo. The Brood Tribe inhabits the Icy Divide. The Lakanap are nomadic, constantly roving the land in search of potential threats to the delicate balance of the Revilian ecosystem. Greyskrulls are the youngest of the Reapers, having descended from the Brood tribe after being banished from the Icy Divide for unacceptable and immoral religious practices. Greyskrulls are so far flung

culturally from the rest of their lineage, that the other tribes do not consider them Reapers at all, only a blemish upon their past. Greyskrulls now predominantly inhabit the Badlands to the south, but war parties have been seen belligerently stomping across all of Revilo. They take slaves and plunder what they can to take back to their underground lairs, known as The Catacombs, beneath the Revilian Badlands.

I know that everyone loves the Reapers. Yes, I am aware that they were the first of us speaking folk to walk Revilo, but so many that I have met are quite literal, and cannot sense inflection or when I am being humorous. At least it has been that way with the Broods I have met.

The Seekashah, on the other hand, are just strange ones all around. I had travelled to the Marsh specifically so that I could meet people from their tribe and it took me nearly 5 days of camping in the region before I even realized I had been living among them all along. Anyone less observant would have taken far longer and quite possibly given up. It was on that fifth night that I caught a glimpse of a pair of them hunting for small amphibians. I offered them what I had caught for the next day's breakfast, but they rejected my gift. However, they had decided I posed no threat after watching me bumble about the Marsh for the previous few days. The Seekashahs agreed to sit with me and shared a bit of their culture, information about their underwater villages, and even invited me down for a visit. Unfortunately, I was ill equipped to dive down for an underwater conversation within the mud homes of the Seekashah.

After visiting the Marsh, I travelled to the Salts in hopes of encountering some of the Nanti Tribe off the coast. I coaxed a local into taking me out on her skiff by graciously buying her two rounds of Salazarite Swill at The Buried Mast. She knew where some Nanti would be pulling in their nets for the day. Though I was able to see them working their haul, I was not afforded the opportunity to speak with them. I tried calling out something funny, but it did not seem to get their attention.

The Lakanap have undoubtedly, without question, by far been the easiest to talk to of all of the Reapers. Though the few I have spoken with possess a very peculiar cadence to their speech, they did seem to understand my humor, even if their response was a bit delayed.

There are many other Reaper tribes I have not yet encountered. I hope to eventually have the chance to interact with all of them, except for the corrupt Greyskrulls of course.

--- Sorinth the Wanderer

Reaper, Brood

Eldest Tribe

The Reapers from the Brood Tribe look the closest to how Reapers are depicted in all of the known written histories dating back to the Rise of the Gods. Their skin color has become more blue as the temperatures of the region have dropped over time, but they look almost identical to the strong beasts of the ancient texts.

The Brood are highly revered by all of the other Reaper tribes (excluding the Greyskrulls), as they are direct descendants of the first Reapers. Ages ago, when the pact was made with the Groblynnns, the Reapers of the Brood Tribe allied themselves with the Halvor Groblynn tribe to help them expand their frosty cavern system deep within the mountains of the Icy Divide. The innovative Groblynnns quickly discovered ways to expand using the natural caves, and even constructed three Great Halls for the Brood, as well as networks of caverns connecting all the different villages within the mountain. These three halls have been used to this day for the annual Great Conclave of the Reaper council. Reapers of all tribes gather in this ancient structure to discuss social issues and plan for the year ahead.

Brood Names

Female Names: Antaak, Chovah, Japar, Karana

Male Names: Antul, Baektor, Gorath, Orak

Tribe Names: Klaang, Mulor, Shoovak, Torg

Brood Traits

Your Reaper character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Charisma score increases by 2.

Cantrip. You know one cantrip of your choice from the warlock spell list, Charisma is your spellcasting ability for it.

Born of the Icy Divide. You gain resistance to cold damage, and never take points of exhaustion from extremely cold temperatures.



Reaper, Lakanap

Roaming the Land

The Lakanap Reapers are the most compassionate and gentle of this ancient species. Nomadic by nature, they do not have any permanent settlements, nor do they build structures. Never wanting to exhaust the natural resources in any given region, they continue to migrate. These benevolent beasts are truly one with nature, and feel a deep connection to both Creedona and Viredith. Two factions of the Lakanap Reapers have recently reunited to once again form the Great Tribe. It is both a time for celebration and a time for mourning, as two tribes perish and one is birthed anew.

Older and Wiser

The mushrooms growing on the Lakanap's backs are known for their medicinal qualities, and they have even been found to extend the life of the Lakanap. When trapped in the Valley of Despair many of their tribe began to eat the mushrooms growing on their own backs. They found that as long as they ate a handful each day it would prevent them from aging any further.

Lakanap Names

Female Names: Kali, Koth, Lukara, Saistone

Male Names: Drex, Gorkon, Kahmar, Tanavik

Family Names: Huruga, Miral, Rorg, Sorval

Lakanap Traits

Your Reaper character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Wisdom score increases by 2.

Medicinal Fungus. The Lakanap Reaper

tribe imbue the mushroom-like fungal growths on their backs with healing energy. As an action, one may be plucked off and fed to an adjacent creature, healing hit points equal to $8 + \text{your Wisdom modifier}$. Note that another creature may use this ability so long as they are adjacent to you and the creature they wish to heal. You may use this ability once, regaining the ability to do so upon finishing a long rest.

My Home Is Here. The Lakanap are a nomadic people, binding themselves to the land for brief periods and gaining communion with the elements that reside there. Upon completing a short or long rest in a terrain type, you may cast any of the Circle of the Land druid spells for that terrain once without use of a spell slot or need of components, so long as you are of the level to have the spell slot to cast them (as if you were a full-casting class, even if you are not). Upon long or short resting in a new terrain type, the circle spells from the previous terrain are replaced with the circle spells of the current one. Your spellcasting ability for these spells is Wisdom. You regain the use of this ability after you complete a long rest.



Sorcía

Once Nomadic

Before the founding of the underground metropolis Dalakbruel, the Sorcias were a more rustic, nomadic people. They would travel Revilo in pursuit of seasonal foraging. After the Great Hibernation they traveled the Wajue atop their caravans of Caballies. History claims that it was Orgganah Dunsdelve who first tapped into the deep groundwater below the surface of the desert. Striking a reliable and clean water source precipitated the Sorcias to begin to plant crops. Exploring the underground tunnels where water originated, the tribes began construction on Muckswallow, the oldest district of modern-day Dalakbruel. The Sorcias grew to prefer their lives underneath the surface of the desert, where they exist in a much more comfortable temperature and lifestyle. Before long their underground refuge grew, and Muckswallow expanded. The old Livna tunnels were widened and developed into Dalakbruel, the impressive metropolis, thanks to the ingenuity and determination of the Sorcian people.

A Culture of Academic Excellence

The Grand Archive of Dalakbruel is a seemingly limitless library, the largest House of Knowledge on the Revilian continent. The labyrinthine maze of bookshelves holds everything from the most technical mechanical blueprints to the most meticulous records known of the many species of Revilo and the outlands. Yet it continues to grow as the archivist Sorcias of the academy believe there to be infinite knowledge to amass. Traveling scholars must deposit copies of their own findings and journalings as tribute to gain entry to the archive's wealth of knowledge. The academy's letterpressers will create an almost perfect duplicate of any works for a small fee, but many traveling

academics find this to be an unacceptable hassle.

Advanced Technology

The Sorcias have the most technologically advanced and longest standing civilization in



Revlio. They are tinkerers and inventors by nature, known for their ingenuity when creating mechanical devices. Almost all of their mechanisms are powered by the methane harvested from the excrement of the Livna sand worms. The Sorcias are also known to be extremely logical and judicious creatures, very rarely becoming involved in conflicts or wars. The oldest and wisest among the Sorcia's inner council have received information that the Livna have not been laying eggs over the last three decades. This has become a growing concern, as the Sorcias have begun to fear that the source of all their energy could go extinct with this generation of larvae.

Sorcía Names

Female Names: Helia, Ursula, Yakku

Male Names: Grissow, Phineas, Yakkom

Inner Council Family Names: Digdytch, Dunsdelve, Hightunnel, Mudmirr, Sandspire, Slatesaw, Stoneburrow, Terrasoll, Woodlyd

Family Names: Brumble, Drygdy, Lyrvna, Ruch, Treunel, Sranch

Sorcía Traits

Your Sorcia character has a number of traits that they share with all others of their kind.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Sorcias reach maturity around age 50, the very oldest among them are approaching their fourth century of life.

Alignment. Sorcias are generally happy when things are tidy and well organized, allowing space for their numerous academic pursuits. This lawful value is reflected in their governing bodies, which are plentiful and fairly efficient for this reason.

Size. Sorcias tend to be around 3 feet tall on average and weigh roughly 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet. Your clawed, spade-like hands gain you a burrow speed of 10 feet.

A Tradition of Innovation. Ever since the ancient forefathers of Sorciakind unpacked their Caballies and tunneled out the main street of present day Muckswallow, the Sorcia peoples have developed a knack for using the environment around them to help solve their problems. Woven rope vines and pulleys soon gave way to interconnecting gears and cogs powered by Livna gas, and it quickly developed into the most technologically-advanced city on the Revilian continent. You have advantage on all checks and saving throws dealing with the following: Crafting, using, and identifying properties of magical and technological items. You also gain proficiency in tinker's tools.

Play Dead. When threatened, Sorcias are known to suddenly go limp, dropping prone to the floor and lessening the magnitude of a blow. When you take damage you may use your reaction to Play Dead, dropping prone but granting you resistance to that damage type until the start of your next turn. Any creature that sees you use this ability is afterward immune to its effects for the next 24 hours.

Languages. You can speak, read, and write Common, Revilian, and two other languages of your choice.

I have had the pleasure of conversing with many brilliant Sorcias but my favorite, by far, is Phineas Cogschild.

I am lucky to have his shop so close in Crookstooth that I can often pick his brain when needed.
— Sorinth

f Subclasses

College of Gourmet – Bard

The art of inspiring one's comrades often goes far beyond singing songs and telling tales. You have learned to infuse your inspiring magic into the food you prepare using your bardic talents, bolstering your allies with your unparalleled cooking prowess.

Culinary Genius.

When you join the College of Gourmet at level 3, you gain proficiency with Cook's Utensils, which you may now use as a spellcasting focus for your bard spells, and know *create food and water*, which is now both a bard and ritual spell for you. You also gain the ability to magically create 2 arcane-infused dishes using your Cook's Utensils. You may do this by spending one or more Bardic Inspiration dice, successfully creating the number of dishes equal to the result of the roll or rolls. It normally takes 10 minutes to prepare each dish, but if you have access to a kitchen or cooking fire you can prepare each dish in half the time. A creature may benefit from only one of your special dishes at a time, but a dish that features multiple portions may benefit as many creatures as indicated on the dish's description.

You learn how to prepare 1 additional dish of your choice at 7th, 10th, and 15th level. Each time you gain a level in this class, you may replace one dish you know with a different one.

Sharp Tongue, Quick Wit.

Masters of the Gourmet often train under harsh conditions, their scullery classrooms are always chaotic, cramped, and blazing hot, often causing tempers to flair wildly. Because of this, your insults have an edge as honed as a butcher's blade, and you do not hesitate to let them fly. At level 3, you

learn the Bard Cantrip *vicious mockery* if you don't already know it.

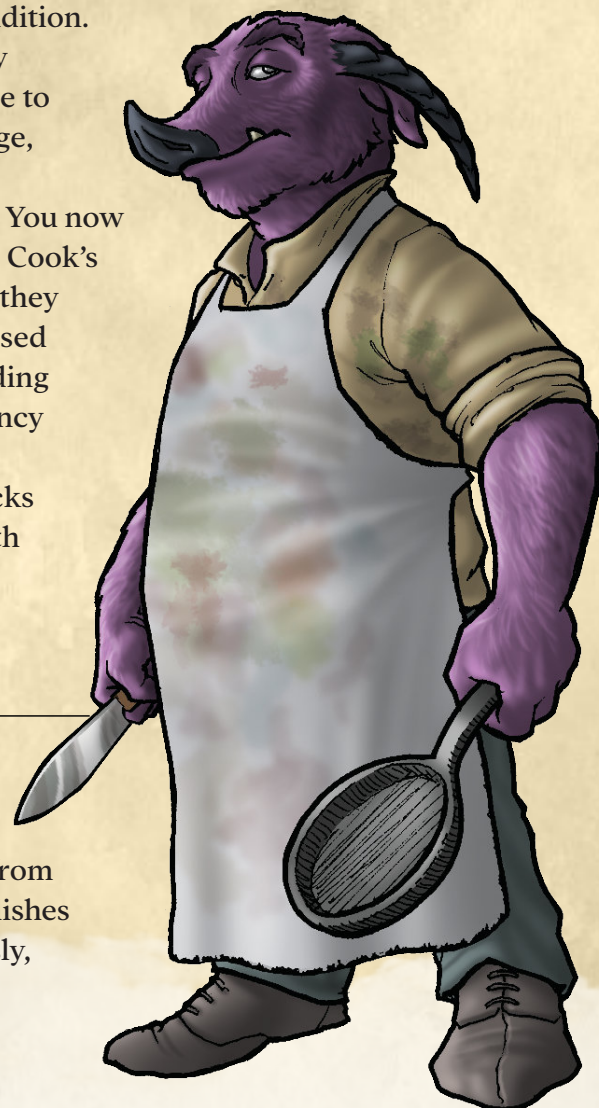
Pantry Master.

At 6th level, you gain proficiency in Constitution saving throws, have resistance to poison damage, and are immune to the poisoned condition.

If you already had resistance to poison damage, you are now immune to it. You now may use your Cook's Utensils as if they were improvised weapons, adding your proficiency bonus to any weapon attacks you make with them.

Second Helping.

Starting at 14th level, a creature may benefit from two of your dishes simultaneously, rather than just one.



COLLEGE OF GOURMET DISHES:

The names and components of these dishes should be customized to your character, but the underlying effects remain the same

Fentrhal's Fruit Salad (2/dish) A creature that imbibes this luxurious dish of exotic fruits regains hit points equal to your Charisma ability modifier, minimum of 1, and removes one point of exhaustion from themselves if they have one. This dish takes an action to consume and goes inert unless eaten within 24 hours of creation.

Greens of Clursadar Strength A creature that imbibes a serving of these greens cooked in animal fat becomes proficient in unarmed strikes if they weren't already. Their unarmed strike now uses 1d6 + their strength modifier for damage if it wasn't already higher. The effect lasts for 10 minutes after the dish is consumed, this dish takes one action to consume and goes inert unless eaten within 24 hours of its creation.

Parvie Jerky (2/dish) Once a creature manages to chew this leather-like, but pleasantly spiced meat enough to swallow it, they are granted +1 to their AC value for the next 8 hours. This dish takes 10 minutes to consume and goes inert unless eaten within 24 hours of creation.

Rinklesnir Rolls (2/dish) The fates smile favorably upon a creature that imbibes one of these finely-smoked, rolled filets of Rinklesnir. A creature may reroll 1 d20 result of an attack roll, ability check, or saving throw within 8 hours of consuming a portion of this dish. They must choose to do this before they know the outcome of the initial roll, and keep the second result. This dish takes 1 minute to consume and goes inert unless eaten within 10 minutes of creation.

Snikwah Bites (2/dish) A creature that imbibes one of these meatballs may cast the spell *burning hands* once before the end of its turn,

as the magically-infused spices cause them to noisily belch arcane fire like that of a Snikwah. The spell uses your Bard spell save DC. If a Snikwah Bite is consumed, but if *burning hands* is not cast by the creature before the end of its turn, it takes 4 (1d6) fire damage internally and is incapacitated until the end of its next turn. This dish takes a bonus action to consume and goes inert unless eaten within 24 hours of creation.

Tomichin Tarts (2/dish) A creature that imbibes one of these bite-sized tarts spends 0 movement to stand up from being prone and doubles their speed until the end of their next turn. This dish takes a bonus action to consume and goes inert unless eaten within 24 hours of creation.

Cree Loaf A creature that imbibes this dense but tasty bread rolls 1 additional damage die whenever they deal damage with a spell or cantrip. Whenever they roll a critical fail on a spell attack roll, they receive damage equal to 1 damage die of the critical failed spell or cantrip. This dish takes 1 minute to consume and goes inert unless eaten within 1 hour of creation. *(Must be a 7th level Bard)*

Rooter Salad A creature that imbibes this perfectly-seasoned mixture of greens and root vegetables gains resistance to one damage type of your choice for the next 8 hours. This dish takes 1 minute to consume and goes inert unless eaten within 10 minutes of creation. *(Must be a 7th level Bard)*

Sounders Curry A creature that imbibes this intensely-flavored rice dish feels grounded, with a clear and confident head. This creature has advantage on all Wisdom saving throws, and cannot be put to sleep by magical means for the next 8 hours. This dish takes 10 minutes to consume and goes inert unless eaten within 1 hour of creation. *(Must be a 7th level Bard)*

Strewthua Egg Omelette A creature that imbibes this delicious masterpiece of eggs and cheese gains temporary hit points equal to their character level and advantage on Constitution Saving Throws for the next 8 hours. This dish takes 1 minute to consume and goes inert unless eaten within 10 minutes of its creation. *(Must be a 10th level Bard)*

Tupuna Root Tea A creature that imbibes this cup of bitter (less so if you add a touch of nectar), black liquid feels immediately more agile, and slightly jittery. This creature gains advantage on Dexterity saving throws, and adds an additional +1d6 to initiative checks for the next 8 hours. This dish takes 10 minutes to consume and goes inert unless drank within 1 hour of creation. *(Must be a 10th level Bard)*

Recipe variations for a non-Revilo game			
<i>Fentrbal's Fruit Salad</i>	<i>Ambrosia</i>	<i>Cree Loaf</i>	<i>Mana Bread</i>
<i>Greens of Clursadar Strength</i>	<i>Sautéed Spinach</i>	<i>Rooter Salad</i>	<i>Unsusceptible Salad</i>
<i>Parvie Jerky</i>	<i>Tough Jerky</i>	<i>Sounders Curry</i>	<i>Wisened Curry</i>
<i>Rinklesnir Rolls</i>	<i>Lox</i>	<i>Strewthua Omelette</i>	<i>Hearty Omelette</i>
<i>Snikwab Bites</i>	<i>Spicy Meatballs</i>	<i>Tupuna Root Tea</i>	<i>Blackest Tea</i>
<i>Tomichin Tarts</i>	<i>Speedy Pop-ups</i>		

The Everyman – Rogue

In your youth you may have felt unimportant and often overlooked, going unnoticed without necessarily meaning to. You have a habit of leaving people sure they've seen you before, but unable to elaborate on the details. You seem to fit into every scene without suspicion, as if you had been there the whole time. You are the shadow in the corner of the tavern, master infiltrator, and wily deceiver. You are the Everyman.

Trustworthy Face.

Starting at 3rd level, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks when addressing someone who doesn't know or recognize you.

Wallflower.

When you choose this archetype at 3rd level, you gain the ability to blend into groups of people whether you belong there or not; you gain a Passive Stealth score equal to 10 + your Dexterity modifier + your proficiency bonus.

In addition, you gain proficiency with the disguise kit and the forgery kit, if you don't have them already. If you have proficiencies in one or both of these tools, you may

have expertise in one of them of your choice.

Din of Distraction.

By 13th level, you have developed the ability to hide in the din of combat, enabling you to evade your opponents' senses mid-battle. Once during your turn, you may force one creature you can see to make a Wisdom (Perception) check against your passive Stealth score. If they fail, you count as hidden to them if you did not start your turn within five feet of them, until you deal them damage, they succeed at a Wisdom (Perception) check on to spot you on their turn, or the start of your next turn.

Forgettable Face.

When you reach 17th level, you have gained the

ability to cause creatures to forget interacting socially with you. After concluding an interaction in which the target saw your face, you may choose to force them to succeed at an Intelligence saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), or the creature forgets your face and voice,

remembering only the interaction itself. A creature has advantage on this saving throw if they knew you before, or is hostile toward you. This ability has no effect on creatures who are immune to the charmed condition. A creature is immune to the effects of this ability for one week after having it used on them.

The Fanatic Domain – Cleric

The devotion to one's deity can often lead down the path of ardent fanaticism, a transformation into a vessel of your god's will. Clerics of this domain are unwavering in their faith, to the point of worshipping by experiencing tremendous amounts of pain in their deity's name, sometimes resulting in their own downfall.

Fanatic Domain Spells

1st *false life, hellish rebuke*

3rd *misty step, web*

5th *phantom steed, vampiric touch*

7th *blight, phantasmal killer*

9th *antilife shell, dominate person*

Bonus Proficiency.

When you choose this domain at 1st level, you gain proficiency with martial weapons.

Warrior of Zeal.

When you make melee weapon attack, you can use your Wisdom modifier instead of Strength or Dexterity for attack and damage rolls.

Power from Pain.

When you choose this domain at 1st level, you are granted a dice pool of divine energy by your deity. The number of dice in the pool is equal to your cleric level. Whenever you receive damage to your Hit Points, you may expend one or more dice (a d8) from the pool to cause the creature who dealt the damage to take damage equal to the roll of the dice. You or your GM chooses the type of damage at character creation, such that it suits your deity. Alternatively, you may use your reaction to expend one or more of the

dice upon receiving damage to your Hit Points to heal a creature other than yourself that you can see within 60 feet. The creature regains hit points and you gain temporary hit points equal to the roll of the dice. As an action, you may deal damage to yourself equal to your strength modifier, minimum of 1 to activate this feature. Note that receiving damage to your Temporary Hit Points does not allow you to activate Power from Pain. You regain your pool of Power from Pain dice when you finish a long rest.

Beginning at 10th level, you may activate this ability when damaged by spell attacks as well.

Channel Divinity: Addle the Faithless.

Starting at 2nd level, you can use your Channel Divinity to momentarily weaken your foes.

As an action, you present your holy symbol and choose a number of creatures equal to your Wisdom modifier within 30 feet that you can see. For one minute, those creatures roll twice on their next weapon damage roll, keeping the lower of the results. You can't use this feature on a construct.

Beginning at 14th level, this ability affects the damage dice of spells as well.

Fanatical Crusader.

Beginning at 6th level, as long as you have temporary hit points, you have resistance to bludgeoning, piercing, and slashing damage. Any excess hit point loss from the attack that reduces your temporary hit points are halved as per the resistance rules, but any subsequent attacks receive no resistance from this ability. In addition, when you use the attack action on your turn, you now may make an additional melee weapon attack as a bonus action.

Wrathful Strike.

At 8th level, you gain the ability to imbue your weapon attacks with devastating energy from your deity. When you hit with a weapon attack, you may expend dice from your Power from Pain pool, adding the d8's as damage of the type you chose at level 1. You also gain resistance to that damage type. If you already have resistance to that damage type, you are now immune to it.

Glorious Martyrdom.

Starting at 17th level, when you are at half your maximum hit points or below, you may roll all Power from Pain dice twice, keeping the higher result. If you are at 25% health or below, all expended Power from Pain dice are treated as if they rolled the maximum possible result.



*Galandyr Plythe
Fanatic Domain Cleric*

*Galron Mewt
Knight of Knowledge*

Oath of Knowledge – Paladin

There is nothing more powerful than the knowledge spread through the written word. You have sworn an oath to protect those books and the vast halls of the houses that honor them. The insight you have gained as a Knight of Knowledge gives you distinct advantages over your enemies.

Tenets of Knowledge.

Teach Truth to the People. A society who knows their true history make wiser choices for their future. It is your duty to see that they know.

Protect the Halls of Knowledge. Libraries and archives are this land's greatest resources, and I will keep mine safe and maintained.

Devote Time to the Pursuit of Knowledge. A keen mind, like a sharpened blade, tends to blunt with regular use. Reference the manuscripts daily to keep your mind a razor's edge.

Knowledge Destroys Tyranny. If there is ignorance, there is injustice. If there is injustice, I must educate the masses, directing their just ire at those imposing tyranny upon them.

Oath of Knowledge Spells
3rd <i>comprehend languages, identify</i>
5th <i>detect thoughts, enhance ability</i>
9th <i>clairvoyance, tongues</i>
13th <i>divination, locate creature</i>
17th <i>awaken, legend lore</i>

When you take this oath at 3rd level, you gain the ability to cast a paladin spell as a ritual if the spell has the ritual tag and you know the spell. You do not need to have the spell prepared to cast it in this way. You also gain proficiency in one of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.

Channel Divinity.

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Know Your Enemy.

As an action, you can choose a creature you can see within 60 feet. You immediately know the following about the creature as the information is bestowed upon you by your deity: Damage immunities, resistances, and weaknesses, the creature's Intelligence score, and up to 3 facts regarding its unique behaviors or properties, provided by your GM.

Divine Instructor.

You can use your channel divinity to bolster you and your companions' ability to gather and recount knowledge. You present your holy symbol and speak a prayer to your deity, you and up to 6 creatures you choose may add your Charisma modifier to any Intelligence based skill checks for the next hour.

Practiced Arcanologist.

Starting at 7th level, you may choose 1 cantrip and 1 spell of 4th level or lower from the wizard spell list. You may use this ability to cast the spell once per day without the use of a spell slot.

At 18th level, you learn an additional cantrip and 1 spell of 6th level or lower from the wizard's spell list. All of these cantrips and spells are Paladin cantrips and spells for you.

Truth Extractor.

Beginning at 15th level, you may cast the zone of truth spell a number of times equal to your Charisma modifier, minimum of 1, using your spell save DC. If a creature passes the saving throw prompted by the use of this ability, it

becomes immune to its effects for 24 hours. You regain the uses of this ability after you complete a long rest.

Divine Teacher.

At 20th level as an action, you emanate a 30 foot crackling sphere of divine energy, with you at the center. The sphere moves with you, and imparts you and your allies with the following benefits:

You and your allies gain the benefits of *Know Your Enemy* for all creatures that you choose within the sphere for the duration. You learn the creature’s best and worst saving throws.

You and your allies have advantage on attack rolls on creatures that you choose within the sphere. If they already had advantage on the attack roll from another source, they can reroll one one of the dice, keeping the final result.

All creatures that you choose in the sphere have disadvantage on all saving throws from spells and other effects originating from you and your allies. If they already had disadvantage on the saving throw, they must reroll the higher of the two dice, keeping the final result.

After you activate this ability, you cannot do so again until you finish a long rest.

Path of the Furious Smallfolk – Barbarian

(Restriction: Small or smaller race, Dwarves)

An enormous, raw strength lies at the core of your being waiting to be unleashed on those larger than you. Significantly smaller than most of those you have fought, you have found ways to use your size to your advantage.

Enraged Smallfolk.

Starting when you choose this path at 3rd level you may use your Dexterity bonus for attack and damage rolls for melee weapons with the Finesse property and retain all bonuses from your rage feature. You may use melee weapons with the “Heavy” property as if you were a medium creature if you aren’t already.

Furious Ascent.

Also at 3rd level, while you’re raging, you gain a climbing speed equal to your walking speed. You can use this ability to ascend the first creature you hit with a melee attack on your turn, as long as it is larger than you. This is for all intents and purposes a grapple with the following differences:

Your speed becomes 0, and the target’s speed becomes halved until the grapple ends.

When a creature larger than you escapes the grapple, you are flung 1d4x5 feet in the direction of your GM’s choosing.

While you have a creature grappled it has disadvantage on any attack roll that isn’t against you.

You may not melee attack any but the grappled target until the grapple ends.

You can use this feature a number of times equal to the number of times you can rage, as indicated by the Rages column of the Barbarian Table in the *PHB*. You regain all expended uses when you finish a long rest.

Elusive Scrambler.

Beginning at 6th level, your quick-witted and unorthodox battle tactics

sometimes cause your foes to harm themselves. If an attack that targets you misses while you have a creature grappled with your Furious Ascent feature, you may use your reaction to direct half the damage to the grappled creature.

When you reach the 10th level in this class, this ability directs full damage, rather than half, to the grappled creature.

Twitchy.

At 10th level, you gain proficiency in Dexterity saving throws while you are raging.

Behemoth’s Bane.

At 14th level, your flurry of mounted attacks batters and demoralizes your foe. While you have a creature grappled with your Furious Ascent feature, that creature’s speed becomes 0, and any attempt to escape the grapple made by the grappled creature is taken at disadvantage.

In addition, the first time on each of your turns you damage a creature larger than you with a melee weapon attack while having it grappled with your Furious Ascent feature, the creature takes additional rage damage equal to how many sizes larger it is than you. (For example, if a creature is one size larger than you, it takes x1 additional rage damage, if its 2 sizes larger than you, it receives x2 additional rage damage.)



Backgrounds

The Player's Handbook provides a great selection of backgrounds to choose from. The character backgrounds described here are specific to the Revilo setting, allowing you to add more setting flavor to your game. The backgrounds below provide proficiencies, skills, languages, equipment, and features like those found in the *Player's Handbook*.

Alchemist

You are a learned and capable chemist. You may have a mentor, perhaps a master alchemist you studied under, or you may be a self-taught prodigy, fortunate enough have caused only minor explosions in the midst of your experimentations thus far. Regardless of the specific beginnings of your alchemic career, through diligence and hard work you have gleaned basic knowledge of creating magical effects through the use of predominantly mundane ingredients and complex scientific processes.

True alchemists are highly regarded, and many have accumulated the expensive equipment needed to perform their services. There are far more untrained amateurs and grifters, Livna oil salesmen, who sell their strong-smelling concoctions as miracle cures to unwitting customers. This has left many Revilians wary of those who claim to be alchemists, until they prove themselves knowledgeable in their trade.

Skill Proficiencies: Choose two: Nature, Medicine, or Arcana

Tool Proficiencies: Choose one: Alchemist's Supplies, Herbalism Kit or Poisoner's Kit

Languages: One of your choice

Equipment: Choose: Alchemist Supplies, Herbalism Kit or Poisoner's Kit; protective goggles, leather apron, potion of healing, scholar's pack, a belt pouch containing iogp.

Feature:

While you may not actively study alchemy on a daily basis anymore, through your studies you have memorized the recipes for a basic potion of healing, as well as the recipes for two other common or uncommon potions of your choice. You ignore level requirements for crafting these items and add double your proficiency bonus while using your alchemist's supplies to create them.

Suggested Characteristics: Reference the tables for either the Guild Artisan or the Sage backgrounds found in the *PHB*, depending on the nature of your learning and experience in your vocation.

Big Game Hunter/Taxidermist

You have always had a competitive fascination with accumulating and displaying hunting trophies, proof of your grand prowess as a slayer of beasts. Perhaps you are an outlander who finds themselves tracking species unlike any you have previously encountered in your hunts, delighting in the numerous exotic and unique creatures Revilo has to offer. You may be an academic who views their quarry as specimens that need to be cataloged and placed in a museum.

Regardless of your beginnings, you are well versed in the tracking of creatures, particularly large ones. You have found fortune in stalking and killing the impressive and unique individuals roaming Revilo's wilderness. Like those you hunt, you understand the nature of the predator.

Skill Proficiencies: Stealth, Survival

Languages: One of your choice

Equipment: Taxidermy Tools, a hunting trap, trophy from a creature you killed, a set of traveller's clothes, and a belt pouch containing iogp.

Feature:

While you seek to keep most of the fantastic creatures you have managed to slay, you do know of contacts in the illegal wildlife trade. Whether you frequently connect with these contacts is up to you, work with you GM to incorporate the individual or organization into your backstory.

Suggested Characteristics: Reference the tables for either the Criminal or the Outlander backgrounds found in the *PHB*, depending on your history and relationship with your background.

Displaced Revilian

You hold the official deed to a homestead somewhere in Revilo. This property may have been in your family for many generations, or perhaps you attained it after years of hard work. Regardless, this piece of property has been commandeered by invading outlanders, or perhaps a band of Greyskrulls working under the orders of Kaldor, their king. You left your home, evicted unjustly, and set forth into the world on an unsure path toward your destiny.

Skill Proficiencies: History, Insight

Tool Proficiencies: One artisan's tool of your choice

Languages: One of your choice

Equipment: A set of commoner's clothes, a quarterstaff, an explorer's pack, one deed of ownership for a modest piece of property in Revilo, and a pouch containing iogp.

Feature:

While your homestead might have been greatly damaged or altered since you saw it last, you still hold the legal deed of ownership that would be honored under the previous governing body. If you manage to regain control of your old homestead, it may serve as

a place for you and your companions to rest and call home.

VARIANT: Ousted Business Owner

Feature:

You were once the proprietor of a small but profitable business, selling wares or services to the people in your community until it was commandeered during the invasion. If regained, staffed and maintained, this business will provide a small profit per month (gold amount to be decided by your GM).

Suggested Characteristics: Reference the tables for either the Guild Artisan or the Noble backgrounds found in the *PHB*, depending on your history and relationship with your background.

Keepers of Secrets

The origins of the Keepers of Secrets date back over three thousand years to the Earthshatter. As Creedona watched her sister float out to sea, she realized she was tightly gripping Ghyrma's arm which had been ripped out of the socket in the brawl. Unwilling to let that piece of her sister go, Creedona fractured the remaining limb into eighteen pieces.

As the suns began to set, Creedona selected eighteen Revilians to have the pieces of Ghyrma magically infused into their chests for safekeeping. Creedona believed that one day her sister would find her way back to Revilo to reclaim her lost limb and wanted to share all that was beautiful about Revilo with her sister. Her sacred rites infused the fragments with the ability to absorb and recount memories. The eighteen Revilians were dubbed The Keepers of Secrets, and they swore to Creedona that they would travel the continent and request its people share their stories with them, storing them within the fragment. Inside each of their chests resides a small, magical box with a door that can be opened to hear these tales with the

use of a special key, although none have witnessed this occurrence.

As Keepers reach their elder years, they select an heir to their fragment, grooming them so they will be prepared to absorb all of the memories it has collected. Upon the death of the Keeper, the mind of the heir will be flooded during their enlightenment. It can often take days, or even weeks, to recover from this process, even if they have been properly prepared for the torrent of consciousness and emotion that accosts their psyche.

The Keepers of Secrets seek to travel all of Revilo so that its inhabitants can share their stories and burdens with them, filling their portion of Ghyrma with the memories of a full and rich culture. They must continue this tradition until either Ghyrma returns to reclaim the fractured pieces of her arm, or until there are no more Keepers to carry forth with the task.

Keepers of Secrets have been regarded very highly throughout Revilo for many ages. The Truth Seekers, a new sect of fanatical Solleel worshippers, have recently been hunting the Keepers, instilling fear in those Revilians who might have otherwise aided them. In the short time the Truth Seekers have been active in their hunt, they have already managed to slay three Keepers.

Skill Proficiencies: History, Performance

Languages: Ancient Creedonic, Ancient Sorcian

Equipment: A staff, an entertainer’s pack, a keepsake from before your life as a Keeper, and a pouch containing 10 gp.

Feature: You have spent years traveling the continent of Revilo and sharing many campfires and meals with its diverse people. Many common folk divulge their family’s stories and tall tales to you once they are aware of your station as a Keeper, allowing you and

your party to occasionally gain room and board for free. Talk to your GM about these figures in your past, and what sort of interactions might occur if you were to meet them again during your adventures. The stories told to you may provide useful hints that could aid you and your party in your travels.

Suggested Characteristics: Reference the tables for either the Entertainer or the Folk Hero backgrounds found in the *PHB*, depending on your history and relationship with your background.

The Rooted

You grew up in The Roots of the Floating Forest. Your parents, like their parents before them, have spent their lives working tirelessly in the mines under exceedingly unsafe conditions and impoverished wages. The Burilli crystals they harvest go straight to the Toppers, those who live above you.

That seemed to be your fate as well, until you decided you’d had enough. You will no longer stand for the oppressive culture that trickles down from the Toppers, to the Dwellers, and then onto you the Rooters. The time had come to rise up in revolt against your oppressors, fighting for your freedom against overwhelming odds.

Skill Proficiencies: Persuasion, Athletics

Languages: —

Equipment: Bullseye lantern, dungeoneer’s pack, miner’s pick, shovel, and a pouch containing 5gp.

Feature: While your organization may have started off as relatively small in number, it is ever growing as your oppressors’ tyranny affects more people. There are those that sympathize with your cause that will provide respite for you and your group, much to their own peril.

Suggested Characteristics: Reference the tables for either the Criminal or the Folk Hero backgrounds found in the *PHB*, depending on your history and relationship with your background.

VARIANT

The Baron’s Thorns

You had a relatively carefree childhood growing up in the great city of Crookstooth. When outlanders first started arriving, you remember the city abuzz with excitement. There were new foods to eat, new songs to be heard, and new friends to make.

When Baron Von Horvath staged his coup and took Crookstooth, you saw the brutality his minions brought down on your peers, and decided to fight rather than allow his tyranny to reign. Since then, you have been forced to live a life underground in the sewer system below the city. The Murksguard have orders to arrest you and your family on site. Regardless of your status before, you have been branded a criminal, and ironically now must take what you can to survive, often through theft. You believe in the good people of Crookstooth, and that they will eventually rise up in opposition of the baron’s tyrannical regime.

Salvager

You grew up living along the Revilian coast, most likely in one of the many shanty towns that dot the seaside. Your beginnings were likely humble, with only enough shelter to ward off the elements. You ate from the sea, and possessed only the trinkets you and your family had managed to collect.

It has been many years since the day you watched your first ship sink slowly beneath the waves. You remember it fondly, but not as fondly as the riches that washed upon the shore during the next tide. The ocean gifted your family with boxes of goods, timber, and other useful items that would change your way of life forever. Soon you were part of a team of strong swimmers who would fight the current to locate and gatherer the riches that didn’t wash ashore. Your people now specialize in harvesting from the wreckage of ships sunk while attempting to dock in Revilo. It has improved the standard of living for the people along its coastal waters.

Skill Proficiencies: Perception, Investigation

Languages: —

Equipment: Fishing tackle, a trinket you salvaged from a shipwreck worth no more than 1gp, a hooded cloak, an explorer’s pack, and a pouch containing 5gp

Feature: Having grown up on Revilo’s coast, the ocean has always been a life sustaining nurturer to your people. You gain a swim speed equal to your movement speed.

Suggested Characteristics: Reference the tables for the Outlander background found in the *PHB*.

Tinkerer

You have always harbored a fascination with the mechanical and an aptitude for improving things that rattle, whirl, and rumble. You may have gotten reprimanded as a child for disassembling your family’s automated garment-washer, only to successfully reassemble it before their very eyes. You may have even fixed the horrible squeaking sounds it always made.

You could have apprenticed under one of the great tinkerers of Dalakbruel, spending long hours pouring over schematics and equations in order to build a Livna engine to specification. Either way, you are well-versed in the basic technical workings of mechanisms and gadgets.

Skill Proficiencies: Arcana, Sleight of Hand

Tool Proficiencies: Tinker’s tools and one other artisan’s tool of your choice

Languages: Ancient Sorcian

Equipment: Tinker’s tools, scholar’s pack, 1 set of traveler’s clothes, a broken, non-magical gadget on which you have been tinkering, and a pouch containing 12gp.

Feature: If you are given 3 hours’ time and have your tinker’s tools, you can repair most simple mechanisms, such as a broken wagon wheel or a seized watch.

Suggested Characteristics: Reference the tables for the Guild Artisan background found in the *PHB*.

Truth Seekers

The Truth Seekers are a small religious sect who have become brazen enough to make themselves notorious throughout Revilo. Preying upon people’s fears and superstitions, they blame any hardship or social issue plaguing each settlement on the Keepers of Secrets, from the lack of Livna eggs in the Wajue Desert to the growing population of outlanders around Murk’s Hollow. They have been preaching that the Keepers of Secrets are agents of Ghyrma, and should be hunted down and neutralized before they cause the downfall of Revilian society.

The Truth Seekers work as an inquisition, specifically hunting the Keepers of Secrets and dispatching them one at a time. They travel the land intimidating people into divulging any information they can about recent visits by Keepers. The Seekers brutally punish any who they discover to be aiding or hiding a Keeper, even torturing them for information that would aid them in finding the others. These draconian methods have encouraged rumors to spread throughout the land, giving the Truth Seekers their violent reputation of relentless pursuit.

The Truth Seekers plan to collect all the fragments of Ghyrma from the Keepers of Secrets. The fanatical acolytes believe the pieces will be used in an exceedingly powerful spell that will serve to awaken the Seekers’ true and secret patron deity, Solleel the Ravager. They believe the inert fragments of Ghyrma will provide the energy needed to accomplish this resurgence. Once awakened, they believe that Solleel will help eradicate much of the growing outlander population, restoring Revilo to its proper state of balance.

Skill Proficiencies: Deception, Survival

Languages: Ghyrmanic

Equipment: Traveler’s clothes, holy symbol, priest’s pack, a pouch containing rogp.

Feature: In her travels, Galandyr recruited many followers, many of whom established religious temples to Solleel, cleverly disguised as places of worship to Ghyrma. You recognize the subtle signs that designate this, a single catlike claw mark above the doorframe of the main chapel, unnoticeable to those who aren’t aware of this tradition.

Suggested Characteristics: Reference the tables for the Acolyte background found in the *PHB*.

Humble Beginnings: The Truth Seekers movement began in Old Crookstooth after Baron Murk Von Horvath gained control of the city. Galandyr Plythe had been beaten by one of the baron’s goons for stealing a Plonk fruit. While unconscious she had a vision. She saw the fragments of Ghyrma, like solid, smokey shadows coalescing to awaken Solleel from her forced hibernation. Believing this to be the sign they were seeking, Galandyr’s existing congregation who had already been following her took the name Truth Seekers. The group then took their message to other cities and towns, building the foundation of the Truth Seekers. They do not talk about raising Solleel from the deep slumber to the uninitiated, as that would most certainly cause public backlash and resistance. Instead their outward message focuses on restoring Crookstooth and Revilo to the people who were here before the outlanders, creating many unwitting followers in the process.

Unspoken

The Forest of the Dead is a notoriously dangerous place, and all but the most adventurous generally avoid it if possible. You however were born here and know it as home. Raised in one of the unspeaking Grinataur tribes, you might not have uttered your first words until you were into your teens, as the Unliving denizens of the forest are always listening, always hunting.

Through many silent lessons with Grinataur

hunters, you learned to move undetected and keep perfectly quiet; you were taught to not only survive, but to thrive in the unforgiving wood.

In the Forest of the Dead you could not accumulate many items, as the rattling of equipment makes you less than quiet. This has allowed you to grow accustomed to a life of minimalism. The bone mask you wear on your face was one of your few personal possessions when you finally left the Forest of the Dead and ventured forth to see what the rest of Revilo had to offer you.

Skill Proficiencies: Stealth; and you may choose one between Nature or Survival

Languages: Signet (Grinataur signing language)

Equipment: Bone mask, hunting trap, quarterstaff, the corpse of a small game animal you caught, and a pouch containing 5gp.

Feature: You may spend an hour to create an improvised shelter that will conceal a 20x20 area if you have materials available. A creature who is unaware of its existence sees a natural-looking accumulation of the materials used to create the shelter while they are more than 15 feet away from it. If a creature is suspicious of the shelter because of its sudden existence or any other reason, they may move closer to investigate, discovering your shelter for what it is.

Suggested Characteristics: Reference the tables for the Outlander background found in the *PHB*.

Class Adjustments

Druids and their Wild Shape in Revilo

Revilo is a land full of wondrous creatures, the likes of which are unique to the continent and a few nearby islands. None of them have the “Beast” creature type, which traditionally prohibits a druid from using their forms in their Wild Shape transformations. However, many of these creatures are similar in form to those with the “Beast” creature type from the *Monster Manual*. If you or one of your players wishes to play a druid in Revilo, it is recommended that they use statistics provided in the *Monster Manual*, while transforming into a Revilian creature visually. For example, the “polar bear” stat block makes a reasonable analog for a Clursadar, and that of the giant bat is not a far cry from the Neergnas. If there has yet to be a Revilian creature created that effectively pairs with a Wild Shape that you or your player wishes to take, invent your own Revilian creature that’s similar in size and challenge rating for your narrative. Use the statistics provided in the *Monster Manual* as you normally would for the druid’s Wild Shape.

Feats

Nimble Climber

You are at home high off the ground, and aren't afraid of perilous heights. You gain the following benefits:

Increase your Dexterity or Strength score by 1, to a maximum of 20.

You gain a climb speed equal to your movement speed and are not slowed by difficult terrain from non magical vegetation.

While you are falling, you may use your reaction to gain resistance to damage taken from the fall.

Extremophile

You are resilient to severe weather conditions, and will push others to maintain their composure when they would normally fall by the wayside. You gain the following benefits:

Increase your Constitution score by 1, to a maximum of 20.

You have advantage on saving throws against exhaustion caused by extreme weather conditions.

Once you succeed at a Constitution Saving Throw caused by extreme weather, you may grant up to five creatures an additional 1d6, to be added to their Constitution Saving Throw against the extreme conditions.

In Tune with the Gods

Prerequisite: Must be able to cast at least one spell.

In Revilo, all magic is borrowed from the gods as they slumber in their respective domains. You know how to ask for a little more than most, granting your magic more effect in this world. You gain the following benefits:

Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

When you cast a spell of 2nd level or higher, you may cast it as if you spent one spell slot higher than you actually did. For example, this enables you to cast a 2nd level spell with the use of a 1st level spell slot, or to upcast a 2nd level spell at 3rd level while expending only a 2nd level spell slot. You may use this ability once, regaining use when you finish a long rest.

Additional Rules

There are two new descriptive characteristics that have been added to all NPCs and characters for the World of Revilo Campaign Setting. These are optional rules that can add depth to the characters in the stories your group is creating.

At My Core

Each person in Revilo has something that is uniquely true to their character. It is the nature of who they are. It is similar to alignment, but isn't necessarily confined to those roles. This can be a one sentence description that helps with role playing the character.

Examples include: Self-appointed leader of the Resistance | Street thug with a gambling addiction | Rooted in her community

Motivation

A person's motivation is what drives them on their quests. This is rarely permanent and can change when reaching milestones. The motivation should help in guiding decisions that a character makes throughout the game.

Examples include: Free the Rooters from the oppressive society that is ingrained in their culture | Must find a stolen artifact to clear a debt owed to a crime lord | She will do whatever it takes to keep the doors to her tavern open

Weapons

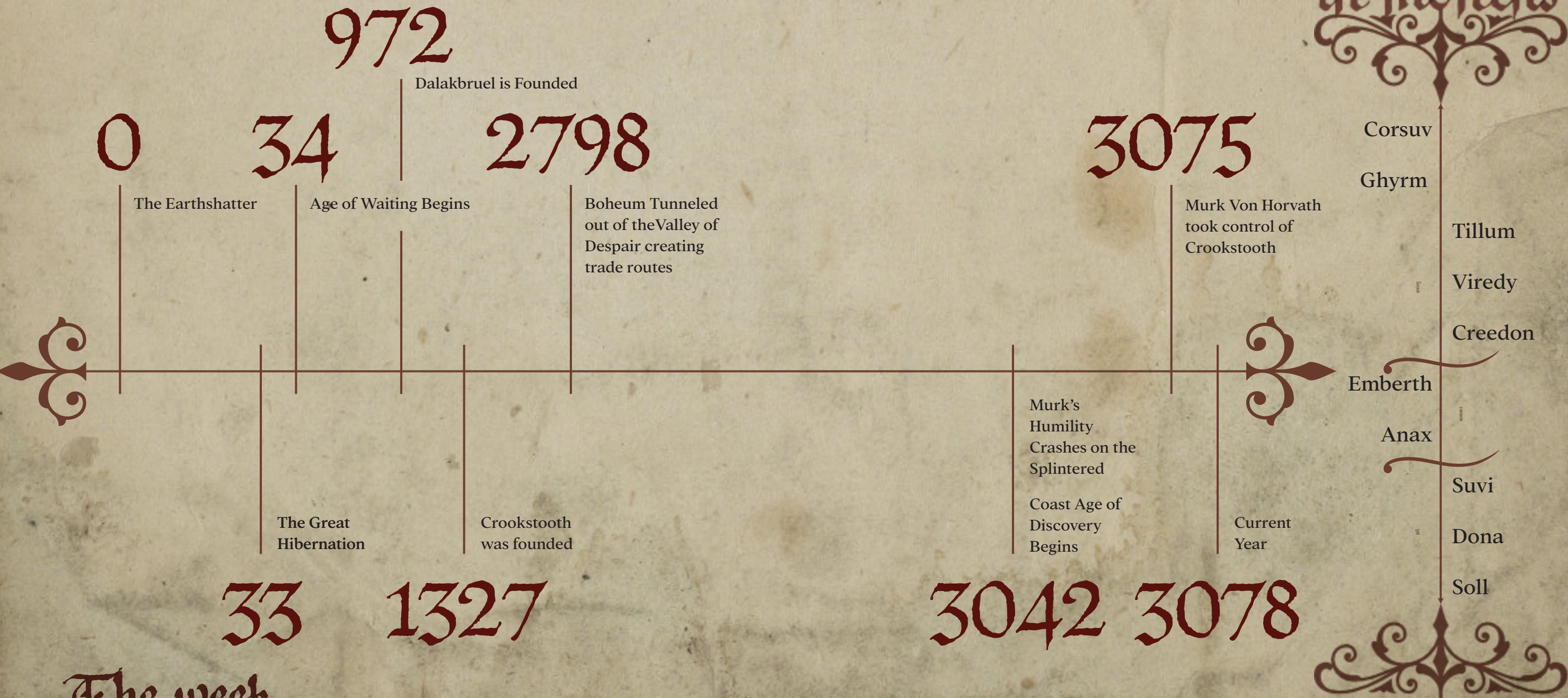


Kusabla	(Martial)	10 gp	1d8 slashing	5 lb.	Two handed	heavy	reach	special
---------	-----------	-------	--------------	-------	------------	-------	-------	---------

Special: When you hit a large or smaller humanoid on your turn, you can use a bonus action and grapple the target, as the long chain of your weapon wraps around their torso and legs. A grappled creature may use their action to escape, the escape DC is equal to 8 + your proficiency bonus + your Strength modifier. While you are grappling a creature with this weapon, you may not use it to attack any creature other than the one you have grappled, and the damage type dealt is changed to bludgeoning rather than slashing. With a successful hit on your turn you may use a bonus action to make a special shove action, with which you may pull the grappled target toward you instead of pushing them away.

Historical Timeline

Calendar in months



The week

Crediat	Andiat	Tillidiat	Emdiat	Virdiat	Corsudiat	Soldiat
---------	--------	-----------	--------	---------	-----------	---------

Regions

The vast continent of Revilo is filled with all forms of terrain and climate between its coasts. Much of the land has been documented over the years by travelers, scholars, and adventurers. Yet, there is still much to explore. If you discover something new, please make notes in the margins and share with any who have interest.

May the winds of Corsuvine be always at your back and the warmth of Scintilliam shine upon you.

--- Sorinth the Wanderer

Badlands

Population 30,000 (broken up over the cities)
90% Greyskrulls | 7% Outlanders | 3% Other Revilians

There are few creatures who reside on the surface of the inhospitable Badlands, none of which are civilized. Stunted trees and spiny grasses grow on the rocky terrain or in its cracks. The life that does subsist within the region can be found below its surface in the cavern system, known as The Catacombs. The most notorious residents of this region are the Greyskrulls, a violent and vile tribe of Reapers, who have claimed the Badlands as their territory. These fierce and brutal beasts make the Badlands an even less alluring home for other Revilians.

Geography

The Badlands begin at the western edge of the Salts, continuing in that direction until the bouldered surface of the region gives way to the jagged foothills of the Perilous Peaks. The rocky beaches of the Badlands are covered in bluish-gray stones and pebbles, with occasional monolithic formations jutting up from the ocean. Traveling inland across the

Badlands the size of the rocks forming the terrain gradually grows larger, eventually connecting to the mountain range that continues up the majority of Revilo's western coast.

The rocky landscape is littered with gaping holes. These are believed to have been caused from earthquakes that forced the stones to collide eons ago. The spaces in between the ground left chasms that fall away to the darkness below. The smooth surfaces of the rocks can be challenging to traverse for those unfamiliar with the region. It is easy to lose one's footing, and tumble down into one of the huge cracks. Any of the species who dwell on the surface of the Badlands will hungrily devour anything or anyone who finds themselves wedged between two stones, as prey is scarce above the Catacombs.

Catacombs

Below the desolate surface, in the spaces between the massive slabs are a complex and

expansive network of tunnels and caverns known as the Catacombs. The area is a combination of naturally forming caves and the ruins of a dilapidated and buried city. This ancient labyrinth was constructed by a civilization long vanished and forgotten. Its purpose was to keep a primordial evil dormant, deep within the belly of The Catacombs in the mysterious inky black Fetid Pools.

When the ancestors of the Greyskrulls first settled in the Badlands, they discovered the remains of the ruined civilization. Believing it had once been inhabited by worshipers of Gyhrma, they interpreted it as a sign from their god. Greyskrull, first of his name, was determined that this would be their new home, far from the Brood Reapers who had exiled them. After centuries of living in the ancient city, the Greyskrulls moved to the naturally cavernous area to avoid the precariously crumbling labyrinth.

Until recently, the ruins had been abandoned for generations. King Kaldor has rediscovered and revitalized the underground city maze to serve as an entertaining deathtrap for his prisoners.

Many of the caverns in the Catacombs naturally connect, serving as homes to more than just the Greyskrulls. The powerful magic of this dark land produces harsh and brutal creatures. The Catacombs warp its inhabitants into strange entities imbued with the corruption of a slumbering evil deity.

The Greyskrulls have excavated portions of the ruins, joining more caverns together through their ever-expanding excavations in search of powerful artifacts, what they call "Ghyrma's Gifts". In the wake of these disturbances many of the long-time denizens of the Catacombs have been seen lurking near the southernmost Karkathian settlements in the Perilous Peaks.

Government

The Catacombs are ruled by Kaldor, self-proclaimed King of the Greyskrulls. Four smaller tribes of Greyskrulls have encampments throughout the caverns of the Badlands, each lead by a self-crowned king or queen who has proven their worth through combat. Leadership among those tribes changes frequently, as the throne is contested by younger and stronger Greyskrulls.

Kaldor has been the only Greyskrull in recent years to have a larger vision for his people. He traveled into the caverns of the Perilous Peaks to seek out and kill Doralt, king of the Karkathians so that he could show his might to all of the Greyskrull tribes. When he returned with the Karkathian's head, the tribes rallied behind Kaldor, unifying him as their one true king. His first act as king was the execution of the "Usurper Claimants", the handful of Greyskrulls who had previously ruled the rival tribes. Kaldor could take no risks as to his legitimacy to the throne.

Since his coronation, Kaldor has been steadily preparing the Greyskrulls for a large-scale invasion on the rest of Revilo. He intends to betray Murk Von Horvath, the outlander he has been supplying with troops. When the time is right and enough of the continent has been destabilized he will dominate Revilo.

Crime

The rule of the land is if you are strong enough, and you want it, it is yours. This has been the Greyskrull way for centuries. If a larger crime against Kaldor or another high-ranking Greyskrull (one of Kaldor's friends) is committed, the accused will stand before the king to hear his decision. Often, criminals are put into an area of the labyrinth riddled with traps to entertain the bloodthirsty masses. If

the criminal lives through the Catacombs, they are then absolved of their crimes, as Ghyrma has proven their innocence without a shadow of doubt.

Places of Interest

The Fetid Pools are located in the center of the Catacombs, hidden deep within the network of trapped and warded tunnels. Few venture here out of fear of what lurks in these caverns. This is the resting place of Solleel the Ravager. The pools of ichorous black produce formless sludges that are the embodiment of the slumbering deity’s maddening malice created

from her blood. The only rational reason to journey into the Fetid Pools intentionally is to obtain a flask full of the bubbling liquid that fills the pool. It can be used to concoct the Cruor of Solleel which claims to be able to heal any sickness or disease, making it highly sought after by inquisitive alchemists and healers alike. However, this coagulated substance leaves a touch of madness behind in any who imbibe it if not prepared properly. The Greyskrulls are extremely protective of this unique resource, King Kaldor believes only he is worthy of its consumption, and is quite insane as a result.

Brutal Beyond

Population unknown
No species on record

Far beyond what many Revilians consider the edge of the world, past the towering mountains of the Icy Divide, lies a strip of land forgotten by time. The Brutal Beyond is filled with Revilo’s largest megafauna, many of which have descendants living throughout the continent’s regions today. The Brutal Beyond stretches the entire eastern edge of the continent, isolated from modern Revilo by virtually impassable reaches of the Icy Divide. Many unique wonders exist here, and danger abounds in the chilling temperatures of the rolling tundras.

wasteland in an unnatural fashion. Although a source of academic contention, nothing more is definitively known about these strange structures.

Sorinth’s writings tell of colossal predators that stalk the tundra, discouraging any but the most seasoned and capable travelers from exploring its snow-covered and desolate plains.

Fregedem ends with a river to its east where Gaverunt begins.

Fregedem

By all academic accounts, the northernmost land of Fregedem, is an inhospitable, frozen tundra on rolling hills. There are very few trees here, and the ground never completely thaws regardless of the season. In the archives at Dalakbruel, charcoal sketches by forgotten explorers suggest there is a formation of tall monoliths in the center of this

Gaverunt

In the northeast of the Brutal Beyond lies the land Sorinth dubbed Gaverunt. With a warmer climate than its neighboring Fregedem, the temperatures here are still too cold for most Revilians. This area is filled with pockets of small evergreen forests that are laden in snow most of the year.

Sorinth the Wanderer spent close to a month in this area because he suspected sentient life

was hidden away in one of the snowy groves. He did not find what he was looking for before the cold became too much for him to bear, and his journey was forced southward. He managed to document quite a few creatures who live in the area, often putting his own safety in peril.

Riente

The longest stretch of land in the Brutal Beyond is the easternmost strip along the coast which Sorinth referred to as Riente. The intrepid adventurer spent the majority of his time in this region after seeing multiple ships lying on their sides lining the coast. Hoping to find a colony of survivors, he searched for months but found no evidence of civilization. All that remained were the destroyed vessels, a monument to the mysterious fate of the sailors that once crewed them.

Though the temperatures here are moderate, especially when compared to the other regions of the Beyond, the predatory beasts who roam here are more numerous and far more challenging to evade than their snowbound counterparts. Even so, most academic documentation regarding this area can be attributed to Sorinth’s time spent here in search of what he called the lost colony.

Perikul

The southernmost tip of the Brutal Beyond Sorinth called Perikul, a term that translates to danger in ancient Revilian. Of all of the areas of the region, Perikul has the most temperate climate, and would be the easiest land to settle, if it weren’t for the menagerie of savage beasts who stalk the landscape. Sorinth made many attempts to scout and document the region, but each expedition was always cut short for one reason or another. More often than not, the digestion of Sorinth’s unlucky companions by the region’s voracious

inhabitants brought the adventure to a close. Not only are the mammals and reptiles particularly vicious, but so are the man-eating flora. After losing three guards on three separate trips, Sorinth forbade himself from continuing to document Perikul, deciding that it was Creedona’s will that he never return. For this reason, Perikul holds secrets that scholars have debated since its discovery, and no one truly knows what the land hides.



Depths Unknown

Population unknown
No species on record

The Depths Unknown accounts for all of the waters surrounding the vast continent of Revilo. Just beyond the shorelines of the west and north, the spires of the south, and the icebergs of the northeast; a fast-moving, impassable current flows in a counterclockwise direction. Revilians and outlanders alike have built great vessels to embark on grand voyages, never to make it past the undertow. After all of these attempted excursions no Revilian truly knows what lies beyond the mysterious current, or what causes all the ships to sink.

There are only two points at which the current slows enough to allow a large vessel through, and only during a particular time in the cycle of the moon. These currents of respite points have become the only true entry points into Revilian waters, yet no vessels have yet been capable of leaving Revilo.

The Splintered Coast

The first calm in the current pulls ships into a natural bay towards the port town of Murk's Hollow. There are many shipwrecks along this path, as most navigators are surprised by the sudden change in the direction of the current. The shattered remains of vessels dating back far longer than the recent influx of outlanders can be seen along these shores. As the ships approach the docks at Murk's Hollow, the shanty town crafted from old shipwrecks comes into view along the coastline. Many of the people who have taken up residence here survive by salvaging items from the wreckage and selling it in Murk's Hollow's markets.

The Southern Spires

The second calm in the current lulls sea captains into a false sense of stability as the waters leading into the Salts slow. However, a low fog is almost always in the air close to the rocky spires jutting up out of the bay, obscuring the dangerous rocks from sight. The current slowly drifts ships into the fog, cracking hulls and damaging ribbing. The distance from shore is much too far for most to survive the swim to safety. The benevolent Laminariae have been known to rescue some outlanders who meet this fate, taking them to the shore near The Buried Mast.

The flock of Nanti Reapers who live in this area do their best to keep this bay clear from debris and haul off wreckage when it occurs. They do not want more outlanders on Revilo and will not help them when they collide with the deadly spires.

The Glacial Floats

From the highest peaks of the Icy Divide one can look out onto the northeastern sea to view the giant glaciers slowly shifting in the ocean. Outlanders sailing from the east have reported gigantic ice monsters lurking in the depths of the ocean, though none have been documented as fact in the pages of any books found within the Houses of Knowledge. Sorcian research teams have been sent on expeditions to investigate, although nothing has yet been proven.

Chelonocity

Few have ever laid eyes on the mythical city built on the back of an enormous sea-faring Chelonid. It was last reported breaching the surface fifty years ago in the bay where the Debel and Gemin rivers pour into the sea. Not much is known about this strange city or of its people, except that it seems to surface every fifty to seventy years, floating on the surface of the ocean for a short period, before disappearing into the watery depths again.

What is the Unknown

Those who attempt to leave Revilo's coast will become entrapped by the pull of the water, only to drown or be eaten alive. There are many fierce creatures who swim in these oceans, between the thrashing tentacles of the ancient

Gossls, to the hunting tribes of Kerrasal, to the devastating and highly intelligent Sheilantias, there are many predators happy to taste the flesh of land dwellers.

Many Revilians believe that Anaxygosol did not sleep during the Great Hibernation and lives within the waters at the bottom of the depths. It is said the tentacles on his back will drag any vessel to the ocean floor before he will let any inhabitants of Revilo leave. If a ship is taken down, it is always attributed to Anaxygosol.

Anaxygosol's tentacles manifest wherever there is a ship attempting to exit or enter Revilian waters, excluding the waters of The Splintered Coast and The Southern Spires. These tentacles reduce even the mightiest galleon to kindling in the matter seconds, and are seemingly impervious to cannon fire and offensive magic.

Fiery Pits

Population 87,000
98% Burnadazi | 2% Other

Smoldering along the northern edge of Revilo lies a series of seven active volcanoes known as the Fiery Pits. The smoke-filled steam emitting from their peaks can be seen as far as the southern edge of the Wajue desert on a clear day, and on a windy day the sulfurous odors of the Pits can be smelled just as far.

Historical archives suggest that the Embreson buried himself into the ground at the dawn of the Great Hibernation. Over the past three thousand years five pyres have grown to great heights becoming home to many of his descendants who anxiously await the return of their slumbering god.

Barricading the region to the south is a wall of igneous rock continuously growing larger. The Sorcias of Dalakbruel were fearful that there would one day be a large enough eruption to cause the lava to flow all the way down to the Wajue. Their greatest inventors created a cooling system utilizing wind pipes to cool the lava flow at the edge of the Fiery Pits. As the lava cools it forms the rocky barricade that separates this region from the desert to the south.

Between the intense smell of sulfur, overwhelming heat, lava eruptions, and natural blockade, there are few outsiders who dare to adventure into the Fiery Pits. Those who do are in search of ancient relics or precious gemstones, which have been rumored to be hidden deep within the volcanoes' natural caverns. This leaves most of the creatures who dwell within the Fiery Pits largely

removed from the rest of Revilo. A few of the inhabitants leave in search of food or sacrifices, but it is not a common occurrence.

The five volcanoes are largely inhabited by Burnadazi tribes, known as pyres, who have named each of them.

Emberspit – Population 40,000

Inside the largest volcano resides a dense population of Burnadazi who try to sacrifice everyone they can capture to the Embreson in an effort to hasten his awakening. They are religious zealots ruled by one High Chieftain and a council of Avatars, priests to their blazing deity. Their homes are built into caves within the volcano, and they are often seen wielding tools made from obsidian. The Ember-Caller pyre lives alongside a population of Basalites, small people made of living magma. The Burnadazi believe these magma-folk to be pieces of their slumbering god that have been animated with life. The pyre holds the Basalites to the utmost reverence. The peaceful Basalites welcome the protection of the brutish reptilians, as they stockpile precious crystals and other delicious metals for their families to feast upon.

Shardchaw – Population 25,000

The second largest volcano, houses the most brutal and savage of the Burnadazi pyres, the Shard-Chewers. They would much rather spill blood than sacrifice it to any god. They are governed by one simple law: the strongest rule. Members of this pyre communicate through monosyllabic barks and grunts, wild gestures, and the ever-popular blow to the head.

Brilliance – Population 17,000

Inside the third largest volcano dwell the highest concentration of Burnadazi gifted with natural magical abilities. Believing themselves to be descended from the

Embreson, these Burnadazi practice and hone their innate abilities throughout their maturation, often becoming adept sorcerers. In their culture, the most powerful sorcerers are permitted to don bright feathers harvested from creatures far to Revilo's south. This ostentatious plumage is a sign of high status within the Bright-Plume pyre. Many ambitious young sorcerers set forth in order to harvest their own, often not realizing how long of a journey lies ahead.

Glassga – Population 5,000

Glassga is occupied by Burnadazi who tend to be slightly smaller, but generally more cunning than their more brutish brethren. The Glass-Givers pyre rely heavily on traps and deception to survive any hostile interactions with their stronger and more warlike kin. The Shard-Chewers, in particular, harbor an intense hatred for this sect of clever Burnadazi, considering them to be dangerous tricksters.

Ashak – 2,000

The smallest of the inhabited volcanoes is filled by outcasts banished for one reason or another from the pyres where they were hatched. This tiny, disorganized faction of Burnadazi would have been utterly destroyed by its neighboring pyres, were it not for the familial ties the Under-Ashers still have to them. Naturally, there have also been many Burnadazi hatched within this pyre, the results of outcasts who have managed to find mates.

Even though the Burnadazi are extremely barbaric, they have unique cultural traditions inside each pyre which I was lucky enough to glimpse. Had I not managed to convince them that I was a child of the Embreson, I surely would have been thrown into the volcanoes. I do not recommend going there without good reason.
— Sorinth





Floating Forest

Miles high in the Revilian sky floats a massive island which has been magically torn from the surface of Revilo. The land mass is heavily forested with ancient Tupuna trees, whose roots have grown to stretch for miles to the continent below. From the lowest root to the highest treetop, Revilians of all sorts have found ways to comfortably make the Floating Forest their home.

There has always been a social and political struggle within the Floating Forest. As far back as anyone can remember, the region has been separated by an obvious economic ladder. Recently the tensions have become thicker than ever before.

Those on top of the forest believe that they should be lifting the region higher towards their god Corsuvine.

Those living down in The Roots believe the Floating Forest should strengthen its ties to the Revilian soil to keep it from floating away.

Having travelled extensively all throughout the forest in the sky, I have found the cultures who live here to be very different. I have quite enjoyed listening to songs over a hearty bowl of stew and a warm ale. All within the walls of the renowned Fang & Tooth Tavern deep within The Roots. The House of Knowledge in Volantia is probably my favorite library in all of Revilo, if only for that some of the books seem to have a different perspective than similar books I have read elsewhere. I hear nothing can top dining on a refined meal high up in the canopies with some of the Cokathralis elite, but I would not know. Looking out over Revilo is utterly breathtaking. You can truly experience so much while traveling the Floating Forest.

--- Sorinth the Wanderer, taken from his written journals

Canopy

The highest section of the Floating Forest is reserved for the elite. The structures here are built like nests, woven into the branches such that air is allowed to flow through them, moving with the breeze. In most cases, the buildings near the treetops have no stairs or bridges to them from the ground, making it almost impossible for those who cannot fly or climb with great skill to access them. Looking down on all below them, the Canopy Congress believe that they rule all that they can see. Because of this mindset, some of the Cokathralis have been making plans to free the Floating Forest from the ground far below. They hope when this happens they will attain even greater heights, placing them closer to their god Corsuvine, and enabling them to see much more of the Revilian landscape from their new vantage point, granting

themselves further dominion over the lands.

Government

The Cokathralis have organized a Canopy Congress, a council of elected officials who decree the laws over all of the Floating Forest. This organization is voted into place every three years, though there is no term limit to each council seat. Many members of the congress have held their position for decades. The council has a group of advisors, primarily made up of Procynolite aids, who assist in keeping the Cokathralis in tune with those below them, but primarily serve as secretaries and clerks to their

bureaucratic employers. Many members of the Canopy Congress are developing plans for the Floating Forest to sever its roots connecting the island to the surface of Revilo in hopes that they will ascend ever higher to Corsuvine.

Crime

To help ensure that the laws made by the council are followed, an army of Cokathralis Enforcers patrols both the canopy and the surface. A division of Lower Enforcers, consisting primarily of non-flying Revilians, patrols The Roots to enforce the laws on the underlings.

Crimes are very infrequent within the affluent canopy. Most who live there have access to everything they could ever need. When a law is broken, the punishment is often very slight as long as it is for a resident. If a Dweller or

Rooter happened to commit a crime high up in the canopy, they are dealt with swiftly and severely.

Society

Those who live high atop the Floating Forest very rarely see how much work goes into providing for their lifestyle, and those who do normally think little of it. Their society is built upon the labor of others to provide them with a life of luxury. As a whole, the societal rules and traditions are very formal among the Toppers. The only work most Toppers have is to support the canopy early in life as an Enforcer. As they age out of that phase of their life, they are tasked with keeping their nest and attending social functions. Only a select few have responsibilities past that, and those are the members of the High Council.



Surface

A plethora of varied species inhabit the floor of the Floating Forest. The grand cities have towering buildings often built around the Tupuna trees as to accommodate the natural dwellings of the Procynolites. These cities on the floor of the forest are comprised primarily of Calidus and Groblynnns, with a smaller population of Procynolites who ensure the buildings do not interfere with the growth of the trees. It is not uncommon to see different races from all over Revilo walking the streets with Driademus being the only exception, as they aren't allowed above the Roots by law. Surrounding the cities and scattered along the roads in the forest are villages of Grooloks and Procynolites. Most do not veer far off the paths worn down between the trees, as there are far too many tales of wild creatures who live under the shadows of the forest's canopy.

Dweller society does not pay much attention to the poor Rooters below, nor the high society of the Toppers. The Dwellers have their own societal hierarchy they see as independent from the existing struggle between the Rooters and the Toppers. From the highly skilled artisans that work in the grand cities to the Groolok mushroom harvesters, what most of the Dwellers pay little attention to is that their luxurious cities are powered by Burilli crystals purchased from the Toppers, but mined by the underpaid Rooters.

Deep inside the Floating Forest, far off the beaten paths that lead to the large cityscapes, magical creatures not seen anywhere else in Revilo reside. Most consider the wild folk nestled in the thick, dense, woods to only be mythical beings. My eyes have seen things that make me believe otherwise.
— Sorinth

Volantia (city)

Population 58,000 (includes Surface and Canopy)
38% Calidus | 18% Groblynn | 18% Procynolite | 15% Cokathralis | 8% Groolok | 3% Other Revilians

Built on the southwestern edge of the Floating Forest, the grand city of Volantia is truly something to behold. On clear days, one can see the ever-changing Marsh, the tropics of the Salts, and the gnarled trees of the Forest of the Dead.

This city, like many in Revilo, has learned from the great ingenuity that has come out of The Wajue's Dalakbruel. While walking through affluent neighborhoods it is not uncommon to see strange contraptions that are powered by the combustion of Burilli crystals harvested from The Roots below. Volantia is home to many wondrous items relying on this combustible technology throughout its shops and homes.

Volantia is also home to the second largest House of Knowledge in all of Revilo. Those who seek written histories have no better place to search than within those walls. Jutting out of the top of the grand building and out the top of the canopy is a massive telescope, making the Volantian House of Knowledge the authority on Revilian astronomy. Towering behind this structure is the largest temple to Corsuvine which is always under construction, as the dwellers are in a constant effort to reach higher up to their god. They are presently adding a fifth floor to their church, and are already taking donations to be put toward the sixth.

Government

The city of Volantia is governed by elected officials who are up for reelection every five years. The Mayor oversees everything with two council members from each of the six boroughs, and one council member from

each of the three outlying farming quadrants. Minor grievances are voted upon monthly by the council, with major laws voted on twice a year by the people of the city.

Society

In Volantia and the surrounding areas there are upper, middle, and lower classes determined by the income of the household and the luxuries they can afford. There is a wide variety of employment opportunities in the city for anyone willing to work, from laborious jobs like construction or machine repair to scholarly fields like research and teaching. The majority of the lower class works as mushroom harvesters in the surrounding forest and lives outside the city walls.

Crime

Like any large city, there is bound to be crime and Volantia is no exception. Minor crimes, if discovered by the city guard are handled through the city's court system. However, if any of the Cokathralis Enforcers catch a criminal, they will be dealt with more severely by the High Council. Petty thieves would much rather face the city court, as those who are brought before the Cokathralis usually lose a digit or two to discourage others who may have had similar inclinations.

There is something truly sensational about the vegetables grown in the Floating Forest. The woody notes associated with the mushrooms harvested by the local Grooloks are far richer in flavor when cooked the day they were harvested. If you are looking for some of the best food in the land, eat in Volantia.
— Sorinth

Hassurgo (city)

Population 26,000 (includes Surface and Canopy)
32% Calidus | 19% Procynolite | 19% Sorcia | 18% Cokathralis | 10% Groblynn | 2% Other Revilians

Along the northern edge lies the second largest city in the Floating Forest, Hassurgo. It proudly boasts itself as the most technologically advanced in the clouds. Closest in proximity to the great cities of the Wajue, Hassurgo residents have gained much of their knowledge from Sorcian culture, and many scholars from Dalakbruel have relocated to the nearby Hassurgo to find work in their respective fields. The High Council of Hassurgo has created great financial incentives for Sorcias who contract to work for the city's engineering department, as well as any who put in their time training their populace, either through apprenticeships or the academic education of the local youth.

Government

Much like Volantia, Hassurgo is governed by elected officials who are up for reelection every five years. This structure has been set forth by the High Council of Cokathralis for all of the Floating Forest. The Mayor oversees the council, with two members from each of the four boroughs, and one member from each of

the five outlying farming quadrants. Minor grievances are voted upon monthly by the council, with major laws voted on twice a year by the people of the city.

Society

In Hassurgo the social class structure is very stratified, with few in the middle class. The city's inventors and politicians pocket the majority of the wealth, while the large workforce who bring their ideas to life live in squalor. They struggle to feed themselves and their families, while devoting most of their time to factory work.

Crime

Crime in Hassurgo is rampant, despite going uncontested by the upper class. The organized criminal operations here run with an efficiency that parallels the Malin cartel below the Wajue desert. It is rumored that a large portion of the enforcers in Hassurgo are being bribed a monthly stipend to ensure that their smuggling and gambling rings go unnoticed.

Kerinia (city)

Population 23,000 (includes Surface and Canopy)
38% Calidus | 23% Procynolite | 19% Cokathralis | 15% Groblynn | 5% Other Revilians

Almost perfectly centered in the Floating Forest sprawls the city of Kerinia. Positioned between both Hassurgo and Volantia, its culture traces its origins to both of those grand cities. Just slightly smaller than its neighbor to the north, Kerinia was built as a centralized hub for the region. As the youngest of the three main cities the buildings are the most modern. They have yet to be built high

enough to breach the canopy, though some draw close. Though Volantia holds the title of capital of the Floating Forest, many younger Cokathralis have moved to the upper canopy of Kerinia seeing it as more fashionable.

Kerinia's greatest draw is its many and diverse imports acquired from the rest of Revilo. Its unique position between the two larger cities

makes it a logical choice for a bountiful and sprawling market district. Kerinia also boasts possession of the largest functioning elevator in all of Revilo, used to move large quantities of goods and citizens throughout the canopy. On busy weeks it's common for the elevator to operate at all hours of the day, connecting to the lower city in the Roots. Below the surface is a large network of caverns and alcoves manicured by root sculptors that the citizenry pays a monthly tax to Kerinia to utilize and upkeep. Most of the citizens of Lower Kerinia work in the connected warehouse crevices where goods from all over the land are stored.

Society

Cokathralis of Kerinia are far more likely to interact with dwellers who fall lower in social

status. Many of the younger Cokathralis believe that networking with "lesser" merchants and business owners has cultivated stronger relationships allowing Kerinia to thrive in the trade market. They will not hesitate to remind a dweller of their inferiority if one steps out of line, but they feel comfortable spending time below the canopy to make business transactions.

Crime

The high profit margins and reduced bureaucratic involvement has citizens regarding illegal business practices as more efficient and desirable than those implemented by the Cokathralis, the official authorities. Many laws in regards to trade go unenforced.

Roots

Population 32,000
71% Driademus | 18% Groolok | 8% Groblynn | 3% Other Revilian

The Roots dangle below the forest floor, stretching for miles before touching down to the ground level of Revilo. As one may guess, The Roots are comprised of the literal roots of the great Tupuna trees that make up the Floating Forest. The inhabitants of this lower residential district have been referred to as "Rooters" far longer than anyone can remember. They have accepted the title for the most part, though some still consider it a derogatory term. The communities here are predominantly populated by the Driademus, who have created homes and businesses by sculpting the roots into alcoves and tunnels suitable for their needs. They are paid an impoverishing wage by the highborn and wealthy Cokathralis to mine the explosive yet valuable Burilli crystals that grow among the roots. For many years the Cokathralis have been able to keep the Driademus in

subservience with advice from the bureaucratic Procynolites. The Lower Enforcers are instructed to keep the Rooters subordinate in the low income mining towns.

Now that the news of the Cokathralis' aspirations to ascend the Floating Forest further into the sky has made its way down to The Roots, the desperate Rooters have reached a breaking point. They have had enough of the Cokathralis' tyranny and are finally ready to stand up to their oppressors.

Government

The three main settlements within the Roots are Lower Volant, Lower Hersurg, and Lower Kerinia. Combined these towns each have about the same population as Kerinia on the

surface of the Floating Forest. Each is considered a district of their parent city from the surface above with an appointed Mayor from the upper city. The laws are similar in the Roots but often only imposed when government enforcers are present.

Places of Interest

Fang & Tooth Tavern – The Fang & Tooth Tavern is known throughout the region for its hospitality, delicious food, and consistently entertaining bardic performances. If one holds their ear to the root floor long enough, they might even hear of some of the gambling that can be found in the basement. Located in Lower Volant, the tavern is often the last stop for travelers making their way upwards through the Roots to the surface of the Floating Forest.

Mines – Riddled throughout the Roots are hundreds of abandoned mining camps. After

an area has been completely stripped of Burilli crystals, the miners move their camps to a new location. During the mining process roots are cut, bent, and removed to allow the harvesters passage to the crystals growing in remote locations. This can lead to very precarious shafts if a traveler is unfamiliar with the area. Abandoned camp sites have been known to house illegal prospectors, outlaws, and strange creatures.

Crime

In the Roots, crime is dealt with both swiftly and with harsher penalties. The Lower Enforcers generally work on the assumption that Rooters are up to no good, an unfair suspicion nurtured by their Cokathralis handlers. This, along with Driademus’ nature to stick together, makes crimes far less rampant than in other areas of the region.

Grinnats found ways to hide from the Veil’s insatiable appetite. Through stealth and deception, they managed to create a series of hideouts within the trunks of the rotted trees which eventually became their homes. They realized they could communicate using the silent Signat language that had been used for generations while hunting. As time progressed the gestures and signals developed further into a full sign language. The longer they survived, the more comfortable they became staying in their forest.

Forest of the Dead

Population 62,000
99% Grinataur | 1% Other Revilians

The Forest of the Dead is a densely wooded area that surrounds the Valley of Despair. Although the twisted, sickly trees grow in abundance, very little life thrives within the forest’s borders. All tales and anecdotes regarding the forest speak of its dry, rotted trees that sway in the wind, eerily creaking as the aged wood slowly cracks. Adding to the symphony of creaks are the desperate moans of the Unliving that can be heard echoing throughout the lifeless forest. Travelers often speak of an overwhelming sense of dread and an unnatural chill to the air upon stepping into this wooded region, even in the warmest months.

For over 3,000 years a spell has bound this region, trapping both The Veil, god of darkness, and all of the original forest inhabitants within its shadows. The Veil, tormented by hunger, sucked the life out of as many of her fellow prisoners as she could hunt down. As she drained the life force from these beings, her own residual magic kissed their carcasses turning them into Unliving vessels. Now the Veil’s previous meals endlessly prowl throughout the Forest of the Dead, searching for any life to capture and bring back to sustain their reanimator. The Veil has taken the shape of a giant gaping maw embedded in the forest floor, moving around the region as she desires.

When the inhabitants of the forest became magically confined by its border, a group of



Society

Now, many generations later, the old Grinnat’s culture and demeanor has evolved to fit their environment. Over time, their name evolved from Grinnat to Grinataur. Since the Great Hibernation many Revilians have felt the need to travel through Forest of the Dead, generally for trade and diplomacy. After numerous failed attempts and many lives lost to the ferocious denizens of the forest, some Grinataurs decided to help guide select travelers through the trees for a price. They had long discovered that their traditional bone masks allow them to walk through the treacherous forest, largely unnoticed by the Unliving, as long as they remain silent. Soon they began fashioning bone masks they could sell or rent to travelers for a fee, and at times even serving as a personal guide if the client has enough coin to spare.

Government

The Grinataur have very few personal possessions due to the limited living quarters inside the rotted trees. When working as guides, they will most often trade for food to feed their families, known as clusters. All food earned or gathered is shared with the cluster. There is no formal government or leadership within the Grinataur culture. When one Grinataur endangers the cluster, they vote whether or not to cast the accused out of the family tree. Residing in one of the most treacherous and hostile regions in Revilo does not grant its inhabitants much time or need for superficial laws or politics. There is only one law here, and it is you either survive or you die.

Geography

Outlanders who are unaware might see the Hallakah River as a potential route through the deadly forest, as it seems a viable way to traverse the wood without incurring the attention of any Unliving. However, the

Hallakah is impossible to travel by even the smallest boat for the entirety of the forest. The fallen trees and uprooted trunks leave little space for boats to pass through, and carrying a vessel through the forest, even for a short while, is not advisable for obvious reasons.

Additional Inhabitants

Along with the Grinataur there are some creatures who still breath life while walking the Forest of the Dead. Large feline beasts known as Leopods have long been transformed by The Veil into predatory hunters of the living. Small rodents and bugs have found ways to survive through quick repopulation, and are also the main sustenance for the Grinataur.

Places of Interest

Deep below the Forest of the Dead is a fearsome and violent subterranean society that the surface dwellers have never encountered. Grinataurs believe many of their ancestors were swallowed up into the Vast Below when the forest became a prison to The Veil.

The Forest of the Dead is my least favorite region to travel through. However, my journey through the forest was well worth it to get a closer look at the fascinating culture of the Grinataurs. They are a kind and resilient people who have known hardships far greater than many others in Revilo. The idea of one of the Unliving who roam that forest besting me and turning me into one of them is dreadful. When it is my time to die, I pray that it will not be at the claws of one of the Unliving beasts.

I would much rather go through the tunnels to get to the Valley of Despair if I must travel that path, or find a journey that takes me well around that accursed forest.
— Sorinth

Icy Divide

Population 62,000
43% Reaper Brood | 31% Groblynn | 20% Dyoblorac | 3% Other Revilians | 3% Outlanders

The Icy Divide is a vast, mountainous region bordering the northeast edge of Revilo. The rolling foothills are thick with large evergreens. The trees dwindle as the elevation rises as very few lifeforms can survive the high altitudes on top of the frigid mountain peaks. Throughout the region there are six main cities, both above ground and chiseled deep inside the mountains themselves. The oldest settlements were formed around the naturally occurring hot springs and have grown into the larger communities they are today.

Below the frozen mountaintops of the Icy Divide, deep within the windswept caverns, lie the most ancient halls that have yet to collapse with age. The Reapers of the Brood tribe settled this area thousands of years ago, enlisting the primitive Groblynn clans to help carve out the inside of the mountains. Together they labored to turn the space into a labyrinthine network of both carved and naturally occurring tunnels which connected numerous settlements. This enabled the development of large, sprawling cities within the mountains. Today the tunnels and grand atriums where the Halvor Clan and Brood Tribes still dwell are collectively referred to as The Belly. The greatest architectural accomplishment of the Groblynnns was that of the Great Hall. They transformed a massive natural cavern into an ornately decorated chamber. Here in the Great Hall is where The Grand Conclave takes place. This annual event sees representatives from all of the Reaper tribes convening to discuss the current issues and challenges facing all Revilians in the upcoming year.

Society

Both in The Belly and above ground, much of an individual's success is measured by how much acreage one owns. Above ground, land is much easier to come by. One can simply extend the boundary of a city or settlement within the forest, and any who puts forth the effort to build a homestead is entitled to the land on which it is constructed. On the other hand, the value of existing homes and businesses in The Belly is quite high, and it is very difficult for most people to gain permits for any new excavation. Existing acreage in The Belly has been passed down from generation to generation, continually rising in value as the population of The Belly creeps ever upward. Elite social events in The Belly are generally exclusive, and reserved for the wealthiest property owners.

The majority of landowners are a mix of Reapers of the Brood Tribe and

Groblynnns of the Halvor clan. The Halvor Groblynnns were the first to help build out the magnificent cities, and were often deeded plots of land in lieu of payment.

Government

The cities in The Belly of the Icy Divide are governed by the aristocracy, primarily by Reapers of the Brood Tribe who were long ago elected into office. Within each of the cities there is one leading Reaper who acts as the governor. All of these elected governors meet yearly to determine rules and laws that will be implemented for all of the Divide at the Grand Conclave.

Each of the six big settlements above ground are legally bound by the laws of the cities below, though the hostile climate and biting winds of the topside leave regulations rarely

enforced. These towns and outlying villages are populated predominantly by those who can't afford the more hospitable real estate within The Belly, as well as those who have a greater distaste for the laws of society than they do for the freezing cold.

Crime

There are a few who attempt to bring order to the wild and lawless mountain towns of the Icy Divide. Operating on the fringes of the law themselves, these "Marshalls" do their best to keep society intact for those who call the frontier towns home, often at the cost of their own wellbeing.

The nomadic Dyobloracs travel the Icy Divide causing mischief, as they believe the regulations of other cultures do not apply to them. The crime both inside The Belly and above the surface rarely affects the Brood or the local Groblynns, as they know to keep the small blue tricksters beyond pickpocketing range. More often than not, Dyobloracs visit camps of travelers, "borrowing" shiny trinkets from those who aren't privy to their penchant for thievery. These stolen goods often make their way to the upper cities where they are sold to secondhand traders. Travelers begrudgingly end up having to purchase their own belongings back from these seedy merchants.

Geography and Climate

The Icy Divide is much more frigid and unforgiving than the other regions in Revilo, no matter the time of year. People who call this area home can survive in the freezing temperatures without aid all year round, except for the especially brutal months of Corsuv and Ghyrm. It is during these two cycles that the wind can blow so cold and violently that people have been known to freeze like statues after less than two minutes of standing out in the elements.

The cities of Cynderfell and Molt were both built above ground, each centered on their own steaming, bubbling hot spring. To survive the coldest part of the year, they pack snow tightly into brick-like walls around the city. Then they cover their inside walls and ceilings with insulating blankets sewn from the stomachs of Mushwooken. By the last day of Soll, the citizens must have these preparations complete, or the harsh winter's survival is anything but assured.

Places of Interest

The Great Hall is a massive chamber carved from the finest white, silver, and purple marble. Along the northern wall are masterfully crafted thrones, each unique and equally ornate. Inset along the walls to the west and the east are alcoves lined with ancient statues depicting each of the gods. Each statue stands fifty feet high and is carved from a solid piece of pink veined marble that can only be found in the Salts, which lies along Revilo's southern coast. Between each of the statues is a row of seating for special events which are held within this grand space. The center of the room features a fountain, bubbling and steaming with water from the natural hot spring which flows underneath the floor and warms the immense chamber all year around.

Events

The Brood Bazaar occurs on the second week of Dona every year in conjunction with the Grand Conclave. It is uncertain exactly when the first Bazaar took place, but since its conception it has been held alongside the Conclave. As Reapers from all over Revilo travel to share the affairs of their regions, they form a massive caravan to ensure their mutual safety in their travels. Small tinkerers and salesmen set up their wagons outside the central halls of the Icy Divide. Here goods and wares from all over Revilo can be found. Once

word of the market made it back to all of the major cities and towns throughout the land, the event grew rapidly and expanded. It now greatly overshadows the Conclave itself in attendance.

Many years have passed since its establishment, and the Brood Bazaar has grown from an event lasting a few days to one that spans almost two weeks. It has become just as culturally important as the Grand Conclave, and many Revilians make the long journey each year to attend.



If there is an event to attend at least once in your life, it is the Brood Bazaar. My jaw dropped in amazement the first time I set my eyes on how gigantic the bazaar was. I had no idea just how many people traveled to buy, sell, and trade for this massive two week event. If there is an ingredient or something that you've been looking for, chances are someone there has it no matter how rare. If you think you can see all there is to take in over the course of a few days, think again. Be sure to give yourself at least a full week to really enjoy the festivities. And you'll want to save some energy for the evening performances. Prepare to be amazed!

--- Sorinth

Marsh

Population 18,000

47% Hystracathi | 29% Drachoreus | 19% Seekashah | 4% Outlanders | 1% Other Revilians

The Marsh is a vast swampland lined with ever-changing waterways and canals widely believed by its many inhabitants to be blessed by Anaxygosal. Flowing into this region is the river Anax which has seven main bayous, or tributaries, which form this wetland. The waters weave their way through the exposed roots of the Alquercus trees that grow throughout these soggy bayous. Although the people of the Marsh have similar lifestyles, each bayou is steeped in its own rich traditions and customs. The bountiful vegetation and aquatic life are unique to this region, and are not seen anywhere else in Revilo.

Due to the Marsh's landscape being constantly in flux, with the rise and fall of the water, it is quite the challenge for non-natives to navigate. For that reason, travelers in this region are rare. The few who do elect to journey here are usually looking to disappear from something or someone. However, the majority of the local people are friendly, and some may offer their services as a guide to travelers who would pay them for their time.

During the dry seasons, the southernmost portion of the Marsh is a lush grassland. In the wet months of Viredy and Anax, the waters from the bayous spill further south, extending their reach. This fluctuation in topography has prevented permanent settlements in the plains. The Barigarn and other creatures who choose to live here are constantly on the move with the seasons.

Leeve Bayou

The Leeve Bayou is the area farthest north and closest to the Hallakah river estuary.

The Drachoreus and Hystracathi of this marshy outlet have borrowed some of their traditions from their Grinataur neighbors to the north in the Forest of the Dead. Many of these marsh-dwellers also wear bone masks, and some have alters to the Veil alongside shrines to Anaxygosal.

In recent years, it has become a disturbing but regular occurrence for the Unliving to wander south out of the forest, often carried adrift after falling into the Hallakah river. This has caused the people of the Leeve to form a small militia, and also to boil their water an extra time before using it.

Tourbil Bayou

Of all of the bayous, the Tourbil has the most contact with the rest of Revilo. Due to its proximity to the Salts Island, residents of Tourbil Bayou can easily trade at The Buried Mast outpost without it being a long journey. Tourbil natives are able to then acquire goods from other parts of Revilo, as well as sell native plants and algae that are impossible to find in any other regions and thus highly sought after.

Crawkul Bayou

The bayou farthest south is the Crawkul. The ground in this area is generally more solid, except in the rainy months. The people of this area are the most in tune with farming the plains and not just in the dry seasons. They have created ways to grow crops atop their floating mounds that will travel with them, even with the rise of the water levels. They have also learned much from their relationship

with the Barigarn, and groups of Crawkul go on regular expeditions into the grasslands to forage and hunt with them.

Vertek Bayou

Residing closest to the swell of the swamp is the Vertek Bayou. The people here have been disconnected from most of Revilo for close to a thousand years. This stemmed from a feud when two of the neighboring Hystracathi prickles performed a marriage that was previously arranged to be with one of the heads of the Vertek Bayou. Feeling slighted and determined to seek vengeance, they cut off all communication with the outside world, swearing to never utter a word to anyone not of their area. This has given them a nasty attitude to any outsiders who find their way into their midst. Their isolationism slowly resulted in the alteration of the Revilian language. Because of this the people of the Vertek Bayou have a thick, distinct dialect that is extremely difficult to understand.

Barraga Bayou

The Barraga Bayou holds the smallest bayou in area, but it's people are easily the toughest. The mud where the Barraga meets the Salts is overpopulated with the fierce Rocnar who constantly attack the inhabitants of the area. The Hystracathi and Drachoreus who choose to live here do not fear these onslaughts, instead seeing them as tests from the gods, and a regular source of Rocnar meat. Not wanting to waste any part of their kill, their craftspeople have created boats from the carapaces of the slain beasts. The hunting parties take great pride in decorating the shells before going out on the hunt.

Laka Bayou

The culture of the Laka Bayou's people is what most Revilians think of when speaking of the Marsh dwellers, as they have the most contact with the rest of Revilo. The travelers who venture as far south as the Marsh are often greeted by members of the Laka Bayou first. The local people are generally curious about the different and new customs of other Revilians and outlanders. They will often try to share a meal or drink with travelers they encounter to hear any stories the visitors might have. In this bayou the people believe in going where the flow of water will take them, both literally and figuratively, so they are frequently encountered in the midst of their travels.

Driad Bayou

The people of the Driad Bayou have adapted to shortened daylight hours due to the shadows cast upon them by the roots of the Floating Forest. Many of the Hystracathi now hunt and fish in the darkness, alongside the Reapers of the Seekashah Tribe who normally only come out of their mud holes at night. The temperature in this area is ten degrees cooler than the rest of the Marsh, due to the lack of sunshine during the day.

When speaking of species from all the various regions, the folks in the Marsh are definitely my favorite to spend time with at length. They are always quite hospitable and have treated me like family from the moment we met.

I could sit and listen to their stories every night for years.
— Sorinth



Murk's Hollow



Murk's Hollow

Population 58,000

33% Outlander | 29% Groblynn | 17% Sorcia | 12% Grinataur | 9% Other Revilians

Tucked just off the Splintered Coast lies the large city of Murk's Hollow. An uneasy tension fills the air these days, as this once thriving capital of art, music, and literature has been overrun with thugs, cutthroats, and sellswords. In the overflowing city of Murk's Hollow, the grand streets are riddled with eclectic architecture. From small, ancient stone hovels built for Ttarps families, to four-story wood and metal structures, constructed for humans in what were once alleyways, the city is packed with dwellings and life.

Within the walls and surrounding areas of Murk's Hollow one can find any good or service imaginable, even the most obscure items can be found if you know where to look. The old city of Crookstooth is rich in history, tradition, and culture. Many communities of old continue to thrive even under the new tyrant's rule. With the introduction of outlanders comes the addition of new traditions and architecture, creating a diverse melting pot when combined with the established customs and folks.

The city's district lines are in a constant state of flux, constantly shifting at the whims of Baron Murk Von Horvath. This makes navigating the city streets difficult, since it is often hard to determine which part of town one is in at any given time.

Government

The city-state is currently under the direct rulership of the menacing tyrant Baron Murk Von Horvath. After being run out of town for causing civil unrest, he returned in a fortnight with ten thousand Greyskrulls at his back, besieging and easily taking the city of Crookstooth. To celebrate his victory, he renamed the city "Murk's Hollow" and set up residence in the largest building in town, the local House of Knowledge. After the majority of the books had been removed for disposal, Murk renamed the building House of Murk, and appointed a group of the largest Greyskrull brutes to become the new city guard. He then took his place as head of the town council, fast-tracking policy at his whim. His fellow council members would often protest, but then were reminded of the bloodthirsty army of savages encamped just outside the city's walls.

The majority of laws written for Crookstooth are currently in place, but that could change at any moment if Horvath sees

a need. Previous laws had been voted on by the council and presented to the residing governor for approval or rejection. To remove an existing law the majority of the council and the governor would have to agree to its abolishment. New laws and amendments worked in a similar manner, but now exist at the whim of the mad dictator.

Society

For close to two thousand years Murk's Hollow was known as Crookstooth. When Horvath declared that he was changing the name of the city to Murk's Hollow the streets filled with protesters. They were unprepared for the new Murksguard Horvath had enlisted. The brutish enforcers quickly dispatched any who tried to stand against the new regime. The relatively meek citizenry remaining quickly stood down and dispersed in fear of the well-equipped and vicious Greyskrulls.

This regime shift created major social upheaval. Many Revilian homes and businesses were forcibly granted to outlander and Greyskrull friends of the Baron. This set many home and business owners scrambling to survive, often setting out on quests to replace their lost property, or simply start a new life elsewhere.

Crime

There has always been crime in Crookstooth, but the number of crimes has been on the rise over the past two decades as the city has become overpopulated. As more outlanders force themselves into the city, the infrastructure has suffered greatly. Many residents have had to turn to petty crime in order to provide for themselves and their families.

It is rumored that much of the recent crime can be associated to a group known as the Baron’s Thorns. This group of displaced and disenfranchised citizenry has formed a community in the vast sewer system below the surface of Murk’s Hollow. Most of these people were law-abiding citizens in the days before Horvath came to power. The Baron’s flagrant abuse of the town’s resources and politics has created many of these “criminals” by legislature alone. Although some would have found themselves on the wrong side of the law before the days of the Horvath’s rewritten laws.

Geography and Climate

Murk’s Hollow lies in a valley surrounded by the Splintered Coast to its west, the Wajue to the east, and edges upon the Hamez river to the south.

Murk’s Hollow has wide seasonal temperature ranges, with warm to hot summers and cold, snowy winters. Murk’s Hollow experiences partly cloudy skies throughout the year with mild humidity levels.

Old Crookstooth

Crookstooth was founded in 1327 when Galiar Crookstooth and her family decided they would set up a permanent camp in the valley. The soil in the area was rich for growing crops and the fish in the river were bountiful. It wasn’t long before word had spread, and a brief couple of years saw the humble homestead transform into a village, a town, and over time into the second largest city in Revilo. As generations past, the original settlement was slowly replaced with newer buildings. The population grew, pushing the city streets further into the countryside and expanding the sprawl of Crookstooth.

Today Old Crookstooth is the remnants of this historical city, many of the original buildings still stand. The architecture is more eclectic these days, with outlander influenced architecture rapidly becoming more prominent, and the space between buildings seems to keep vanishing as more buildings are crammed into the already crowded city blocks.

Warehouse District

Walking the streets of the warehouse district can be a bit unsettling to those unfamiliar, regardless of the time of day. The tall buildings cast looming shadows from nearly all directions, bathing most of the streets in permanent shadow. The streets are coated in a layer of dirty soot, and the rhythmic creaking sounds of industrial machines cry from numerous factories. The roads themselves are barren, with most activity happening inside the large, windowless warehouses and mills. One can rest assured that there is always someone watching from a dark alley or high atop a tiled roof. As many have fallen on hard times, it has become more commonplace for wealthy outlanders traveling through the Warehouse District to fall prey to a lurking group of mischief makers known as the

Baron’s Thorns, who help themselves to unwitting individuals’ coin purses.

This part of the city is where illegal items are forged, Baron’s Thorns propaganda is printed, and rare antiquities are lost in a maze of wooden crates.

Perilous Peaks

Population 30,000

76% Karkathian | 10% Greyskrulls | 9% Groblynn | 3% Other Revilians | 2% Outlanders

The Perilous Peaks are an expansive, sprawling mountain range that runs along two-thirds of the western coast of Revilo. Many species live in both the lush tree-covered mountaintops as well as the intricate cavern systems underneath. Due to the vast area the Perilous Peaks cover, there are many diverse societies that have claimed control of specific areas. Small settlements, most not usually welcoming to strangers, are speckled throughout the mountainside. Endless clashes and battles stem from these ownership proclamations, as each group fights to gain more of this bountiful landscape. At any given time, there will be numerous skirmishes raging both above and below the surface.

Hilltops

The forests lining the mountains of the Perilous Peaks paint the hillsides in the brilliant colors of the trees’ leaves, creating a stunning sight with rich, vibrant hues. Orchards dedicated to the popular Aanakal and Plonk fruits are scattered throughout the mountainside. As the popularity in these two crops have increased over the years, small towns have developed around these groves.

These communities are primarily populated with Groblynnns and a few other Revilians with the occasional wayward outlander. The people of the hilltop are generally wary of strangers, but will warm up and welcome folk who believe in a hard day’s work. Among friends

they spend their evenings enjoying Plonk wine and lively music.

Below and above the harvesting communities, the hillside is also dotted with small outposts. Most of these small communities started for one of these reasons: a popular gem claim in the nearby caverns, bountiful fishing hole in a nearby river, or a popular breeding ground for game. Some of these settlements have developed regular trade routes with larger cities, while others, high in the mountains have practiced reclusion from modern society for generations.

Caverns

The vast and sprawling caverns of the Perilous Peaks are truly a sight to behold. An outside light source such as the light from a lantern or other torch, causes the cave to glimmer with reflective iridescence. The rivers that run through the hilltops filter down to the caverns, creating pools and lakes throughout.

Karkathian Prideholds, where they live, are cleverly hidden throughout the caverns. Few Revilians know their precise location, or have ever documented seeing one. Ornately crafted prideholds have been meticulously hewn into the caverns, creating impressive halls within which the Karkathians reside. These massive structures compliment the beauty of the natural formations under the mountains, and

are supported by stout pillars that are as unmoving as the mountains themselves. False paths leading to and away from these dwellings have been carefully crafted all across the Perilous Peaks to invoke confusion to anyone unfamiliar with the area who would unwittingly uncover a pridehold. Splitting off of the massive atriums in each direction lie tunnels designed to deter would-be invaders. The majority of the tunnels snake confusingly on for miles until spilling out into the room in which it began. Some even hold traps set by the local Karkathian Holdgard. There is but one path, marked by subtle inlay on the ancient stone floor, that leads those who know what to look for directly to the main communal hall, deep in the center of the mountain.

Geography

The Perilous Peaks are the largest mountain range on the continent, taking up a large portion of Revilo's western coast. The plump,

juicy Aanakal and Plonk fruits grown below the tree line of the Perilous Peaks are among the most delicious and sought after delicacies in all of Revilo. Varieties of the crops and flavors change with the altitude at which they are grown. The soil and climate in the southern region create the most desirable and sweetest tasting fruit. However, the native fauna becomes steadily more aggressive and unfriendly the closer one ventures toward the Badlands, driving the cost of these fruits to a much higher market price.

The caverns and tunnels underneath the mountains also become far more treacherous the further south one travels. Inside these southern mountains, many tribes trade in Parvie hides, using them as currency. About the size of a large hare, Parvies have colorful and tufted skin which fetches a good price in the markets. A steady supply of Parvies enables the few tribespeople who do venture into trade settlements to exchange their skins for supplies they cannot obtain in the rugged mountains. When many of the same color are captured they will earn a much larger bounty, as tailors can sell a matching Parvie hide suit for an exceedingly large sum. It has become a status symbol for affluent Revilian and outlanders alike. Those hunting the peaceful Parvies must take care to avoid the violent and nomadic Greyskrulls. These vile raiders hail from the Badlands, but have slowly been invading the isolated Karkathian kingdom with little resistance or outside knowledge of the incursion.

The northernmost section of mountains, just past Murk's Hollow has been relatively uninhabited until recently. The Revilians who once called that area home left long ago after realizing they would never be able to stop the constant raiding of the neighboring Burnadazi tribes. In recent years a number of outlander settlements have been established both on the hillsides and in the caverns below.

Salts

Population 12,000

39% Other Revilians | 27% Hystracathi | 18% Laminariale | 16% Outlanders

The region known as the Salts is defined by a large bay neighboring the Badlands and The Marsh. It consists of a large island that rests just off the coast, and the tropical beaches nestled along the edges of the Badlands and the Forest of the Dead. The flourishing jungle of the Salts is incredibly lush. It is teeming with plants and wildlife in a kaleidoscopic range of colors. Until recently, few land dwellers were welcomed onto the island, the sea-dwelling folk would sabotage vessels to keep them from setting foot on it. A colony of outlanders was granted passage by the Nanti Reapers close to twenty years ago, and ended up making it their home.

Geography

The salt in these tropical waters is a vibrant green, causing the water to shimmer a luminous aquamarine. Within the tropical jungle many delicious fruits, as well as plenty of poisonous ones, grow that cannot be found anywhere else in Revilo. The island is also home to an abundance of insects and plants that are strangely potent incantation enhancers. These are frequently used by the local shamans as spell components. Some alchemists rely on these rare ingredients to magically conjure similar effects to the powers of the gods.

Sprinkled along the beach are small fishing villages of Hystracathi who migrated from the Marsh in search of a different way of life. Their rich ancestral history of fishing made the beaches an easy place for them to call home. The villages consist of simple huts woven from fallen trees and vines that are just strong enough to withstand the harsh winds and rains of the wet months.

The Buried Mast

Hundreds of years ago, long before the influx of outlanders, a huge ship crashed on the coast of the Salts. It is said that Anaxygosal claimed the lives of the voyagers, as there were no survivors who made it to land. Lying on its enormous side the belly of the wreckage became the perfect shelter for a market. The Buried Mast has become well known for carrying an array of exotic and highly sought after foods, and is famous for selling the local green salt. It is home to a variety of vendors, including a fishmonger, fruit harvester, basket weavers, a small tavern, metalsmith, and a few food stalls whose wares are determined by the season.

The Island

The island itself is almost the size of the Badlands region, and its population has grown steadily in recent years. The outlanders who have taken up residence here have discovered two ancient and ornate cities buried beneath the jungle's thick foliage and renovated them. They have called them Mardeep and Serene, and appointed a governor and constable to each. Serene's residents are more often found at The Buried Mast as it is on the northern end of the island. However the residents of Serene need to be both attentive and alert when traversing the jungle because even this short trip through to the coast can be difficult and even deadly.

The outlanders who dwell in the southern city



of Mardeep craft small boats to travel just off the coastline for fishing. They discovered that large vessels sink themselves in these waters, so they stick with small one to two person dugouts. Many believe it to be some sort of curse that causes proper ships to be pulled suddenly below the surface, or forced violently against the stone spires that dot the bay. The outlanders have been able to keep these smaller boats afloat, undisturbed from the curse that lurks within the oceans depths.

A group of starving outlanders from Mardeep accidentally caught a Reaper of the Nanti Tribe in one of their nets, in the early years of their settlement. After they ate the Nanti, they found it to be superior to any other source of food available to them, and craved more. Having interacted with the Nanti, and knowing them to be revered throughout the land, these seafarers will go out on the waters at night,

hoping to catch some in their nets. They have been dubbed by the Nanti as The Pirates of Mardeep. The tribe of noble Reapers regard these pirates as their sworn enemy. The Nanti take any opportunity to sabotage their fishing nets, and slay any pirates they catch in the open waters.

The Shallows

The waters that flow into the Salts and surround the island are home to a number of sentient races, most notably the Laminariae in their city Shine Pool. The amphibious Laminariae have a friendly relationship with the outlanders who reside both on the island and in the fishing villages. The Laminariae are responsible for saving the outlanders whose ships collided with the towering, rocky points protruding out of the bay.

Valley of Despair

Population 70,000
44% Groblynn | 27% Reaper Lakanap | 20% Grinataur | 6% Other Revilians | 3% Outlanders

Before the Great Hibernation, the valley was the most fertile and bountiful region in Revilo. Impressive large-scale agricultural methods were pioneered here, many of which remain lost to time. When Creedona trapped The Veil inside of the Forest of the Dead, this lush valley was also forced into isolation from the rest of the continent. For a time its residents survived just fine on their own. However as decades passed and the rot of the Forest of the Dead seeped into the tributaries upstream, the waters in the lake became toxic. The land was infertile and not capable of growing enough food for the valley’s population. As hunger set in and lives were lost the region truly became the Valley of Despair.

Two-hundred and eighty years ago, after

many had given up hope and the valley’s population dwindled, a local known as Boheum Blyth made a fateful discovery. While desperately foraging on the edge of the forest one day, Boheum exposed a dried riverbed, forgotten and covered in thick vines. Thinking this to be an old game trail, he slowly began cutting away the vines to reveal a small channel leading underneath the dreaded, undead forest. Little did he realize that this discovery would lead to his region’s salvation. The next day, Boheum returned with members of his village to show them what he had found. He had hopes that the trail would lead to the fabled land beyond the tainted forest, and offer his people a better existence. The elders of his village thought delving into the trail a preposterous plan, forbidding him to put

himself or his fellow villagers at risk by tunneling such a path. At the time, the general belief in the Valley of Despair was that theirs was the only habitable environment in a world otherwise completely overtaken by the Unliving.

Boheum was not to be deterred. He remembered the stories from his youth, legends of clean waterways, vibrant green plant life, and game animals aplenty. The memories of these children’s tales fueled his hope, and before long he had a loyal crew of believers aiding him in his improbable task in secret. The clearing of the dried riverbed soon led to the excavating of an old tunnel as the canal dipped underground. Despite the many hands he had assisting his efforts, the project took many years before its completion, with collapses and the Unliving claiming the lives of dozens of workers over that time.

Finally, after years of digging and hauling the day came where a tiny bit of light filtered through the thick brambles and dirt. In the process they had survived attacks from vicious creatures and plants alike. Boheum and his followers had accomplished what none thought possible. They had found a path to the lands not tainted by The Veil’s toxic corruption. The Valley of Despair had finally found a way to the outside world. Indeed, Boheum had accomplished much, but he had much more to conquer in front of him than he could have fathomed. He had a continent to rediscover, for the good of his people.

After one of Boheum’s many adventures, he brought a Sorcia from Dalakbruel back to the outskirts of Zookmine on the edge of Lake Starless. Together, they created a filtration tank that would pull water from the lake, then run it through ionized warming stones of the Fiery Pits purifying it from the decay. Once this was built, the water was used to irrigate the valley’s farmland, making harvests bountiful for the first time since their deity Creedona walked among them.

Valley dwellers then took the plans for the first basin and built three more, enabling the irrigation to reach the other major towns in the region.

Settlements

The combined population of the four largest townships in the Valley of Despair is almost as much as that of Dalakbruel or Murk’s Hollow. This does not account for the numerous villages and communities sprinkled throughout the valley, as the population records for the smaller settlements aren’t as stringent.

Government

Each of the townships has a small government with two elected positions, the mayor, who manages civics and resource distribution, and the constable, responsible for upholding the law and safety in their towns. The laws here are pretty simple, don’t do something you wouldn’t want done to yourself or your property and there won’t be any problems. When issues do arise, the two officials decide together how to resolve it.

Crime

Crime is currently low in the Valley of Despair as harvests have been good for a number of years. When the water tanks were installed, the elected officials of the townships made an agreement that anyone found guilty of a crime would have a severe public punishment. The more people saw these retributions occur, the fewer crimes were being reported. The valley is filled with close-knit communities where there are few strangers. On rare occasions constables will call upon the populace to levy a militia against a threat or menace too large for them to handle.

Recent Changes

The magic containing the Unliving within the confines of the Forest of the Dead has been

waning in recent years. In the darkest hours of the night the sightings of the shambling horrors have become more frequent. Ehym to the north and Hazelrock to the south have increased the number of militia they have patrolling the forest border, but they do not have enough of a force to keep the valley free from the Unliving. Many outlying farmers have voiced their concerns to villages and towns near their homes. The mayor of Ehym has sent letters to Murk’s Hollow, Dalakbruel, and Volantia asking for assistance in this matter. The letter courier's trek through Boheum’s Path was a treacherous one,. He and his retinue of guards haven’t been seen in three months, and are feared dead.

Geography

At one time the Valley of Despair was the most fertile soil in all of Revilo, growing enough food to feed over half of the continent. The region is slowly working its way back to that status, as the land has become green with vegetation once again, now that The Veil’s toxins are filtered out of the waterways. The valley is covered with small rolling hills in the east where it then levels out along the edge of Lake Starless. West of the water, Wellscook

sits on flatlands before a steep incline up to the edge of the Forest of the Dead.

Outlanders

Many outlanders who have found themselves in the Valley of Despair settled into dilapidated houses and began farming the land. Eager to see the valley regain its full potential, most of the indigenous residents have no problem with them living there, as long as they don’t cause mischief.

Government

Many Revilians believe that Creedona is hibernating below the valley, specifically underneath a gigantic, ancient tree still thriving in the middle of the region. When Creedona walked the earth, she spent the longest recorded time staying in this area. Because of the history of her time spent here, many consider it to be a sacred holy land, and have flocked to it in pilgrimage since the tunnel’s creation. These Creedonites believe the magic in the valley is stronger than elsewhere in Revilo. Some even claim to see a slight luminescence throughout the region, that grows brighter the closer one is to the Tretalla.

Vast Below

Population unknown
Ekluof | Copiaferra | Malin

Deep beneath the surface of the continent spans the Vast Below. Many scholars believe that it stretches the entire expanse of Revilo, while common folk often think it is merely an imaginary place that births nightmarish fables to keep Revilian children in their beds at night. While neither school of thought is entirely correct, very few surface dwellers alive in Revilo today have explored deep into caverns below the surface. However, there are a handful of documented accounts scattered throughout books in the Houses of Knowledge. They tell tales of massive caverns far underground, where past explorers have encountered entire civilizations of cultures unlike any on the surface world.

People

The Malins were once Sorcias who retreated further underground to mourn for their god during the Great Hibernation. Feeling spiritually lost and seeking answers, a community of Sorcias burrowed deep underground. Over time, both their culture and physical features evolved, becoming all but unrecognizable to those of traditional Sorcian culture.

To the south of the Wajue the ground shook violently during the Earthshatter, and masses of land shifted. Sinkholes formed, causing huge columns of land to crumple, collapsing into impossibly deep holes in the ground. An unfortunate tribe of Grinataurs, the Ekluof

people, who were dwelling in what was becoming the Forest of the Dead, were swallowed beneath the surface as the continent was ripped apart. The Grinataurs evolved over thousands of years, cut off from the surface world much like the Malins. Their descendants, the Ekluofs known today, have white, pupil-less eyes, sharp teeth, and contempt for the surface world.

The Malins who have left their homes to live in the Wajue often speak of the great city of Tsur in the Vast Below. It is located far below the Sorcian cities in the Wajue. Because very few people have traveled to Tsur, and the dark superstition surrounding its inhabitants, most Revilians are wary of anything or anyone who comes from this region.

It is true, I am one of the few people who have actually ventured into the Vast Below. I have seen many places in my travels, but none felt so foreign as when I continued exploring well past the civilizations of the Ekluofs and the Malins. I followed a strange buzzing sound for what could have been days, as it is difficult to track the passage of time underground. After squeezing through a small opening in the caverns I set my eyes on what could only be described as a city, though it looked like no city I had ever seen. Giant egg-shaped objects were suspended by long, thick strands of an unknown material that glowed green and pink, over an enormous canyon. The eggs varied in size, but each seemed to have numerous holes or entry points all around it.

From a distance, I could see strange, bug-like people swarming all over this massive series of structures, going in and out of the egg shaped buildings. Deep in my stomach I got a very bad feeling and decided that was all I needed to see of this city in the depths.

--- Sorinth the Wanderer, taken from his written journals

For months after visiting the darkness below the surface of Revilo I would have dreams of being back there. Sometimes it was from the exact viewpoint I had when I saw the gigantic city. Other times I was in the body of a mindless Ekluof marching behind other mindless Ekluofs heading inside the large egg-like structures. Each time I found myself in this part of the dream, the colors would become hazy and I would get disoriented. I would wake to a throbbing head unlike any I had incurred before.

I don’t know exactly what it was that called me back, but a year to the day since I first laid eyes on the city of insect people I left my home and headed back there.

--- Sorinth the Wanderer, taken from his written journals

Wajue

The Wajue is a vast expanse of arid, empty, and landlocked desert. Upon first glance it would appear to be a hostile and inhospitable landscape, but a seasoned traveller knows that there is more beneath the surface than meets the eye. The scarcity of resources in this harsh environment prevents most creatures from spending more time than necessary above the surface. However, in the tunnels below this desolate wasteland lies one of the most thriving and industrious civilizations in Revilo, the great civilization of the Sorcias.

These cities have been built into long, empty tunnels previously excavated by burrowing Livna worms. Mazes of tunnels are crisscrossed by mining shafts and hand dug dwellings for the masses of Sorcias who live and work within the mines. Many of the oldest buildings in the large, open tunnels are load bearing. These buildings are renovated whenever an atrium is expanded, so that it may continue to support the ever-rising ceiling of the cavern in which it was built.

Technology

The most profound technologies within the Sorcian cities are their many industrious applications for the Livna gas. For hundreds of years, Sorcian society has employed the gas to power its engines, lifts, and trolley systems. The gas has also been incorporated in traditional cooking and heating methods utilized by the bulk of Sorcian homes. Brass canisters are filled with Livna gas and circulated throughout each city by a network of delivery workers and an intricate overhead conveyor system .

Dalakbruel Capital City

Population 70,000
66% Sorcia | 22% Ttarps | 18% Other Revilians | 4% Outlanders

Dalakbruel is the capital city of Sorcias, hidden far out in the Wajue in cool tunnels below the burning sands of the desert. This, the largest Sorcian city, is believed to have been built shortly after the Wajue became a desert at the dawn of the Great Hibernation. Only after Dalakbruel had reached its utmost capacity did the Sorcias spread out through the abandoned Livna tunnels to create two additional cities, Altculum and Neednul.

The Dalakbruel House of Knowledge, known locally as the Grand Archive, is a seemingly limitless library. It contains the largest collection of technical mechanical blueprints and houses the most meticulous records of the many species

of Revilo and beyond. The Sorcias believe there to be infinite knowledge to amass, and therefore the Grand Archive is always growing its collections. Traveling scholars must deposit copies of their own findings and journalings as tribute to gain entry to the archive's wealth of knowledge. As dozens of book binders and letter pressers work vigorously to make copies of the original works so that their authors may have them returned in hours time.

Government

The Inner Council

The noble ladies and lords of the Inner Council have ruled the tunnels of Dalakbruel since before the city's founding. Seats on this court

are a birthright to the the Sorcias whose ancestors were the chiefs of the nine nomadic tribes of the Sorcias. The High Court was formed when the tribes settled in the sandworm tunnels of present day Dalakbruel. The mantle of High Lord or Lady rotates through the nine families, so that each family holds the position only once every nine generations.

The Nine Inner Council Houses, in order of succession: Stoneburrow (present High Lady), Hightunnel, Sandspire, Dunsdelve, Woodlyd, Mudmirr, Terrasoll, Digdytch, and Slatesaw.

The Court Guard

A Sorcia of common birth has the opportunity to gain their family favor by enlisting in the Court Guard as a young adult. These Sorcian recruits swear a sacred oath and are drilled in single combat, as well as schooled in the laws of Dalakbruel and the importance of the Nine Houses. The Court Guard keeps order within Dalakbruel and its surrounding tunnels, arresting those who dare break the law of their city. The Court Guard have developed separate divisions devoted to different areas of their concern, including contraband removal and civil peacekeeping. The most elite and trusted Court Guards are eventually promoted to the Council Guard, and tasked with keeping the High Council safe from assassination and espionage alike. Council Guard are granted a portion of tunnel to be freshly excavated by members of the Miner Caste. This grants the landholder first priority on all precious gems and ores excavated from their estate, as well as exclusive mining rights within one cubic mile of their new tunnel. Both minor cities, and many more small towns were first settled in this manner, the descendants of the most loyal to the council still preside over them to this day.

Society

There are three distinct classes of

people in Dalakbruel: the miners of the working class, the educated professions, and the wealthy nobles. It takes members of all three class structures to make the city operate smoothly.

Crime

Until roughly two centuries ago, the Malins were thought to be a fictitious species that inhabited only the stories Sorcia mothers told their children to get them to behave. Legends spoke of a dangerous people that dwelled in the deepest, darkest places underneath the Wajue, wrangling and riding the great Livna worms for an unknown purpose. The first recorded interaction between the Sorcias and the Malins was rather unpleasant, as both peoples assumed rights to the tunnels below the Wajue Desert.

Recently a small, notorious sect of Malins, known as the Malin Cartel, has created a compound on the outskirts of Dalakbruel. They have been responsible for the rash of missing Livna gas, as well as some other crimes involving trafficking of illegal goods and illegal siphoning of Livna gas over the last few months.

Environment

Dalakbruel never truly seems to sleep. The gas lit lamps may dim in the late hours of the night, but restaurants can be found open at all hours. Living millennia below the surface of Revilo with no suns or moon to impose traditional sleep habits, combined with an industrious and obsessively curious people has resulted in this unique cultural quirk.

The buildings of Dalakbruel are built in a way so that they climb all the way up to the top of the tunnels. Staircases, pulley-driven elevators, and ladders are very common, and the city's infrastructure is taken extremely seriously.

Altculum

Population 30,000

50% Sorcia | 28% Ttarps | 10% Other Revilians | 12% Outlanders

When deciding to expand past Dalakbruel, the Inner Council felt it would be best to build close to Crookstooth to serve as a thriving trade-hub. The western city of Altculum is much like Dalakbruel, only on a slightly smaller scale. There are far more outlanders per capita due to its proximity to the recently renamed Murk's Hollow. This has put the locals on edge, as they are worried that Horvath is focusing his sights on their city as his next conquest. The local authorities have begun arming the citizenry, creating a militia to combat the power hungry baron if the need arises.

There is very little Malin Cartel activity in Altculum, if any agents of this faction are present, they are doing a good job of covering their presence. This may be precipitated by the fact that Malins are generally considered equals to the Sorcias in Altculum, intermingling their cultures harmoniously, unlike the districts in each of the other Sorcian cities.

Neednul

Population 40,000

60% Sorcia | 8% Ttarps | 14% Other Revilian | 8% Outlanders

Sorcias determined that their third city must be close to the Fiery Pits for the purposes of studying the potential of geothermal energy to replace their current fuel.

Neednul has more scientists and tinkerers per capita than either of its sister cities, but struggles the most financially, as the experimentation and development is costly, but rarely turns a profit in any sustainable way. The tunnels in between Neednul and Dalakbruel are frequently travelled by research teams in hopes of attaining patron funds for their costly and ambitious projects. Many of the Wajue's smartest minds believe the answer to the energy crisis lies within the volcanic region, so projects that further geothermal research are frequently favored by the Council in Dalakbruel.

An extremely long innovation the Sorcias have called the heat pipe is in the process of construction, in hopes of conducting heated air from the Fiery Pits miles south to the city of scientists. The Burnadazi believe those constructing the pipe are stealing heat from the Embreson, and have brutalized no fewer than three academic expeditions in an effort to stop the encroachment.



Running a Revilo Campaign

Adventure Awaits - A GM's Guide

WARNING:

The following material may not be suitable for the eyes of the players. If you are a player please skip this section, as it contains knowledge reserved for the GM.

One of the most enjoyable aspects of roleplaying is being surprised by the way the story unfolds. This chapter contains storylines, spoilers, and plot twists that could change your character's actions in Revilo. So please, allow yourself to be surprised as your GM reveals these secrets throughout your campaign.

Adventure Hooks

GREYSKRULLS ON THE OUTSKIRTS

Baron Murk Von Horvath has set his sights far beyond ruling over a singular city, he has aspirations to rule all of Revilo. Von Horvath has recently made a pact with Kaldor, King of the Greyskrulls, which puts an army of Greyskrull warriors at his disposal. With tensions rising in Murk's Hollow, the Baron has ordered a small division of his Greyskrulls to set up encampments outside of the city to quell any resistance to his rule.

Horvath is also preparing his Greyskrull soldiers for war. His intent is to first take Dalakbruel, a metropolis underneath the sands of the Wajue Desert. He greatly underestimates the tenacity and ingenuity of the Sorcias who would defend the city with their lives. He hopes to eventually invade all of Revilo, and will take military opportunities as they present themselves.

DEPLETION OF LIVNA EGGS

In the great city of Dalakbruel, beneath the surface of the Wajue desert, the Sorcian High Council has documented a dwindling birth rate of the giant, tunneling sandworms known as Livna. Dalakbruel and the other great cities which have been built in the tunnels of the desert rely heavily on the methane gas harvested from the excrement of the Livna to keep these extensive metropolises running.

As fewer and fewer Livnas are being born, the Sorcian High Council estimates they will be completely out of methane within three years. Many of the High Council were in denial until recently, when one of the methane refineries was burglarized, costing them a substantial portion of their total reserves. Prior to that they could not fathom all of the machinery in the cities completely shutting down. With Sorcians being the great inventors that they are,

their cities' mechanics are completely dependent on this natural resource. The more affluent city dwellers would have trouble with simple tasks like opening their doors and windows of their homes, which are all methane powered.

Many of the most influential scientists, scholars, and tinkerers meet with regularity in a formal council, feverishly trying to understand both why this is happening, and how they can replace this natural resource with an alternative energy source once it becomes completely exhausted. Many theorists believe that the Livna stopped laying eggs when outlanders first wrecked their ships on the Splintered Coast, but for what specific reason still remains unclear. Many others believe it is due to the length of time the gods have been in hibernation.

Hunting the Keepers of Secrets

The highly revered Keepers of Secrets are being hunted by a new faction of inquisitors known as the Truth Seekers. This recently formed sect has already seen success over the past year, reducing the original eighteen Keepers to fifteen. The fragments which the Keepers of Secrets carry in their chests do not transfer to another host when they are slain by one of these fanatical hunters. Instead, the Truth Seekers have managed to utilize a magical urn to capture the splintered pieces of Ghyrma before the fragment can infuse into someone else's chest. The Truth Seekers do not believe that Ghyrma will one day return to piece the fragments back like an unfinished puzzle. They feel those are merely stories told to children to keep them fearful of Ghyrma.

The Truth Seekers have been formulating a process to harness Ghyrma's magical residue to awaken Solleel the Ravager. They need as many pieces from the slain Keepers of Secrets as they can get so that they might have the chance of reviving their lost god of war and devastation.

Fear has set in across the land as Revilians have started shunning the company of Keepers of Secrets, homes that were once open to them have shut them out, in the hopes that closing their doors will prevent the Truth Seekers from knocking them down. Many of the Keepers have begun to conceal the magical compartments embedded in their chests in hopes of traveling unnoticed and in relative safety.

THE EIGHTEEN FRAGMENTS

Each of the fragments are historically documented and widely believed to be pieces of the god Ghyrma. Creedona truly believed she would be able to save her sister by allowing her to experience all of the beauty of Revilo as seen through the fragments.

What Creedona did not realize was that the arm she shattered into eighteen fragments belonged to Fatuma. Once collected, all of the pieces of the shapeshifter will restore Fatuma to its true form and full power. Fatuma will then be filled with all of Revilo's secrets collected over the years from the Keepers.

THE TRUTH SEEKERS

The cult of Truth Seekers grows each day as it preys on the fears and instability of the Revilian people. They claim that they will harness the power of Ghyrma to fight off what they are calling the Invasion of Outlanders. With tensions high between indigenous Revilians and outlander Baron Murk Von Horvath’s coup of Crookstooth, it has become easier for the Truth Seekers to enlist new followers through fear.

The inner circle of Truth Seekers, self-titled The Inquisition, know the true plans behind eliminating the Keepers of Secrets. Their intent is to collect the fragments inside each of the Keepers’ chests. Galandyr Plythe, their leader, has been translating rare copies of pages from Codex of the Ravager that she has acquired from a mysterious, one-armed Grinataur. She believes that once all the fragments are gathered, her spell will successfully awaken Solleel the Ravager, who will wreak her dark vengeance on the invading outlanders. None of the Truth Seekers are aware that the fragments the Keepers bear are actually pieces of Fatuma, who aids the cult secretly from the shadows, wishing to become whole once more.

Historical Inaccuracies

FATUMA AND GHYRMA

Throughout all of the history books depicting the Great Divide, the epic battle is described as a struggle between Ghyrma and Creedona. Unbeknownst to all who were present, including the god Creedona, her combatant was not Ghyrma, but Fatuma, the first true Copiaferra.

Fatuma had taken the form of Ghyrma well before the physical confrontation began. It had changed its appearance to goad The Veil into spreading dissent among the people of Revilo, in hopes of stoking the fire that would become the Earthshatter.

During the conflict with Creedona, Fatuma realized that it would not survive and began to transform in panic when Creedona ripped off one of its arms. Fatuma managed to escape, leaving a part of itself behind.

Fatuma continued to transform into other people, altering the outcome of major turning points and events in Revilian history, often as an innocuous old beggar, wrapped in rags and walking with a gnarled staff. However, in each of its forms, it is always missing its left arm, cut off at the shoulder. Learn more about *Fatuma on page 104*.

COKATHRALIS REVISIONISTS

The Cokathralis of the Canopy Congress have been rewriting history books to falsely inflate the importance and impact of the Cokathralis’ role in Revilo’s development over the ages. This has been done subtly, through a network of canopy librarians. The congress pays them an exorbitant bribe to carry out their will. There are revisionists in each of the houses of knowledge, leaving

the intrepid and moral Knights of Knowledge alone to defend their history against these traitorous scholars.

As books are reprinted with inaccurate accounts of events, they are then swapped with the original copies. The Cokathralis have an elaborate facility to ensure the false prints look as close to the original versions as possible, down to the method of book binding and any damage sustained to the original documents over the years.

Seeds of Revolution

BARON’S THORNS

Even before Murk Von Horvath staged the coup on Crookstooth, the foundation of what would become the Baron’s Thorns was being laid. Through Horvath’s brutal actions leading up to his takeover, he used his goons to displace long time residents of the city. If their property could be of use to his regime or he suspected them to be a bother to him in the future they were dealt with swiftly and quietly. Many fled to other parts of the continent, while a larger contingent created make shift homes in the sewage tunnels beneath the great city in secret. The sewer dwellers started a string of strategically planned robberies. They targeted businesses Horvath had taken over, or those that had aligned themselves with his regime.

The group became well known for this mischief, wreaking their havoc on Horvath’s plans. However they were directionless and disorganized until Blector Blyth stepped in and took charge, becoming the unofficial leader of the group. The Baron’s Thorns currently hold regular meetings in several secret locations throughout Murk’s Hollow, in hopes of recruiting larger numbers.

They intend to take their city back once they believe they have a fighting chance against the baron and his hired mercenaries. First they must dissolve the flimsy alliances he has created and destroy his supply lines.

ROOTER RESISTANCE IN FLOATING FOREST

The Cokathralis high atop the Floating Forest have plans for their region to ascend higher into the sky, and closer to their god Corsuvine. News of their intentions has made its way down to The Roots, whose residents do not want to be any further away from the surface of Revilo.

After thousands of years of mistreatment, a sizable group of Driademus youths have convinced many of the Rooters to stand up to their oppressors. As a community they have decided to secede from the rest of the Floating Forest by destroying the upper portion of The Roots just below the forest floor with a Burilli crystal explosion. The young Driademus revolutionaries have been secretly stockpiling Burilli crystal scraps in the center of the roots just south of Kerinia. They hope this will separate them from the rest of the forest, leaving the Roots firmly secured to the ground. They believe this will force the rest of their region to float away.

Impending Invasions

BARON MURK VON HORVATH

Now that Baron Murk Von Horvath has a strong hold over Murk's Hollow, he has been bolstering his army with mercenary Greyskrulls. He intends to conquer all of Revilo and crown himself king of the continent. His current plan of attack is to besiege and take the grand cities of the Wajue so that he can have access to the advanced technology of the Sorcias before moving his conquest into the other regions. He will undoubtedly take the Badlands last, betraying his Greyskrull allies led by King Kaldor.

KING KALDOR

Since his self-coronation, Kaldor has been steadily preparing the Greyskrulls for a large-scale invasion of the rest of Revilo, raiding and burning cities as they go. He intends to betray Murk Von Horvath, the outlander he has been supplying with troops and aligned himself with for the moment. When the time is right and enough of the continent has been destabilized, his troops will turn on Horvath and he will dominate Revilo.

Deeper into the Vast Below

In the months following the Earthshatter, the fractured, delirious Fatuma stumbled upon a gaping, cavernous entrance along the newly-formed coast of Revilo. The wounded creature dragged itself deep underground, continuing for what felt like weeks before stopping to rest. While resting, Fatuma scavenged mushrooms and ate from a small Gentricken brood that scurried about the caverns. Having transformed back to its natural self, Fatuma's wounds had closed, but its arm never reformed since it had been kept by Creedona. Feeling an overwhelming sense of mortality for the first time in its already ancient existence, Fatuma laid a trio of eggs, which eventually hatched into the first Copiaferras as they exist today. Fatuma helped its children build the foundations of their first city and their population grew and prospered. Over the past three thousand years, their underground settlements have grown to hold populations of tens of thousands of Copiaferras, and slave populations more than quadrupling that. With their illusionary powers, the Copiaferras have enslaved entire villages of Malins and Ekluoofs who laid claim to caverns too close to their civilization. Testimony from rescued slaves recount a grueling but fulfilling stint of voluntary construction labor they did for a family in need or a cause they believed in. In reality they were adding to the Copiaferras' already vast infrastructure in the Screaming City.

People of the Lands

In every society there are heroes and villains, often times the darkest of villains truly believe they are being heroic in their deeds. Currently, in the Age of Discovery, there are numerous people struggling to do what they think is right for the inhabitants of the land.

--- Sorinth the Wanderer

Included in the NPCs are people who are important to the overarching storyline that is currently happening in Revilo.

We have intentionally left ten Keepers of Secrets open to interpretation so that members of your campaign can play them, or you can make them into NPCs as you see fit. There are a total of eighteen. Six are outlined in this section, with two deceased and their fragments in the possession of the Truth Seekers.





Ackryd

At My Core: Will not hesitate to destroy anything that gets in the way of attaining more power

Bonds: Member of the Keepers of Secrets, Secret Leader of the Truth Seekers

Motivation: To become the only Keeper of Secrets and hold all of the fragments of Ghyrma

Description: Ackryd is large, even by Burnadazi standards, towering a full head above most of his kin. High in the center of his chest is a vertical golden lock containing one fragment of Ghyrma. He stands tall and moves with an air of superiority. He is unwilling to wear any armor that would cover up the prize in his chest.

Backstory: Ackryd is the first Burnadazi to ever become a Keeper of Secrets. Known for their cruelty and simple-mindedness, their species has never been chosen for this gift. Ackryd is no different than the other Burnadazi, except for his insatiable hunger for power that spans further than the Fiery Pits. His anger



quickly turns into a rage for anyone who does not bow down or move aside from his path towards realizing his plan. He spews strong opinions on how different species throughout Revilo should be treated, mostly as subordinates and slaves, or as a food source. No one was present when Ackryd first took the fragment into his chest and absorbed the knowledge of the Keeper before him. Most of his fellow Keepers have theorized that Ackryd came upon his predecessor as they traveled the Fiery Pits and murdered them for the fragment. Ackryd's newfound knowledge has given him further delusions of grandeur, believing himself to be the superior being on the continent as both a Keeper of Secrets and a Burnadazi.

Shortly after becoming a Keeper of Secrets, a band of Truth Seekers came hunting for the Keeper whose fragment Ackryd had absorbed. Ackryd had noticed tracks of the Seekers, and set an ambush. While waiting, he overheard their discussion of raising Solleel with the power of the fragments and used that knowledge to his advantage. Ackryd hid out of sight for three days before approaching the Truth Seekers directly. He wove a tale of how Solleel had spoken to him, tasking him with finding a group who was trying to raise her from her slumber. Ackryd convinced the Seekers with his lie, leading them to believe that it was divine intervention that caused him to absorb the fragment, and that he was to be a key instrument in the success of the Truth Seekers' mission.

Medium humanoid, lawful evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 +20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	15 (+2)	10 (+0)	9 (-1)	14 (+2)

Saving Throws STR +5, DEX + 6, CON +4

Skills Athletics +5, Arcana +2, History +2, Survival +1

Damage Resistances fire

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 11

Languages Ancient Revilian, Ancient Sorcian, Revilian

Challenge 4 (1,100 XP)

Reckless Attack. Ackryd may choose to attack with reckless abandon. Doing so gives him

advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until the start of his next turn.

Seeker Champion. Any allied Keeper of Secrets within 30 feet that can see Ackryd has advantage on its attack rolls against enemy creatures.

Actions

Multiattack. Ackryd makes two melee attacks, one with his bite and one with his glaive.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 +4) piercing damage.



Blector Blyth



At My Core: A motivator of people and believer in the greater good

Bonds: Mobilizer of the Baron's Thorns, many people of Murk's Hollow

Motivation: To disrupt all that the Baron does in hopes of restoring Crookstooth to Revilian control

Description: Blector is a Groblynn in his early twenties and dresses in traditional traveler's clothes. He could easily blend in with most other Groblynn with one exception: his right ear was clipped at the top in his early teenage years. The older he gets, the more pronounced the size difference of his ears becomes.

Backstory: Blector comes from a long line of Groblynn leaders. He is a descendent of Boheum, the famous Groblynn who rallied his people to excavate a tunnel under the Forest of the Dead, running from the Valley of Despair to the Wajue Desert. Because of his lineage, he has always felt he had very large shoes to fill, almost too big. Rebelling against this notion, Blector has been a dishonest grifter most of his life. When his hometown of Crookstooth was overthrown by Murk Von Horvath and his goons, Blector was aghast to see his fellow citizens treated so poorly. He held out hope for months, waiting for someone else to stand up to the injustices that were occurring. Blector's outlook changed forever when he witnessed the baron's brutality first hand at the public execution of a thief who's crime was withholding crops to feed his starving family. He founded the Baron's Thorns that day, using the skills gleaned by years of scamming his fellow citizens to wreak havoc on Horvath and his newly established government.

BE A THORN
IN HIS SIDE
BRING CROOKSTOOTH BACK TO ITS GLORY
EVERY 2ND SOLDIAT

Character concept by: Nelson Spratt

Small humanoid, chaotic good

Armor Class 18 (half plate)

Hit Points 95 (10d10 +40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	8 (-1)	13 (+1)	16 (+3)

Saving Throws STR +5, CON +7

Skills Acrobatics +7, Deception +6, Persuasion +6, Stealth +7

Senses passive Perception 11

Languages Common, Revilian

Challenge 5 (1,800 XP)

Second Wind. On his turn, Blector can use a bonus action to regain hit points equal to

1d10 +10. Once he uses this feature, Blector must finish a short or long rest before he can use it again.

Action Surge. Blector has a sudden burst of energy, enabling him to take one additional action on top of his normal action and possible bonus action on his turn. Once he uses this feature, he must take a short or long rest before he can do so again.

Actions

Multiattack. Blector makes three attacks, either with his shortbow or his shortsword.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320, one target. Hit: 7 (1d6 +4) piercing damage.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 +4) piercing damage.

When I first met Blector, I did not think too much of him. He had come to my shop in hopes of selling off some of his Great-Grandfather Boheum's antiques. I was pleased to add some of his pieces to my collection, but Blector came across as a cocky slacker who had little to contribute to any intelligent conversation.

But that was a few years ago, and as times change, so do people. In that short amount of time it seems as though Blector has grown up quite a bit. He has even taken to protecting many of the citizens of Crookstooth. I was quite surprised when he found his way back to my shop in hopes of buying back his family's heirlooms.

By the time he walked in my door, I had already heard of the group he had formed to resist the ever-expanding tyranny of Von Horvath's rule. Because of this I wanted to gain better insight into his character and better understand the person he had become. Before I would let him have what once belonged to the mighty Boheum, I made him join me for dinner.

Over the course of the meal I was able to hear his enthusiasm and plans for returning many displaced Revilians to their home in Crookstooth and removing Von Horvath from power. Knowing he would need as many supporters as he could find, I offered the use of the printing presses located beneath my shop. This certainly is not a time to idly sit back and wait to see what happens. Now, more than ever, is the time to take action.

--- Sorinth the Wanderer, taken from his written journals



Barich Brodar



At My Core: Secrets come and go, the trees must last forever

Bonds: Keepers of Secrets, Druids of the Floating Forest

Motivation: To find a way to reroot the Tupuna trees on Revilo's surface

Description: Barich is a Procynolite with nearly a century of world experience, which can be determined by the length of his horns. Much of his fur has started to turn silver, but the rings on his tail are still distinguishable and vibrant.

Backstory: Barich grew up deep within the Floating Forest, far away from most other Revilian civilization. His early life consisted of caring for the trees and preserving the natural balance surrounding the area his family called home.



One evening during late adolescence, Barich saw a campfire's smoke off in the distance, rising above the canopy. It was extremely rare to encounter travelers this deep in the woods, so he went to inspect these new interlopers on his family's land.

Barich observed a small group of adventurers, the likes of which he had never seen before. He stayed motionless in the tree, listening to their stories, until he eventually fell asleep.

By the time he awoke, it was mid morning and the group had travelled on. Barich found their trail and followed after them. He was captivated by the stories he had heard, and wanted to learn more of what the lands outside his forest held. He continued stealthily following by day, and watching quietly by night for close to a week, before one of the travelers, a Groblynn, looked directly at him with a friendly smile. The Groblynn invited Barich to join them by the fire for a hot meal and

comradery. This Groblynn revealed that he had known of Barich's presence for a few days, and was observing the Procynolite just as much as Barich was them.

Barich formally joined the adventuring party, and had traveled with them for close to a year when they were attacked by a group of Burnadazi raiders. As his Groblynn friend fell during the raid, his chest was exposed to reveal that he was a Keeper of Secrets. The magical door burst open, transferring the memories and fragment over to Barich. The unknowing Burnadazi were scared off when they saw the vibrant blue light shoot out of the Groblynn and lift Barich up into the air, believing him to be some sort of powerful mage.

When flooded with all of the memories of Revilo, Barich saw a time when the Floating Forest was securely fastened to the ground, as the elders in his village had spoken of frequently. Since that day, he has been trying to find ways to return the Floating Forest to its natural state. He would like to see the forest anchored to the Revilian soil as it was when it first sprouted eons ago.

Small monstrosity, neutral good

Armor Class 16 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	18 (+4)	12 (+1)

Saving Throws DEX +6, WIS +5

Skills Acrobatics +6, Deception +3, Insight +5, Investigation +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Revilian

Challenge 1 (200 XP)

Innate Spellcasting. Barich's innate spellcasting ability is Wisdom (spell save DC 13). He can innately cast the following spells, requiring no material components:

At Will: *druidcraft*, *poison spray*

1/day each: *entangle*, *fog cloud*

Staff of Seasons. Barich gains a +1 bonus to attack and damage rolls made with this magic quarterstaff (already calculated). While holding it, he gains a +1 bonus to spell attack and damage rolls as well.

This staff has 3 charges, and regains 1d4-1 expended charges at the start of each dawn. To

activate the staff, Barich must use an action to expend a charge and roll 1d4 to see what season the staff is currently portraying. He may choose one of the two spells to cast correlating to the season rolled without use of a spell slot, using his spell save DC (13):

1) Spring. *plant growth*, *spike growth*

2) Summer. *daylight*, *call lightning*

3) Autumn. *Blight*, *wind wall*

4) Winter. *ice storm*, *slow*

Actions

Multiattack. Barich makes two attacks: one with its tail and one with its quarterstaff.

Tail. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. On a successful hit a medium or smaller creature is grappled (escape DC 13) and the Procynolite may choose to pull the creature 5 ft. toward herself. Barich uses Dexterity (Acrobatics) rather than Strength (Athletics) when contesting escapes from the grapple.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) if used with two hands.

Fatuma

At My Core: Believes that nature, people, and society should always be in a state of change

Bonds: Worshipped by the Cult of Change

Motivation: To be the instrument of change at key points in history while remaining neutral in its retelling

Description: Fatuma was the original Copiaferra with the ability to shapeshift into any form imagined. Though its origins are shrouded in mystery, thousands of years of contortion has found their body misshapen, its form constantly changing among the appearances of multiple beings when they are not concentrating on maintaining a single manifestation.

Backstory: Before Creedona created Revilo, Fatuma could see a long streak of light soaring through the cosmos. Fatuma went toward the light in hopes of catching whatever was moving amongst the stars. Unable to contend with the momentum of Creedona and Ghyrma hurtling through the cosmos, Fatuma was swept up into their gravitational pull.

Unknown to Creedona and Ghyrma, there was an additional stowaway on their journey to creating Revilo.

For thousands of years, Fatuma went unnoticed. They would observe the tension between Creedona and Ghyrma, often taking the form of one of the god’s children so that it could interact directly with the two sisters.

During the peak of tensions between Creedona and Ghryma, Fatuma took the form of Ghryma in order to goad Creedona’s creations into a time of change, it was time for a new age. The disguised Fatuma fought Creedona during the Earthshatter, having their arm ripped off in battle. Ghyrma saw this conflict from a distance and was brokenhearted at the thought that her sister would do that to her, and confused and frightened as to the identity of the imposter. In a fragile emotional state, Ghyrma climbed upon a piece of land as it broke off of the continent, letting it take her far away from Revilo.

Fatuma retreated back into shadow, only to return a short time later. It had been observing Creedona’s reaction to the Earthshatter, taking the form of a Grinnat in the forest where The Veil was to be imprisoned. When Creedona cast the magic to trap The Veil within the confines of the trees, Fatuma found its way into an underground cavern system below the forest, establishing itself in the Vast Below and learning many strange new forms from its denizens. Eventually, Fatuma laid eggs to ensure a lineage, and the first modern-day Copiaferras were hatched. Fatuma and their offspring established the City of Screams in the far depths of the cavernous world beneath Revilo.

See more about Fatuma on page 94

Medium humanoid, chaotic evil

Armor Class 19 (natural armor)

Hit Points 150 (20d8 +60)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	20 (+4)	14 (+2)	27 (+7)

Saving Throws DEX +8, INT +12, WIS +7

Skills Deception +12, Insight +7, Perception +7, Persuasion +12, Stealth +7

Senses passive Perception 17

Languages Common, Revilian

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If Fatuma fails a saving throw, it can choose to succeed instead.

Magical Attacks +3 to attack and damage rolls made with the sword (already calculated below).

Master of Illusion. Creatures attacked by Fatuma have a difficult time discerning illusion from reality. Any Intelligence (Investigation) or Wisdom (Insight, Perception) rolls to discern Fatuma’s illusions are made at disadvantage.

Shapechanger. Fatuma can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form, except that it is always missing its left arm, cut off at the shoulder. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.

Spellcasting. Fatuma is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Fatuma has the following bard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *vicious mockery*

1st Level (4 Slots): *disguise self*, *silent image*, *sleep*, *thunder wave*

2nd Level (3 Slots): *blindness/deafness*, *detect thoughts*, *invisibility*

3rd Level (3 Slots): *fear*, *glyph of warding*, *hypnotic pattern*

4th Level (3 Slots): *compulsion*, *confusion*, *phantasmal killer*, *polymorph*

5th Level (1 Slot): *seeming*

6th Level (1 Slot) *programmed illusion*

7th Level (1 Slot) *etherealness*

8th Level (1 Slot): *glibness*

9th Level (1 Slot): *true polymorph*

Actions

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 25 (5d8 + 3) slashing damage and 40 (9d6) psychic damage.

Psychic Stun. (Recharge 4-6). Fatuma contorts its body as it emits a visible pulse of psychic energy. All creatures within a 40 foot cone originating from Fatuma must succeed on a DC 20 Intelligence saving throw or take 70 (20d6) psychic damage and are stunned for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.





Illi Harcratt

At My Core: Determined to have memorable performances in front of all Revilians

Bonds: Keepers of Secrets

Motivation: To put Revilians at peace by allowing them to share their secrets

Description: Illi is a middle-aged Calidus who always wears a v-necked tunic so that the chamber containing the fragment of Ghyrma in her chest can clearly be seen. She dresses in vibrant and colorful, flowing clothing.

Backstory: Illi grew up in the city of Hassurgo in the northern end of the Floating Forest. As a child, her charismatic charms and gift for entertaining an audience seemed to place her in the center of attention wherever she went.

By the time Illi finished schooling, she had honed her natural gifts, sharpening her skills as a performer. Within half a year’s time, she was filling any tavern in Hassurgo on a Viriat night with her stories and songs. Thirsty for adventure and grand repute, Illi left Hassurgo soon after completing her schooling.

While traveling, she met a Keeper of Secrets and was highly impressed with how many people would pour their hearts out to him. Hungry for more performative material, Illi convinced him to allow her to travel with him and learn stories from all throughout Revilo.

She had been traveling with him for three decades when his life was cut short in his sleep. Being the only one adventuring with him at the time, Illi absorbed the fragment of Ghyrma and became the new Keeper of Secrets. Over the past eighteen years, she has been certain to make sure everyone she meets on the road or in the city knows her name and what she is, hoping to find a venue in which to perform or new stories to add to her repertoire.

I had the pleasure of seeing Illi perform inside the Fang & Tooth Tavern within the Roots of the Floating Forest not long after she had become a Keeper of Secrets. It was truly fascinating to watch her weave new songs from the memories she was granted by the fragment inside of her chest. Through her songs she expressed a romanticized history of Revilo over the ages to the audience. Each song was from the perspective of a new person, yet all of them intertwined seamlessly.

After her performance I was able to convince her to allow me to accompany her in her travels to Dalakbruel where she sought an audience with the Inner Council. She had hoped to perform in all the homes within the high society of such a grand city. Along our journey I enjoyed learning some of the historical knowledge she had gained.

--- Sorinth the Wanderer, taken from his written journals

Medium humanoid, chaotic good

Armor Class 13 (leather armor)

Hit Points 52 (8d8 +16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	18 (+4)

Saving Throws DEX +4, CHA +6

Skills Deception +6, History +4, Persuasion +6, Performance +8

Senses passive Perception 11

Languages Common, Revilian

Challenge 3 (700 XP)

Bardic Inspiration (4/Day). Illi can inspire others through stirring words or music. To do so, she uses a Bonus Action on her turn to choose one creature other than herself within 60 feet of her who can hear her. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Spellcasting. Illi is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Fatuma has the following bard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion, vicious mockery* (2d4)

1st Level (4 Slots): *disguise self, faerie fire, hideous laughter, thunder wave*

2nd Level (3 Slots): *blindness/deafness, detect thoughts, invisibility*

3rd Level (3 Slots): *fear, glyph of warding, sending*

4th Level (3 Slots): *charm monster,*

dimension door, freedom of movement, polymorph

5th Level (1 Slot): *mass cure wounds*

Actions

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320, one target. Hit: 5 (1d6 +2) piercing damage.

Shortsword.

Melee
Weapon
Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) piercing damage.



Silas Kakrag

At My Core: Driven to share Karkathian culture with all of Revilo

Bonds: Keepers of Secrets

Motivation: To bring honor to his Pride by being the best Keeper of Secrets he can be

Description: Silas was the runt of his Pride and is small for a Karkathian. Living the life of a world traveler, he has taken to the cultural norms of wearing clothing and is rarely seen without his cloak with over a dozen pockets sewn to the inside. The door in his chest that protects the fragment is extremely ornate and detailed, engraved like a lavish piece of jewelry.

Backstory: Silas was chosen at a young age to accompany a fellow Karkathian on her travels. This Karkathian, like Silas, was smaller than most of the others of their kind. She told his Pride that he would one day bear great responsibility as he would be the heir to her calling as a Keeper of Secrets.

She must have known her time would be coming to an end soon. It was less than five years that Silas traveled with her before she passed away in her sleep. Silas was jolted awake by his transformation into a Keeper of Secrets.

Silas is very proud of his station as one of the eighteen Keepers of Secrets. He travels Revilo seeking out those who wish to share with him what they have experienced, and is most commonly seen traversing the main roads between major cities, but rarely in their borders. He delights in telling stories of Karkathians, and the many prides who live across the Perilous Peaks.



Medium monstrosity, lawful good

Armor Class 14 (natural armor)

Hit Points 130 (4d10 +8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	16 (+3)	16 (+3)

Saving Throws DEX +4, WIS +5

Skills Athletics +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Revilian

Challenge 1/2 (100 XP)

Actions

Multiattack. Silas makes two attacks: one with his bite and one with his kick.

Bite. *Melee Weapon Attack:* +5 to hit reach 5 ft., one creature. Hit: 6 (1d6 +3) piercing damage.

Kick. *Melee Weapon Attack:* +5 to hit reach 10 ft., one creature. Hit: 8 (1d10 +3) slashing damage.

Silas and I have had the pleasure of spending quite a bit of time together as we have been travel partners to the Perilous Peaks on more than one occasion. Though they rarely invite any non-Karkathian into their prideholds, he has escorted me in blindfolded to share the stories he tells to his people.

I had thought the craftsmanship and beauty adorning the great halls of the Icy Divide were a sight to behold until I feasted my eyes on the details carved into the prideholds. It is no surprise after spending some time with the Karkathians that they want to ensure their historic homes stay isolated from the rest of Revilo.

With his status Silas was able to take me into each of the different prideholds as long as I agreed not to take any notes or sketches while I stayed with them. I tried my best to commit as much of their stories to memory as possible. The more time that passes since my tour of the prideholds the more those memories fade. I am fairly certain that one of their mystics may have conjured some magic from the gods leaving me in a confused state.

After finishing with the Karkathians, I took Silas to spend time with the Dattsofs where the Perilous Peaks begin to blend into the Badlands. Even though he was pleased to see more of my people's culture, he seemed uneasy the entire time we were there. His family had been attacked on multiple occasions by the Greyskrulls and being so close to their homelands made Silas very nervous.

Not wanting the tension to get to my good friend too much, we cut our stay short and traveled to Crookstooth where we then parted ways.

--- Sorinth the Wanderer, taken from his written journals



Deeno Klauws



At My Core: Believes that there should always be balance in Revilo with the Cokathralis atop the scales

Bonds: Doc Luvkegg, and his loyal network of little ears

Motivation: To keep the Floating Forest grounded so he can continue to earn money off of the land dwellers



Description: Deeno is the oldest Cokathralis member of the Canopy Congress in Volantia by a considerable margin, although he does not look it. No matter what time of day, he is always finely dressed in the most luxurious silks and accompanied by his pet Griffuth.

Backstory: The Klauws family had always been a part of the upper class in Volantia, but had never ventured into the political arena until young Deeno showed an interest. He craved the social status that came with the position, commanding respect from all, even his Cokathralis peers.

His family supported his ambitions and did everything they could to aid him on his campaign to run for the congressional seat. Believing he had the support of the Volantians in his district, he was certain that the seat would be his. To his dismay, the evening his election results were announced the young politician learned that the seats in congress were to be bought, not earned. He achieved the title of congressman the next time an election was called, at a hefty cost to his own fortune.

As years passed, Deeno realized that his Griffuth who was still as spry as a young kit, seemed to not age as time progressed. With some investigation and deduction, Deeno discovered that his pet was eating a very rare mushroom that grew in the shadows under his nest. The inquisitive Cokathralis harvested a small sample and began doing tests, realizing that the mushrooms would slow many aspects of the aging process.

Character concept by: Dino Hicks

Deeno then took spores from the mushrooms to grow his own crop, and began selling them to a few interested individuals. In a few short years, he had built up a network of clients willing to pay handsomely for these fungi. His mushroom growing operations have continued to thrive throughout his years in office. Many affluent Revilians buy from one of the congressman’s “little ears” on a regular basis, and several outlanders have begun to show interest in the product. Outlanders, however, have shown an adverse side-effect as the mushrooms seem to be highly addictive to those not from this continent.

Deeno is happy for the outlanders to become chemically dependent on his crops, and has even driven the price up when selling to these addicts.

Medium humanoid, lawful neutral

Armor Class 14 (leather armor)

Hit Points 17 (5d6 -5)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	18 (+4)	12 (+1)	18 (+4)

Saving Throws DEX +5, INT +6

Skills Acrobatics +5, Athletics +2, Investigation +6, Perception +3

Senses passive Perception 13

Languages Common, Revilian

Challenge 1/2 (100 XP)

Aerial Evasion. Deeno has the ability to take flight,

safely avoiding enemy blows. As a bonus action, the Cokathralis may Disengage as long as it flies as part of the subsequent movement.

Breath of Corsuvine (1/day). Deeno benefits from the favor of his patron deity. Deeno may cast gust of wind once per day as an action. His innate spellcasting ability Intelligence (spell save DC 16).

Actions

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 +3) piercing damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 +3) piercing damage.

Deeno's Griffuth

Small monstrosity, unaligned

Armor Class 15

Hit Points 13 (3d6 +3)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	13 (+1)	6 (-2)	16 (+3)	15 (+2)

Saving Throws DEX +7

Skills Acrobatics +7 , Perception +5

Senses darkvision 60 ft. passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Nimble Glide. The Griffuth has a pair of wide, flat membranes that span between its front and rear legs. Leaping from a great height permits the Griffuth to move its speed through the air in a straight line, while descending only 5 feet in the process. The Griffuth may use its bonus action to change direction at the end of a movement action, but may not turn more than 90 degrees per bonus action. The Griffuth may make an additional claw attack in a turn it uses this ability.

Actions

Claw. Melee Weapon Attack: +3 to hit reach 5 ft., one creature. Hit 3 (1d6) slashing damage.



Mertz

At My Core: Finds a stronger connection to the magic of the land than to its people

Bonds: Thailia

Motivation: To better understand why he can see magic when others cannot



Description: Mertz is a young Driademus who has never been able to hold down steady work. His outward appearance reflects his impoverished state. The only thing Mertz owns is the shirt on his back and a single pair of pants, threadbare and wearing thin.

Backstory: Mertz spent most of his youth being ridiculed and bullied by the other Driademus in his town. At an early age he began to see the magic as auras of radiant, shifting colors, weaving the very fabric of Revilo. When he would describe the beautiful colors and patterns to his peers and elders they all believed him to be mentally disturbed. He easily picked up the nickname Crazy Mertz, and even his parents started calling him by the widely accepted moniker.

Believing wholeheartedly that what he saw was real, Mertz continued to talk about his visions with everyone he met. He hoped that one day someone would believe him, or perhaps even see the world as he does. Much to his chagrin, this openness prevented him from forming any true friendships with the superstitious Driademus of his local community, and only alienated him further from the rest of his village. Mertz felt very alone, except when he focused on the vibrant colors of the magic in the air, until the day he met Thailia the Hassanavul. The two became fast friends when she was ready to believe the strange, young Driademus, even without seeing the magic herself.

Character concept by: Chris Thoren

Medium humanoid, chaotic good

Armor Class 13

Hit Points 32 (5d8 +10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Saving Throws DEX +4, WIS +5

Skills Acrobatics +4, Deception +6, Insight +5, Persuasion +5

Senses passive Perception 15

Languages Common, Revilian

Challenge 1/2 (100 XP)

Merchants Unparalleled. While Mertz may not know it yet, Driademus are master traders, frequently possessing rare and magical items for sale. Mertz

gets advantage on Charisma (Persuasion and Deception), and Wisdom (Insight) checks while trading and bartering.

Sees the Magic. Mertz is unique from most of his ilk in that he can see magical auras in the air. Mertz is under the effects of a detect magic spell with an infinite duration that cannot be dispelled. He may not use this effect to glean the school of magic in question, but sees them in corresponding colors.

Actions

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320, one target. Hit: 5 (1d6 +2) piercing damage.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) piercing damage.

I met Mertz when I came across him traveling with Thailia and Likrel on a journey to the Grand Conclave.

Out of everyone in the group, Mertz was the most antisocial almost unaware of my presence for quite some time. He would just stare off, with a dreadful look on his face towards the trees ahead outlining the Forest of the Dead.

When he told me that he could see colorful magic surrounding the landscapes and creatures of Revilo I instantly became intrigued. I had only met one other person in my travels who claimed to have this sort of sight. I spent many evenings questioning Mertz, and I started to believe him. What really convinced me of his ability was when he explained how the magic was weakening around the Forest of the Dead.

He could actually see the weak spots that allowed the Unliving to trickle out into the rest of the lands. My original plans were to continue on with their group to the Icy Divide, but with this newfound knowledge, I felt it was my duty to inform the people of Crookstooth.

--- Sorinth the Wanderer, taken from his written journals





Galron Mewt



At My Core: Knight of Knowledge, Guardian of Lore

Bonds: Sworn to protect the sanctity of the archives at Volantia

Motivation: To find a knight willing to take the burden of his oath from him

Description: Galron is tall for a Hystracathi, towering at a full 5 feet in height. His armor is a shining silver, but mostly covered by a neatly pressed tabard of pale teal, adorned with the emblem of the Knights of Knowledge.

Backstory: At a young age Galron became fascinated with the stories his elders would tell as they sat around the family supper table. He would hear a story once and all its details would be committed to memory. His great-grandfather realized that Galron had a natural aptitude for lore mastery. He sent the young storyteller off to visit another Hystracathi prickle to learn their stories. Within days of visiting the other prickle and listening to their stories, Galron was finding inconsistencies in similar stories the families shared.

It was then, at the age of fourteen, that Galron decided he must go in search of the real truth behind the stories he had been told. He had never seen a book until he was well into his journey. He learned how to read while traveling with a group of Sorcias he met en route to the great city of Dalakbruel. Once in this metropolis, Galron discovered the city's House of Knowledge and spent the next several years combing texts for old stories before being offered the position of archivist apprentice.



Galron's dedication to truth, knowledge, and the preservation of the written word eventually led him to take a sacred oath, joining the Order of The Knights of Knowledge. His unswerving moral compass allowed him to quickly rise in their ranks and be assigned to the Volantia House of Knowledge as its resident knight. Galron has protected this building and its contents for nearly four decades, unwavering and true to his oath all the while.

Medium humanoid, lawful good

Armor Class 20 (plate, shield)

Hit Points 65 (10d8 +20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	16 (+3)

Saving Throws WIS +3, CHA +6

Skills Athletics +7, History +6, Insight +3, Perception +3, Persuasion +6, Religion +6

Resistances bludgeoning, piercing, and slashing from non-magical weapons

Senses passive Perception 13

Languages Common, Revilian

Challenge 6 (2,300 XP)

Guiding Light. Galron knows the light and thaumaturgy cantrips. In addition, he may cast circle of truth at will without need of a spell slot.

Knight of Knowledge. Galron has advantage on all Intelligence (History and Religion) ability checks.

Actions

Multiattack. Galron makes two melee attacks with his longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) slashing damage or 9 (1d10+4) slashing damage if used with two hands. On a hit, Galron may elect to channel his deity Scintilliam and add an additional 18 (4d8) to the attack.

As a retired Knight of Knowledge, I can honestly say that Galron Mewt is one of the finest the Order has ever produced. His thirst for knowledge at such a young age reminded me of myself when I first met him as a young squire.

Every time I am in Volantia I make sure to make time to visit the House of Knowledge Galron oversees. It is always good to catch up and hear his theories as to what is truly happening within the Canopy Congress.

I am always amused to see his pet Sribbies he keeps around the great halls. He claims they keep the insect population at bay in the enormous building.

Last we spoke, it sounded as though he was ready to end his time protecting the House and move on to other adventures.

--- Sorinth the Wanderer, taken from his written journals



Galandyr Plythe



At My Core: Devout worshipper of Solleel, desperately trying to awaken her from hibernation

Bonds: The Truth Seekers follow her command

Motivation: To collect all of the fragments of Ghyrma so that she may perform a resurrection ritual for Solleel

Description: Galandyr is a blue-green, middle-aged Groblynn who has lived a very hard life. She has scars on her face and arms from burns and knife cuts. She wears scale mail that bears the Truth Seekers crest on its chest, and red to match the order's color.

Backstory: At the young age of five, Galandyr lost her mother and father to an aggressive and mysterious disease. Her father passed late one night, and her mother, unable to move, joined her husband but a few days later, leaving Galandyr orphaned. Afraid and hungry, she ventured out of her family's small house in search of food and someone who would listen to her story.

That was the last time she would see her home. At five years of age, she had no concept as to where her house was located in the noisy, labyrinthine streets of Worker's Row. She survived for weeks out on the streets, contending with a world that had no time for an orphaned girl. Having heard stories of all of the gods from her parents, she begged each of them at different times for help in finding her old home, where she might feel safe. She called out to a different god each day, hoping one of them would listen to her prayers.

Galandyr was not the only child living on the streets of Crookstooth.

One group of young kids had a particular distaste for her and would regularly attack and steal from her. While getting beaten by them one day, Galandyr called out to Solleel in a fit of rage hoping to invoke the Ravager and it worked. She could feel newfound strength and fury coarse through her veins as she fought back. She was able to survive the fight, turning it around and taking what little food the bullies had.

From that day forward Galandyr became a devout worshipper of Solleel. Years passed and as she matured, she preached of the wonders of her deity. She avoided calling out Solleel's name directly, lest she be shunned. The charismatic young woman built a small following of devotees to The Slumbering Guide, a pseudonym for her deity of Galandyr's own creation.

Those devout to her preachings brought very little money to her congregation, leaving Galandyr to steal for food regularly. On one occasion she was caught by one of Baron Murk Von Horvath's guards and was knocked unconscious. Before she awoke, Galandyr had a vision that convinced her she needed to hunt down

the Keepers of Secrets to use their fragments in a spell to awaken Solleel. She explained the prophecy to her congregation and converted them to what she called the Truth Seekers.

The group was only gaining a little momentum before Galandyr met Ackryd. Once he convinced them that Solleel had spoken to him in a vision, they devised a plan to have Ackryd gain knowledge about all of the remaining Keepers of Secrets. To outsiders, Galandyr remains the leader of the Truth Seekers. But for those who are part of the inner circle, they believe Ackryd has a true connection to Solleel. Galandyr plans on betraying Ackryd and killing him once they have collected all of the fragments.

Small humanoid, chaotic neutral

Armor Class 16 (scale mail)

Hit Points 97 (15d6 +30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	14 (+2)	18 (+4)	12 (+1)

Saving Throws CHA +4, WIS +7

Skills Deception +4, History +5, Insight +7, Perception +7, Religion +5

Senses passive Perception 13

Languages Common, Revilian

Challenge 8 (3,900 XP)

Addle the Faithless. As an action, Galandyr presents her holy symbol and chooses up to 4 creatures within 30 feet that she can see. For one minute, those creatures roll twice on their next weapon or spell damage roll, keeping the lower of the results. You can't use this feature on a construct.

Fanatical Crusader. While Galandyr has temporary hit points, she has resistance to bludgeoning, piercing, and slashing damage.

Pack Tactics. Galandyr has advantage on attack rolls against a creature if at least one of her allies are within 5 feet of the creature and the ally isn't incapacitated.

Power from Pain (10/day). Galandyr has been granted power from her deity Solleel, in the form of a pool of 10 dice (d8's). Whenever she receives damage to her Hit Points, she may expend one or more dice from the pool to cause the creature who dealt her damage to take necrotic damage equal to the roll of the dice. Alternatively, she may use her reaction to expend one or more of the dice upon receiving damage to her Hit Points to heal a creature other than herself that she can

see within 60 feet. The creature regains hit points and she gains temporary hit points equal to the roll of the dice. Galandyr's pool of Power from Pain dice regains all expended dice when she finishes a long rest.

Warrior of Zeal. When Galandyr makes a melee weapon attack, she can use her Wisdom modifier instead of Strength or Dexterity for attack and damage rolls.

Spellcasting. Galandyr is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Avatar of Embreson has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, resistance, thaumaturgy*

1st Level (4 Slots): *bane, cure wounds, guiding bolt, inflict wounds*

2nd Level (3 Slots): *blindness/deafness, hold person, spiritual weapon*

3rd Level (3 Slots): *animate dead, bestow curse, dispel magic, spirit guardians*

4th Level (3 Slots): *banishment, divination, guardian of faith*

5th Level (2 Slots): *contagion, mass cure wounds*

6th Level (1 Slot): *harm*

7th Level (1 Slot): *divine word*

8th Level (1 Slot): *antimagic field*

Actions

When Galandyr uses an attack action or casts a spell on her turn, she may make an additional melee weapon attack as a bonus action.

Sickle (+2). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d4 +6) piercing damage.





Likrel Rorg

At My Core: Taking the path where the gods take desire

Bonds: Thailia, Keepers of Secrets

Motivation: To protect Thailia and make sure she becomes the next Keeper of Secrets

Description: Likrel is an ancient and decrepit Seekashah Reaper. He is unsure of exactly how old he is, having lost track many seasons ago. He wears very little, only a scarf wrapped around his neck which he ties in a way that covers up his Keeper keyhole.

Backstory: Likrel was born in the Marsh where he spent his formative years. Near the age of sixty, Likrel met his first Keeper of Secrets, who had traveled to speak with some of the Hystracathi dwelling above the water. Likrel was excited to learn more about this Keeper's stories, so excited, in fact that he offered to act as the Keeper's assistant and traveling companion in exchange for more wonderful tales. After a minor argument and some protests, the aging Keeper took him on as an assistant. Many years and many adventures later, the Keeper died, passing the fragment in their chest on to Likrel, who proudly took his mentor's burden on as his own.

Centuries later, while traveling through the Salts, Likrel discovered a small, pink creature washed up on the shore of the beach the likes of which he had never seen before. He took her to his campsite and nursed her back to health. Likrel wondered what this creature was, and where it came from. Somehow he knew right away that she was the one he would bequeath his gift of Keeperhood. Not only did he believe Thailia, as the creature asked to be called, was to be



his predecessor, but in his heart he knew she was the hero that has been prophesied by his order to save Revilo from a great darkness.

The day Likrel rescued her off of the shore he became Thailia's adoptive father. He raised her to be wary of strangers, but always honest, truthful, and trustworthy. Likrel is stoic, and a bit rigid in personality. He has always been strict with Thailia because of his desire to protect her from those who would do her harm.

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 52 (8d8 +16)

Speed 25 ft., swim 25 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	20 (+5)	16 (+3)	13 (+2)

Saving Throws CON +5, INT +8

Skills Insight +6, Perception +5, Persuasion +5, Stealth +3

Senses darkvision 60 ft., passive Perception 15

Languages Common, Revilian

Challenge 5 (1,800 XP)

Ambush Hunter. When attempting to surprise a creature while hiding in the marsh, Likrel gets advantage on Dexterity (Stealth) checks.

My Magic is Varied. Likrel has access to all types of magic.

Spellcasting. Likrel is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). Likrel has the following spells prepared:

Cantrips (at will): *acid splash* (2d6), *mage hand*, *minor illusion*, *resistance*

1st Level (4 Slots): *bane*, *cure wounds*, *hunter's mark*, *sleep*

2nd Level (3 Slots): *calm emotions*, *flame blade*, *hold person*

3rd Level (3 Slots): *gaseous form*, *major image*, *stinking cloud*

4th Level (2 Slots): *confusion*, *control water*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2D6+4) piercing damage. If the hit target is a Medium or smaller creature, it is grappled (DC 13). Until this grapple ends, the target is restrained, and the Reaper of the Seekashah Tribe can only bite or deathroll the grappled target.

Deathroll. Likrel forces a creature it has grappled under the water, attempting to drown it. The reaper of the Seekashah Tribe must succeed a Strength (Athletics) check contested by the target's Strength (Athletics). Likrel has advantage on this check.

Standing Leap. Likrel's long jump is up to 15 feet and his high jump is up to 10 feet, with or without a running start. On the turn he does this, Likrel may make an additional bite attack. If both attacks hit the same medium or smaller creature, it is restrained instead of grappled.

Likrel was hesitant to allow me to travel with his group when we first met. It took quite a bit of convincing, but once I proved myself to the group I believe I made a true friend.

--- Sorinth the Wanderer, taken from his written journals

Ursula Soligrund



At My Core: Understanding how things and people work is the key to fixing them

Bonds: Keepers of Secrets, Tinkerers of Altculum

Motivation: To understand how and why the fragment in her chest operates

Description: Ursula is rather young for a Keeper of Secrets, only having just experienced her fiftieth year. She dresses in traveler's clothes she has modified heavily to fit her needs as a tinkerer. She enjoys tinkering with the lockbox in her chest and has fashioned a shutter attached by leather straps that conceals the door and prevents it from opening.

Backstory: The adopted daughter of two tinkerers, Ursula has always had an affinity for understanding how technology operates by disassembling expensive equipment, much to the amused dismay of her parents.

When she showed interest in the Keepers of Secrets, her fathers arranged an apprenticeship with a distant cousin who belonged to the order at the time. Though most Keepers travel the lands to learn the secrets and stories of the Revilian people, Ursula's mentor was far more interested in how and why the fragment in his chest worked. Ursula helped him conduct numerous studies to better understand the fragment. They discovered that it could be taken out of his chest for very brief periods of time. Each time her mentor extracted the fragment from his chest it caused him to unnaturally age. Eventually this cut their experiments short when he died prematurely.

Over the course of the last experiment they did together, Ursula's mentor decided that the knowledge to be gleaned from this particular test was more important than his own well-being. Despite Ursula's protests, the fragment was removed from his body for much longer than he could survive, and caused his death during the research process. The fragment took hold of Ursula and embedded itself in her chest, making her a Keeper of Secrets.

For the past five years Ursula has continued her mentor's studies in the great city of Dalakbruel, removing her own fragment for longer durations with each passing test. She hopes to unlock the mysteries that fragment holds, but has yet to uncover anything more than her predecessor.

Small humanoid, chaotic good

Armor Class 11

Hit Points 22 (5d6 +5)

Speed 25 ft., burrow 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	18 (+4)	16 (+3)	14 (+2)

Saving Throws DEX +5, INT +6

Skills Arcana +6, Deception +4, History +6, Medicine +5, Religion +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Revilian

Challenge 1/2 (100 XP)

The Right Tool For the Job (3/Day). Sorcias are known for their ingenuity in the arts of tinkering and gadget-making. It is rare to encounter one

without at least some small gizmo at hand. As a reaction Ursula uses a gadget she has hidden on her person to give herself advantage on an ability check, attack, or saving throw.

Play Dead. When threatened, Sorcias are known to suddenly go limp, dropping prone to the floor and discouraging their attackers by seemingly not being a threat. When Ursula takes damage she can use her reaction to Play Dead. A creature who succeeds on a DC 16 Intelligence (Investigation) check sees through Ursula's ruse. The DC for this investigation check may go up depending on the damage Ursula has sustained, at the GM's discretion. Ursula can use half her movement to get up during her turn.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) piercing damage.

I have not, to this day, had the opportunity to meet Ursula Soligrund. However, I used to keep regular correspondence with her mentor Griss Arhbeld. He liked to share stories of his experimentations and I loved hearing how the sciences were continuing to expand under such a gifted tinkerer.

I recall from his letters the first time he mentioned Ursula. He was pleasantly surprised by how capable she was at such a young age. He was certain that the work they would do together could unlock mysteries hidden since the Earthshatter.

I was quite saddened to hear of Griss' passing. I did not quite grasp the toll that his experiments had taken on his health. Had I known I would have gone to his laboratory to see him one last time.

Now, per Ursula's request I must collect all of the letters Griss sent me. She believes by reading them she may have a greater understanding of all that Griss knew.

--- Sorinth the Wanderer, taken from his written journals



Sorinth the Wanderer

At My Core: Dedicated to understanding everything he can about Revilo, its people, and its history

Bonds: Renowned to scholars throughout the land, retired Knight of Knowledge

Motivation: To ensure Revilian life and history is documented in one form or another

Description: Sorinth is an elderly Dattsof whose antlers have extended long with age. Patches of moss and small flowers grow on them where new tines split. A number of spikes lining his shell have been damaged during his explorative travels. Sorinth always has a journal attached by its spine to his belt.

Backstory: Sorinth was born the youngest child of Uhnat, one of the great Dattsof shamans. From Sorinth's earliest memories, he could recall Uhnat's vivid stories of their people's past trials, giving them life with his performative retelling of traditional myths in the flickering light of their community bonfire. The child retained each of his father's stories, retelling them to any who would humor him by listening to the old tales.

Sorinth was still considered a hatchling when a raiding party of Greyskrull warriors attacked his village. Still quite small, he was able to hide amidst a rubbish heap and avoid the devastation that the Greyskrulls unleashed. After the smoke had cleared, and the cries had subsided,

Sorinth wandered in a daze. He found that his father and most of the villagers had been slaughtered in the raid.

In an emotionally shocked state Sorinth began traveling the world. He soon felt the call to learn about the areas of Revilo he had heard very little about from his tribe. Through his ability to tell stories, it was easy for Sorinth to make friends with those in which he came into contact. He spent decades exploring much of Revilo, before auditing classes at the university in Dalakbruel. During his time there, Tomar Renault, the residing Knight of Knowledge, became infatuated with the young Dattsof's tales of exploration and adventure. The noble paladin took him under his wing, recruiting him as an apprentice before knighting him a few years later.

Sorinth then traveled for the Knights, pilgrimaging to all of the Houses of Knowledge. He spent almost a century as a questing Knight and explored the remainder of Revilo. He discovered the Brutal Beyond that lies north of the Icy Divide, and explored the depths of the Vast Below, always returning relatively unscathed. He used what he had saved in his travels to invest in a small shop he named Sorinth's Sanctuary in the Worker's Row neighborhood of Crookstooth, buying and selling mysterious wonders from all over the Revilian continent for the past fifty years.

Medium humanoid, chaotic good

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	14 (+2)	18 (+4)	14 (+2)

Saving Throws WIS +7, CHA +5

Skills History +5, Insight +7, Nature +5, Persuasion +5, Religion +5

Senses passive Perception 16

Languages Ancient Revilian, Common, Revilian

Challenge 6 (2,300 XP)

Knight of Knowledge. Sorinth has advantage on all Intelligence (History and Religion) ability checks.

Spellcasting. Sorinth the Wanderer is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Sorinth has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st Level (4 Slots): *bane*, *cure wounds*, *detect poison and disease*, *inflict wounds*

2nd Level (3 Slots): *blindness/deafness*, *hold person*, *zone of truth*

3rd Level (3 Slots): *daylight*, *glyph of warding*, *sending*

4th Level (3 Slots): *banishment*, *control water*, *freedom of movement*

5th Level (1 Slot): *scrying*

Actions

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 +4) piercing damage or 8 (1d8+4) piercing damage if used with two hands. On a hit, Sorinth may elect to channel his deity Scintilliam and add an additional 18 (4d8) radiant damage to the attack.



At My Core: Stranger in a strange land, desperately seeking family
Bonds: Likrel, Mertz
Motivation: To find a place in Revilo where she feels she belongs

Description: Thailia is a young Hassanavul who recently turned five years of age. Her fur contains a mix of pink, lavender, and purple hues. Just finishing up adolescence, her horn-like antlers are beginning to gain length, while the patterns of her silver underbelly are starting to emerge. The jewel in her forehead is a swirl of colors and will often change depending on Thalia's mood.

Backstory: Thailia is a Hassanavul who is struggling to find her place in a world that is familiar, yet completely foreign to her. Shipwrecked on Revilo as a child, she barely remembers the home from whence she came. However, the indigenous Keepers of Secrets have determined that it is Thailia's destiny to save them from ultimate destruction. Knowing little about herself, Thailia does not believe that she could possibly be powerful enough to fulfill this prophecy.

The quest her stepfather Likrel, one of the eighteen Keepers of Secrets, has imposed on her is not her own, and she resents that more than she shows outwardly. Thailia does not believe she is destined to become a Keeper of Secrets, but she agrees to go on Likrel's quest so she can explore new places and perhaps evade his



controlling gaze. Deep down, Thailia hopes she will meet others of her species and discover a home where she can feel like she truly belongs.

Small monstrosity, chaotic good

Armor Class 15
Hit Points 28 (8d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-3)	20 (+5)	10 (+0)	18 (+4)	15 (+2)	14 (+2)

Saving Throws INT +6, WIS +4
Skills Deception +4, Insight +4, Stealth +7
Senses passive Perception 12
Languages Common, Ghyrmanic, Revilian
Challenge 1/2 (100 XP)

Actions

Arcane Empath. Thalia may cast lesser restoration and greater restoration at will, without need of material components. Thalia takes on any effects it removes from the target, including the time left on the effects.

Invisibility (1/Day). Thalia is capable of casting invisibility on herself and one other creature.

Antlers. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. Hit 1 (1D4-3) piercing damage. If Thalia has moved at least 10 feet in a straight line toward the target this round, this attack deals an additional 2 (1D4) bludgeoning damage.

Having travelled all across Revilo, from north to south, east to west, and even venturing into the Brutal Beyond; I have never been more enthralled with a species than I am with the Hassanavuls.

There had been rumors of creatures matching Thailia's description since the early outlander shipwrecks in recent decades, but none that I could substantiate. I was completely taken aback when I had been traveling with Likrel and Mertz for a number of days, only to find that she had been accompanying us the entire time.

Somehow she had managed to stay hidden. Likrel was doing a good job in keeping her from me and any time I heard Mertz talking to someone that I did not see, well I just thought that was a bit of his oddness.

It wasn't until we were attacked that I saw Thailia materialize right before my eyes. After we were able to escape the clutches of the Unliving, I exhausted my traveling companions with questions.

Now that I know a bit more about their lifestyle, I am searching for other Hassanavuls who may have either been shipwrecked on Revilo or have since been born here. Realizing their lifespan is significantly shorter than most Revilians, it won't be long before many generations of their kind live here among us.

--- Sorinth the Wanderer, taken from his written journals

Baron Murk Von Horvath

At My Core: Raised to believe he is more deserving than everyone else and all should do his bidding

Bonds: Greyskrull army and many other mercenaries are answering to his purse strings

Motivation: To become ruler of this new land at any cost

Description: Horvath stands just over six feet in height with a solid build. He is always dressed in the finest attire, most often in purple and maroon hues with golden accents. He rarely goes anywhere without the Von Horvath sword he brought from his homeland, an important heirloom to his family.

Backstory: Murk von Horvath sailed from his homeland to Revilo shortly after turning twenty. As a child he would sit beside his father in his family's luxurious parlor, listening to the merchants and explorers petition his father to fund their ventures. The fate of their success would always rest in the hands of their patron. As the son of a wealthy investor, Murk grew up surrounded by the finest riches and everyone bowing down before him. But he thirsted for the true power of a king, which he knew he would never have in his homeland.

On his twentieth birthday Murk spent the trust fund his father had created for him to build Murk's Humility, a massive sailing vessel, and to hire a crew. His plan was to sail to a new land where he would find a way to build his own kingdom.

It has been thirty years since Murk first set sail, and eventually crashed onto Revilo. Over his years in this new continent he has built connections all over the land, slowly building his wealth, and amassing an



army that stands behind him. Taking over Crookstooth and transforming it into Murk's Hollow, was a major accomplishment and is just the beginning of what this tyrant plans to accomplish. With a growling Greyskrull army at his side, there is a major cultural shift happening in Revilo because of Murk's actions.

Medium humanoid, lawful evil

Armor Class 17 (+1 studded leather, Mantle of Crookstooth)

Hit Points 167 (20d8 +77)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	22 (+6)

Saving Throws CHA +10, WIS +6

Skills Deception +10, Insight +6, Intimidation +10

Resistances All damage types (*Mantle of Crookstooth*)

Condition Immunities charmed, frightened (*Baron's Blade*)

Senses passive Perception 12

Languages Common, Revilian

Challenge 10 (5,900 XP)

The Baron's Blade. Murk gains the following benefits while wielding this magical longsword:

Magical Attacks. +3 to attack and damage rolls made with the sword (already calculated below).

Unshakable. While wielding this gleaming longsword, Murk is immune to magical effects that would charm or frighten him.

Oppression. The first time he hits a creature of chaotic alignment with the sword on his turn, he deals an additional 2d6 magical slashing damage to the target, and it must succeed at a DC 15 Wisdom saving throw or become unable to move or take actions of any sort until the end of its next turn.

The Mantle of Crookstooth Murk has +2 AC (already calculated), and resistance to all damage types while he wears this mantle.

Murk can use a bonus action to gain proficiency (equal to a +4 bonus) in two saving throws of his choice for 10 minutes. He may use this ability once per day, and regains use of it at the end of a long rest.

Actions

Multiattack. Murk Von Horvath makes 3 attacks with the Baron's Blade.

Baron's Blade. (*longsword*) *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 10 (1d8 + 6) slashing damage, 11 (1d10+6) slashing damage if used with two hands.

Legendary Actions

Baron Murk Von Horvath has 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time. Horvath regains spent legendary actions at the start of his turn.

Commanding Bellow. (Costs two legendary actions) At the end of another creature's turn, Murk Von Horvath may command his retinue to strike. All allied creatures other than himself within 60 feet may use their reaction to immediately make one weapon attack.

Threatening Presence. When a creature within 60 feet of Murk Von Horvath is forced to make a saving throw, Horvath can glare menacingly at them, forcing them to reroll the save, keeping the latter result.

Magical Items & Artifacts

The world is filled with both wonderful and terrifying items embedded with divine, magical properties. Contained in these pages is a small smattering of artifacts I find particularly interesting. If you have an adventurer's spirit like I do, I am certain you will discover others in your travels.

--- Sorinth the Wanderer

Augmentable Destabilizer

Wondrous Item, Uncommon

Originally created by Sorcias, the Augmentable Destabilizers were made as a way to quickly travel throughout Revilo. Opening the locket of this device and reflecting light onto specific magic portals will unlock a doorway to other regions. In gameplay this could allow characters to jump from one area to another. Documented portal locations include the Fiery Pits, Icy Divide, Catacombs of the Badlands, Murk's Hollow, and the city of Dalakbruel.

The first time I came across the Repositioning Circles I was obsessed with understanding its origins. The symbol itself was ancient and it did not look like any sigils or arcane marks that I had seen in the past. After much research and quite a bit of investigation I was able to learn a bit about their functionality, if not their history. I even happened to obtain an Augmentable Destabilizer, which allowed me to use the circle. I quickly found myself repositioned in another region. For that reason I would always recommend bringing a winter blanket with you in your travels. You never know when you will find yourself in the Icy Divide.

--- Sorinth the Wanderer



Bone Mask

Wondrous Item, Uncommon

These ornate masks are often crafted by Grinataurs, carved from the skulls of unlucky creatures. While wearing this mask, any undead must make a DC 15 Intelligence (Investigation) check or ignore the wearer completely. The effect of the Bone Mask is lost as soon as any hostile action is taken against the undead in question. Any undead that pass this check or overcome its effects are immune to the effects of the Bone Mask until the next dawn.

Bone Masks have so much cultural significance for the Grinataurs. They are one of the main reasons their race has been able to survive in the Forest of the Dead for so long. As they have sold so many masks to travelers who are unwayed to take another path to the Valley of Despair, it is not uncommon to see other cultures wearing a Bone Mask.

--- Sorinth the Wanderer



Claw of Solleel

Weapon (dagger), Legendary (requires attunement by an evil or neutral character)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Sneak Attack. This weapon grants you the ability to Sneak Attack as if you were a 5th level rogue (3D6). If you already have the ability to Sneak Attack, add an additional 3D6 damage whenever you successfully Sneak Attack with this weapon.

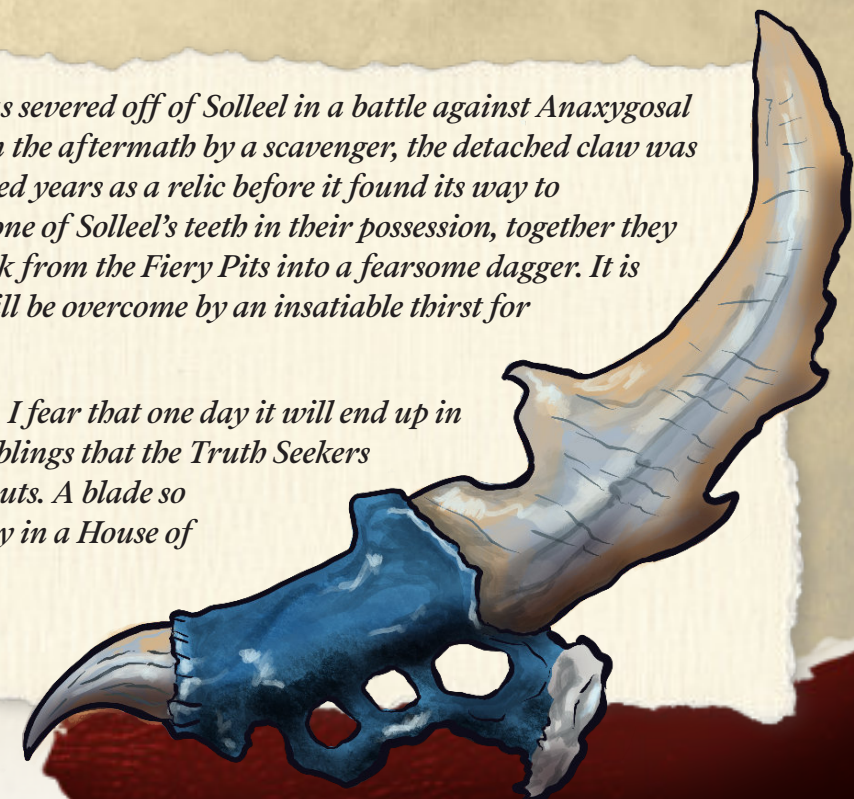
The Ravager Thirsts. If you make a successful Sneak Attack that brings a creature to 25 hit points or lower, it must make a DC 15 Constitution saving throw. If the creature fails this saving throw, it dies, its soul consumed by Solleel. This creature can only be revived by the *wish* spell.

Cursed. This dagger is cursed by the essence of Solleel, The Ravager. Attuning to this weapon extends the curse to you. As long as you remain cursed, you are unwilling to part with or use a weapon other than this one, becoming violent toward anyone who would force you to do so. In addition, whenever a creature is slain by the Claw of Solleel, your mind is wracked with the bloodcurdling screams of madness from the soul starved, bloodthirsty God. You must make a DC 15 Wisdom saving throw or immediately make a melee attack against the nearest creature, be it friend or foe, using the Sneak Attack feature if possible. You may not move before making this attack. If there are multiple creatures equidistant from you, choose one at random. If there is no creature in range, you must attack yourself, rolling at advantage against your own AC. You cannot Sneak Attack yourself.

The claw used to fashion this blade was severed off of Solleel in a battle against Anaxygosal during the Earthshatter. Discovered in the aftermath by a scavenger, the detached claw was traded around for nearly three hundred years as a relic before it found its way to Dalakbruel. The Sorcias already had one of Solleel's teeth in their possession, together they fused the claw and tooth with lava rock from the Fiery Pits into a fearsome dagger. It is said that any who possess this blade will be overcome by an insatiable thirst for destruction.

Though I have never seen this weapon, I fear that one day it will end up in the wrong hands. There has been rumblings that the Truth Seekers are on a quest to uncover its whereabouts. A blade so devastating should only be locked away in a House of Knowledge or a museum.

--- Sorinth the Wanderer



Embreson's Box of Secrets

Wondrous Item, Very Rare

This magical container is composed of polished brass and is covered with a series of intricate latches, hinges and hooks, featuring an ornate reptilian skull as a main clasp. It can fit in the palm of a medium-sized humanoid. The intricate puzzle prevents this box from being picked by thieves' tools or being opened by magical means. To open this puzzle box for the first time a creature must succeed on a DC 25 Intelligence (Investigation) check and spend 30 minutes solving the puzzle. A failed check results in one frustrating hour spent trying to solve the puzzle unsuccessfully. A creature that has opened the box before and remembers doing so must take at least 15 minutes to successfully solve the puzzle and open this box with no check required, but may take longer if they so choose. Upon opening, the latches and hinges unfold to reveal a space inside much larger than the box would appear to hold while closed. This box can hold up to one cubic foot, but only one magical item at a time. An item stored in this box cannot be scried upon or detected by magical means and is considered on a different plane of existence for these purposes.



I had the pleasure of solving the puzzle of this box in record time when one of the Keepers of Secrets brought it to the House of Knowledge where I was studying. It was quite the fascinating box, though I'm not quite sure where it ended up.

--- Sorinth the Wanderer

Feather of Corsuwine

Wondrous Item, Legendary (requires attunement)

This feather is sleek, black, and just over 2 feet in length. It catches light and shimmers as it is waved around.

This feather was plucked from the god Corsuwine many ages ago by an infamous archanist named Lutoro Figsby. There are many stories of how this feather was used to bring the god's command of wind and air to those who bare the long feather. And even more rumors of how those who have owned the relic have met their end.

Once attuned, the Feather of Corsuwine grants you the ability to cast *gaseous form* once per day without use of a spell slot. In addition, you always have the spell *wind walk* prepared, but must expend the 6th level spell slot required to cast it.



Hammer of Grunthar

Weapon (hammer), Legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using the Hammer of Grunthar, the attack deals an additional 1d10 cold damage to the target.

Grunthar's Might. While attuned to this weapon, your Strength score increases by 2, to a maximum of 24.

Perfected Critical. This weapon's attacks score a critical hit on a roll of 18, 19, or 20.

Devastating Critical. This weapon allows the wielder to roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

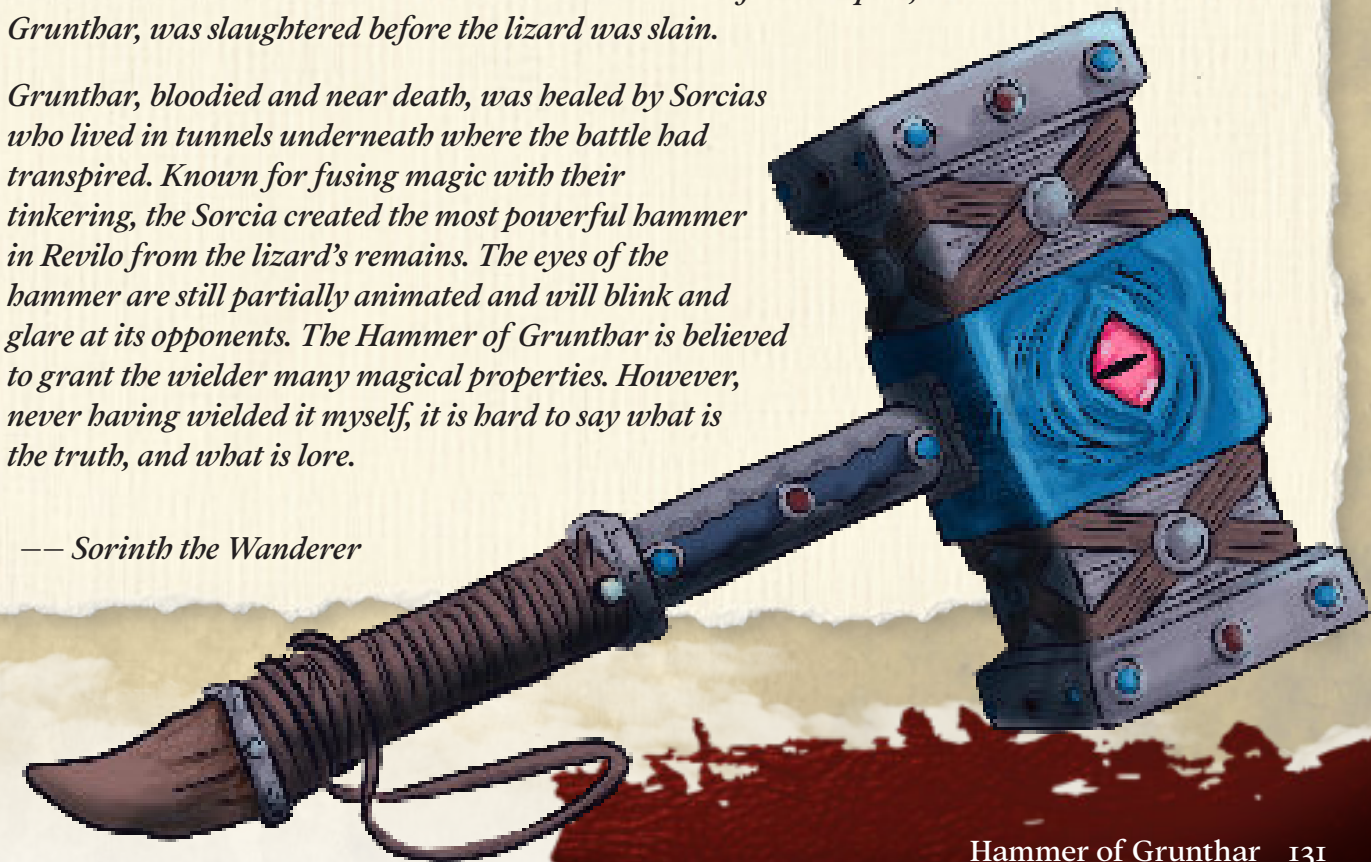
Beastial Stare. As a bonus action the wielder may harness the menacing glare of the reptilian eyes bound to this ancient weapon. Choose any creatures you can see in a 30 foot radius. They must succeed a DC 18 Wisdom saving throw or be frightened of you until the end of your next turn. Any creature that passes or fails their saving throw is immune to this effect until the next dawn. Beastial Stare also grants you advantage on Charisma (Intimidate) checks while you're holding the Hammer of Grunthar, so long as it's visible to the target of the check.

The mighty Hammer of Grunthar was crafted by a team of brilliant Sorcias in Dalakbruel using the skin of a most powerful beast. Historical texts indicate that when the gods went into hibernation their familiars roamed Revilo aimlessly, ravaging anything in their path.

Anaxygosal's giant lizard had destroyed a great deal of the Wajue desert, by the time a tribe of Reapers surrounded it. This group, who was known as the Maunder Tribe, waged war against the lizard in a bloodbath that soaked the earth. All but one of the Reapers, named Grunthar, was slaughtered before the lizard was slain.

Grunthar, bloodied and near death, was healed by Sorcias who lived in tunnels underneath where the battle had transpired. Known for fusing magic with their tinkering, the Sorcia created the most powerful hammer in Revilo from the lizard's remains. The eyes of the hammer are still partially animated and will blink and glare at its opponents. The Hammer of Grunthar is believed to grant the wielder many magical properties. However, never having wielded it myself, it is hard to say what is the truth, and what is lore.

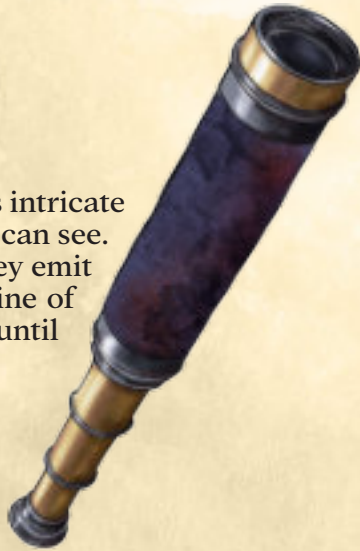
--- Sorinth the Wanderer



Hearing Glass

Wondrous Item (spyglass), Rare

Once per day, you may speak the command word and gaze through this intricate spyglass toward a source of sound or 4 creatures up to 1 mile away you can see. As long as you can see the target or targets, you may hear any noises they emit as if you were 5 feet away. The effect lasts for 1 minute or until your line of sight to the target is broken, and the item becomes a normal spyglass until the dawn of the next day.



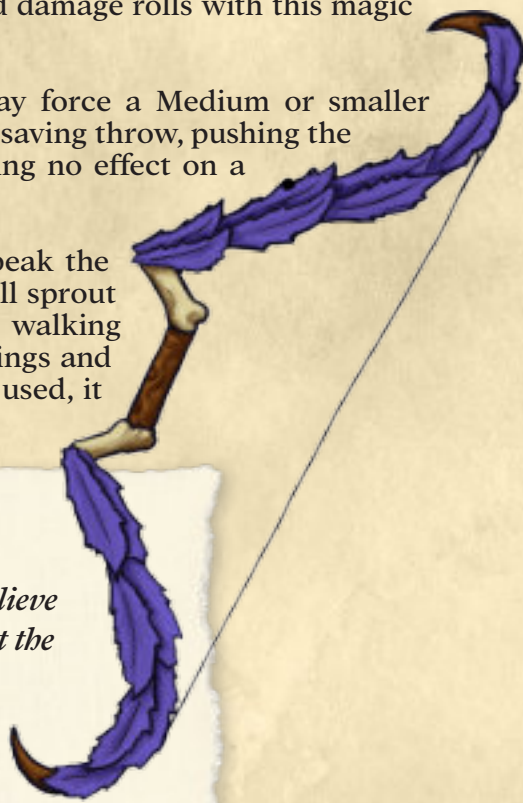
Longbow of Corsuvine

Weapon (longbow), legendary (requires attunement)

This ornate bone longbow's upper and lower limbs are covered in vibrant purple feathers, and the grip is wrapped in fine leather. You get a +3 to attack and damage rolls with this magic weapon.

Corsuvine's Fury. Once per round on your turn you may force a Medium or smaller creature you hit with an attack to make a DC 15 Strength saving throw, pushing the target 10 feet away from you on a failed save, and having no effect on a successful one.

Blessed Flight. If you hold this bow to your back and speak the command word, a pair of vibrant purple bird's wings will sprout from your back, granting you a fly speed equal to your walking speed for 1 minute. The longbow is absorbed into the wings and may not be used for the duration. Once this property is used, it can't be used again until the next dawn.



Many legends claim this longbow was used by Corsuvine, though through historical documents I have never found supporting facts to find these claims to be true. Instead, I believe it was crafted by a devout priest of Corsuvine who fought at the god's side during the Earthshatter.

— Sorinth the Wanderer

Revilian Notary Stamp

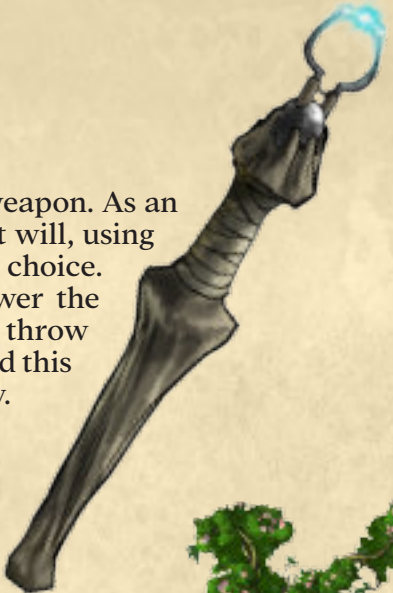
Wondrous item, (uncommon)

This ordinary-looking stamp for wax seals can change the stamped seal, as long as the user has seen the symbol in question. A forged document that has been stamped with this item looks official even under the highest scrutiny. A creature attempting to measure the authenticity of a forged document stamped with this item has disadvantage on the associated ability check.

Shock Prod

Weapon (quarterstaff), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. As an action, you may use this quarterstaff to cast the *shocking grasp* cantrip at will, using your Dexterity or Strength modifier as your spellcasting ability, your choice. When you successfully hit a creature with an intelligence of 4 or lower the Shock Prod, you may force the creature to make a DC 14 Wisdom saving throw or be frightened of you until the end of your next turn. After you have used this ability, this item becomes a +1 quarterstaff until the dawn of the next day.



Staff of Seasons

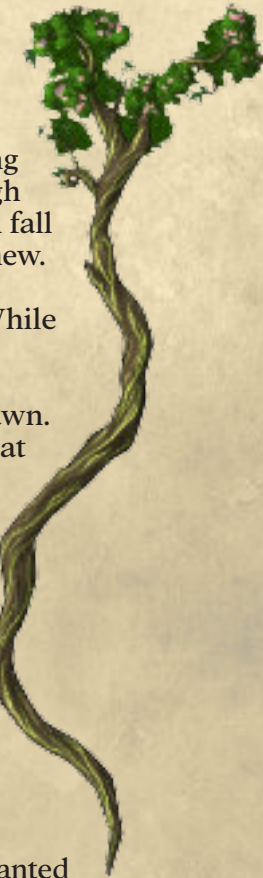
Staff, rare (requires attunement)

This thin, bent quarterstaff is flexible and springy, as if it were still a bough to a living tree. The head of the staff is covered in magical foliage that continuously cycles through the four seasons, rapidly budding and sprouting lush leaves only to have them die and fall to the ground. The dead, dried leaves disappear after one round, and the cycle starts anew.

You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While holding it, you gain a +1 bonus to spell attack and damage rolls.

This staff has 3 charges, and regains 1d4-1 expended charges at the start of each dawn. To activate the staff, you must use an action to expend a charge and roll 1d4 to see what season the staff is currently portraying. You may choose one of the two spells to cast correlating to the season rolled without use of a spell slot, using your spell save DC:

- | | |
|--|--|
| 1) Spring. <i>Plant Growth</i> , <i>Spike Growth</i> | 2) Summer. <i>Daylight</i> , <i>Call Lightning</i> |
| 3) Autumn. <i>Blight</i> , <i>WindWall</i> | 4) Winter. <i>Ice Storm</i> , <i>Slow</i> |



Watchful Eye

Wondrous item, very rare (requires attunement)

These metallic lockets feature an animated eye, and on occasion a pair of eyes. Enchanted with divination magic, these relics of Revilo grant you a glimpse of your near future. While attuned to this item after finishing a long rest, roll 1d20 and record the result. You can replace any attack roll, ability check, or saving throw made by you or a creature you can see with the recorded result. You must choose to do this before the roll occurs. If you take a long rest without using your predetermined die result, it is lost and replaced at the dawn of the new day. Watchful Eyes provide the benefit of glimpses into the future giving advantage on Wisdom (Perception) checks.

I am often conflicted about the use of the Watchful Eyes. Not as much as those which use the eyes of animals, but I have come across a number of these which have Reaper eyes in them. Something about trapping a friend's eye in a locket for magical means is rather unsettling to me. I tend to be wary of those who carry those specific medallions on their person.

— Sorinth the Wanderer

FOR CONTINUING ADVENTURES JOIN THE

Explorers of Revilo

EXCLUSIVE CLUB

Murk's
Hollow



5e

NEW 5E CONTENT
EVERY MONTH

Only on
Patreon.com/CreatureCuration



©2020 Creature Curation. All Rights Reserved.

A

Aanakal 81

Age of Discovery11

Alquercus trees79

Altculum88, 90

Anaxygosal61, 79

Ashar.....62

At My Core53

B

Backgrounds.....46

 Alchemist46

 Baron's Thorns49

 Big Game Hunter /
 Taxidermist46

 Displaced Revilian.....47

 Keepers of Secrets47

 Salvager49

 The Rooted48

 Tinkerer49

 Truth Seekers.....50

 Unspoken50

Badlands.....56

Barbarian45

Bard.....38

Baron Murk Von Horvath...92, 126

Baron's Thorns78, 95

Boheum Blyth.....84

Brilliance62

Brood Bazaar74

Brutal Beyond.....58

Buried Mast83

Burnadazi.....62

C

Calendar55

Canopy65

Catacombs56

Chelonocity61

Cleric41

Cokathralis.....18

Cokathralis Revisionists.....94

College of Gourmet.....38

Corsumine.....14, 65

Crawkul Bayou.....80

Creedona14, 93

Creedonites86

Crookstooth.....78

Cruor of Solleel58

D

Dalakbruel.....36, 88

Depths Unknown.....60

Driad Bayou80

Driademus.....20

Druid.....51

E

Earthshatter.....9

Ehym.....86

Eklouf87

Emberspit62

Embreson.....15, 61

Everyman40

Extremophile.....52

F

Fanatic Domain.....41

Fatuma93, 94

Feats52

Fetid Pools58

Fiery Pits61

Floating Forest.....30, 65

Forest of the Dead.....22, 70

Fragments93

Fregedem.....58

G

Gaverunt.....58

Ghyrma16, 93, 94

Glacial Floats60

Glassga62

Grand Conclave.....74

Great Hibernation.....10, 87

Greyskrull56, 92

Grinataur22

Groblynn.....24

H

Hassanavul.....26

Hassurgo68

Hazelrock.....86

Hystracathi28

I

Icy Divide.....73

In Tune with the Gods.....52

Inquisition.....94

Island83

K

Kaldor.....57, 92

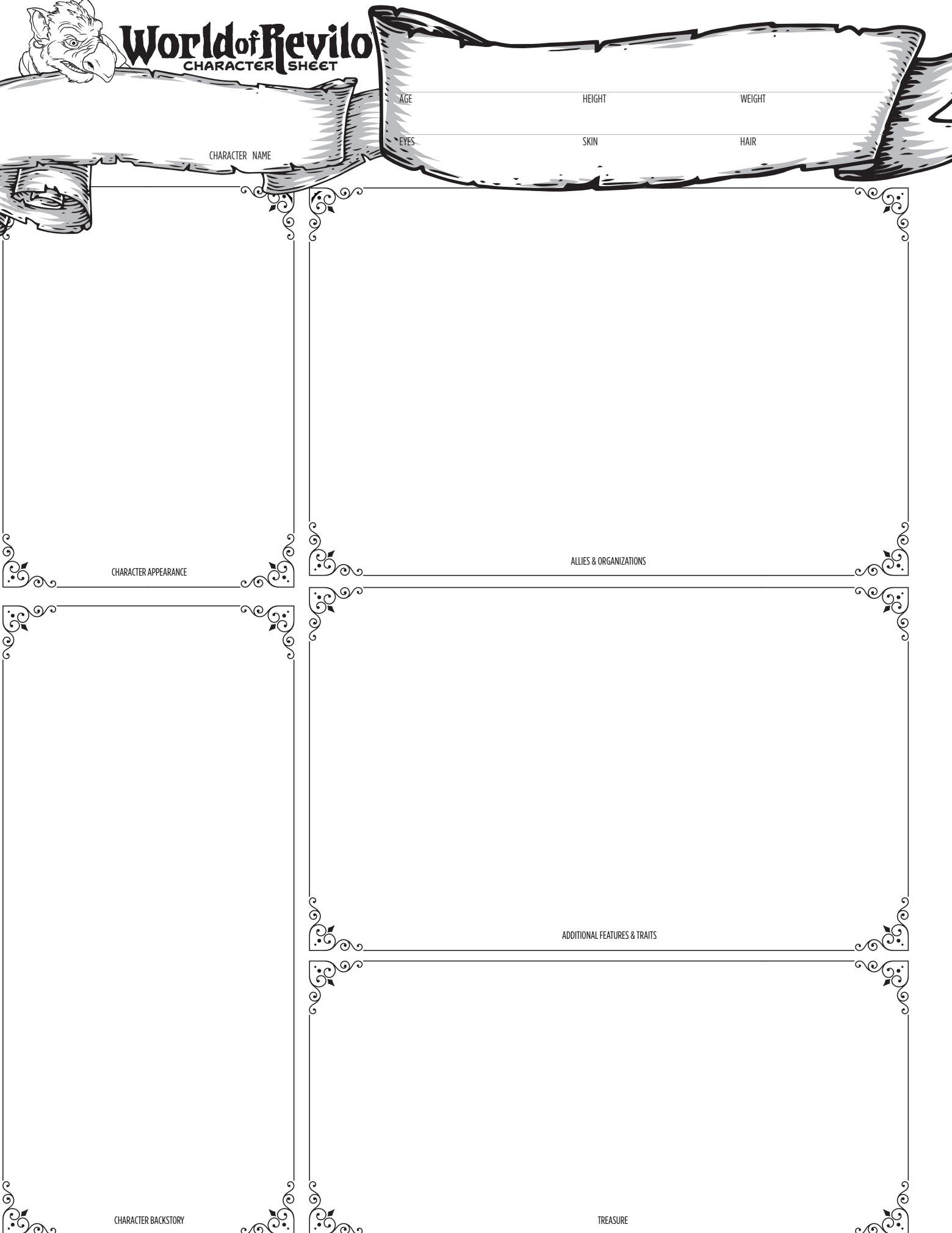
Karkathian81

Keepers of Secrets.....93

Kerinia68

L

Laka Bayou.....80



License Information

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: 1. The name "Creature Curation" as well as all logos and identifying marks of Creature Curation, LLC, including but not limited to the Creature Curation logo as well as the trade dress of Creature Curation products; 2. The product name "Revilo Campaign Setting" as well as any and all Creature Curation product names referenced in the work; 3. All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps, or cartography; 4. The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this product, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names; 5. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

OPEN GAME License Version 1.0a

The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc (Wizards®). All Rights Reserved.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty---free, non--- exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co---adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE



CreatureCuration.com
is for RPG Lovers like you



©2020 Creature Curation. All Rights Reserved.